

Disney · PIXAR
MONSTERS, INC.
THE FACTORY TOUR

PRE-SHOW
SETTING THE SCENE



Under the leadership of James P. Sullivan (Sully), Monsters, Inc. is no longer in the business of scaring human children.

The company now powers the monster world with children's laughs. And for the first time, humans are being granted access to enter the monster world and tour the Monsters, Inc. factory. The pre-show introduces guests to this back-story, as well as facilitates their transition into the monster world.



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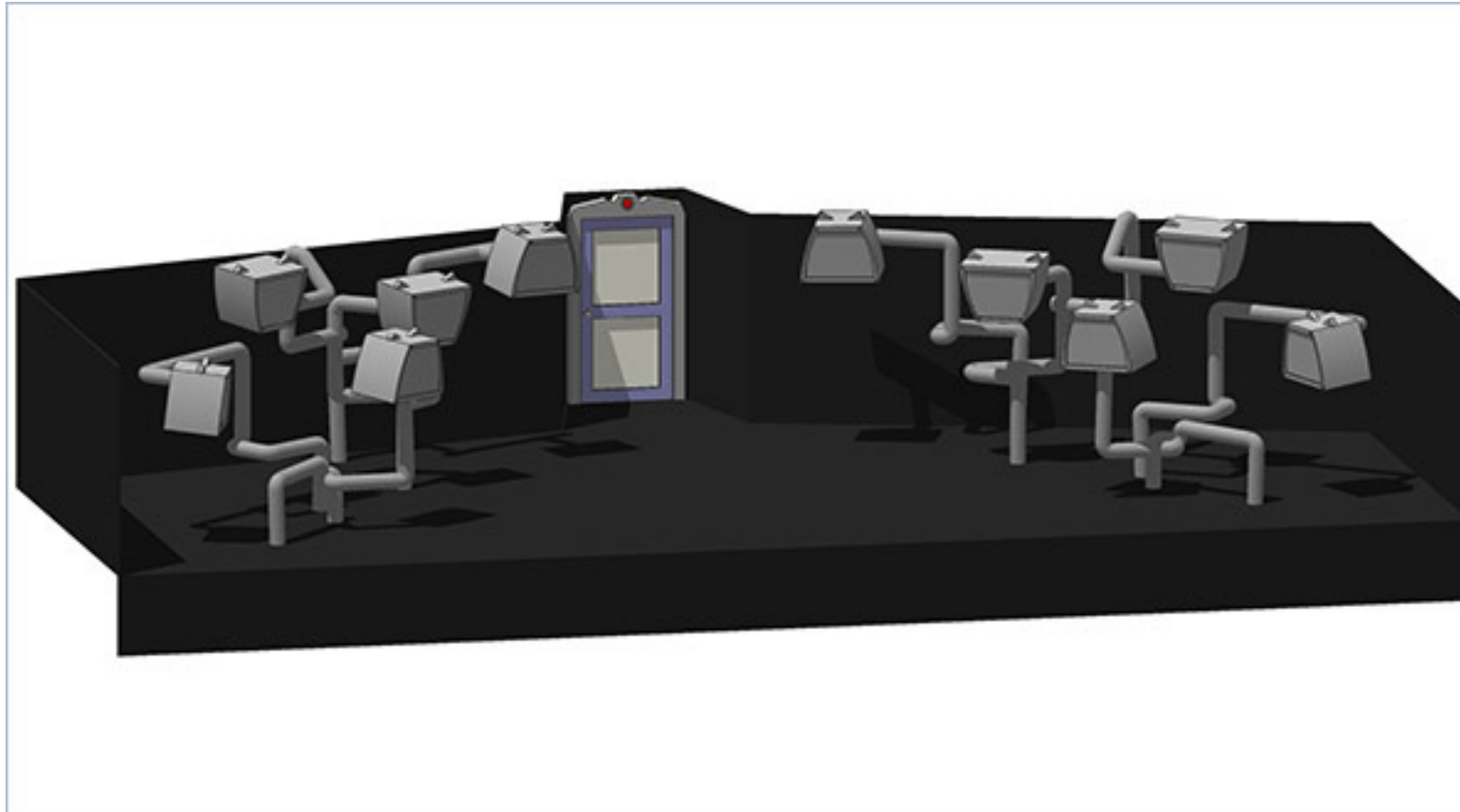
Each pre-show room is filled with video monitors connected by pipes that bend in every direction. Located on the back wall is a large Monsters, Inc. logo. All other features in the room are extremely dark and ill-defined.

The effect is to create a space that eliminates all sense of wall structure and form.



