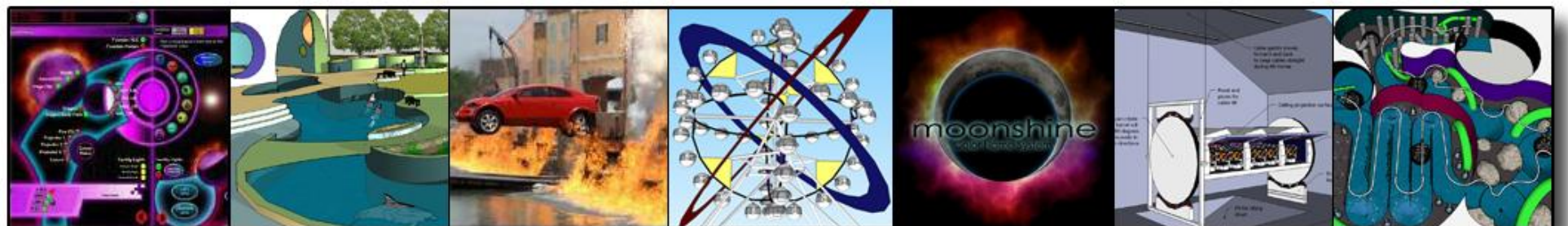




Portfolio of Mike Brister

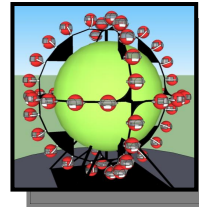
mike@brister.net



The projects in this portfolio...

3 - ATTRACTION DESIGNS

- 3 – Monster Mansion (haunted attraction)
- 4 – Seahorse Aquarium (landscaping sample)
- 5 – Scream: The Ride (Kuka Arm ride)
- 6 – Caverns of Charybdis (suspended boat dark ride)
- 7 – Mobius Coaster (dual-sided coaster track)
- 8 – Ferris Wheel (3D ferris wheel)
- 9 – Cartoon Crash 'n Smash (interactive bumper car game)
- 10 – Rolling Motion Simulator (vehicle concept)
- 11 – Other Sketchup Drawings



12 - BLIZZARD THEME PARK

13 - DANCING FOUNTAIN CHOREOGRAPHY

14 - SHOW CONTROL GRAPHICAL USER INTERFACES

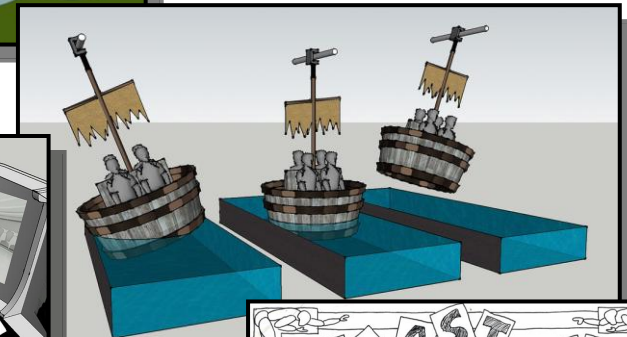
15 - WALT DISNEY IMAGINEERING LIGHTING DESIGN

16 - LOGOS

17 - WEBSITE DESIGN AND GRAPHICS

18 - WALT DISNEY WORLD ENTERTAINMENT CREATIVE IDEA FORUM

- 18 – Raven's Mansion (themed restaurant)
- 19 – The Incredibles "Supers vs. Villains" Olympics (interactive show)
- 20 – Halloween Funhouse & Villain Meet and Greet (character attractions)



21 - SKETCHBOOK SAMPLES

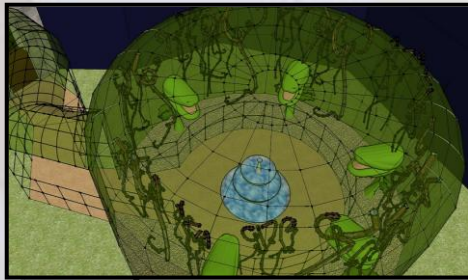
- 21 – Escape Artist and Egypt Historical Ride
- 22 – Volcano Ride, Splashtown USA Waterpark, and Mini Golf



Monster Mansion

This attraction is a collection of 9 self-paced and interactive haunted attractions in a single building. They include a live special effects show, interactive games, haunted walk-throughs, a maze, a small ride and animatronics shows. The entire attraction is tied together with an overall mystery that has clues in each room.

Guests are invited to solve the mystery in the finale.



Seahorse Aquarium

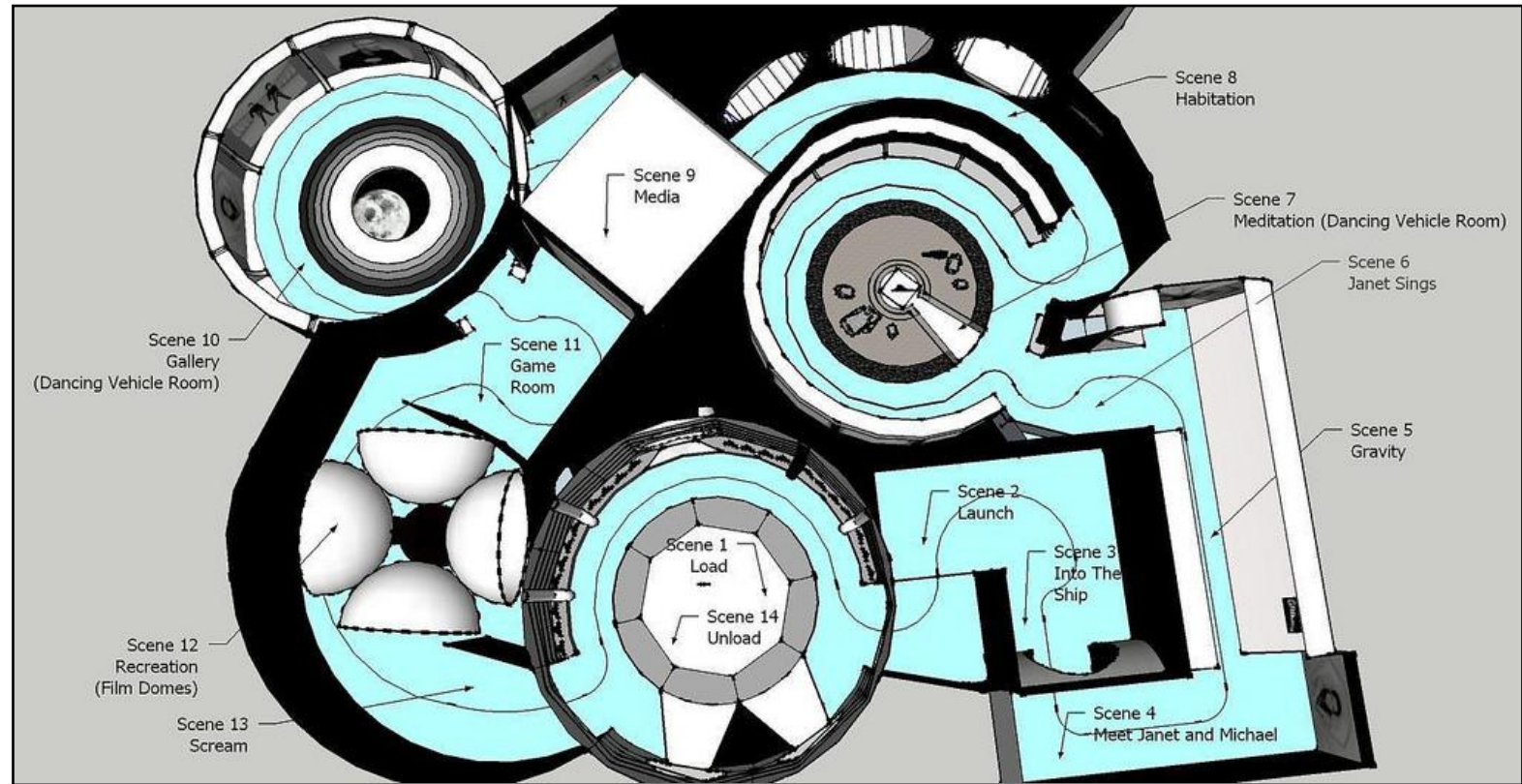
This is an imaginary aquarium facility I created to practice landscaping the front courtyard. I wanted to design something that felt organic. In this case, the shapes are inspired by a seahorse. I split the courtyard in half with the sea represented on the left and land on the right. The two blend together in the open-air entrance to the building. The pools for the large aquatic mammals extend into the courtyard as part of the landscape.



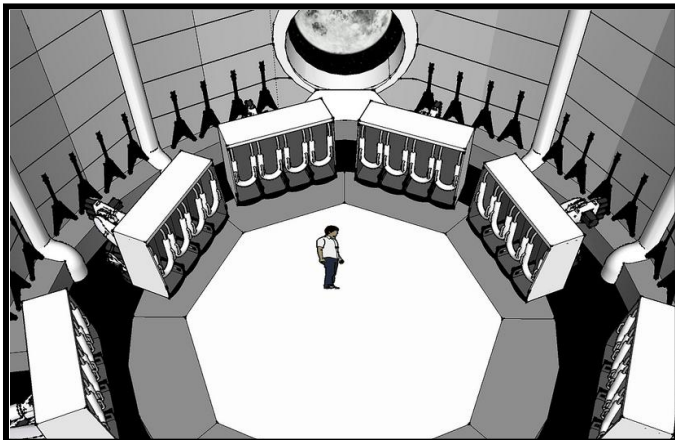
Scream: A Gravity-Defying Musical Experience

Starring Michael and Janet Jackson. Based on their music video, Scream.

