创造山海经世界

CREATING THE WORLD OF SHANHAIJING

03 该站点 The Site

04 站点的计划 FEC Plan

05 体验区 Attraction Area

06 项目概况 Project Overview

07 该团队 The Team

08 设计过程 Design Process

10 概念1 · 女蜗和朱的传说 | Concept 1 · The Legend of Nuwa & Zhu
- 故事 Story
- 角色 Characters
- 平面图 Floor Plan
- 女蜗和朱 Walkthrough

26 概念2 · 水的流动 | Concept 2 · The Flow of Water
- 故事 Story
- 角色 Characters
- 平面图 Floor Plan
- 女蜗和朱 Walkthrough

40 概念3 · 誓言守护者：回到绿洲 | Concept 3 · The Oathkeepers: Return to the Oasis
- 故事 Story
- 角色 Characters
- 平面图 Floor Plan
- 女蜗和朱 Walkthrough

55 摘要 Summary

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Our design challenge was to create a new type of "virtual aquarium" experience based on the mythological creatures of ancient Chinese culture.

Over the course of 10 weeks, we studied the Shanhaijing books, learning about Chinese culture and falling in love with its wonderful range of mythological creatures. We looked at the city of Harbin and studied its history and people. Then we chose an area in the new FEC of approximately 5,000 square meters for this attraction.

We have created 3 concepts for the attraction, each with its own set of stories and characters. We invite you to enjoy our work and to immerse yourself in the "World of Shanhaijing".

SCAD The University for Creative Careers® scad.edu

2018年3月14日
Dear Mr. Yuan and Ms. Sally Xing:

我们SCAD/CLC 工作室很荣幸能够向你们展示我们致力打造的景点项目“创造山海经世界 “Creating the World of Shanhaijing”。 在你们原来打造的“”虚拟神话生物世界”的设计理念上,我们衍生开发出了三个富有开发性的想法 ,每一个都带有自己的角色和故事。我们集结了从SCAD娱乐设计,建筑设计,动画设计和交互 设计的人才精英共同打造这个项目。 我们相信我们的理念和想法会进一步地帮助项目的发展,使Arcplus能够在哈尔滨 FEC打造出一 个非常成功的景点。

我们十分荣幸与你们合作,希望未来有更多机会能够再度合作。

此致敬礼。

Gregory Beck, AIA
Chair, Themed Entertainment Design Program
美国萨凡纳艺术与设计学院娱乐产业部院长

March 14, 2018

Arcplus Group, PLC
258 Shi Men Er Road
Shanghai, China 200041

Dear Mr. Yuan and Ms. Sally Xing:

It is our great please to present you with concept designs from our SCAD/CLC studio for an attraction project titled "Creating the World of Shanhaijing".

From your original design brief to create a "virtual aquarium" of mythological creatures, we have developed three potential concepts, each with its own characters and storyline. We brought together students from entertainment design, architecture, animation and interactive design to work together on this project.

We trust that our concepts will inspire further development and that Arcplus will ultimately build a very successful attraction in the Harbin FEC.

We are most grateful for the opportunity to work with you, and look forward to other collaborations in the future.

Sincerely,

Gregory Beck, AIA
Chair, Themed Entertainment Design Program
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ATLANTA HONG KONG LACOSTE SAVANNAH eLEARNING

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SPECIAL THANKS TO 特别感谢

Geoffrey Benham Attraction and Media Consultant

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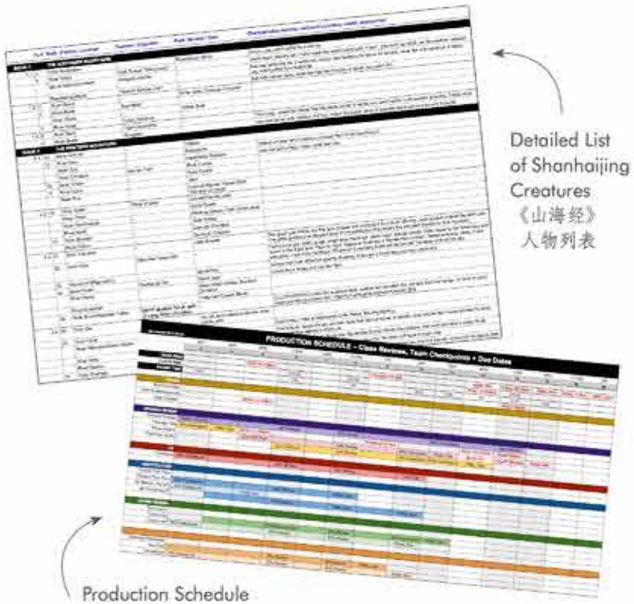

Detailed List of Shanhaijing Creatures
《山海经》人物列表

Production Schedule
物品一览表

Books Referenced
参考书籍

REFERENCE 参考

[1] "The Classic of Mountain and Seas" (English), Penguin Classics, Anne Birrell, 1999

[2] "Shanhaijing" (Collector's Edition with Modern Chinese Translation And Colorful Illustrations), (Chinese), Modern Press, Xu Ke, 2016

[3] "Illustrated Book of Shanhaijing" (Chinese), Jilin Publishing Group Co. Ltd, Zhang Yue, 2011

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在第一次与Sally通话后，我们便开始进行广泛的研究，全力了解中国神话，并确定如何推动虚拟水族馆的想法。我们的团队仔细分析了《山海经》，为的是深入了解其中的形象和故事，并参考了本书的插图和翻译版本。我们研究了潜在的竞争对手，从附近的水上乐园到世界顶级的水族馆，包括参观研究附近的Georgia水族馆。为更好地了解我们的景点如何融入哈尔滨，我们还研究了这座城市和可能前往这里的游客。

基于这些研究，我们想出了三个故事，既弘扬了《山海经》的神话世界，还能以前所未有的方式将游客与水和大自然联系起来。在创作概念时，我们制作了各种草图、原型雕塑和概念艺术，力求让想法直观化。根据Sally的定期反馈，我们选择将全部3个概念贯穿落实到最终产品，包括本宣传册当中。

After our initial call with Sally, we began extensive research to learn all we could about Chinese mythology and determine how we could push the idea of a virtual aquarium. Our team dissected the pages of Shanhaijing to learn more about its creatures and stories, referencing both illustrated and translated versions of the book. We researched potential competitors for the attraction, from nearby water parks to the top aquariums in the world, which included taking a visit to study the nearby Georgia Aquarium. To better understand how our attraction would fit in Harbin, we also researched the city and the guests that may visit the area.

Based on this research, we came up with three stories that both celebrated the mythological world of Shanhaijing and could connect guests to the water and nature like never before. As we developed our concepts, we produced an assortment of sketches, sculpted prototypes, and concept art to visualize our ideas. With regular feedback from Sally, we chose to see all three concepts through to the final products that you see included in this booklet.

女蜗和朱的传说

THE LEGEND OF NUWA AND ZHU

一款增强现实的寻宝游戏，引导游客收集元素石的碎片来获取五种元素，并用这些元素帮助女娲修补天空中的裂缝。

An augmented reality scavenger hunt that takes guests through the five elements on a quest to collect fragments of the elemental stones and use them to help Nuwa fix the crack in the sky.

水流

THE FLOW OF WATER

自我引导的游乐场风格的景点，吸引游客进入海底神话般的世界，充满各种趣味活动，独特的角色和个性化体验，帮助他们重新发现自身与水的联系，并且玩的越多奖励就越多。

A self-guided arcade-style game attraction that takes guests into a mythical land beneath the sea filled with fun activities, unique characters and personalized experiences that help them re-discover their connection to the water and rewards them the more they play.

誓言守护者：回到绿洲

THE OATHKEEPERS: RETURN TO THE OASIS

沉浸式的故事讲述体验带你进入最高的山脉或最深的海洋，在那里你可以把世界带入生活，邂逅伟岸的神祇，并帮助Hahn和Yin将他们的绿洲恢复到曾经的美丽之地。

An immersive, choose-your-own-adventure storytelling experience taking you into the tallest mountains or the deepest seas, where you can bring the world to life, meet magnificent animal deities, and help Hahn and Yin restore their Oasis to the beautiful place it once was.

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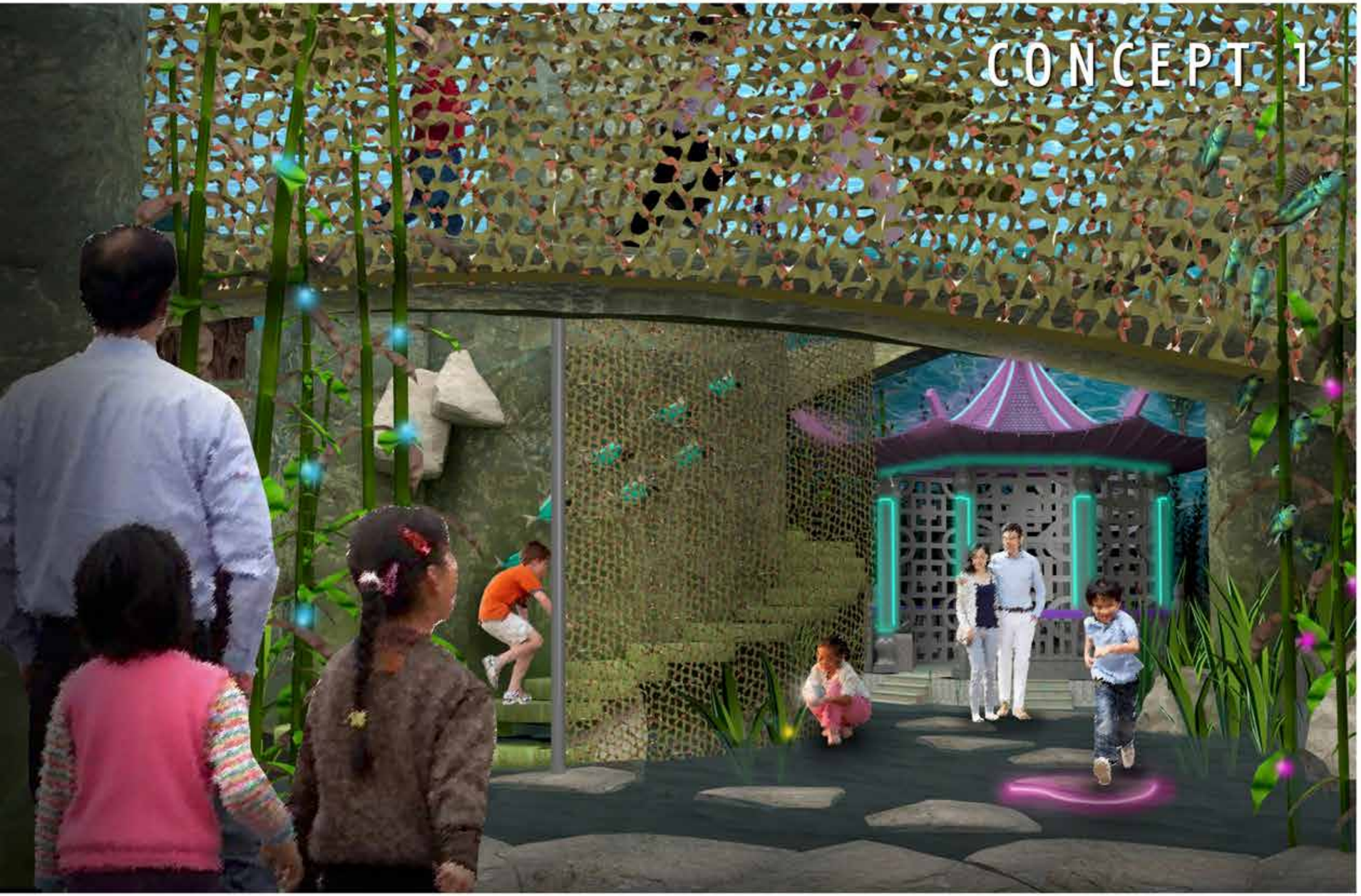

概念1

女蜗和朱的传说

THE LEGEND OF NUWA AND ZHU

一款增强现实的寻宝游戏，引导游客收集元素石的碎片来获取五种元素，并用这些元素帮助女娲修补天空中的裂缝

An augmented reality scavenger hunt that takes guests through the five elements on a quest to collect fragments of the elemental stones and use them to help Nuwa fix the crack in the sky.