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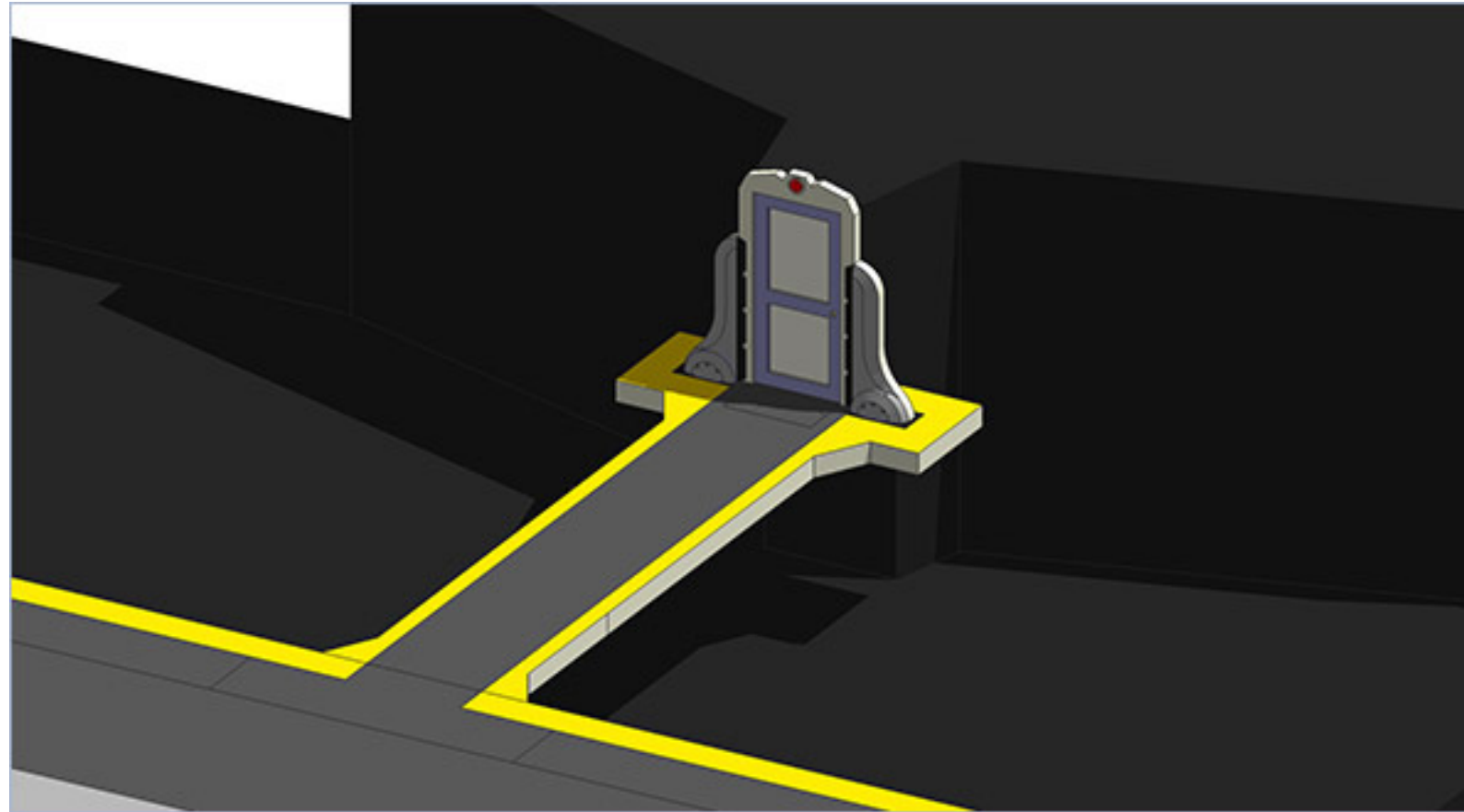
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Toward the end of the pre-show, the back wall separates revealing a typical closet door.

Once guests step through the doorway, they have entered into the monster world and the Monsters, Inc. factory.