"Board a Robotic Exploration Pod and launch to Spaceship J with Michael and Janet Jackson. Take a twisting and turning tour of the ship and enjoy its anti-gravity accommodations. Feel the heart-pounding pulse of the rhythm and the bounce of your Pod as it dances to the music. Experience the thrill of life in space and the energy of the Jacksons. It'll make you want to Scream."



The ride vehicle is completely exposed and visible to other riders in certain scenes. In the Meditation and Gallery scenes, 2 to 4 vehicles are in the room "dancing" together in sync. This is tricky because each vehicle is dispatched separately and is playing the song at staggered points. To make this work, all song starts are evenly spaced and synchronized to a master beat throughout the building. When a vehicle enters one of the two "Dance Room" scenes it switches from its own on board choreography to the group choreography in the room. As the vehicle leaves the room, it switches back to its own movement. The group choreography is on an endless loop that is set to the master beat for the entire building.



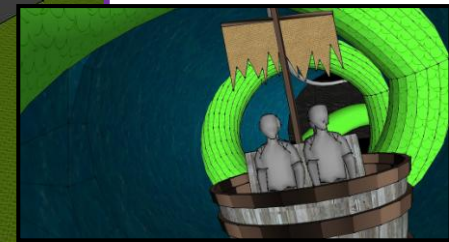
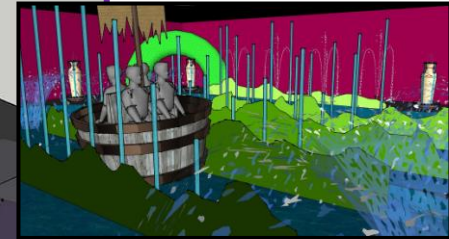
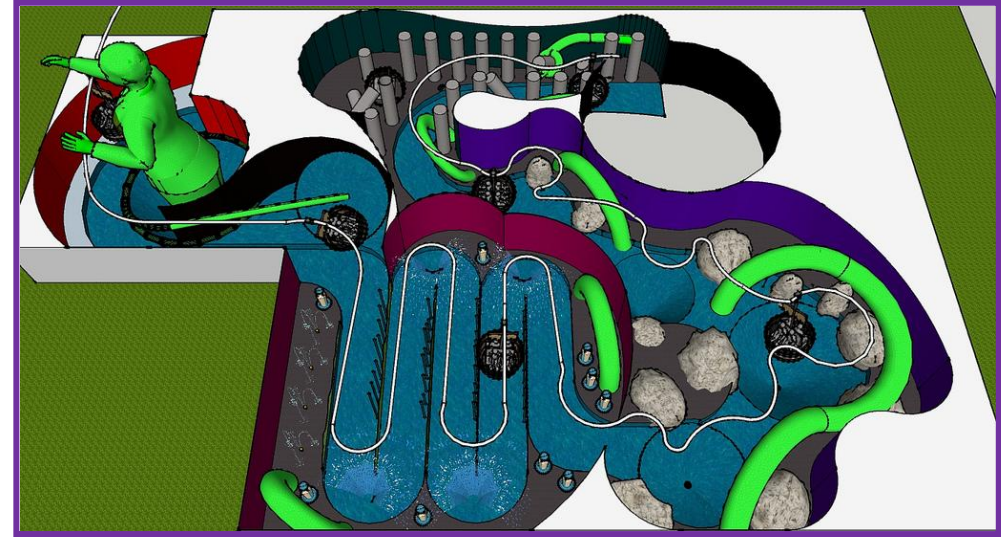
Caverns of Charybdis

The Charybdis Caves River Ride Company provides a unique adventure! Our 4-passenger barrel boat rides combine the thrill of rafting with the mystery of cave exploration. Hop on board our unique and unsinkable barrel boats and take a spinning journey through the legendary whirlpool caves of the Charybdis River.

In Ancient Greek mythology, Charybdis is the sea serpent goddess that sleeps below the river. The whirlpools are the gateway to her realm, but you *probably* won't encounter any monsters on your ride today. Time to board. Your swirling journey on the Charybdis River awaits.

The Caverns or Charybdis attraction is a combination of dark ride, river rapids ride and roller coaster.

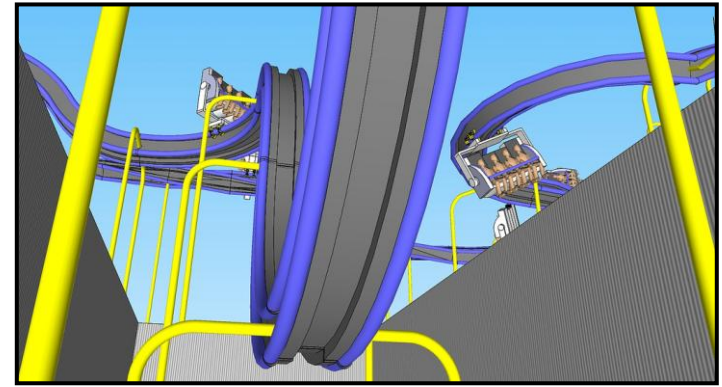
Although the boats are in contact with and propelled by the movement of the water, they are not floating. Instead, they are suspended from a single rail track hidden in the ceiling. This track keeps the boats upright and controls their path. However, the boats are free-spinning and swinging so they move in a unique way depending on rider weight distribution, movement of the water, and contact with the sides of the flume. By moving the track out of alignment with the flume, spinning and tilting is intentionally created. The ride is also enhanced in several scenes by lifting the boat out of the water completely to allow for short "suspended roller coaster" effects like drops and banks.



Mobius Roller Coaster

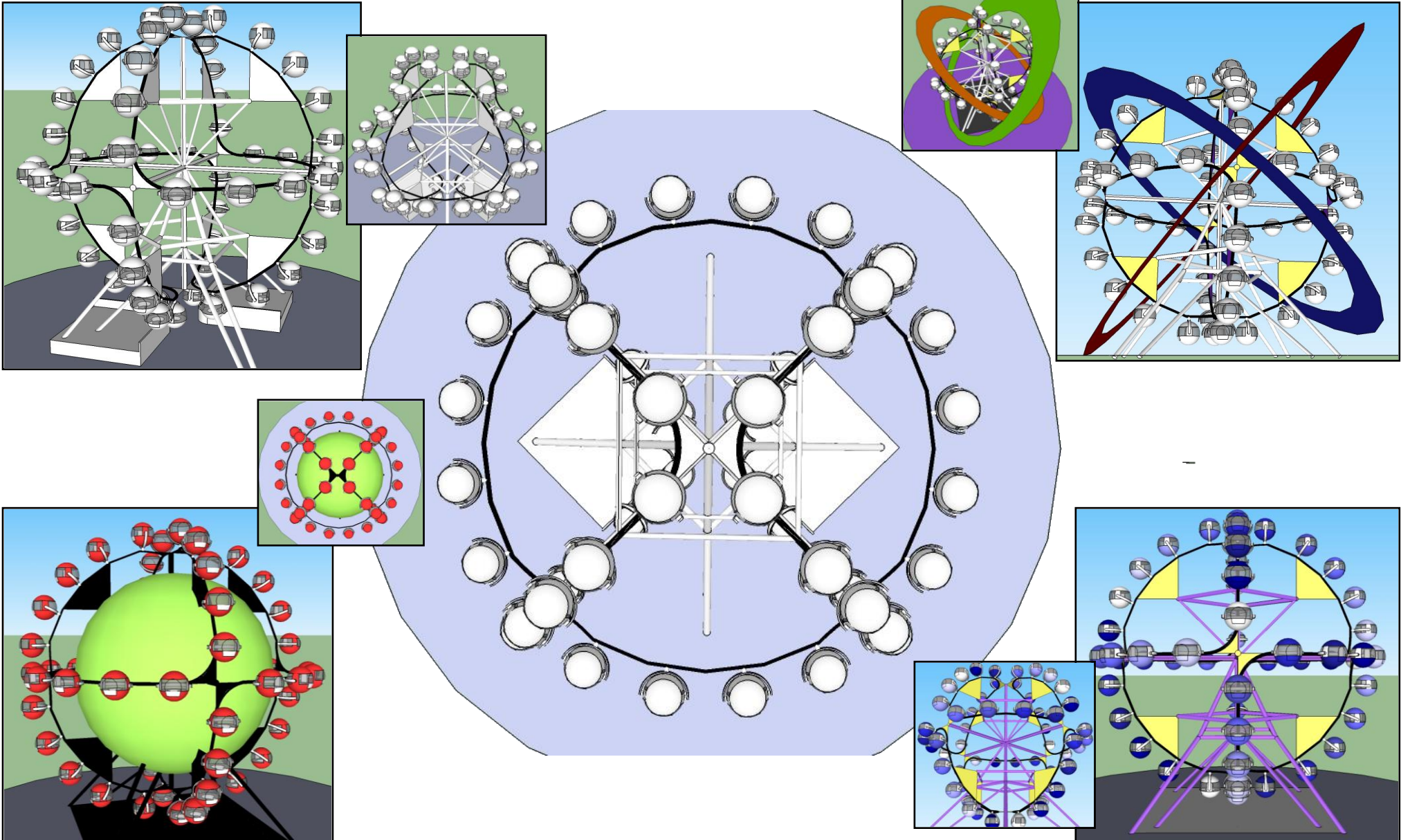
This roller coaster is based on a Mobius Strip. The track has rails on top and bottom. The vehicles ride the upper rails then do a half-twist to an inverted position on the lower rails. Because of the twist, the upper and lower rails form one long track. The vehicles do two loops on the track, passing under the station on the first loop and stopping in the station at the end of the second.