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360 VIEW MODELED AND RENDERED IN 3DS MAX (see p24)

元素已经失去平衡，并在天空中形成裂缝，在过去和现在，天和地之间撕裂了一个大洞。原本安全存在于星辰之中的五种元素石从裂缝中掉落，成为碎片散落在我们的世界。在石头掉落的地方，这些元素开始占据我们的自然界，使其变得美丽动人，但还不适合人类生活。

这时人类的创造者女娲带着朱回来保护我们，那是一条温顺的龙，曾帮助她驯服这些元素，让大地适合人类繁衍。女娲令朱复原石头，以帮助她修补裂缝。为了让他有时间找到石头，并防止天空中的裂缝继续扩大，她冻结了时间，而自己也被冻住。

不幸的是，与此同时，裂缝破开了，朱中了一个诅咒，他的大部分神力都被吸走，并且忘记了如何驾驭石头的力量。但他想到一个办法。朱能够穿越时空，并在此刻将我们带入故事中来帮助他。利用最后一点神力，朱开启了一个关口，让我们能够穿越这个冻结的时间，并穿梭于元素的神庙，这些神庙是各种元素石的守护者，散布在世界的各个秘密栖息地。朱告诉我们，如果我们收集齐所有的石头碎片，就能解冻神祇，他们知道如何用这些元素帮助女娲修补天空。

你的经历将以寻宝游戏的形式，从关口穿梭到世界上已被元素占据的部分。其中的风景很美丽也很熟悉。在各个空间内的神庙，其任务是保护石头，尽管在收集齐所有石头碎片之前你都不能和它们互动。每种石头被分成8块，碎片散落在每个区域中。你必须探索，完成任务，并解决问题以找到和收集它们。当收集到一个碎片时，就能暂时解冻时间，触发一种动物出现或激活场景作为奖励。当找齐一种石头的所有碎片后，就要回到该元素的神庙解冻里面的神祇。神祇将改造石头并告诉你这个故事的更多信息，以及如何利用元素的力量。

在游览期间你可以随时观看或参加8-10分钟的集中节目。在那里，女娲将用这些元素修补天空的裂缝，并且朱会请求你提供帮助。在裂缝被修补好之前，一条影子神秘的龙的会出现并试图取走其中一种石头。后来会发现这是朱的弟弟刘，他只是想像哥哥一样强大和提供帮助，他也是对朱设下诅咒的人，为的是让自己有机会得到荣誉。朱让刘知道，他们俩都很强大，并在游客加入的情况下一起用全部元素帮助修补裂缝。女娲牺牲了自己，裂缝的疤痕终于合上，变成北极光，闪烁着各种元素的颜色。

参加节目的游客首先会看到其他游客使用这些石头，并且很想要找到自己的，也会想知道背景故事。已经完成元素石任务的游客可以随时使用这些石头，也可在数天后回来收集所有石头。能在景点度过一整天的游客可以收集齐所有石头，并了解完整的背景故事。碎片将通过增强现实应用程序进行数字化的收集，游客在收集齐所有碎片后就会收到碎片实物。

The elements have fallen out of balance and created a crack in the sky, tearing a hole between the past and present, heavens and earth. The five elemental stones, which had been safely stored among the stars, have fallen through the crack and broken into pieces, their fragments now scattered across our world. Where they have landed, the elements have started to take over our natural landscapes, making them beautiful and enchanting but unfit for human life.

Nuwa, creator of humanity, has returned to protect us, bringing with her Zhu, a friendly dragon who once helped her tame the elements when they were making Earth fit for human habitation. Nuwa tasks Zhu with recovering the stones to help her repair the crack. To give him time to find them and to prevent the crack in the sky from growing, she freezes the moment in time, which causes her to freeze as well.

Unfortunately, at the same time that the crack opened, Zhu was struck with a curse that absorbed much of his power and also caused him to forget his memories of how to harness the power of the stones. But he has an idea. Zhu is able to travel through time and pulls us into the story right at this moment to help him. With the last of his strength, Zhu creates portals that allow us to travel through the frozen m oment and transport us to and from the Temples of the Elemental Deities, who were the guardians of each elemental stone and live in secret habitats around our world. Zhu tells us that if we collect all the stone fragments, we will be able to unfreeze the Deities, who will know how to use the elements to help Nuwa repair the sky.

Your journey takes the form of a scavenger hunt as you travel through portals to parts of our world that have been overtaken by the elements. The landscapes feel fantastic yet familiar. Within each space is the Temple of the Deity that was tasked with protecting the stone, though you cannot interact with them until you have collected all of the stone fragments. Each stone has been split into 8 fragments, and the fragments of each stone are scattered throughout each Zone. You must explore, complete tasks, and solve problems to reveal and collect them. When you collect a fragment, you will briefly unfreeze time, which will trigger an animal appearance or show scenery come to life as a reward. Once you find all the fragments of a stone, you must return to the Temple of that element to unfreeze the Deity inside. The Deity will tell you more about the story as they reform the stone and show you how to harness the power of the element.

You may watch or participate in the 8-10 minute central show at any time during your visit. There, Nuwa uses the elements to repair the crack in the sky, and Zhu prompts you to help. Right before the crack is sealed, a mysterious shadowy dragon appears and tries to take one of the stones. It turns out that this is Zhu's younger brother, Liu, who has only wanted to be as powerful and helpful as his older brother, and was the one that placed the curse on Zhu, so that he might have a chance at glory. Zhu shows Liu that they are both stronger with the other, and together they help seal the crack as guests join to use all the elements together. Nuwa sacrifices herself and the scar of the crack seals and turns into the northern lights, shining with the colors of each element.

Guests that attend the show first will see other guests using the stones, and be excited to find their own and become interested in learning the backstory. Guests who have completed stones may use them at any time, and may come back multiple days to collect them all. Guests who are able to spend a whole day in the attraction can collect all the stones and will understand the full backstory. The Fragments will be collected digitally through an augmented reality app, and guests will receive a physical stone when they've collected all of the fragments.

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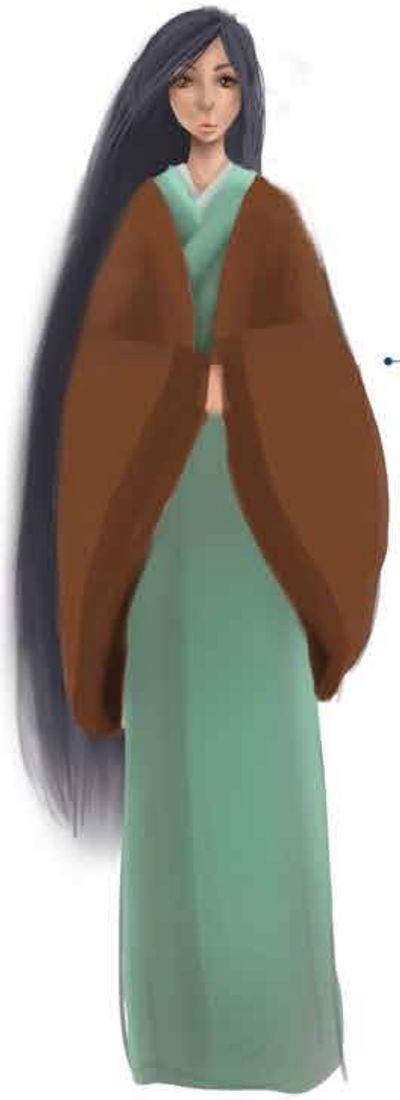

女娲

抟土造人的母性神祇。她富有耐心，成熟且热情。她的形象是一位年长的女性。（女娲在书中被直接描写为人头蛇身的形象。为使她更能受孩子们的欢迎，对她采用了人类母亲的形象。）

Nuwa

The motherly goddess that created humanity out of clay. She is patient, mature and warm hearted. She takes the form of an older human woman. *(Shanhaijing[1]: Nuwa is directly mentioned in the book as a snake monster with a head of a human. To make her more kid-friendly, she takes the form of a human mother.)*

朱和刘

类似阴阳一样的龙双胞胎。朱善良、可爱，从容不迫，而刘则嫉妒、急躁和争强好胜。（书中提到的很多龙由不同的动物部分组成。）

Zhu & Liu

Twin brother dragons that are like Yin and Yang. Zhu is sweet, lovable, and leisurely, while Liu is jealous, impatient and feisty. *(Shanhaijing[1]: A reinterpretation of the many dragons mentioned in the book with different animal parts.)*

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雷明

金神庙主神：代表金元素，精力充沛，聪慧且形似老鼠一样的生物。他很自私，不愿交出元素石。（Keng Fu住在Purcool河；当他离开或进入时会有一道光；形似狗/老鼠一样的生物，p94，p310）

Leiming

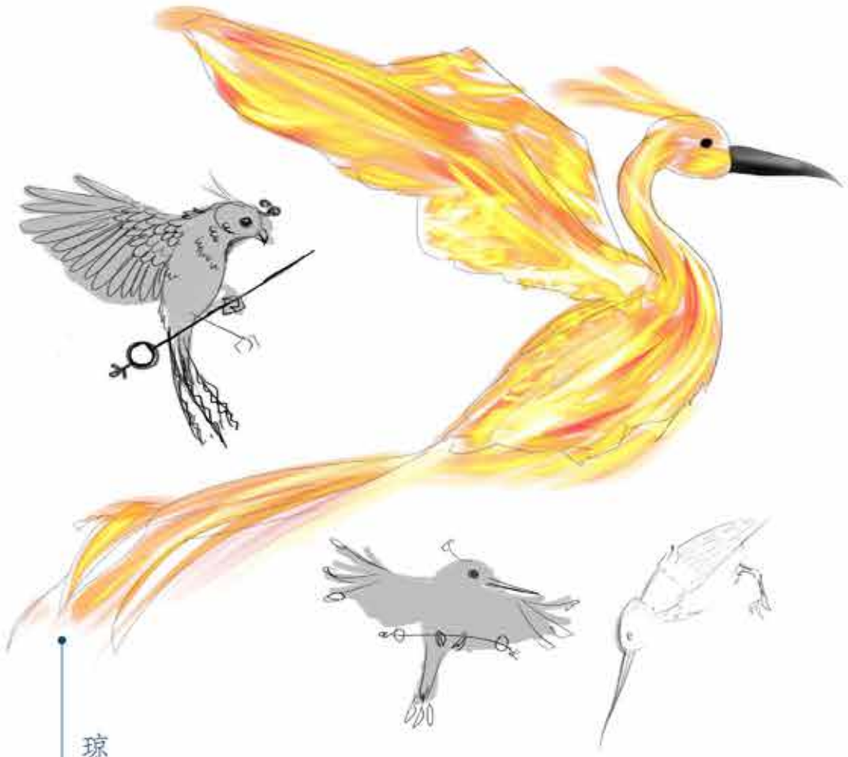
Deity of the Metal Temple: An energetic and intelligent mouse-like creature of the metal element. He's selfish and won't hand over the elemental stone. *(Shanhaijing': Keng Fu that lives in the River Purcool; when he exits or enters there is a blaze of light; looks similar to the dog/mouse like creatures. p94, p310)*

華

木神庙主神：看似一只鹿，诚实且足智多谋，大部分时候都很神经质。她很容易被吓到，即使是很平常的事情。（书中很多动物都有角，蹄和条纹毛皮图案，p192）

Hua

Deity of the Wood Temple: She looks like a deer, is honest and resourceful but her nerves often get the best of her. She is easily startled and scared of seemingly mundane things. *(Shanhaijing': Animals with horns, hooves, and striped fur patterns. p192)*