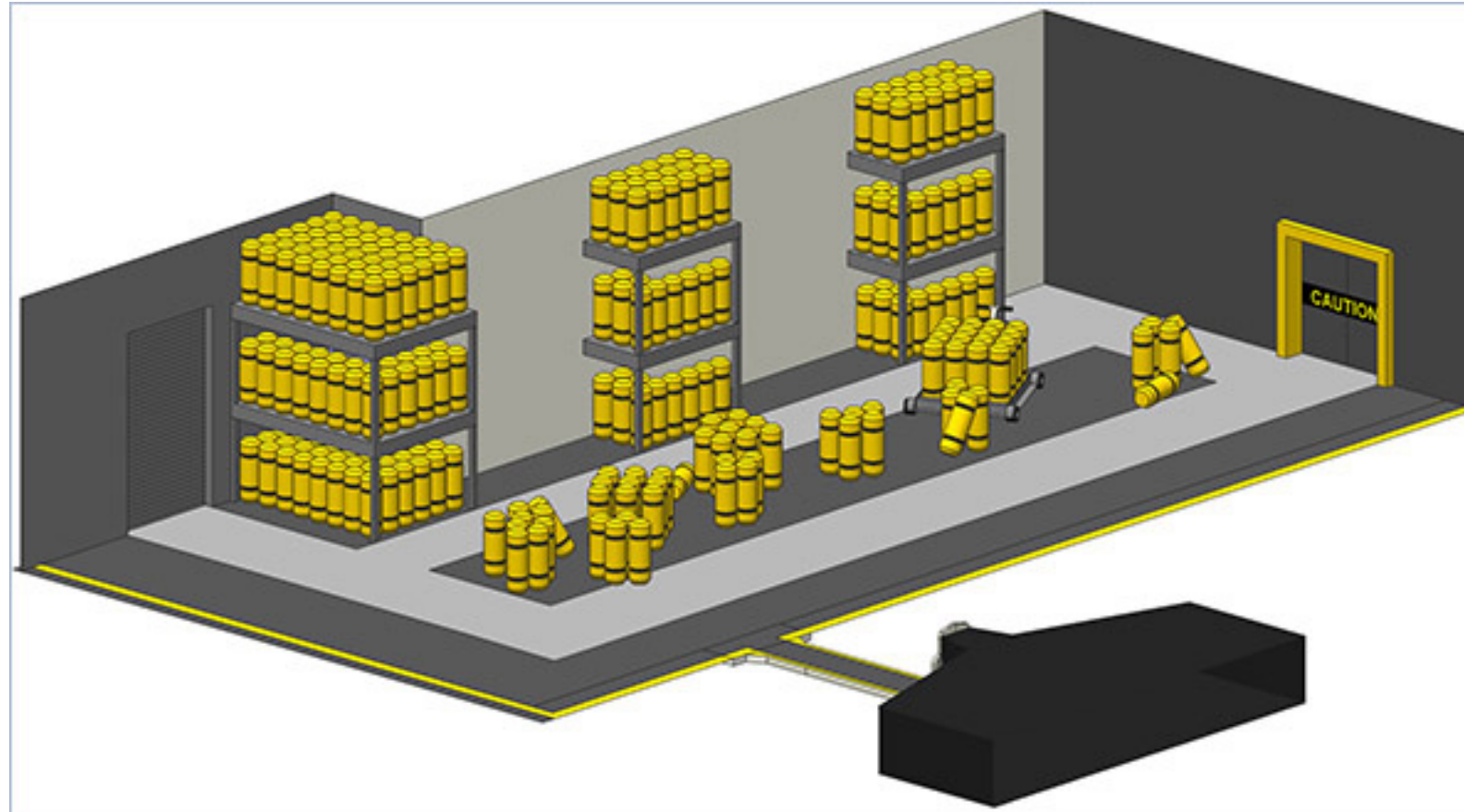




The transition effect is created by the layout of both the pre-show room and the boarding area. Once guests pass through the doorway of the pre-show, they enter onto the second floor of the massive three-story boarding area.

The crucial element of this space, visually, is an optical illusion that eliminates the back wall of the pre-show room. This is realized through forced-perspective projections and scenery surrounding the door stations. Also, a walkway separates each station from the main floor of the boarding area. This aids the effect by restricting guests' visibility to the area immediately surrounding each door station.





The boarding area is designed as a massive storage facility for the factory's laugh canisters. To add to the depth of this space, the back wall containing the storage racks is a projection screen - making the rows of canisters continue for miles. Also, across the top of the entire area and in the gap between the door station and main floor is a maze of industrial piping.

The overall idea is to greatly contrast the size of this area with that of the pre-show room. Combining all of these visual aspects gives guests the sense that the boarding area is in no way connected to the pre-show room or the human world.



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FEATURE ATTRACTION
SETTING THE SCENE



The first destination on the tour is the main entrance of the factory. From the moment guests enter, they are literally surrounded by the vibrant working environment of the Monsters, Inc. factory. Dozens of monsters fill the space as they go about their daily routines.

During this section, guests join Needleman and Smitty to officially begin their tour, as well as meet some of the main characters from the film.