This mock-up is on a Wild Mouse Coaster scale. The single car vehicles are mounted on a yolk with a vertical rotation. This keeps the riders upright when the vehicle flips to the inverted side of the track and gives it a little swing. This also means the vehicles travel backwards when inverted.



Ferrix Wheel

This is a simple concept with complicated geometry. I wanted to make the classic Ferris Wheel into something more 3-dimensional. This ride has a fixed structure with a "tank track"-like belt moving the cars around it. This lets the ride make turns around a more complicated shape (a sphere instead of a wheel, in this case). In this model, the 56 ball-shaped cars will swing but stay mostly upright by gravity and two axes of passive swivel. I've mocked up four styles of this ride: basic structure, simple colors, "Atomic Sphere" and "Planet X".



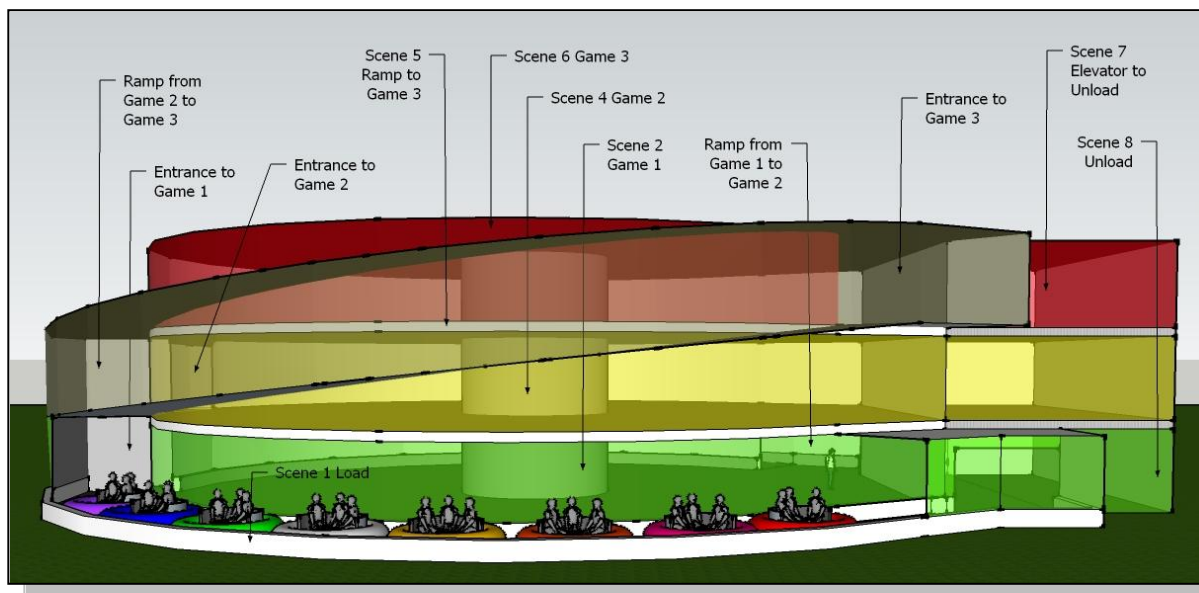
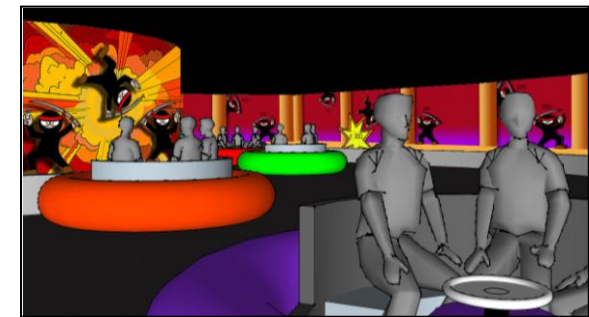
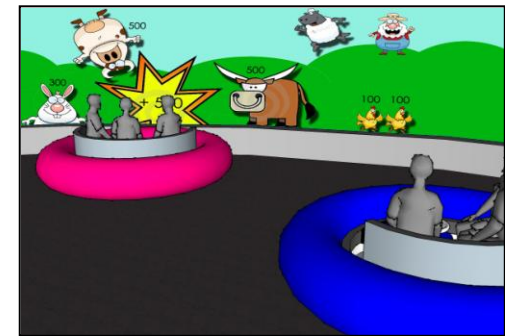
Cartoon Crash 'n Smash Destruction Derby



Otto Rex, 5 time World Champion Demolition Derby Driver and owner of the Crash 'n Smash Driving School, invites you to be a driver in the *Cartoon Crash 'n Smash Destruction Derby!*

Get behind the wheel of one of Otto's state-of-the-art Smash Buggies and collide your way through 3 levels of cartoon destruction. There's no accelerator and no brake, but there's lots of stuff to bump and break. You'll be competing in three unique, 360 degree arenas against other Smashers for the most destruction and points. There are no guns in this shooting gallery. Just drive at the prize and what you hit is what you get. Take your inner "10-year old boy" out for a destructive test drive in a warehouse storing delicate artifacts or a museum filled with priceless works of highly breakable art. Next, help bounce the critters back in to their pens at the farm or their cages at the zoo. And if you're good enough, you may be called upon to test your smashing skills against an army of cartoon ninjas or the zombie apocalypse!