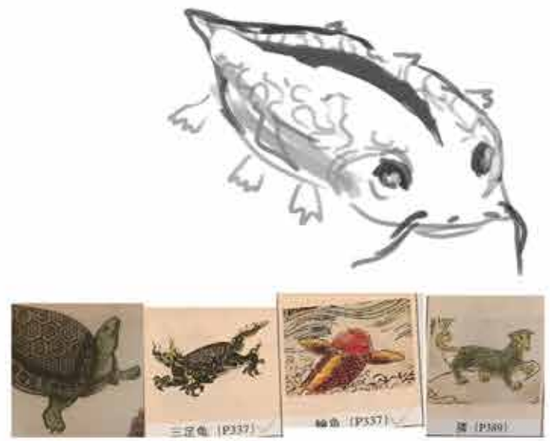


琼

火神庙主神：充满活力的凤凰。他理性且做事有逻辑。但他却性急且易怒 - 在心烦的时候通常就会爆发。（形似鸟/鹤一样的生物，p84，p303）

Qiong

The Deity of the Fire Temple. A phoenix full of energy. He's rational and takes the logical approach to things, but he's hot-headed and quick to anger, igniting on fire when upset. *(Shanhaijing¹: Bird/crane-like creatures. p84, p303)*

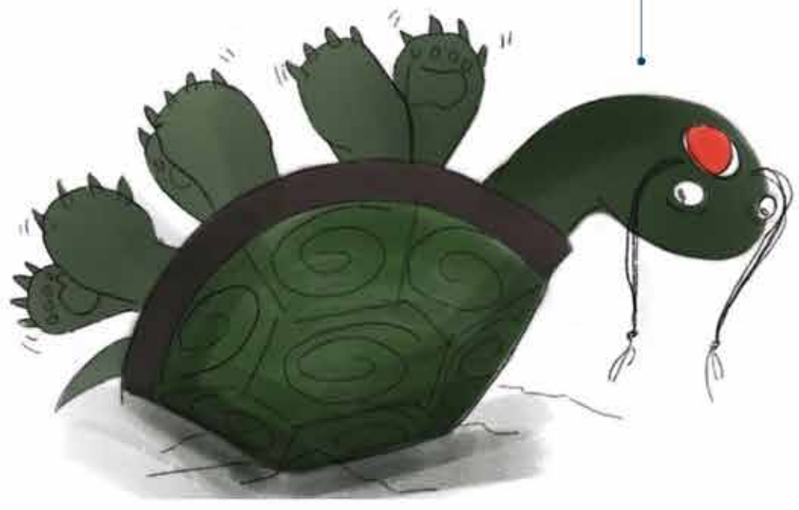


困

土神庙主神：冷静、忧郁的灵龟，有时很笨拙，但却心地善良。（书中描述为形似龟但有六条腿。）

Kun

Deity of the Earth Temple: A calm woeful turtle spirit that can be clumsy sometimes but is a sweetheart. *(Shanhaijing²: Turtle looks like the six-legged turtle in the book. p 363)*



孩

水神庙主神：孩是一种形似水母的神祇，优雅而得体，但却很懒惰。如果有人愿做她的工作，她会毫不犹豫的假手于人。她很松懈，容易犯错。（水母与本书中的很多植物有更深入的关系，其中一些具有药用特性，p285，p303）

Hai

Deity of the Water Temple: Hai is a jellyfish-like deity that is graceful and elegant but is very lazy. If someone else will do her work then she won't bother to stop them. She's very relaxed and easy-going to a fault. *(Shanhaijing¹: The jellyfish is more related to the many plants in the book some of which have medicinal properties. p285, p303)*

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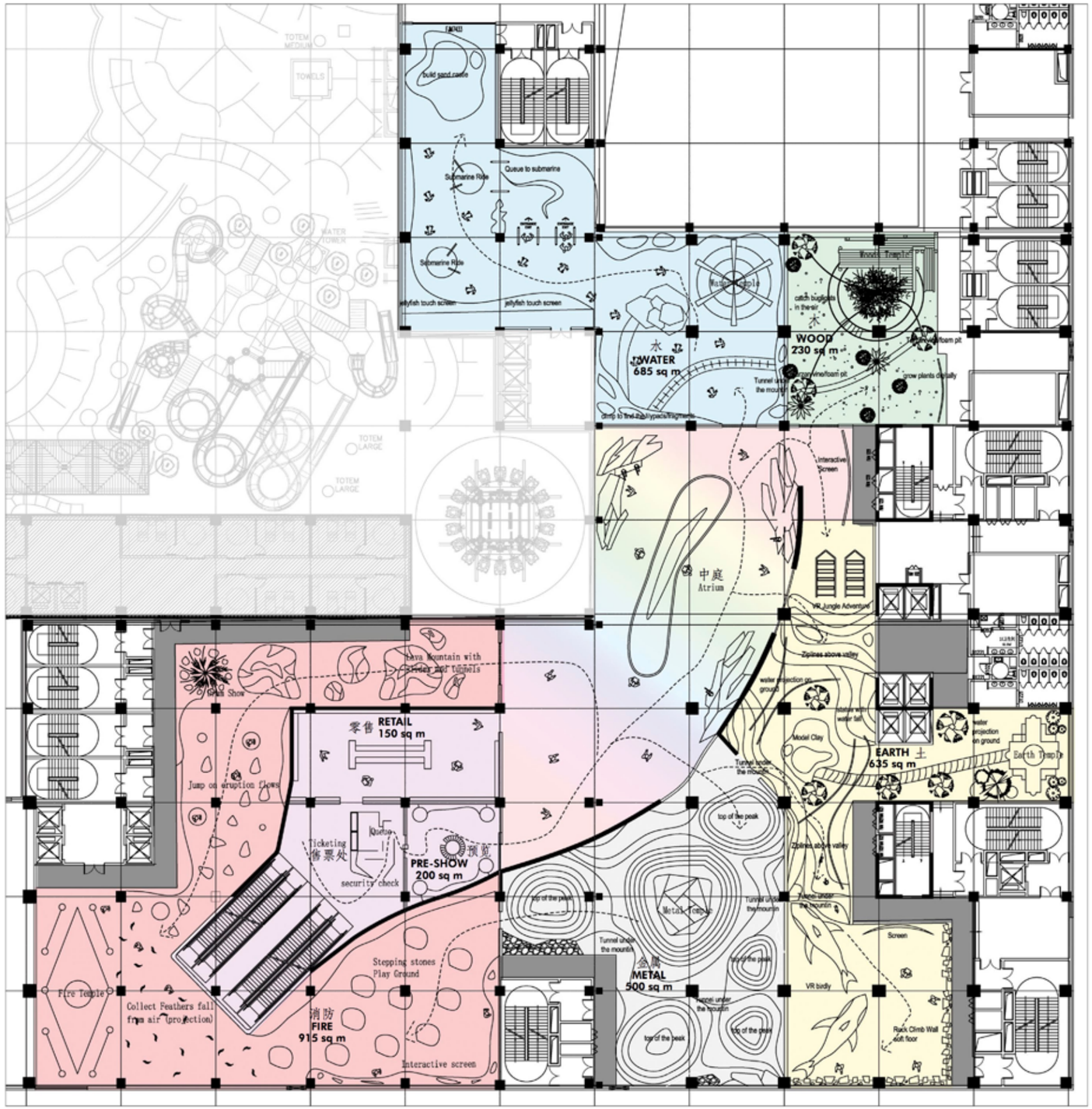

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01 场景1：购票

游客登上自动扶梯，惊奇地注视墙壁和天花板上倒悬的彩色碎石漩涡，引导我们到达售票柜台。此处的空间主题看起来像是一座纪念五行元素，以及女娲和Zhu的故事的神庙。五根雕刻的石柱围绕着这个空间，上面刻有五行元素和代表元素的神祇，守卫着这座庙宇的入口。

Scene 1: Ticketing

Guests ascend the escalator and gaze up in awe at gravity-defying swirls of colored stone fragments flowing around the walls and ceiling, guiding our eyes to the ticketing counter. The space is themed to look like a facade of a temple that has been built to honor the five elements and story of Nuwa and Zhu. Five carved stone columns surround the space, bearing the symbols of the five elements and carvings of the elemental deities, who protect the entrance to this temple.

02 场景2:排队

购买门票后，游客将进入庙宇并在走廊等候，这里有描绘女娲和Zhu的故事场景的雕刻石镶板。后台播着放平静的音乐。

Scene 2: Queue

After purchasing tickets, guests enter the temple and wait in a hallway featuring carved stone paneling depicting scenes of Nuwa and Zhu's story. Tranquil music plays in the background.

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03 场景3:节目前奏，第1部分

游客进入庙宇来到剧场内，四周围绕着从天花板开始挂着的织物隔板。灯光暗下，解说员通过后方的皮影戏讲述女娲和Zhu的故事。这个故事听起来就像是童话或正在看故事书，让游客有个简单的了解，激发他们投入故事的情绪。

Scene 3: Pre-Show, Part 1

Guests enter the temple and are in a theater, surrounded on all sides by fabric panels hanging from the ceiling. The lights dim, and a narrator tells of Nuwa and Zhu's story with shadow puppets, made possible by rear projections. The story is told as if it were a fairy tale or storybook being read, giving guests a brief overview and getting them excited to be part of the story.

04 场景4:节目前奏，第2部分

灯光暗下，神庙后面的一扇门打开了，我们看到夜晚的天空。Zhu龙以原形飞下来，并请求游客帮忙收集石头碎片。然后他飞向天空的裂缝，一块纱幕升了起来，让游客进入夜空并随他前去。

Scene 4: Pre-Show, Part 2

The lights dim, and a door to the rear of the temple opens, giving us a glimpse of the nighttime sky. Zhulong flies down in his realistic form and asks guests to help collect the stone fragments. He flies towards the crack in the sky, and a scrim is raised that allows guests to enter the nighttime sky and follow him.

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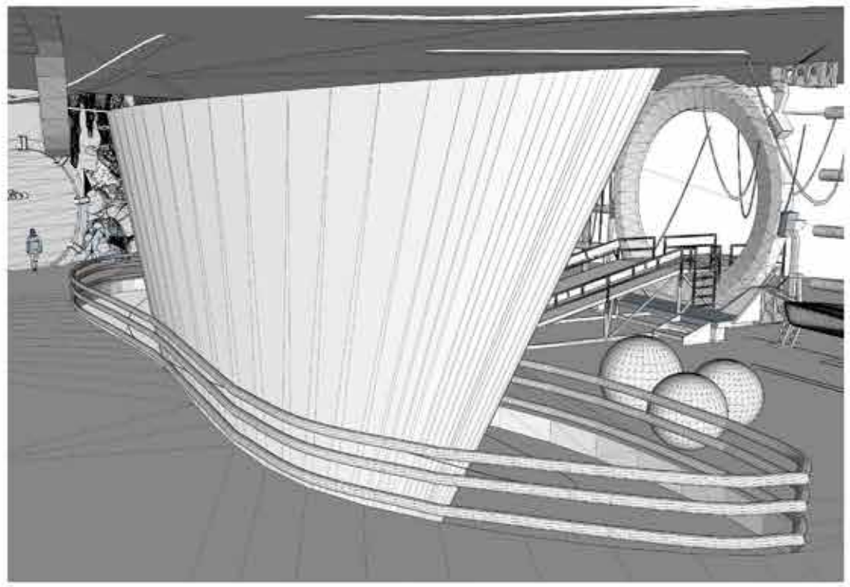