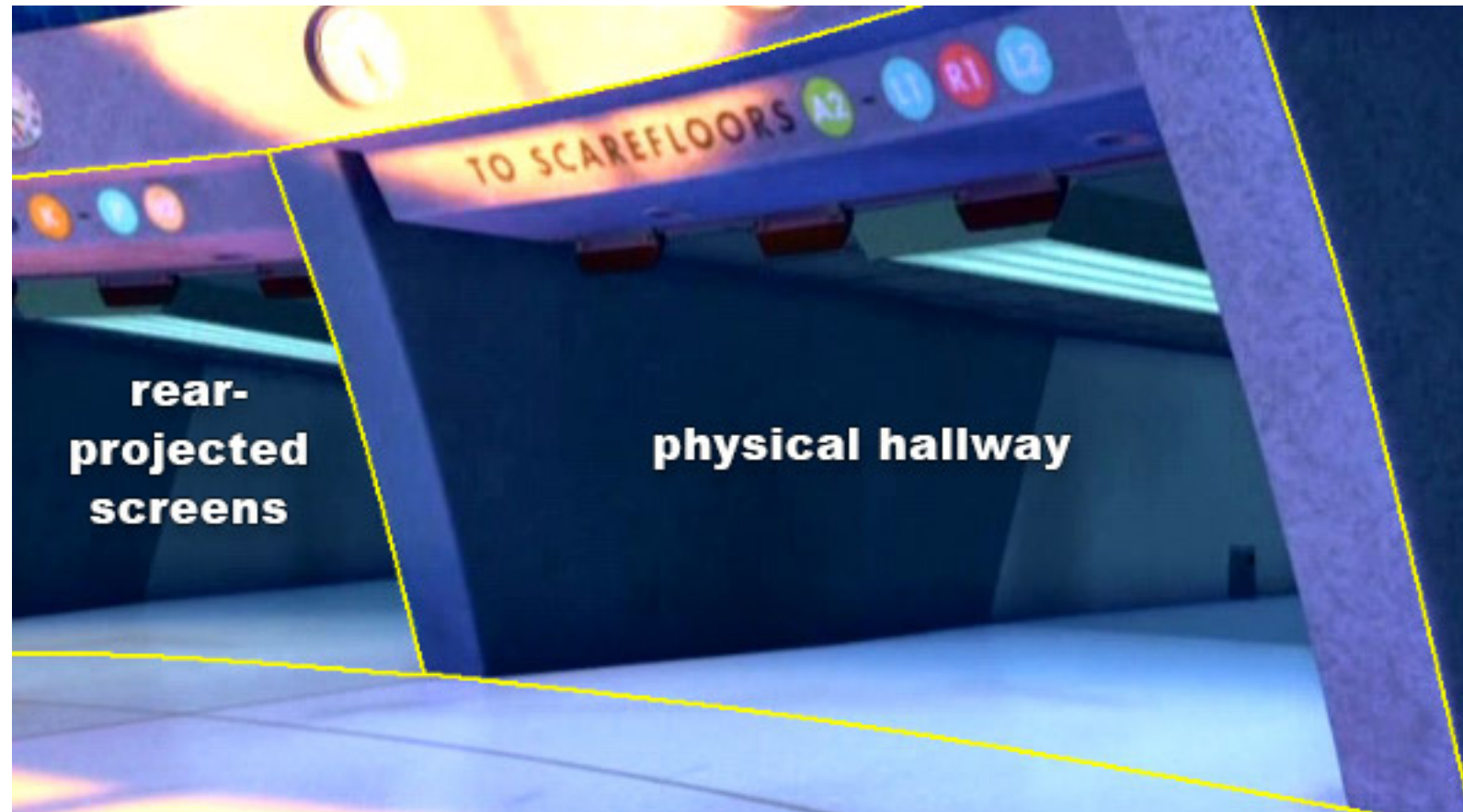




In addition to the written script, the main storytelling device for this section of the attraction is the physical layout of the area. By completely surrounding the guests in the 3-D experience, the space creates the sense of a “live” environment. Guests are not just watching the story - they are literally encompassed in it.

To create this effect, the walls of this circular space are rear-projected screens with seamless boundaries. This allows for any character movement to completely surround the guests - reiterating the fact that what they see is real.





Near the end of this scene, the script calls for a smoke effect. This obstructs the guests' view to a section of the room and allows for a segment of the screens to drop into the floor and for a hallway set piece to move into place. From this point on, all the characters are projected from within this hallway.

These technical elements not only create an exit for the touring tram, but the walls of the hallway also act as a buffer region for the 3-D projections used in this first scene. This way, when guests proceed into the hallway and past the screens, the images will not distort.



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FEATURE ATTRACTION
SETTING THE SCENE



After guests exit the main entrance, they proceed down the hallway en route to their next destination. However, Needleman and Smitty make an unscheduled stop leaving the touring tram - and guests - unattended.





The technical elements for the first part of this scene are very similar to those used in the main entrance. While proceeding down the hallway, guests pass by several laugh floors. These rooms are essentially just rear-projected screens and are used to bring additional life to the surroundings.

For the hallway itself, half the depth is physical set, while the remainder is generated by projection. It is this projection surface that enables the character animation within the hallway.