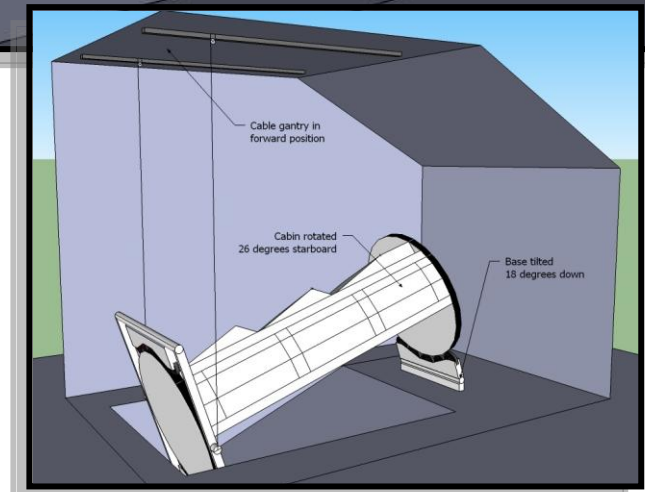
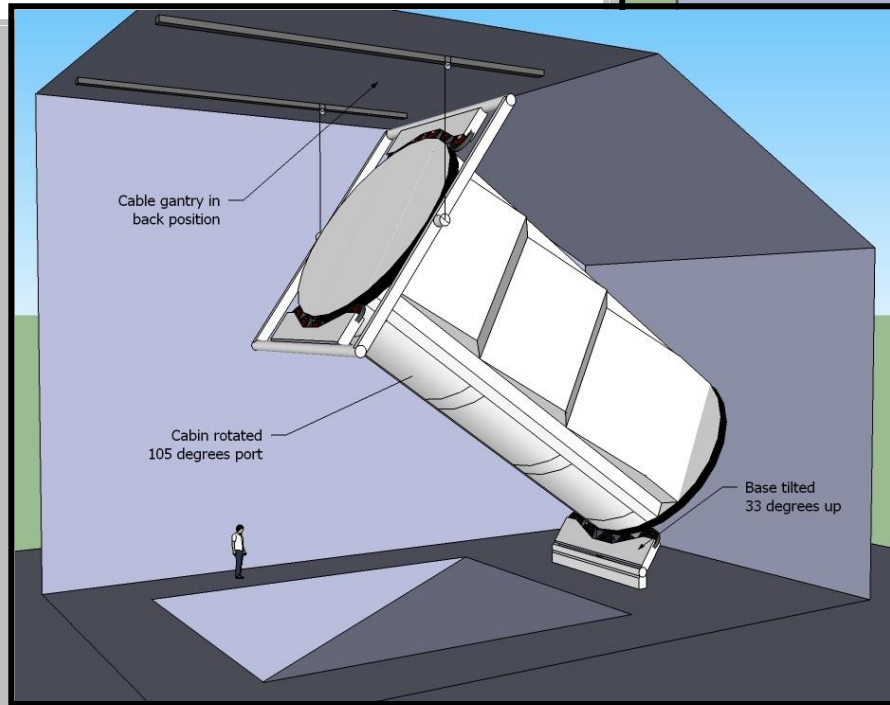
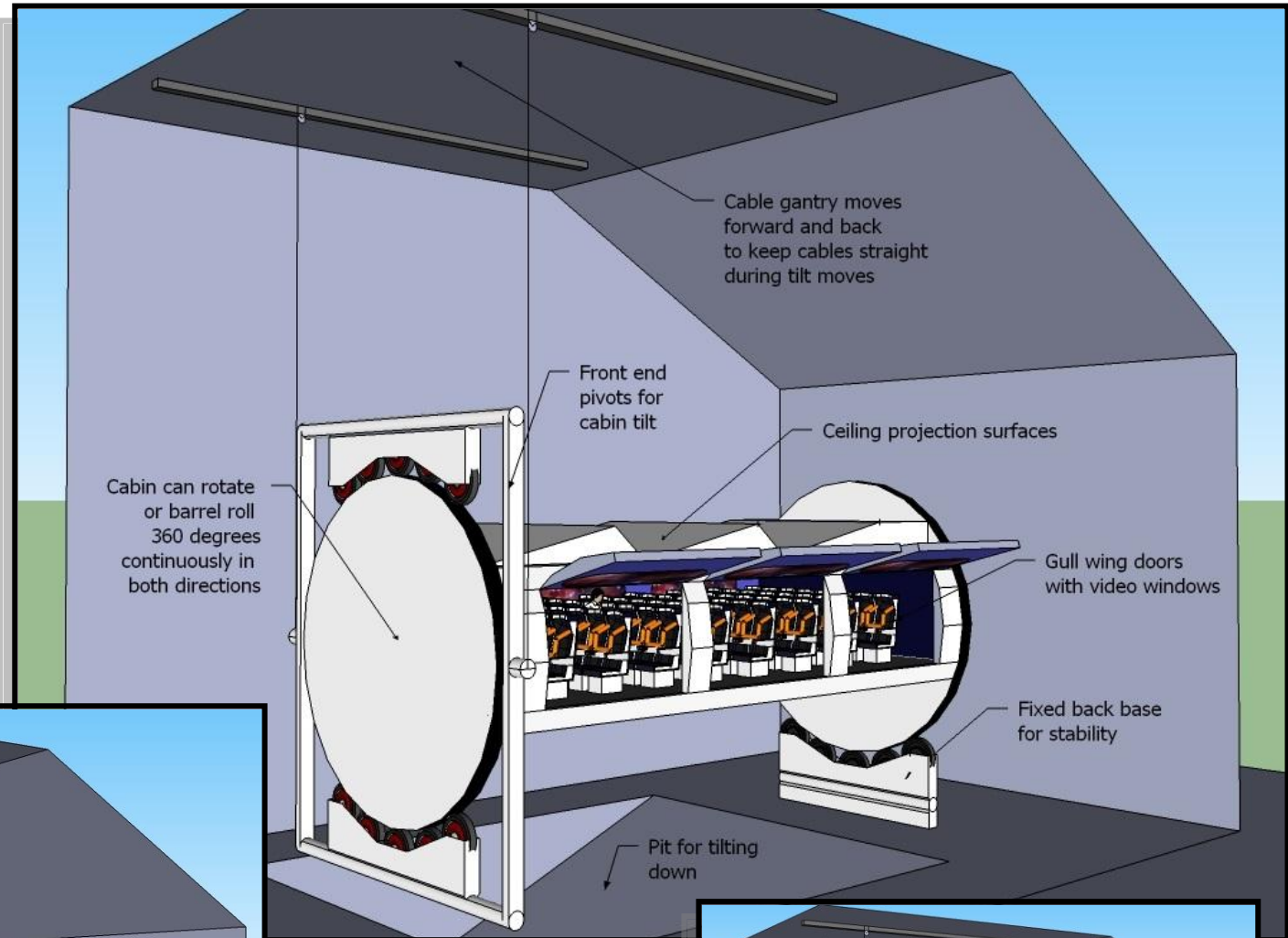
Cartoon Crash 'n Smash Destruction Derby is an attraction that combines the fun and skill of a shooting gallery with the exciting chaos of classic bumper cars. In each of the three game arenas, eight Smash Buggy vehicles are completely under the control of the passengers. On the inner and outer wall of the donut-shaped arenas, cartoon scenery and targets of varying point values run for their lives. The Buggy drivers accumulate points by colliding with the cartoon images. Sensors in the walls detect the hits and misses so the animation is fully interactive with the vehicles. Each arena has three possible games chosen at random and played for two minutes. And each level introduces a new element of complexity. After each game, the vehicles autonomously drive to the next room before the game resumes. After the final game, scores and replay video of the best smashes play on a large video screen as the vehicles return to 1st floor for the drivers' exit.



Rolling Motion Simulator

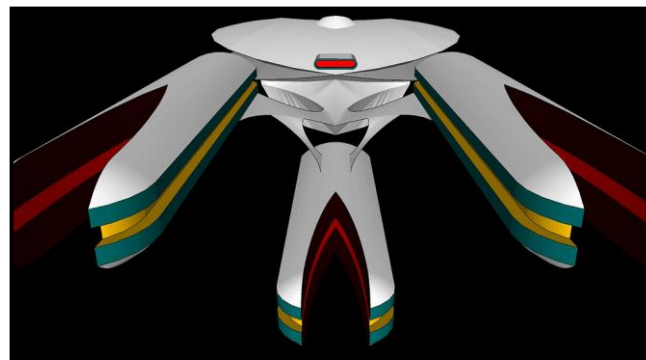
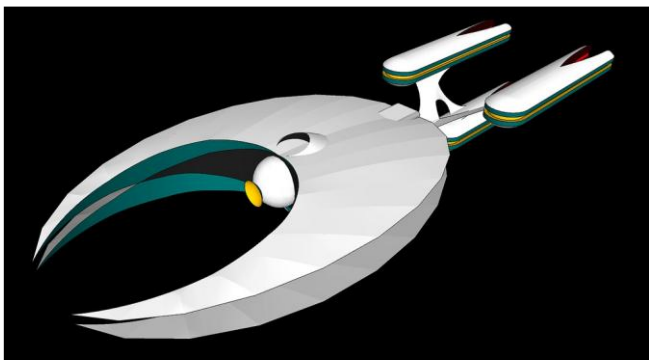
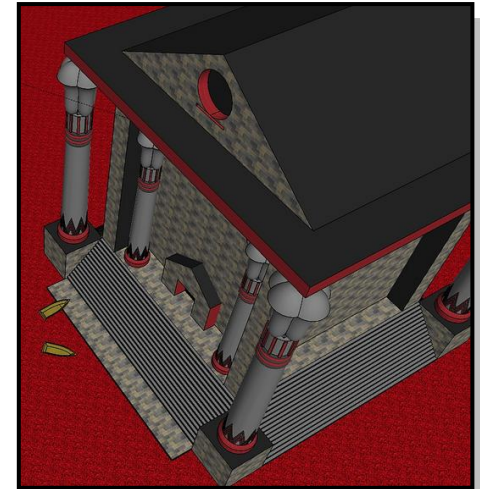
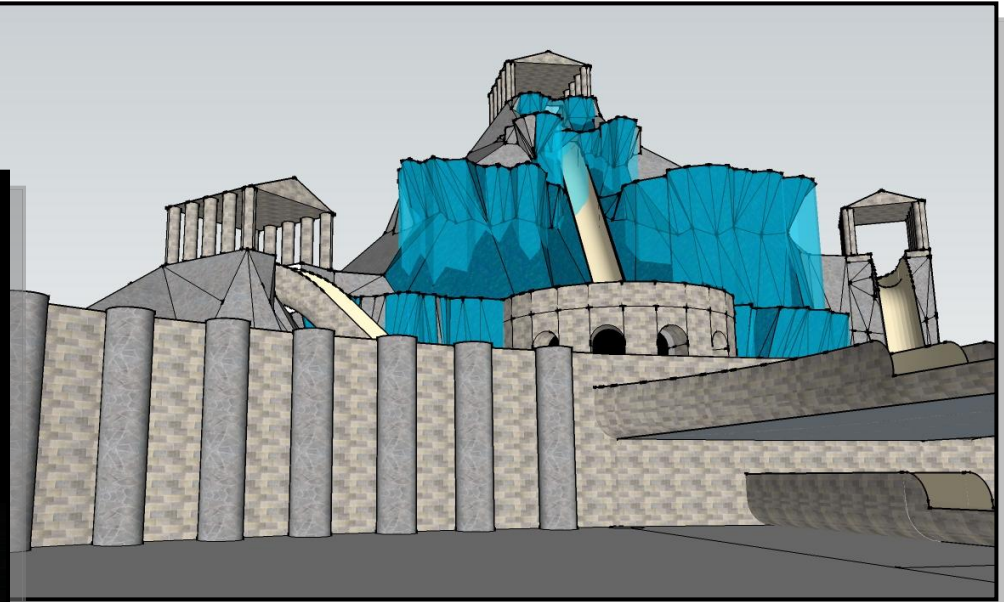
This is a flight simulator that functions differently from most. I wanted it to move more like an actual aircraft and be more physically thrilling. Instead of an X / Y tilt axis, this simulator has front tilt and 360 degree horizontal roll. The cabin seats 64.

I thought it would be kind of cool if the theme was simply joy-riding. While waiting in the load area, the riders could vote on the experiences and locations they are about to experience. In the cabin, there are screens on the ceiling and side walls because I think the barrel rolls would be enhanced by seeing the ground above the riders. Of course, cleaning puke off the ceiling screens might prove operationally challenging.



Google Sketchup Samples

Examples of other drawings I've made with Google Sketchup.



Blizzard Theme Park

This is an imaginary theme park designed by Erik Moore and myself for a Blizzard Games contest. The entire thing was conceived and drawn in our spare time over 15 days and we coordinated it exclusively by e-mail. Everything I know about Blizzard Games, I learned in those 15 days.