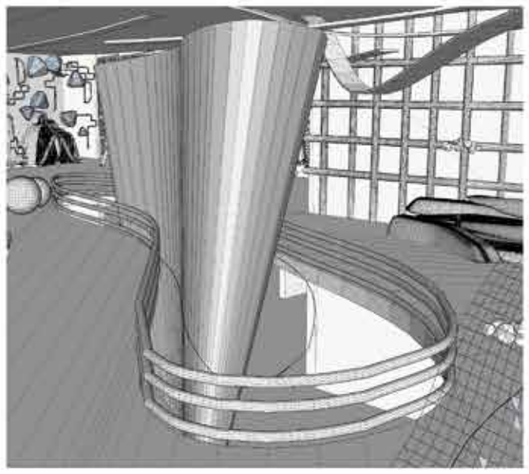

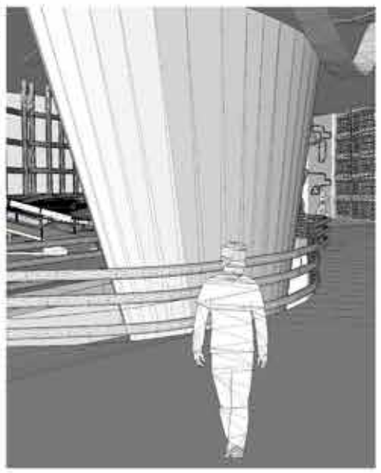

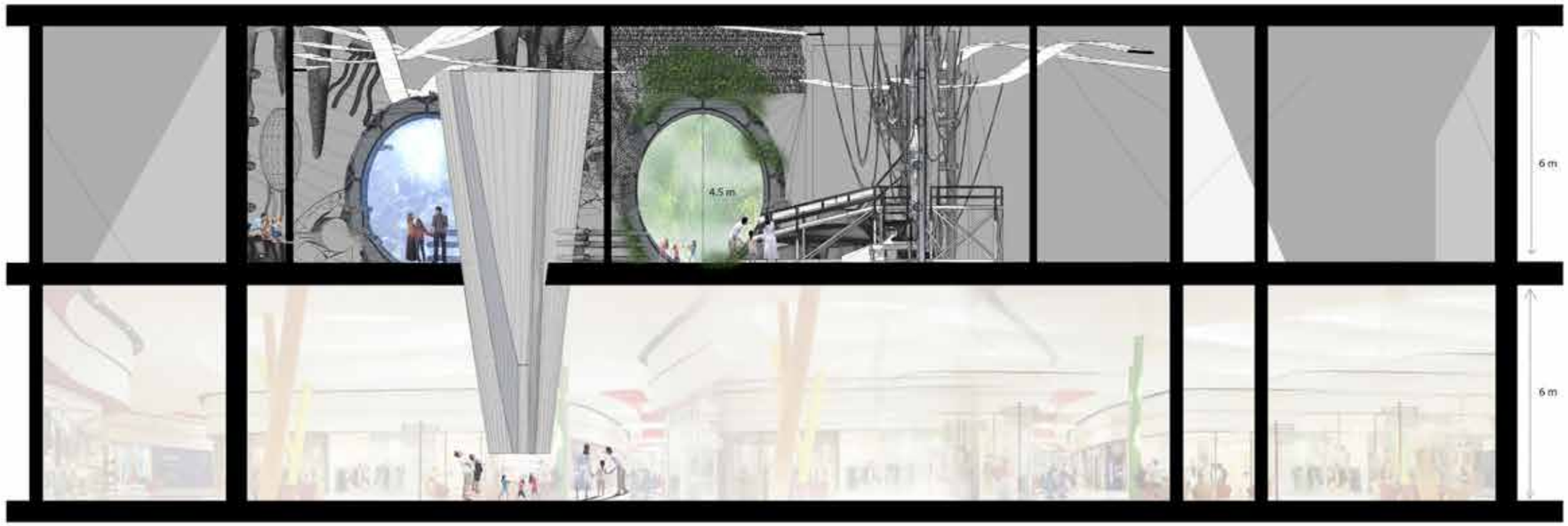

05 场景5:中央大厅，“天空裂缝”

游客进入两侧有镜子的大厅，星星显得无边无垠。径直向前可以看见一个巨大的墙壁，从地上一直延伸到天花板。它代表天空中的裂缝。墙的底部延伸到三楼的天花板，在那里它可以看作是一个灯光装置，并作为景点的宣传。偶尔它会亮起，展示女娲被冻在里面，并把裂缝扯在一起。每隔30分钟，两侧的织物墙上会投射6-8分钟的节目。节目描绘了修补天空裂缝的角色，并以在整个空间投射美丽的极光作为结尾。收集了元素石的游客可以站在墙边，用石头与节目互动。当节目没有开始时，墙壁会通过发出五种元素之一的颜色的光对游客的触摸做出反应。休息区始终保持开放，游客可以坐在夜色中眺望夜空，在冒险之余放松身心。

Scene 5: Central Atrium
“The Crack in the Sky”

Guests enter a hall flanked by mirrors to make the stars stretch to infinity. Straight ahead, they glimpse a giant wall that stretches from the floor to the ceiling. It represents the crack in the sky. The bottom of the wall extends to the ceiling of the third floor, where it can be viewed as a light installation and advertise the attraction. Occasionally it lights up and shows Nuwa frozen inside, holding the crack together. Every 30 minutes, a 6-8 minute show is projected onto both sides of the fabric wall. The show depicts the characters repairing the crack in the sky and ends in a beautiful aurora borealis projected around the entire space. Guests that have collected any of the stones can stand near the wall and use their stone to interact with the show. When the show is not running, the wall will react to the guests' touch by glowing a color of one of the five elements. The seating area is always open, allowing guests to sit and gaze up at the nighttime sky and relax in between their adventures.

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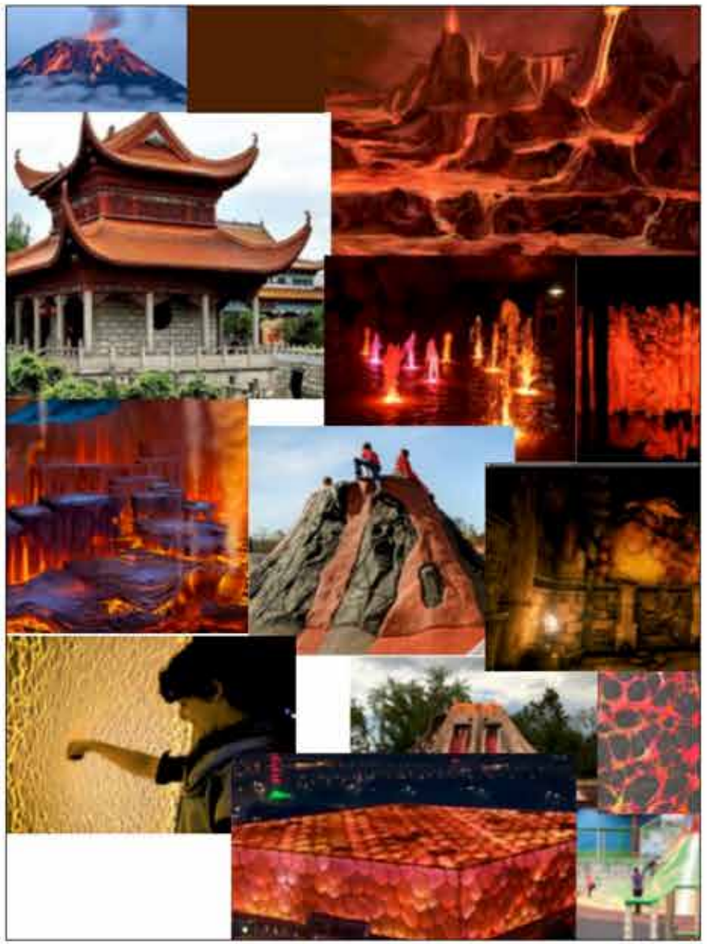

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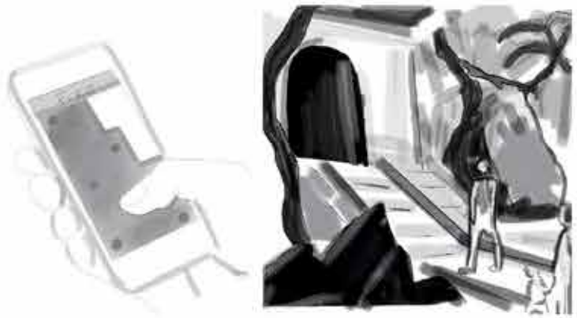

06 场景6:火神庙

一连串的火山。火山的熔岩溢出后开始从裂缝漏下，然后沿着山丘流淌。由于时间已经冻结，熔岩还呈现红色，但摸上去是凉的。熔岩结晶成美丽的有机形状。游客可以探索内部的通道，攀爬台地，滑下水槽，跳过踏脚石，并触摸熔岩使其发光。当游客完成特定活动时，会有蒸汽间歇地“喷发”。神庙位于最大的火山之中，并由雕刻的火山岩构成。

Scene 6: The Fire Temple

A Chain Of Volcanoes. The lava within the volcano has overflowed, seeping through cracks and running in streams down hills. It is glowing red but cold to the touch because time has frozen. The lava has crystallized into beautiful organic shapes. Guests can explore inner tunnels, climb terraces, slide down flumes, hop across stepping stones, and make lava glow by touching it. There are periodic steam “eruptions” when guests complete a specific activity. The deity’s temple is within the largest volcano and is made of carved volcanic rock.

REFERENCE 参考
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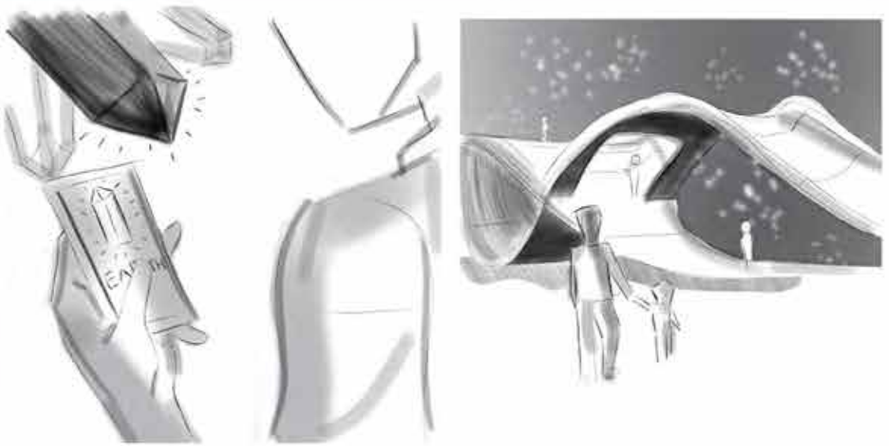
墨西哥奈卡水晶洞



07 场景7:金神庙

位于深山里的采矿洞。洞穴中的矿物不断生长，从地面和顶上冒出，形成有趣的游乐设施，可以爬上爬下游玩。游客可以追赶和捕捉神祇的老鼠朋友，收集和辨别宝石，并探索藏有漂亮珠宝的隧道。该神庙从洞穴壁上的石头开凿出来。

Scene 7: The Metal Temple

Mining Caves Inside A Mountain. The minerals have grown to huge proportions in the caves, protruding from the floors and ceilings, making a fun play structure to climb on and walk under. Guests can chase and catch the deity's mice friends, collect and identify gems, and explore tunnels hiding beautiful jewels. The deities' temple is carved from the stone of the cave walls.