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SETTING THE SCENE



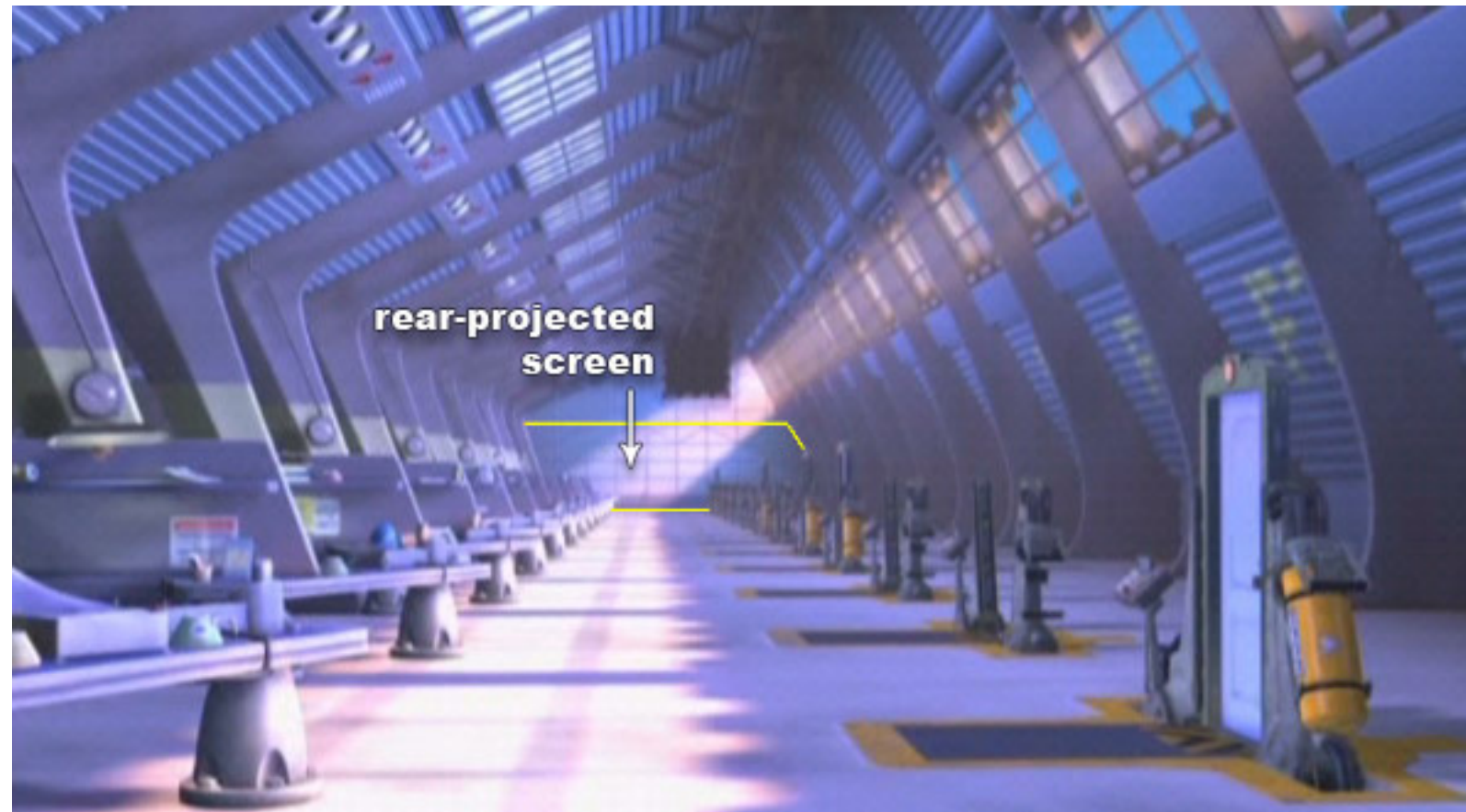
While the guests are left by themselves, Randall returns and takes control of the tour tram. He hops aboard and the vehicle speeds off into Laugh Floor F.

Here, the tram collides with several of the door stations, and before any of the characters can react, is lifted off the ground and connected to empty door frames hanging from the track above.



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FEATURE ATTRACTION
TECHNICAL DESIGN



The technical design of the laugh floor is slightly different. The only projected images are the characters and door stations into which the tram crashes. This difference allows the tour tram to proceed on the door track through the cut-out located on the back wall.