Welcome to Blizzard Adventure Park! It's not just a park, but an all-day adventure. Visit the Central Hub where you will suit up with your armor and weapon. Here you will also receive your Adventure Pass which will identify you throughout our three worlds. You are free to explore the lands of Tristram, Azeroth, and the Koprulu Sector and enjoy the attractions within them, but beware. Enemies wander the streets waiting to ambush, so be on guard and keep your weapon ready. Each enemy defeated gains you points in an all-day competition with everyone else in the park. High scores and quest information are displayed on big screens throughout the lands. Never let your guard down, the adventure knows no safe area. You never know when or where mobs may attack and every element in the park is part of the game. Scan your Adventure Pass while shopping to gain strength (increasing the points your weapon collects per hit) or while having a snack or lunch to gain health (increasing your resistance to hits from enemies). You can even gain points on Special Quests (interactive attractions, rides, and shows). You don't just sit and watch our shows, you play them. You don't just ride our rides, you battle them. For a change of pace, try one of our Live Instances where you explore mazes and solve riddles alone or as a team. Anything and everything in Blizzard Adventure Park is a game. Can you collect enough points to be the best warrior of the day? Fight our enemies, take our quests, become a hero or a villain. Blizzard Adventure Park, it's not just a theme park... it's war!



Fountain Choreography and Programming *Taste of Fantasmic!*, Walt Disney World

Choreographed and programmed the dancing fountains for the short presentation called "Taste of Fantasmic!". This gives guests a short show when inclement weather prevents the full Fantasmic! show from running.

The fountains were programmed on a WholeHog2 lighting console.



Soggy Guests cheer for a "Taste of Fantasmic!"

BY AMANDA ADLER HOLLINGSHEAD

Technicians at Fantasmic! at the Disney-MGM Studios recently collaborated to create an abbreviated version of the nighttime spectacle for nights when weather forces the show's cancellation.

This 3-4 minute "Taste of Fantasmic!," presented on nights when non-electrical-activity rain storms prevent Fantasmic! from running, features select elements from the full-length show, including animation projected on mist screens; dancing fountains; laser, pyrotechnic and fire effects; and more.

The idea originated in a recent Entertainment meeting, when Fantasmic! Technicians mentioned that, on nights when inclement weather forced the show's cancellation, crews still had to fire the pyrotechnics after Guests left for the evening.

Based on that feedback, the Fantasmic! Show Directors decided to put together a sampling of music, featuring "April Showers" from *Bambi* and music from the Fantasmic! soundtrack, to use for this abbreviated show. A team of Technicians then worked together to choreograph the show elements to match the musical selection.

"It's a great example of how Cast Members working on a show came up with an idea [and made it happen]," said Show Director John Phelan.

Guests got their first glimpse of the abbreviated show earlier this month.

"After [the first showing of 'Taste of Fantasmic!'] finished, the crowd jumped into a huge roar of applause and screamed like they do after [the full-length] Fantasmic!," said Entertainment

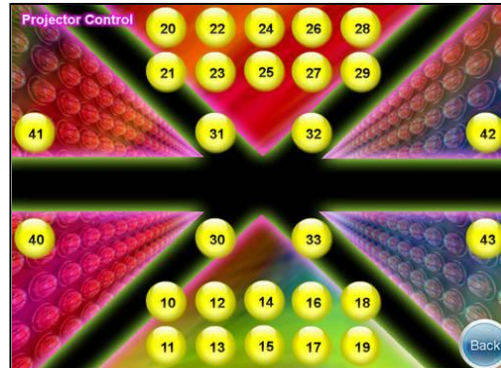
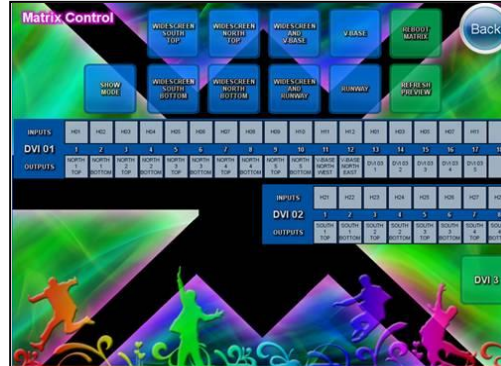
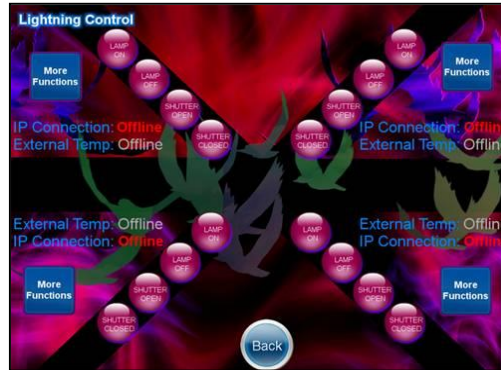
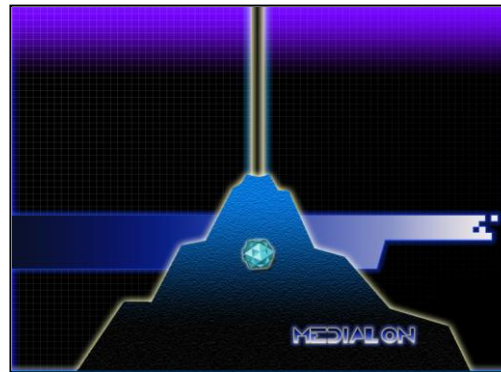
Manager Jeffrey Bruce. "It's a huge win for the Cast Members and a major win for our Guests ... That's what it's all about: leaving the Guests with a 'Taste of Fantasmic!'"



From left, Fantasmic! Technicians Mark Williams, Mike Brister, Gregg Stevens, John Lyons, Eric Moore and Jim Robertson helped develop the abbreviated "Taste of Fantasmic!"

Graphical User Interfaces

GUIs I've built on my own or on teams using AMX, Medialon, and Wonderware software. Projects included Kallisto Condos in Miami, Cirque du Soleil's The Beatles LOVE, and Fantasmic! at Walt Disney World.



Walt Disney Imagineering Show Lighting Designer

From 2000 through 2004, I temporarily worked with WDI Florida's Show Lighting Department for several periods ranging from a week to seven months.

Main responsibilities included documentation and maintaining the artistic integrity of the show lighting in all Magic Kingdom attractions. This included a full fixture by fixture review of every attraction in the park twice a year.

Programmed moving lights for Star Traders store rehab and Innoventions Playground at Epcot.

Specified character fixtures and designed lighting for small additions, rehabs, new venues, and technology upgrades.

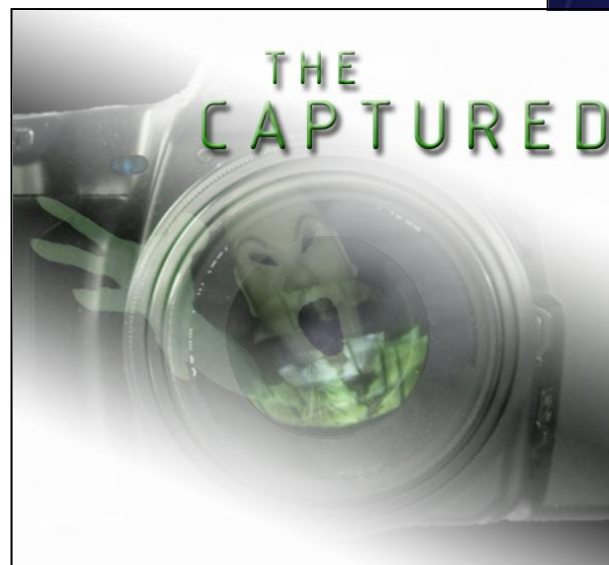
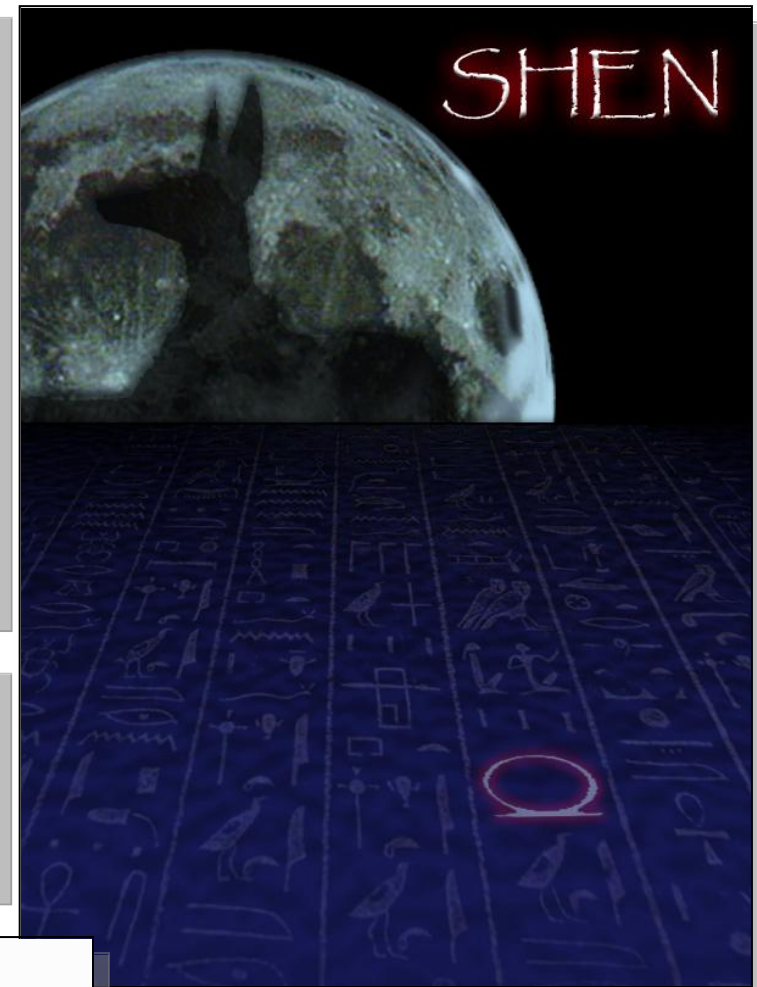
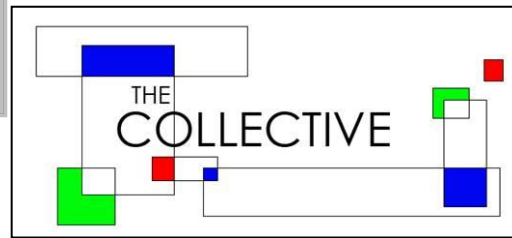
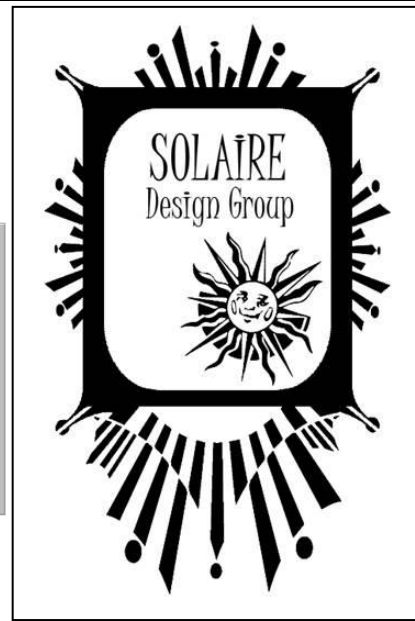
Assisted with the lighting design for the Haunted Mansion movie sets walkthrough attraction in 2003. This was a temporary attraction at the Disney-MGM Studios park.