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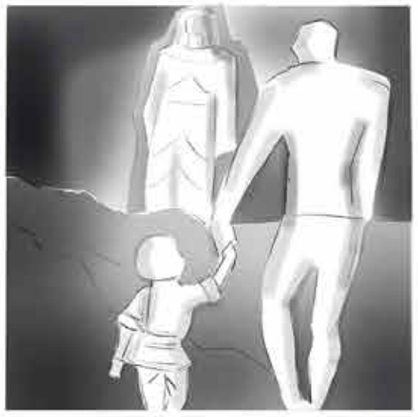
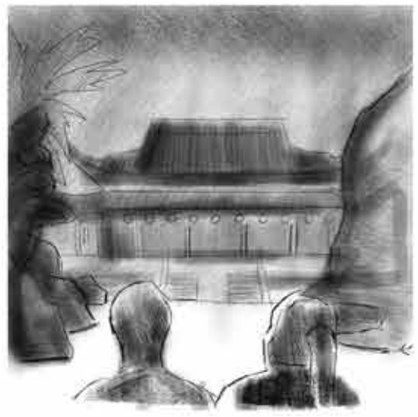
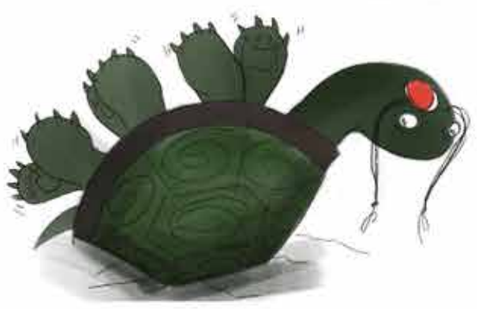
REFERENCE 参考







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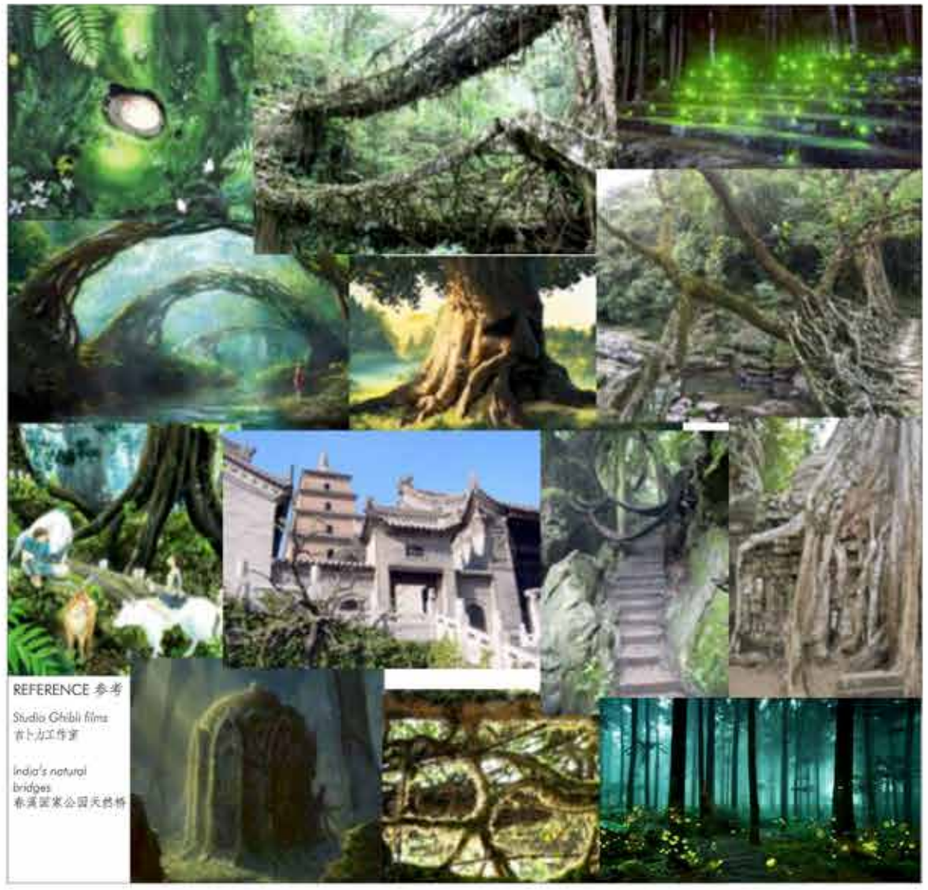
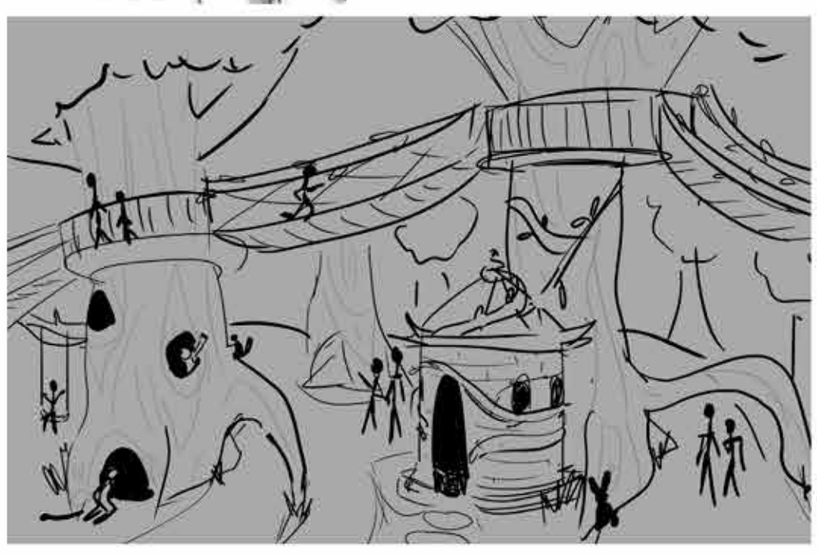
08 场景8:土神庙

山外的悬崖峭壁。土元素从地里喷发出来，形成高山和锯齿状的悬崖峭壁。桥梁连接了各座山峰，并有雕像列于墙上。类似于攀绳梯，游客在搜寻石头碎片的同时还可以探索不同层的空间。他们可通过VR Birdly系统像鸟儿一样在空中翱翔，收集石头碎片，乘滑索从房间一侧到另一侧，以及探索雕像后面的密室。该神庙由天然石材制成，位于山顶之上。

Scene 8: The Earth Temple

A Mountain Exterior, Cliff Face. The element of earth has burst out of the ground, creating tall mountains and jagged cliff faces. Bridges connect different mountain peaks, and carved statues line the walls. Similar to a ropes course, guests can explore different levels of the space as they search for fragments. They can soar in the air like a bird to collect fragments with the VR Birdly system, zipline from one side of the room to the other, and discover secret chambers behind the statues. The deity's temple is made of natural stone and is on top of a mountain peak.





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09 场景9:木神庙

位于昏暗，发光的森林里。森林长满了树木，有茂密的灌木丛，树枝蜿蜒在树冠上方，蔓生的树根穿破地面。游客可以在高耸的树冠上的绳桥上行走，爬到树干内，借助藤条摆荡到泡沫坑中，捕捉萤火虫，收集的植物种子会在眼前长出美丽的植物。借助Mediafront的Bungee Jump VR系统，他们还能像猴子一样爬上树顶。这里的神祇住在长满苔藓的石头神庙里，周围环绕着新鲜的藤蔓。

Scene 9: The Wood Temple

Inside A Dim, Glowing Forest. The trees of the forest have overgrown, creating areas of dense thickets, branches that wind above the canopy, and overgrown roots that pierce through the ground. Guests are able to walk on woven bridges high in the canopy, crawl inside tree trunks, swing on vines into a foam pit, catch lightning bugs and plant seeds that will grow into beautiful plants before their eyes. They can also climb the tree tops like a monkey with Mediafront's Bungee Jump VR system. The deity here lives in a mossy stone temple with freshly grown wooden vines wrapped around it.

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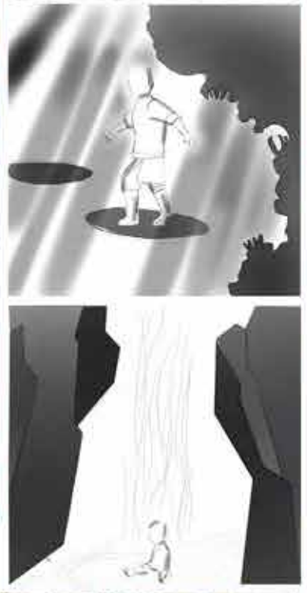

10 场景10:水神庙

一个被淹没的岛屿。这座神庙位于山谷中央的湖泊中，但现在水位已经上升并淹没了山谷。游客会看到鱼在头顶和周围游动，还可以在桥上，树上和路脚石上漫步。在这里，游客可以建造沙堡，寻找藏在睡莲后面的青蛙，在泡沫中看到自己的脸，喂养飞鱼和发射泡泡捕捉在水中游泳的鸟。我们还设想有一艘浮起的潜水艇带游客通过水域，他们往下就能看到其他游客。

Scene 10: The Water Temple

A Submerged Island. This deity's temple was in the middle of the lake in a valley, but now the water level has risen and flooded the valley. Guests will see fish swimming above and around them, and can walk over bridges, trees and stepping stones. Here, guests can build sandcastles, find frogs hiding behind lilypods, see their face in bubbles, feed flying fish and shoot bubbles to catch birds swimming in the water. We also envision having an elevated submarine ride that takes guests through the water, allowing them to look down at other guests.

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11 场景11:正式节目（中央大厅）

每隔30分钟，游客将在中央大厅的围墙周围聚集，观看女娲解冻时间，并在朱、刘和游客帮助下修补裂缝。最后，女娲会牺牲自己，厅内会上演耀眼的灯光秀，重现北极光的景象。获得元素石的游客可利用其在屏幕上创建特殊效果，并实时查看他们对活动的贡献。每块石头都有不同的线索和特殊效果，以奖励和认可收集到特定石头的游客。节目结束时，每个人的石头都可同时用于触发耀眼的灯光效果，朱和刘将围绕墙壁帮助女娲修补最后一处裂缝。

Scene 11: Main Show (Central Atrium)

Guests will gather around the wall in the central atrium every 30 minutes to watch Nuwa unfreeze time and seal the crack in the sky with the help of Zhu, Liu and the guests. At the end, Nuwa will sacrifice herself and the room will turn into a dazzling light display replicating an aurora borealis. Guests who have earned elemental stones can use them to create special effects on the screen and see their contribution to the event in real-time. Each stone has a different cue and special effect to reward and recognize the guests who have collected specific stones. At the end of the show, everyone's stones can be used at the same time to make a dazzling light display as Zhu and Liu circle the walls to help Nuwa finish sealing the last piece.

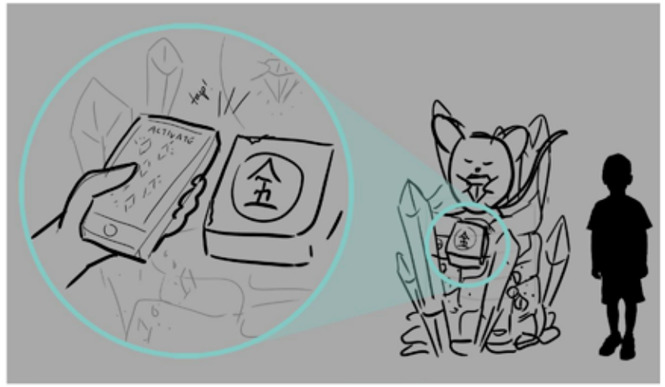
12 场景12:“回到神庙”（零售）

游客可购买以五种元素为主题的元素石实物和其他商品，还有毛绒玩偶。这里还会提供特别的袋子和皮带，供游客展示和携带他们收集的石头。零售商店看起来像是神庙的延伸，商品贴绕在象征各个角色的柱子周围。

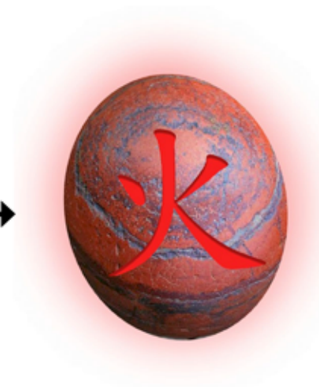
Scene 12: Retail

Guests may purchase realistic stones and other merchandise themed around the five elements, as well as plush dolls of the characters. There will also be a special case or belt on which guests may display and carry the stones they collected. The retail store will look like an extension of the temple, with merchandise surrounding pillars representing each character.