FEATURE ATTRACTION TECHNICAL DESIGN



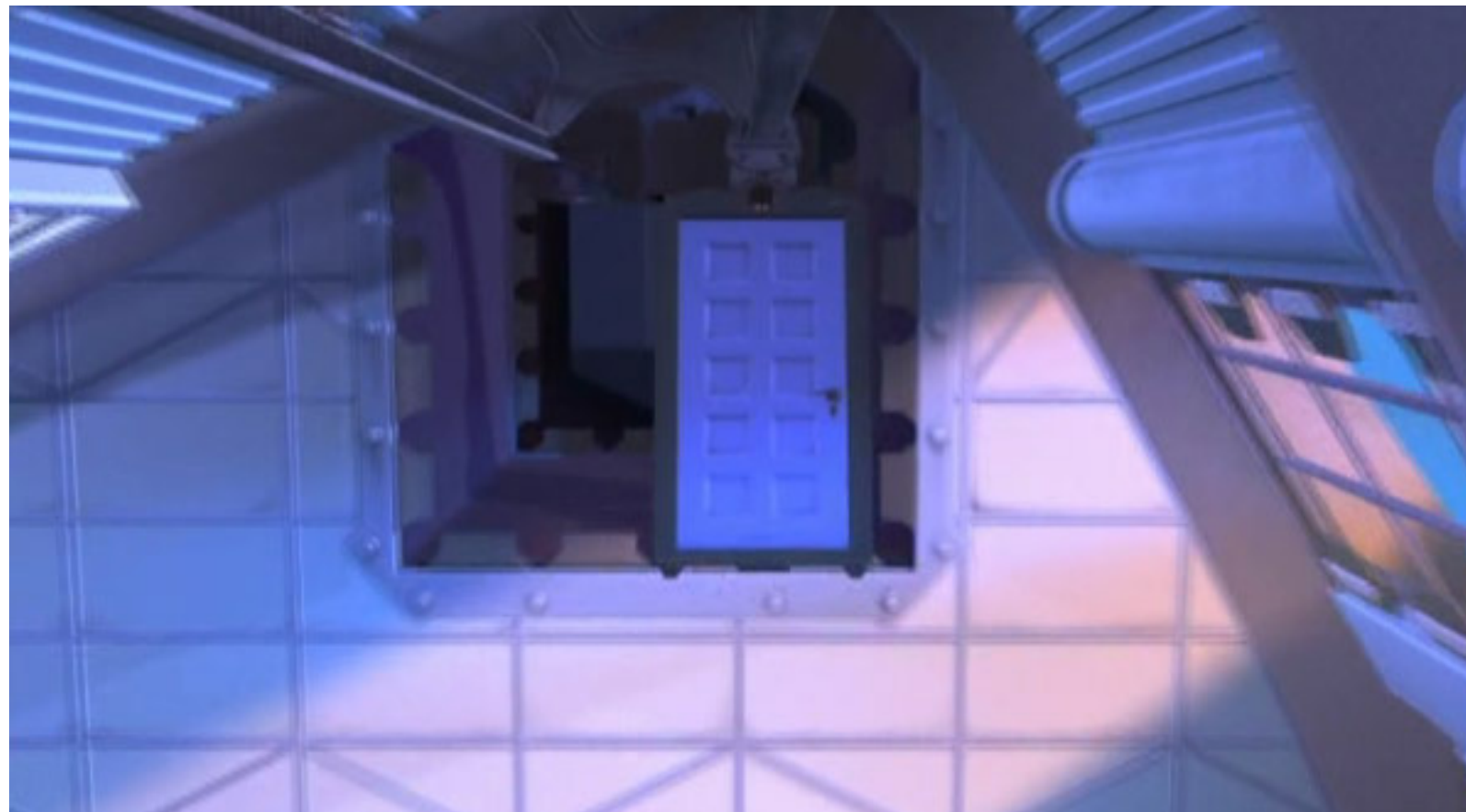
After the “crash,” the tour tram is then lifted off the ground by a hydraulic system much like a car lift. Once the tram has been elevated to the correct height, empty door frames grasp each individual car in the tram line and the door frames begin to proceed down the track.



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FEATURE ATTRACTION TECHNICAL DESIGN



As the door frames exit the laugh floor, it will appear to guests that they are entering a tunnel. In reality, however, the tram is being loaded into the mechanical system that creates the attraction's final sequence.



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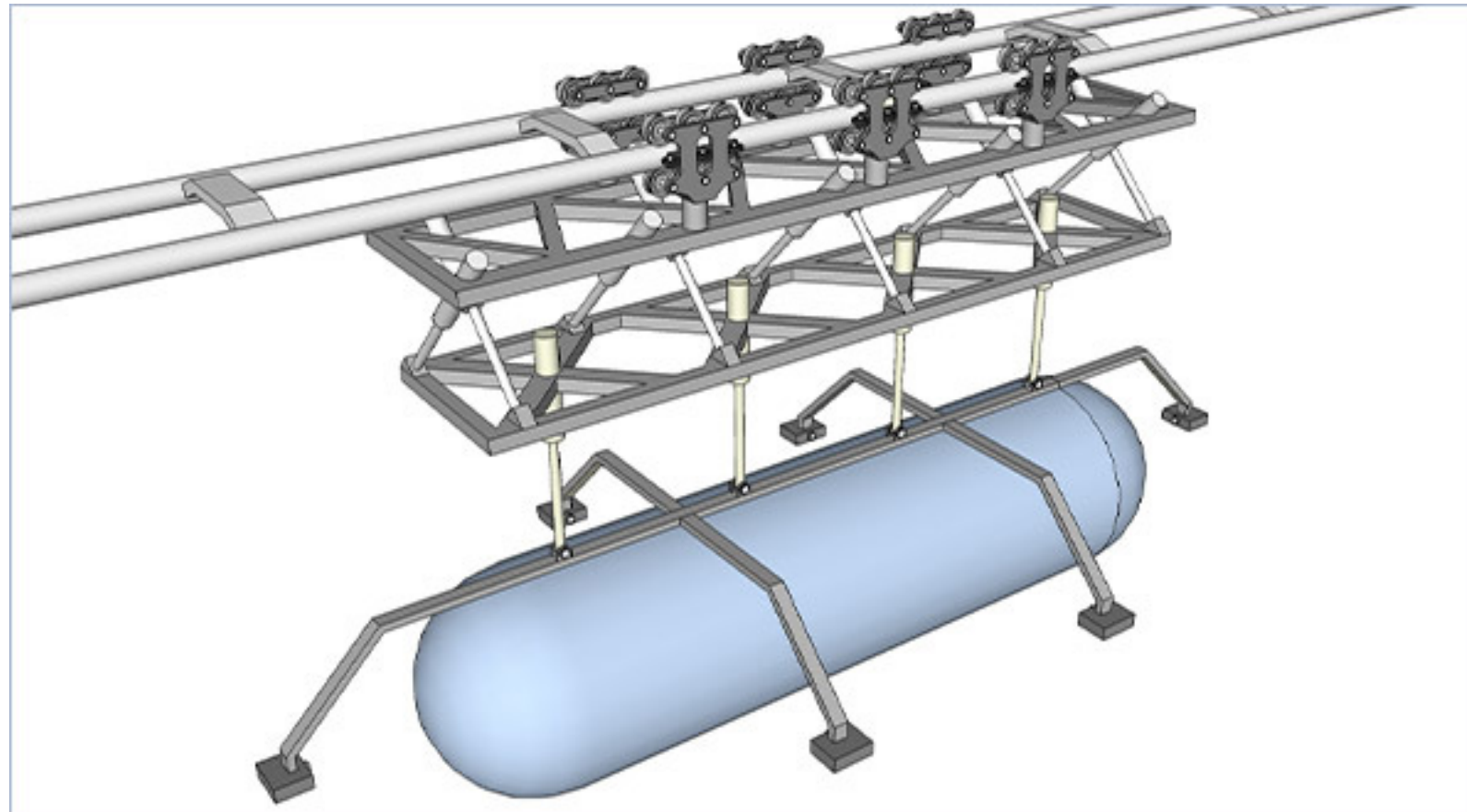
FEATURE ATTRACTION
SETTING THE SCENE