Performed the moving lights rehab for the switch from Alien Encounter to Stitch's Great Escape attraction.



Logo Designs

Various logos I created for internal Cirque du Soleil contests, Six Flags Astroworld special events, ShowGO FX flame products, a Sid and Marty Krofft show's cast and crew t-shirt, and stories I've written as a hobby.



Website Design

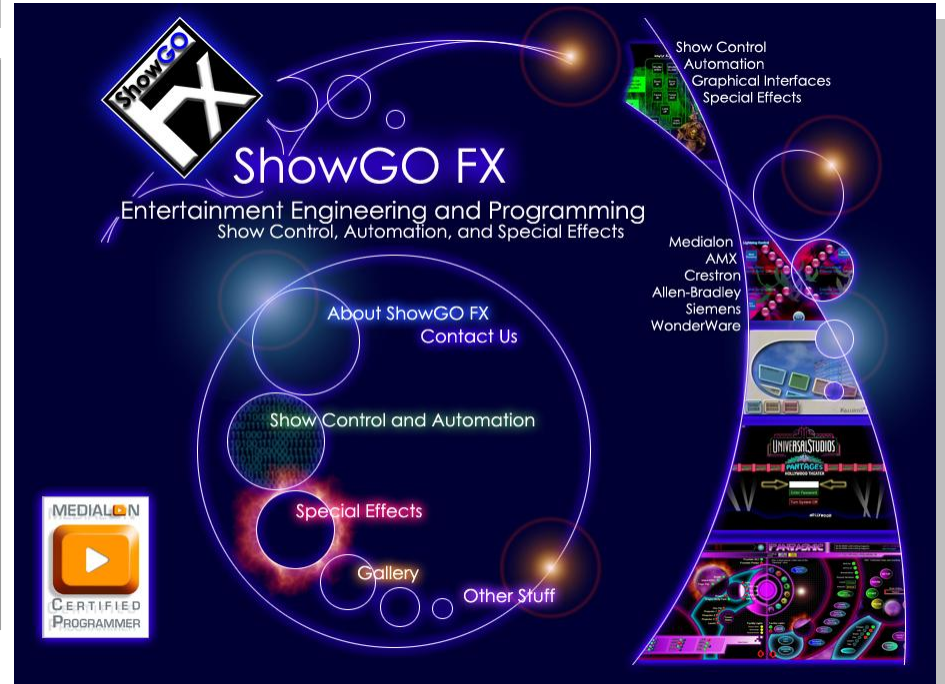
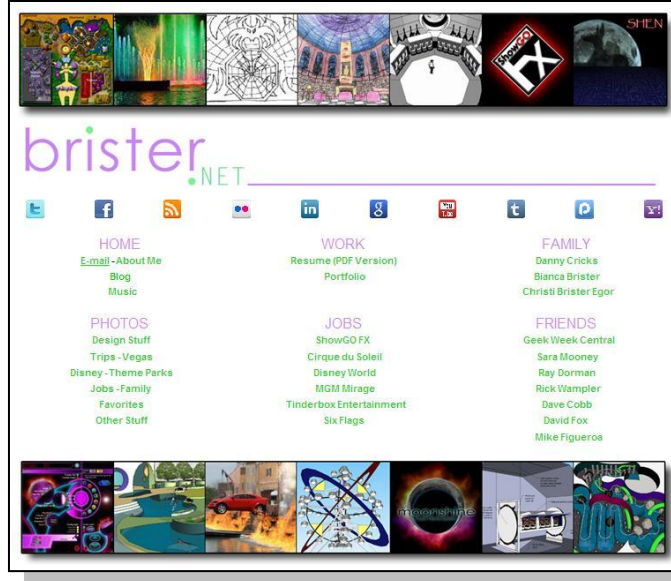
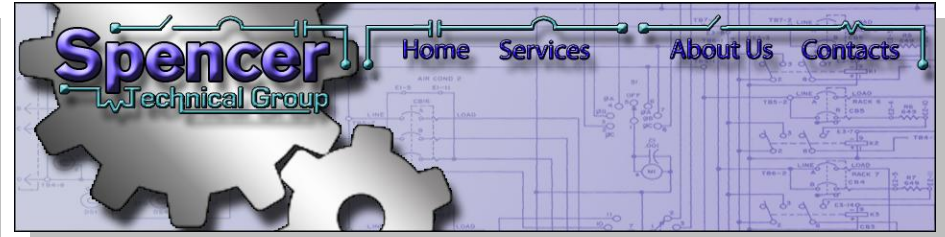
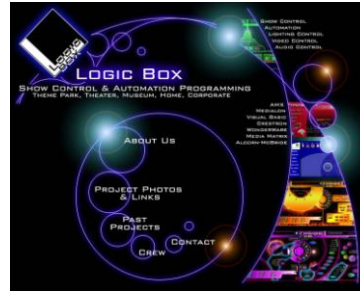
Websites I've designed and created graphics for:

<http://www.showgofx.com>

<http://www.spencertechnicalgroup.com>

<http://www.brister.net>

<http://www.dcricks.com>



Raven's Mansion Restaurant and Show WDW Entertainment Creative Idea Forum

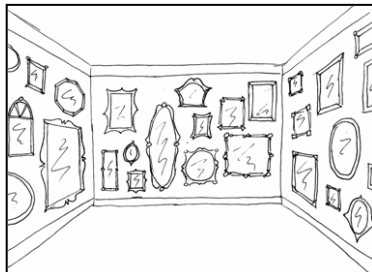
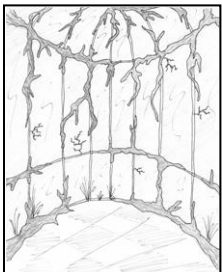
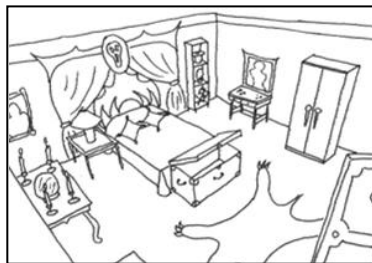
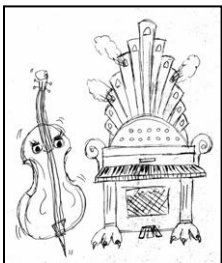
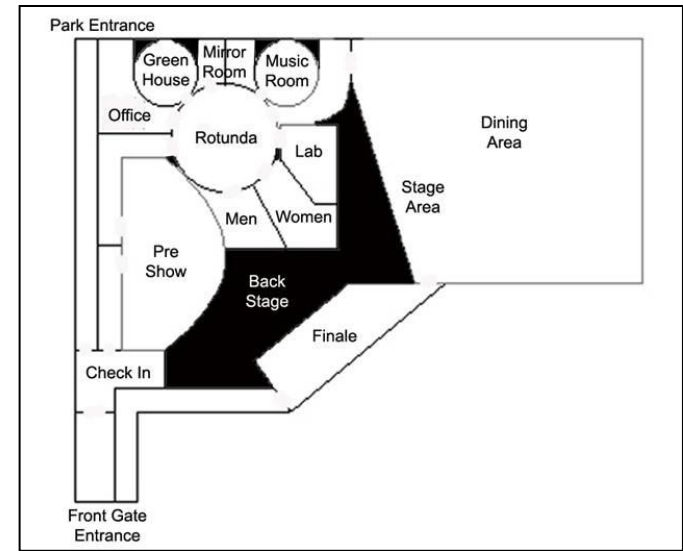
A proposal I made in 2002 to the Vice President of WDW Entertainment at an open forum.