360 VIEW MODELED AND RENDERED IN 3DS MAX - VIEW ONLINE



收集碎片-解封神像 Collect All Fragments, Unfreeze Deity



获得石头 Receive Stone

预览并使用 Use Stone to Create Special Effects in Main Show

增强现实应用程序

游客可到售票处下载应用程序并在进入景点前启动。在每个区域内，代表碎片的主题QR代码将被隐藏起来，等待被发现，或在游客完成活动后才会显示。游客扫描这些代码时，就会逐渐揭示地图的某些部分，并解锁短暂记忆，这些记忆将提供定位和收集更多碎片的线索。游客需要找到并收集八块碎石，以解冻每个神祇。解锁后，神祇会在他们的神庙内以简短的节目作为奖励，将游客的石头碎片融在一起，交给他们一个实物版本的“炼成”的石头。

Augemented Reality App

Guests will download an app at the ticket counter and activate it before entering the attraction. Within each zone, themed QR codes representing the stone fragments will be hidden, waiting to be discovered, or will be revealed after guests complete an activity. As guests scan these codes, they will gradually reveal parts of a map and unlock short memories that will provide clues to help them locate and collect more fragments. Guests will need to locate and capture eight stone fragments in order to unfreeze each Deity. Once unlocked, the Deity will reward them with a short show inside their temple, in which they fuse together the guests' stone fragments and present them with a physical version of the "completed" stone.

石头实物

这些石头配备红外接收器，并以每种元素为主题，使用时会发光。在神祇恢复到睡眠状态前，会告诉你创造释放石头力量的动作的方法（类似哈利波特的魔法棒和动作）。当游客做出特定姿势时，石头便会在墙上触发对应于该元素的独特效果。这些随后可在女娲的正式节目中无限次地使用。

Physical Stones

The stones will contain IR (infrared) receivers (similar to the wands used at Universal's The Wizarding World of Harry Potter), and be themed to each element, glowing when used. Before the deity returns to a state of slumber, it will show you how to create a motion that will unleash the power of the stone and (similar to Harry Potter wand and motions). When the guest makes a specific gesture, the stone will trigger an effect on the wall, unique to that element. These can then be used in the main show with Nuwa an unlimited amount of times.

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CONCEPT 2 概念2

水流
THE FLOW OF WATER

自我引导的游乐场风格的景点，吸引游客进入海底神话般的世界，充满各种趣味活动，独特的角色和个性化体验，帮助他们重新发现自身与水的联系，并且玩的越多奖励就越多。

A self-guided arcade-style game attraction that takes guests into a mythical land beneath the sea filled with fun activities, unique characters and personalized experiences that help them re-discover their connection to the water and rewards them the more they play.

在海底最深处有一个神奇的水世界，那些被认为只存在于传说中的神话角色依然生活在这里。当这个世界失去平衡的时候，他们开启了一个进入这个他们称之为“家园”的美妙境界的关口，帮助我们重新发现自身与他们，与水和彼此的联系。

林默娘，司水女神和航海人的保护者，在神奇的入海关口等着你，还会召唤她一些生活在海里的古怪的守卫朋友。当他们游过来打招呼，并和你一起游玩，那是多开心的事。幸运的话，你会被选中作为他们的嘉宾，成为你与这个神话境界的联系的纽带。和他们一起潜入海里。在那里，让水流作为你的向导，去探索海洋最美丽的三个栖息地：海草森林、生物发光洞穴和珊瑚王国。你的守护者将随你一路畅游。

当你进入这些神秘境界时，会遇到保护它们的龙。每条龙都会通过导航、交流和游戏向你展示他们如何在水中和睦生活。向守护者展示你如何运用这些技能，他们也会为你做同样的事情。

在接下来的游览种与朋友和家人享受互动活动、游戏以及游乐区。在水中，探索其他神话角色和隐藏空间，你会更多地了解这个水世界，并发现它和我们这个世界并没有太多不同。玩得越多，探索得越多，你与守护者的联系就会变得越强，守护者就会成长得越大。请接着玩下去，因为如果它们感到被冷落，就会变得沮丧然后游走。

完成探索之后，向你的守护者道别，然后Mazu会再次出现将你带回人间世界。但在你回来之前，她还有最后一次款待是在商店里。冲破水面，享受飞翔的快感，她将带你飞向高空，展示从哈尔滨河流流向世界其他地区的这片中国的重要水域。回到干燥的土地上时，你将从一个奇幻的窗口穿梭回你刚刚游览过的领域，并看到其他玩家经历中的守护者。与现代海洋动物邂逅，这些动物就是你刚刚经历的那些生物的后代，通过纪念品你将意识到自己与海洋的联系。

Beneath the deepest levels of the sea is a magical, watery realm where mythical beings, thought to be only legends, still live. At a time when the world is falling out of balance, they have opened up a portal into this wonderful place that they call home to help us rediscover our connection to them, the water and each other.

Mazu, water goddess and protector of sea voyagers, awaits you at the enchanted portal into the ocean, and summons some of her fantastic Guardian friends that live beneath the waves. Be delighted as they swim up to say hello and play with you. If you're lucky, one will choose you to be their honored guest, and will serve as your connection to this mythical land. Descend into the ocean with them by your side. From there, let the flow of water be your guide as you explore three of the ocean's most beautiful habitats: the Kelp Forest, Bioluminescent Caves, and Coral Kingdom. Your Guardian will swim with you every step of the way.

As you enter these fascinating worlds, encounter the powerful dragons that protect them. Each of the dragons will show you how they live in harmony within the waters through navigation, communication, and play. Show your Guardian how you use these skills and they will do the same for you.

Spend the rest of your visit enjoying interactive activities, games, and play areas with your friends and family. Throughout the water, discover other mythological creatures and hidden spaces that will teach you more about this watery world and show you that it's not so different from our own. The more you play and explore, the stronger your bond with your Guardian will become, and the bigger your Guardian will grow. Make sure to keep playing, because if it feels neglected, it might become sad and swim away.

When you are done exploring, say goodbye to your Guardian as Mazu reappears to take you back to the human world. But before you return, she has one last treat in store. Break through the water's surface and enjoy the thrill of flying as she takes you on a ride high in the sky, showing you how the influential waters of China flow from the rivers of Harbin, to the sea beyond and around the rest of the world. As you step back onto dry land, pass by a magic window into the realm you just visited and see Guardians that have joined other players on their journey. Encounter modern marine animals that are descendants of the creatures you just met as you find a souvenir to remind you of your connection to the ocean.

林默娘

司水女神和航海人的保护者。温柔、善良、母性、无私提供保护、快乐。总是平和地微笑。她是一名渔夫的女儿，她的大部分家庭成员都在海上度过了一生。不幸的是，有一天，她的兄弟们出海后所乘的船遇上了风暴。她拯救了所有人，但唯独落下了一个。从那天起，林默娘发誓要保护这些出海的人，防止他们遭受同样的命运。为确保你的安全，林默娘会召唤这个领域的海洋生物陪伴着你，并告诉你如何安全驶过水域。虽然他们会教你，但你也可以教他们。（受与水有关的女神如Sacrificial Vessel (Hsein)和大神的两个女儿的启发，p100，p187）

Mazu

Water goddess and protector of seafarers. Gentle, kind, maternal, protective, joyful. Always peacefully smiling. She grew up as the daughter of a fisherman and most of her family spent their lives out at sea. Sadly, one day her brothers were out at sea and their boat was struck during a storm. She was able to save all but one. From that day on, Mazu took an oath to protect those out at sea and prevent them from suffering the same fate. To ensure your safety, Mazu calls on the sea creatures of this realm to accompany you and show you how to safely navigate the waters. Though they will teach you, you will be able to teach them as well. *(Shanhaijing¹: Inspired by water-related female goddesses such as Sacrificial Vessel (Hsein) and Two Daughters of the Great God; p100, p187)*

龙马（引路的龙）

守护海草森林众多路径的，充满智慧的龙。龙马是一位出色的老师和经验丰富的引路人，而这都要归功于她背上的神奇地图。龙马走过世上所有的水下通路，并到过每一片海域。龙马十分敏捷，对周围环境观察仔细，并且足智多谋。当你找到龙马时，她会带你来一次大冒险。她通常在你的视线之外行动，但会留下线索来帮助你。龙马会估算你的行程，并以你自己的节奏加以引导，这样你也可以成为一名探险家。

龙马富有冒险精神，是一位开拓者，细心且经验丰富。

（背上有着卷毛的龙马，就像一张布满繁星的星图。）

Longma

The wise dragon that guards the many pathways of the Kelp Forest. Longma is an excellent teacher and a skilled navigator thanks to the magical map on her back. Longma has traveled through all of the world's many underwater pathways and visited every sea. Longma is swift, attentive to the surrounding environment and very resourceful. When you find Longma, she will take you on a grand adventure. She tends to travel ahead just out of sight but leaves clues to help you. Longma anticipates your travel and guides you at your own pace so you too can become an expert explorer. Longma is Adventurous, a Trailblazer, Attentive and Experienced.

(Shanhaijing¹: Dragon horse on its back with curly hair, like a map of starry dots.)

虬龙（爱玩的龙）

保护珊瑚王国的幼龙。表面上看，虬龙爱玩且活泼，但他很有自知之明且睿智。虬龙比所有人都更了解情感关怀、同情、尊重对建立有意义的关系的重要性。他会告诉你如何与他人一起游玩、分享、合作和欢笑。虬龙爱玩、感性，关怀、体贴、无私、活泼。（有角/无角的龙。汉朝认定“Qui”为无角的龙或“幼龙 - 未长大的龙”）

应龙（交流的龙）

一只好奇而善于表达的龙，看守着生物发光洞穴，应龙因在干旱时期响应人类请求降雨而闻名。他有很多东西教给和告诉我们，但他不会说我们的语言。要和应龙交流，必须仔细注意他的声音、姿势和动作。在结束游览时，应龙将以新的、强有力和有趣的方式进行交流。应龙善于表达、机智、积极向上、有同理心且乐于倾听。（被称为“有求必应的龙”。在干旱时期，人们拿着他的画像，就能迎来降雨。P162）

Yinglong

A curious, expressive dragon that watches over the Bioluminescent Caves, Yinglong is known for responding to humans in times of drought and sending them rain. He has much to teach and say but he can't speak our language. To communicate with Yinglong you must pay close attention to his sounds, gestures and movements. By the end of your visit, Yinglong will have you communicating in new, strong, and funny ways. Yinglong is Expressive, Witty, Positive, Empathetic, and an Active Listener. *(Shanhaijing¹: Called the "Responding Dragon." When in drought, people make an image of him, then receive a heavy rainfall. p162)*

Qiulong

The young dragon that protects the Coral Kingdom. On the surface Quilong is playful and excited but he is very self-aware and wise. Qiulong knows better than all, the power of emotional care, empathy, and respect in building meaningful relationships. He will show you how to play, share, build, and laugh with others. Qiulong is Playful, Emotional, Caring, Thoughtful, Selfless, Excited.