As guests exit “the tunnel” leading from the laugh floor, the final section of the attraction begins: a high-speed adventure through the enormous door vault.



FEATURE ATTRACTION TECHNICAL DESIGN

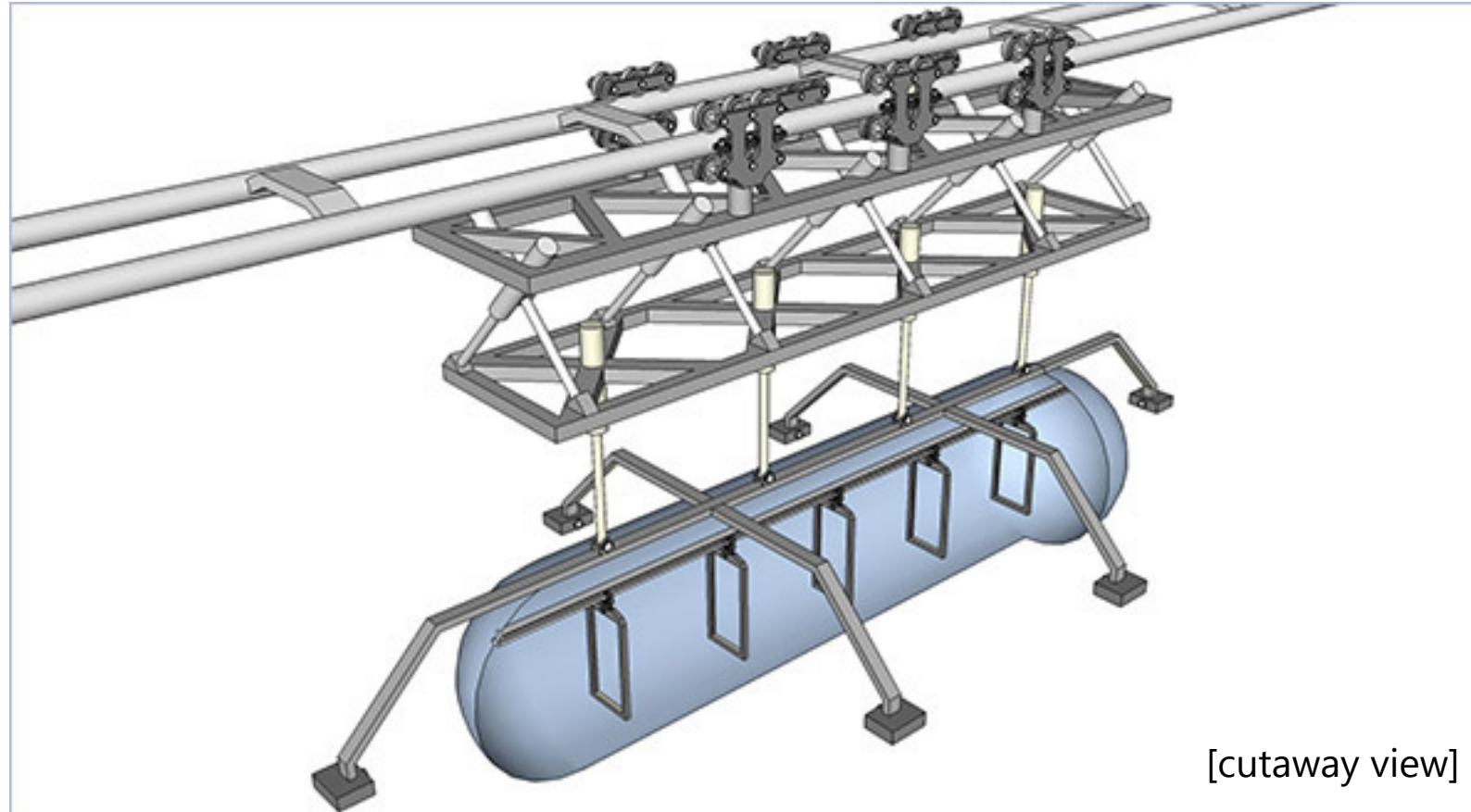


This system, named the accentuator, creates a completely unique thrill-ride experience.