This was a proposal for a new theatrical dining experience at the Disney-MGM Studios or Downtown Disney. The experience is divided into 4 main sections: a live preshow performance featuring intense special effects, an interactive exploration area, a dinner show, and an automated finale presentation.

"The year is 1959 and you are now trapped in the scariest place on Earth: Hollywood, California..."

You have been cordially invited to the lush Hollywood Hills home of the famous 1950's horror and science fiction movie Director, Arthur Raven. The same man that brought you such unforgettable films as *Attack of the 50 foot Librarian*, *It Came from the Tool Shed*, *The Toe*, *Ninja Cyborg vs. The Ice Weasel*, *The Thing Under the Sofa-bed*, *Mutant Wax Zombies from Jupiter* and *Vegetarian Vampires from Venus* now invites you to try and survive an evening of dinner and horror in his mysterious mansion. Legend has it that his home once belonged to an evil magician (who coincidentally was also a mad scientist) and it is now haunted with many malevolent creatures and spirits. The same spirits that have served as inspiration for such classic Raven films as *Curse of the Mummy's Mommy*, *I Was a Teenage Sea Serpent*, *The Blood and the Dipping Sauce*, *Corridor of Hallways* and *The Monster that ate Des Moines*.

Can you survive the night? Join him tonight for a horrifying adventure and a delicious meal. It promises to be a night you won't forget... provided you live through it. [Insert maniacal laughter here...]"



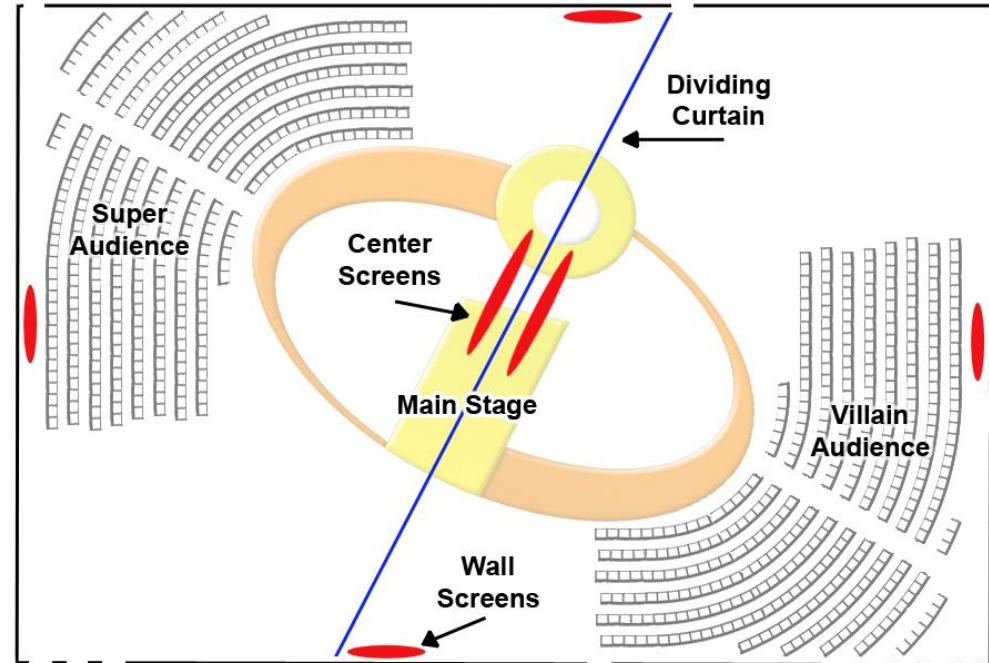
The Incredibles "Supers vs. Villains" Olympics Show WDW Entertainment Creative Idea Forum

A proposal I made in 2006 to the Vice President of WDW Entertainment at an open forum.

This was a proposal for a new interactive family show based on the film, *The Incredibles*.

"The City of Metroville is proud to host this year's National Superhero Olympics! The Olympics is a series of special challenges designed to select the new National Super Champion, a title sought by every Super since Mr. Incredible earned it during the first games back in 2005. As the Games begin, a pirate video broadcast from Syndrome interrupts the opening ceremonies. He announces that he has the building surrounded by Omnidroids and his only demand for everyone's safe release is a special match between Supers and Villains. He then reveals that the Villains have already infiltrated the building and are ready for the competition."

The show is a game show and physical contest between Supers and Villains where park guests play the roles of both. They choose to play on either the Super or Villain teams when they enter the building by two separate entrances. The show consists of a series of simple physical games played by members of the two teams selected at random. While the selected guests play the physical activity on the stage, the rest of the audience participates in the games using keypads at their seats. Depending on the specific game, the audience will either perform tasks to assist their own team or challenge the opposing team. A typical show will consist of 4 to 6 different games randomly picked from a large repertoire so that each show is a unique experience.



Not So Scary Funhouse and Villains Meet 'n Greet WDW Entertainment Creative Idea Forum

Two proposals I made in 2003 and 2006 to the Vice President of WDW Entertainment at an open forum.

MICKEY'S NOT SO SCARY FUNHOUSE

This was a proposal for a new enhancement during the Halloween season. This Disney-themed "funhouse" would best be described as "walk-through dark ride with live performers" featuring video, lighting effects, and 15 funhouse rooms painted in ultraviolet colors. There are 8 scenes based on animated shorts and features including *Lonesome Ghosts*, *Alice in Wonderland*, *The Nightmare Before Christmas*, *Hercules*, *The Little Mermaid*, *Pinocchio*, and *The Legend of Sleepy Hollow*.

VILLAINS MEET AND GREET

This proposal was an enhanced "Meet and Greet" for Disney Villain characters with theatrical elements and special effects. Guests enter the venue and wait in a maze-like queue line designed to look like a "cartoon haunted house". At the end of the queue, guests stand in a large circular waiting room where they must choose which of the 6 Villains they would like to meet. In the waiting room, the Magic Mirror from Snow White hangs on the wall. While guests wait, the Magic Mirror speaks in its dry, poetic style:

*"Behind six doors, six Villains wait,
To give you a Halloween treat,
Mind your manners or you'll seal your fate,
Before entering, please wipe your feet..."*

*"This wall of doors is called Villains Row,
You'll walk through them in good time,
None of these doors lead to restrooms though,
You should've gone before you got in line..."*

When a Villain Room is ready for guests to enter, the Magic Mirror tells a short poem about the Villain and the corresponding door will light up.

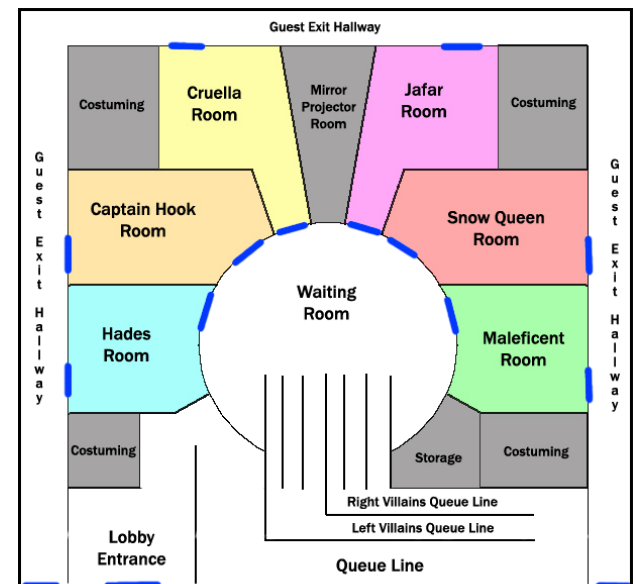
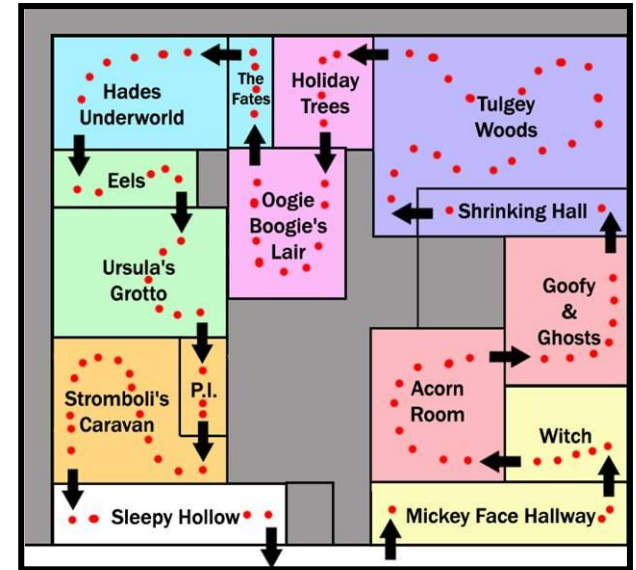
*"Arabian nights can be scary stuff,
In exotic lands afar,
This man's no diamond in the rough,
Come and meet the evil Jafar..."*