(Shanhaijing²: Horned/Hornless dragon. The Han dynasty identified "Qui" as hornless dragon or "young dragon - immature dragon". p79, p179)

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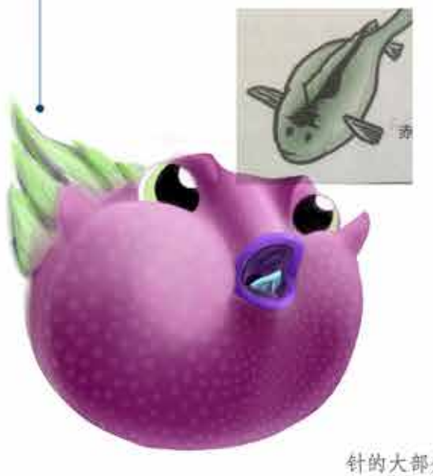
胖嘟嘟 / 胖乎乎

一只胃口永远无法填平的热心河豚。胖嘟嘟教人如何对喜欢的事物充满激情，但存在过度放纵的倾向。胖嘟嘟对她显眼的体重感到羞愧。如果你笑，胖嘟嘟会感到害羞和不安。如果笑得太过头或冒犯了胖嘟嘟，她会沮丧地喘气。她害羞、善良、热心、热情、贪吃和放纵。（Massdie河的河豚，Drainhog河的豪猪鱼；看起来像小鲟鱼，有猩红色的嘴/尾/冠，p40,67）

Pang Du Du (Plump)

An enthusiastic blowfish with an insatiable hunger. Pang Du Du can teach how to be deeply passionate about what you love, but has a tendency to be over-indulgent. Pang Du Du is bashful about her noticeable weight. If you laugh, Pang Du Du gets shy and insecure. Laugh too hard or insult Pang Du Du and she will puff up with frustration. She is Shy, Kind, Eager, Enthusiastic, Passionate, Gluttonous, and Indulgent. *(Shanhaijing¹: Balloon Fish of River Massdie, Porcupine-fish of River Drainhog; Looks like dwarf sturgeon, have scarlet mouth/tail/plumes. p40, 67)*



跳线

一只时髦的青蛙，跳线既令人钦佩又很受欢迎。跳线进化成青蛙着实有点尴尬，但由于他的不安全感和个人成长，倒促成了一种幽默感和可爱的魅力。跳线是懒散且爱开玩笑；当有任务时，他不会是第一个完成的人，但却会做得很好，很有风格，并且会一路充满欢笑。然而，他却在不知不觉中玩笑开过了头，惹恼那些对自己不满意的人。他可以教人不要过于执着以及如何制造欢笑。他机智、搞笑、有魅力、糊涂且讨人喜欢。（Bellows河的娃娃鱼，看起来像蟾蜍，有白色的嘴。p79）

Tiao Xian (Jumper)

A funky frog, Tiao Xian is both admired and popular. Tiao Xian's evolution into a frog was an awkward one but with his insecurities and personal growth, he developed a witty sense of humor and loveable charm.Tiao Xian is a laid back jokester; when it comes to tasks, he won't be the first to accomplish it but he will do it well, in style, and with many laughs along the way. He is however unaware that his jokes push boundaries and can deeply upset others who may not be comfortable with themselves. He can teach how not to take things so seriously and how to laugh.He is Witty, Funny, Charming, Silly and Endearing. *(Shanhaijing¹: Frog-fish of River Bellows - Looks like toad with white jaws. p79)*

Sea Guardians

A variety of characters inspired by the water-related creatures of Shanhaijing. Each of them has a personality and unique trait and is paired with a guest based on the short quiz they took at the ticketing counter. There would be a select number of base models for the characters, which could be further personalized and customized by adding names, different colors and patterns, or accessories. The Guardian acts as an avatar for each guest, reflecting their progress by collecting points each time they complete an activity. The guardians show progress by growing bigger in size, giving guests a reason to keep playing so their Guardian can be the biggest in the atrium "tank".It may also be possible to transform them or "evolve" them into higher level characters. Points can be redeemed to trigger special effects in the attraction, unlock secret features in certain activities, or get a discount at the gift shop. The points take the form of bubbles, and guardians collect points by eating them!

海中守护者

受《山海经》中各类水生物启发而创作的各种角色。他们各自具有独特的个性和特质，并根据游客在售票柜台所做的简短测验与其建立配对。这些角色将会有一定数量的基础模型，可通过添加名称、不同颜色和图案或附件进一步进行个性化和定制。守护者可作为每位游客的头像，通过每次完成活动时累积的积分来显示其进度。守护者的进度将通过尺寸的增大来显示，以让游客有继续游戏的动力，这样一来其守护者可能成为中央大厅“容器”中最大的守护者。这些守护者还可改造或“进化”成为更高等级的角色。积分可兑换成在景点中触发特殊效果，解锁某些活动中的秘密技能，或在礼品店获得折扣。这些积分以泡泡的形式出现，守护者通过吃掉泡泡来累计积分！

针

针的大部分时间都在无边的黑暗中度过。她想结交朋友，但不知道从哪里开始。她的外貌和内心渴望都显得易受到惊吓。她能发出美丽的光来吸引别人靠近，但当他们走近后会感到被欺骗和害怕，因此不会信任她。他们很快就离开了，也不会去了解她。她很热情、乐观、友善、常被误解，并且初次见到会让人感到恐惧。（Socket河的尖嘴鱼：有像针一样的下颌；P55）

Zhen (Needle)

Zhen spends most of her time in complete darkness alone. She wants to find friends but doesn't know where to begin. She can be really frightening both in her appearance and her eagerness. She attracts others with a pretty light but when others get close they feel tricked and scared, so they don't trust her. They're quick to leave and don't get to know her. She is Excited, Optimistic,Friendly, Misunderstood, and initially intimidating. *(Shanhaijing¹: Needle-Fish of River Socket: Has jaws like needles; p55)*

小鳍

小鳍是一位大侠，勇敢而忠诚。在强悍、自信的外表之下，小鳍是一位温和的巨人。小鳍教人如何彼此信任，要为正义而战以及学会勇敢。但在内心小鳍想和别人倾诉自己的感受，并且需要帮助来打开心扉。如果你愿意倾听，他将铭记在心并时刻关注着你。小鳍忠诚、温柔、周到、坚强、自信且上进。（北海的海马：居住在北海形似马的动物。P124）

Xiao Qi (Little Fin)

Xiao Qi is a great noble warrior type, brave and loyal. Past his strong, assertive exterior, Xiao Qi is a gentle giant. Xiao Qi teaches how to trust others, fight for justice, and be brave. But Xiao Qi secretly wants to talk about his feelings and needs help opening up. If you listen to him he will never forget and always look out for you. Xiao Qi is Loyal, Gentle, Thoughtful, Strong, Assertive, and Ambitious. *(Shanhaijing¹: Horse-of-the-sea of the North Sea: An animal which looks like a horse that lives in the North Sea. p124)*

骗子

骗子是一个喜欢恶作剧的捣蛋鬼，具有正反面的个性。他非常好奇，勇于尝试新事物。你将和骗子度过一段美好时光，但请注意，他是个狡猾的骗子。一路上他可能会欺骗你来找乐子，但事后会装可爱来弥补。他的幸运珊瑚可兼作乐器，如果你迷了路，就会听到一声笛音。他好奇、聪明、调皮、爱玩且富有冒险精神。（有正反两面个性的角色，生活在Lapping河和View河中，p22，p58）

Pianzi (Trickster)

Pianzi is a mischievous troublemaker with a sweet and sour personality. He is very curious and not afraid to try new things. You will have a great time with Pianzi, but be aware that he is a cunning trickster. He may mislead you along the way to have a good laugh, but he will very sweet afterwards to make up for it. His lucky coral can double as an instrument, so if you lose your way, just listen for a flute. He is Curious, Intelligent, Mischievous, Playful and Adventurous. *(Shanhaijing¹: Creature that is both sweet and sour, Lives in River Lapping and River View. p22, p58)*

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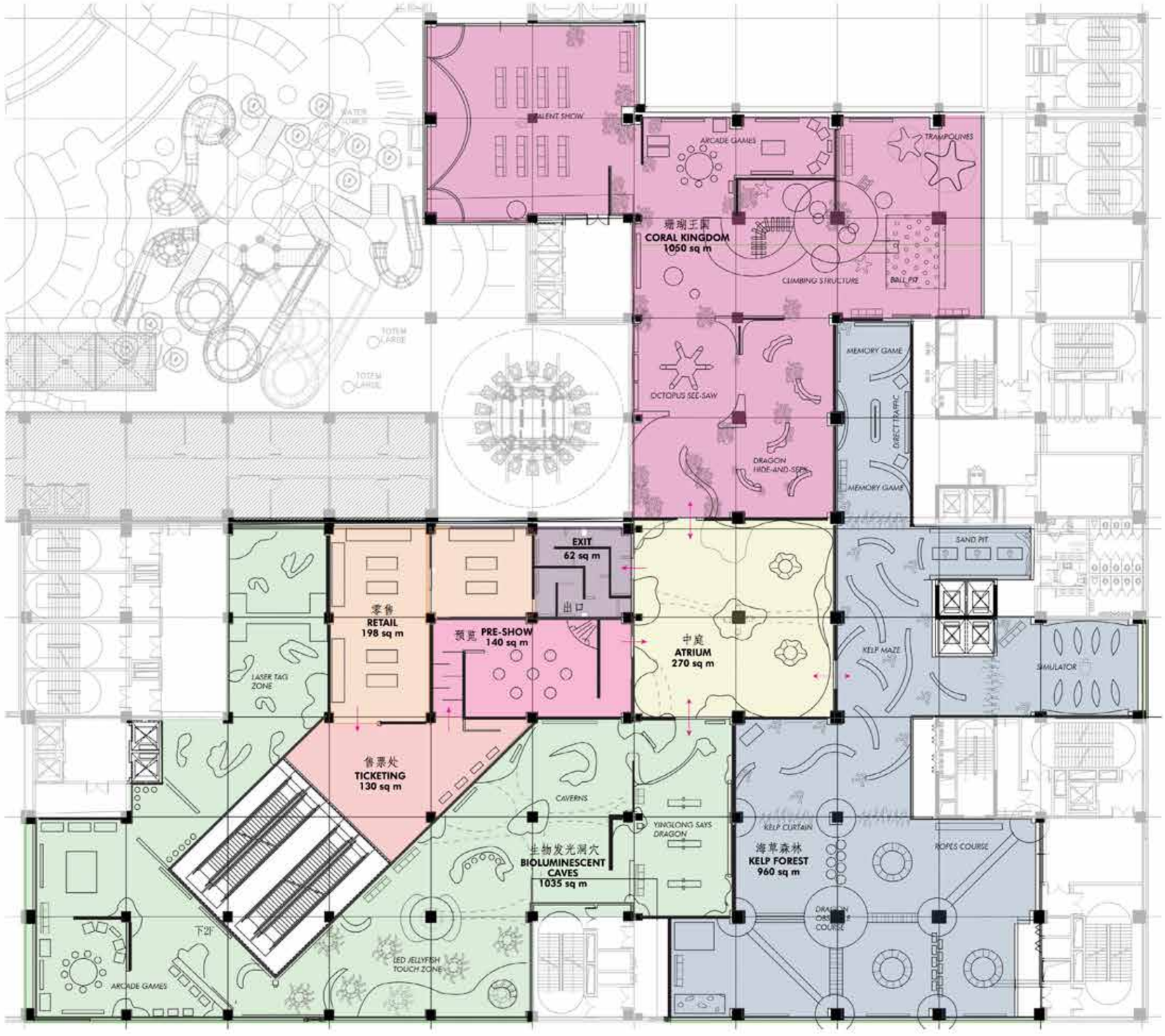

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01 场景1：自动扶梯和购票

游客升入一个郁郁葱葱的洞穴，洞中有入海的关口。波光粼粼，水面在上方晃动。他们走进洞穴，看到投影到地面的水泡、岩石，投影的角色在地上奔跑，如果你试图踩踏它们，它们就会跑开。这里有灯光、舒缓的音乐和滴水的声音。这是一个实用的空间，游客在这里购买门票，接收他们的RFID手镯，接受快速测验，然后和他们的守护者进行配对。在节目前奏中，游客可以坐下来放松一下，和投影的角色一起玩，或“偷瞄”一下礼品店。

Scene 1: Escalator & Ticketing

Guests ascend into a lush grotto that contains the portal into the ocean. Reflections of light and the surface of water dance above them. They step foot into the grotto and see projected pools of water on the floor, rockwork, and small projected creatures scurrying about on the floor, which will run away from you if you try to step on them. There is light, calming music and the sound of dripping water. This is a functional space where guests purchase tickets, receive their RFID bracelet and take a quick quiz that will later pair them with a Guardian. Before the pre-show, guests can sit and relax, play with the projected creatures or peek into the gift shop.