It is a roller-coaster, simulator, and 3-D film all in one.



FEATURE ATTRACTION TECHNICAL DESIGN



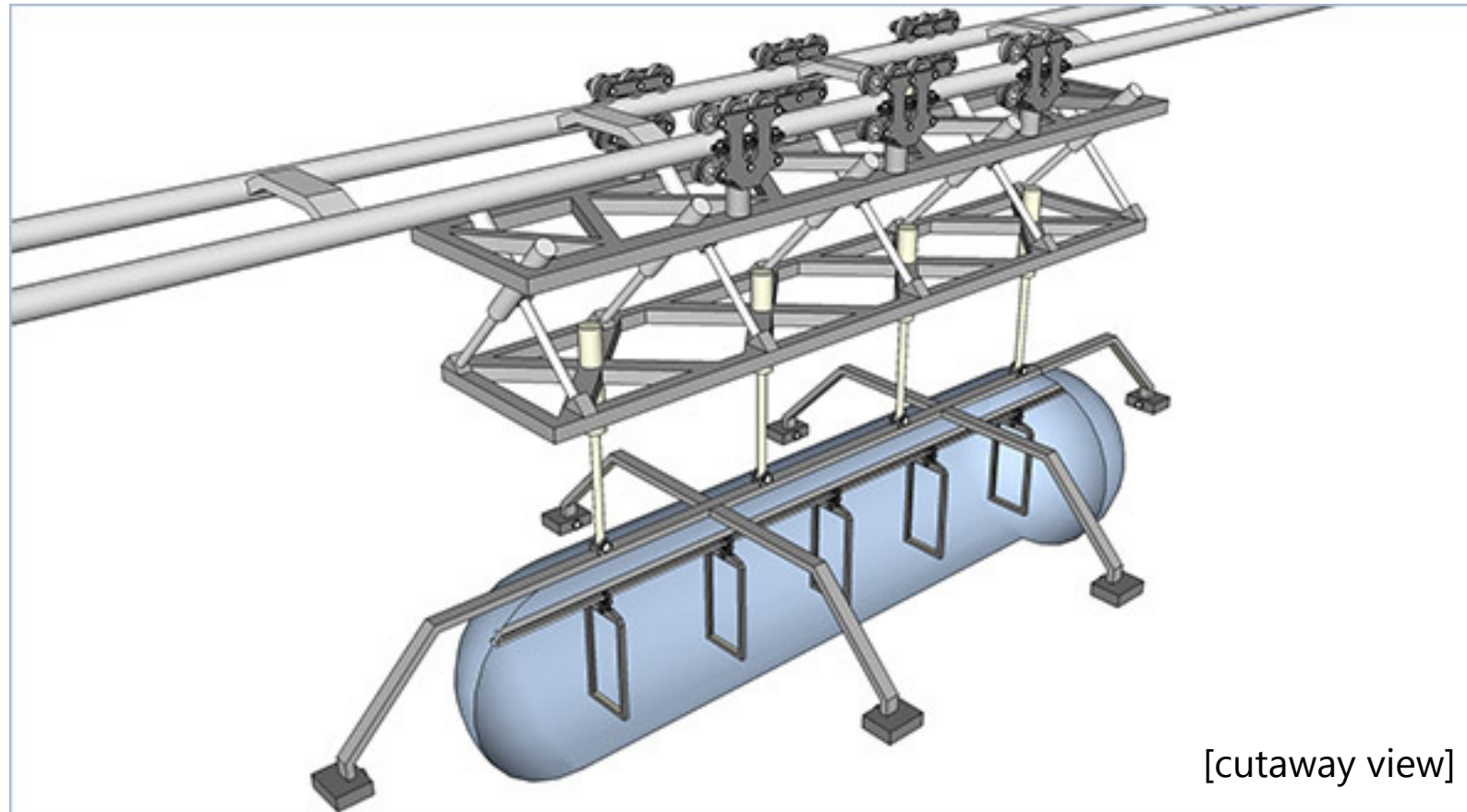
[cutaway view]

The door track visible to guests is only a facade. The door frames enter the accentuator and are locked into place. The actual roller-coaster mechanism is located high above and out of view. The guests see only what is projected on the tunnel of screens.

To give the illusion that the facade track moves relative to the guests and that it has curvature when proceeding around corners, each door frame is equipped with projectors that cast the needed images onto the track. Each door frame also pivots to create the needed relative motion between each tram car in the line.



FEATURE ATTRACTION TECHNICAL DESIGN



[cutaway view]

While the hydraulic system may resemble a simulator, its only purpose is to accentuate the motion created by layout of the track. This allows for heightened control over the forces experienced by guests.

It also leaves open the possibility for random ride sequences, so guests never experience the ride the same way twice.