*"Thru this Mirror on this wall,
Her cruelty and jealousy were seen,
Second fairest of them all,
Come see Snow White's wicked Queen..."*

*"Her fashion trends are a cut above,
Her passions are greater still,
You could say she suffers from 'puppy love',
Say 'hello' to Cruella de Vil..."*

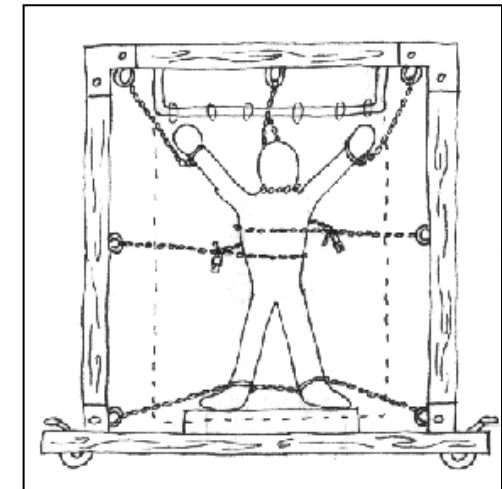
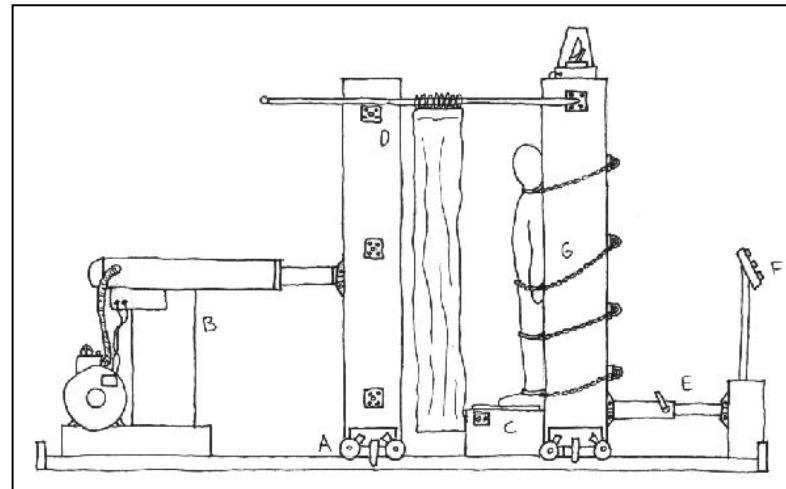
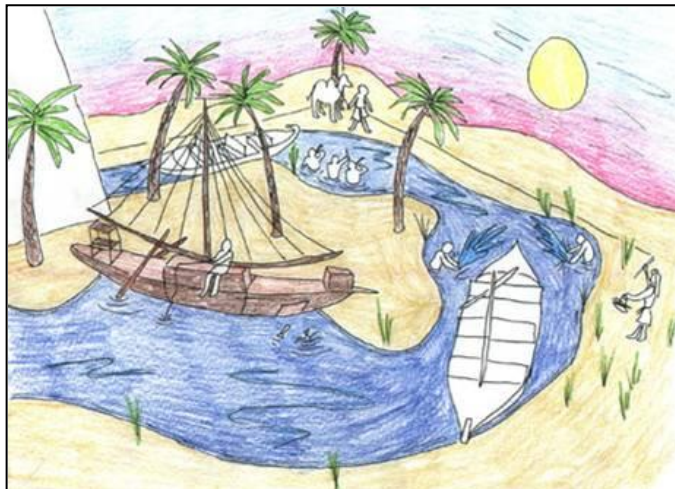
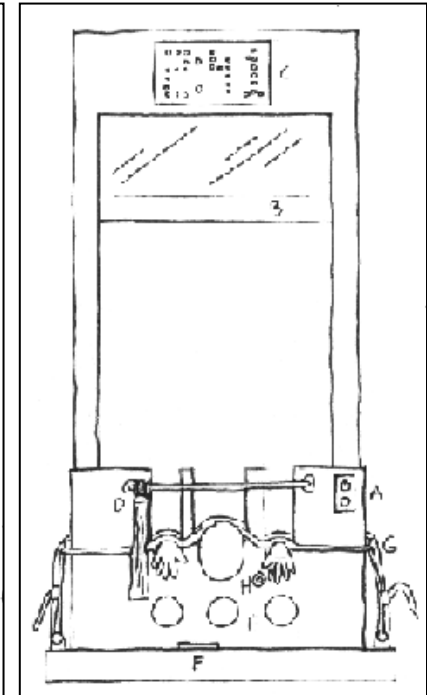
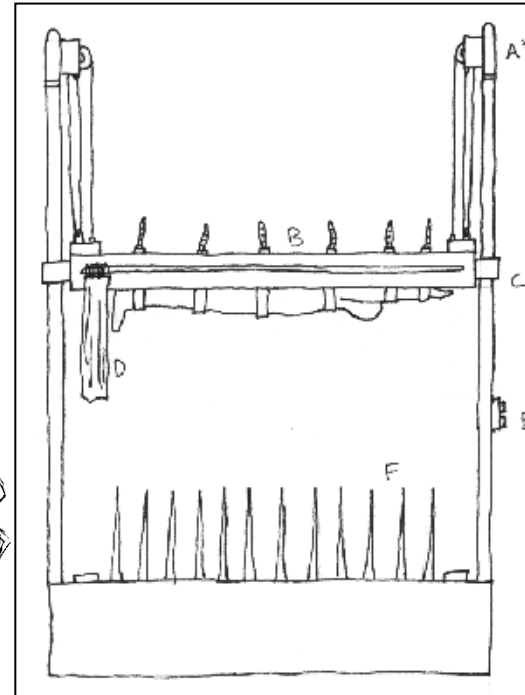
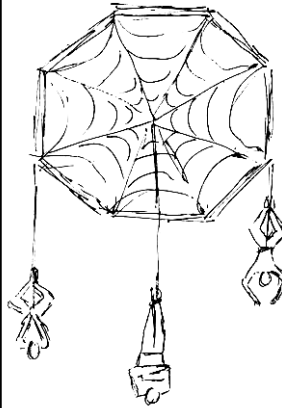
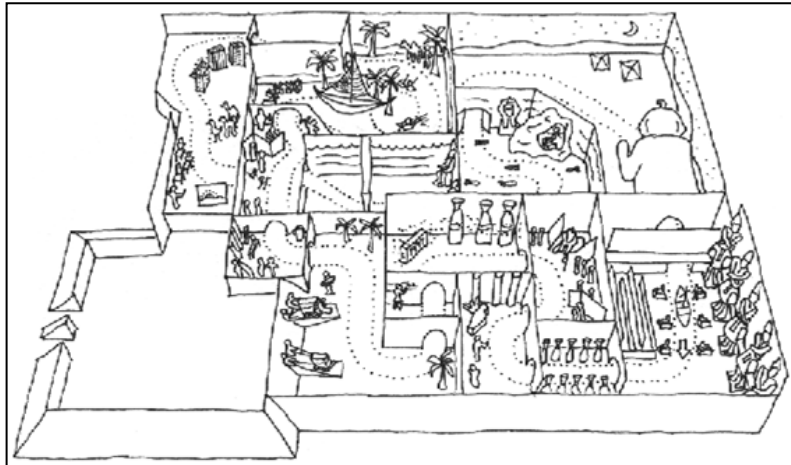
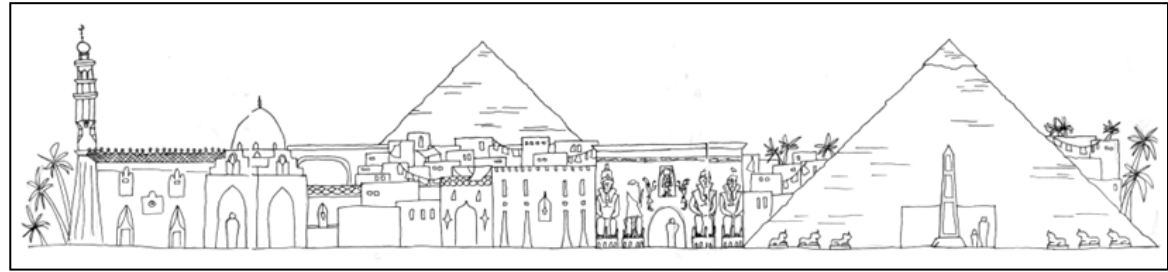
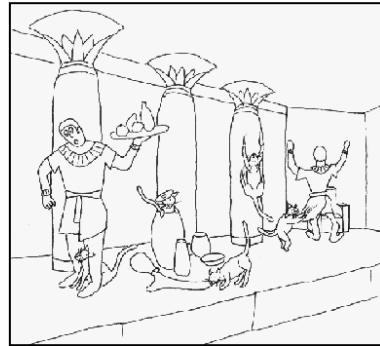
*"This Grecian leader of the Underworld,
Has hair ablaze in blue,
With fists clenched and lips curled,
Hades is now calling for you..."*

They are then led into the greeting room where they see a short production featuring the Villain, greet the Villain, and pose for pictures.



Sketchbook Sampler

Sketchbook samples from past projects including an Ancient Egyptian history ride and illusions for Escape Artist, Michael Griffin.



Sketchbook Sampler

Sketchbook samples from past projects including a suspended motion simulator ride through an active volcano, a Rube Goldberg themed mini golf course, and puppet shows and park designs for former employer, Splashtown USA Waterpark.