02 场景2:节目前奏

进一步深入洞穴。林默娘在涌流瀑布上起舞，向客人致意，并欢迎他们来到这个境界的入口，告诉他们为什么来到这里，并预示将要看到的奇景。她召唤自己海里的朋友，这些朋友会出现在“泡泡”中，并且每人都会“选择”一位游客。在与游客简单互动后，守护者将返回水中，并在关口的另一侧迎接他们。我们预期种这个房间设8个亭子，可以一次显示3个信息站，可同时显示3个守护者，并将节目持续7-10分钟。林默娘将被投射到水雾中并抬高，所以游客不会干扰到投影。守护者“泡泡”可通过光幻觉技术效果，或嵌入岩石中的屏幕实现。

Scene 2: Pre-Show

Further inside the grotto. Dancing on the surface of a gushing waterfall, Mazu greets guests and welcomes them to the entrance to the realm, explaining why they are there and hinting at the wonders they are about to behold. She summons her sea friends, which appear in "bubbles" and each "choose" a guest. After briefly interacting with guests, the Guardians return to the water, and will greet them on the other side of the portal. We envision the room having 8 kiosks that can display 3 Guardians at one time, and the show lasting 7-10 minutes. Mazu will be projected onto mist, and elevated so guest can't interfere with the projection. The "bubbles" of guardians could be achieved with a pepper's ghost effect, or screens embedded in rockwork.

REFERENCE 参考

TeamLab's Spirit Waterfall in Japan 团队实验室, The Grotto Spa at the Sea Side Resort in Canada 加拿大柏克斯维尔酒店, Longmen Grottoes in Luoyang 龙门石窟, Necklace Starfish 单链蛇星, Asian Shore Crab 肉球近方蟹

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REFERENCE 参考

Water Tunnel at Poseidon's Fury at Universal Orlando

奥兰多环球影城度假村

03 场景3:穿梭隧道，“关口”

游客穿过关口进入神秘的海洋世界，这时有真正的海洋动物的影子朝着上方游过。水面在四周环绕着它们，轻微地旋转并泛着魔幻的灯光。这可通过织物或半透明丙烯酸树脂从后方投射来实现。

Scene 3: Transition Tunnel, "The Portal"

Guests walk through the portal into the mythical realm of the ocean as silhouettes of real sea creatures swim past them, heading upwards. The water's surface surrounds them on all sides, slightly swirling, with magical lighting. It could be created with fabric or translucent acrylic and rear projected onto.

04 场景4:中央大厅

游客从中层下到中央大厅，大厅顶部覆盖有模拟海洋表面的投影圆顶。真实海洋动物的剪影在上方游动，就像这个境界并不存在一样。巨大的鲸鱼和快速的鱼群的剪影在头顶通过，并有闪烁的阳光划过。在这个绝佳位置，游客可以看到并感受整个空间。可能的设施包括：每个区域都有上下的陡坡、休息区、游乐区以及可与守护者互动的“屏幕”。这里有很多岩石可供攀爬，还有隐藏的“待发现”区域。中央大厅看起来像海洋的沙地，有蓝色、绿色和沙子的颜色。

Scene 4: The Central Atrium

Guests exit mid-level into the central atrium, the top of which is covered with a projection dome mimicking the ocean's surface. Silhouettes of realistic sea animals swim above, unaware of this realm. Silhouettes of large whales and speedy schools of fish pass overhead admit twinkling rays of sunlight. From this vantage point, the guest can see and understand the space as a whole. Component may include: Ramps that lead up or down to each area, rest areas, play areas, 'screens' where you can play with your Guardian. There is extensive rockwork that can be walked through/crawled under, and hidden "discovery" areas. The atrium looks like the sandy floor of the ocean, with the colors of blue, green and sand.

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REFERENCE 参考

UCLA Augmented Reality Sandbox 加州大学洛杉矶分校模拟现实地理沙盒, ICARLOS VR Flight Simulator 虚拟实境飞行模拟器, Pac-Man Projection Room at Croxford 克劳斯福特吃豆人投影室

05 场景5:海草森林

游客进入茂密，宛如“迷宫”的植物，沙滩和绿荫，通过引导、追踪和读取海洋生物和植物信号来寻找前进的路线。游客将感受到刺激和放松。

A区：“与龙邂逅”：龙马将向你展示如何避开障碍并循路前进。在一段真实的障碍路段和你的守护者来场比赛。钻到海狮下面，在海草之间穿行，并跳过几尺深的缝隙。

B区：“游乐区”：地形沙坑：在海底玩沙，移动山脉，然后观看周围的地形变化。这里是控制中心，看神祇如何塑造山川。

C区：“游乐场区”：结合数个传统的和非传统的电子游戏，传授导航并奖励积分。（例如：使用手势信号指挥投影的“鱼群”通过；在生物迁徙过程中，通过挥手将其从海的这边引导到另一边。）

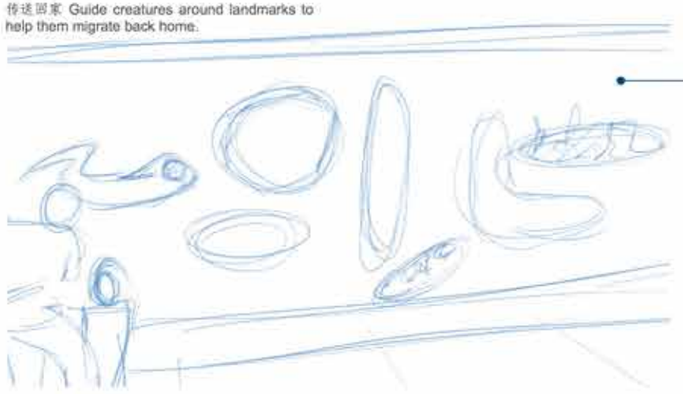
D区：“骑乘/模拟器”：骑在鲨鱼背上，和朋友来场通过海草森林的比赛。驾驭它，避免碰到海中的生物、渔网和垃圾。投影和模拟车辆。

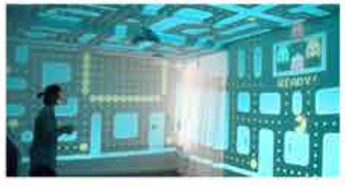
Scene 5: The Kelp Forest

Guests enter a thick “maze” of plants, sand and greenery and learn about finding their way by leading, following and reading signals from sea creatures and plant life. Guests will feel adventurous and relaxed.

- **Zone A, Dragon Encounter:** Longma shows you how to avoid obstacles and follow a path. Race against your guardian in a physical obstacle course. Duck under sea lions, squeeze between seaweed, and jump over crevices fathoms deep.
- **Zone B, Play Area:** Topographic Sandpit. Play with the sand on the ocean floor to move mountains and watch the topography change around you. This is the control center, how the gods shape the mountains and rivers.
- **Zone C, Game Area:** Combination of several traditional and non-traditional arcade-style games that teach about navigation and award points. (ex. Direct traffic by using hand signals to guide a projected “school” of fish; Wave your hand to lead creatures from one end of the ocean to the other as they migrate.)
- **Zone C, Ride/Simulator:** Speed on the back of a shark and race against your friends through the Kelp Forest. Steer it and avoid running into sea creatures, fishing nets, and trash. Projection and simulation vehicle.

传送回家 Guide creatures around landmarks to help them migrate back home.





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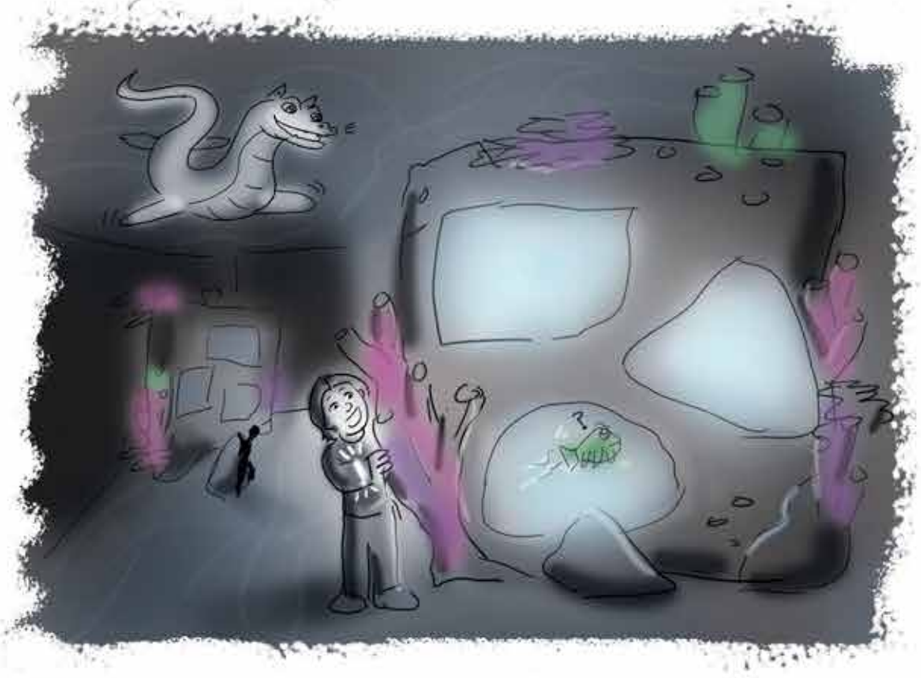


06 场景6:珊瑚王国

游客将发现自己身处生机勃勃，五彩缤纷的珊瑚礁之中，这里满是大型的植物和动物，让他们感受到青春、好玩和快乐。

A区："与龙邂逅"：与守护者玩捉迷藏，在虬龙的指导下，通过使用RFID追踪技术学习如何伪装。

B区："游乐区"：珊瑚游乐园：在多层攀爬结构（包含丛林健身房、秋千、梯子、滑梯）上和鱼一起游动，并会有惊喜的角色出现（雕塑和屏幕混合）。以吸引眼球的藤壶、海贝和海星为主题。配上由泡泡/珍珠构成的球海！

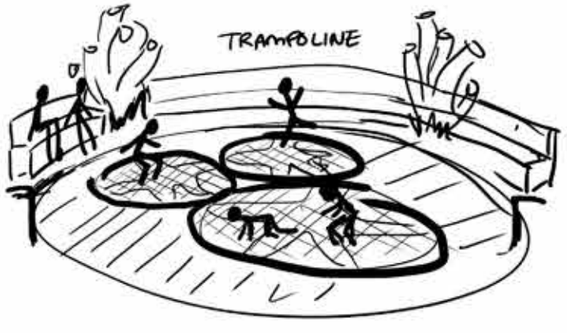
C区："游乐场区"：结合数个传统的和非传统的电子游戏，教你怎么玩。（例如："俄罗斯方块"或"吃豆人"风格的喂鱼游戏）。

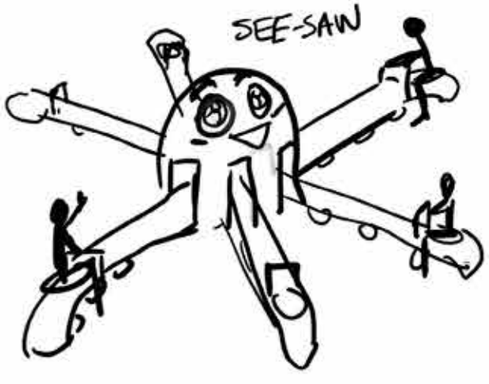
D区："节目"：才能展示：电子动画或海洋生物动画形象在水下剧场中展现他们的才能（交流、速度、伪装、力量）。最后，观众也加入其中展示自己的才艺（例如：跳舞，卡拉OK）！

Scene 6: The Coral Kingdom

Guests find themselves in a vibrant, colorful coral reef filled with large-scale plants and animals that encourages them to feel youthful, playful and joyful.

- **Zone A, Dragon Encounter:** Play hide-and-seek with your Guardian and learn about camouflage, supervised by Qiulong, using RFID tracking.
- **Zone B, Play Area:** Coral Playground: Swim and play with the fish on a multi-level climbing structure (containing a jungle gym, swings, ladder, slide) with surprise character appearances (mix of sculptures and screens). Themed with larger-than life barnacles, sea shells and starfish. Complete with a ball pit of bubbles/pearls!.
- **Zone C, Game Area:** Combination of several traditional and non-traditional arcade-style games that teach about play. (ex. "Tetris" or "Pac-Man" style game to feed the fish).
- **Zone C, Show:** Talent Show: Animatronic or animated sea creatures show off their talents (communication, speed, camouflage, strength) in an underwater theater. At the end, audience members join in and show off their talents too (ex. dance, karaoke)!





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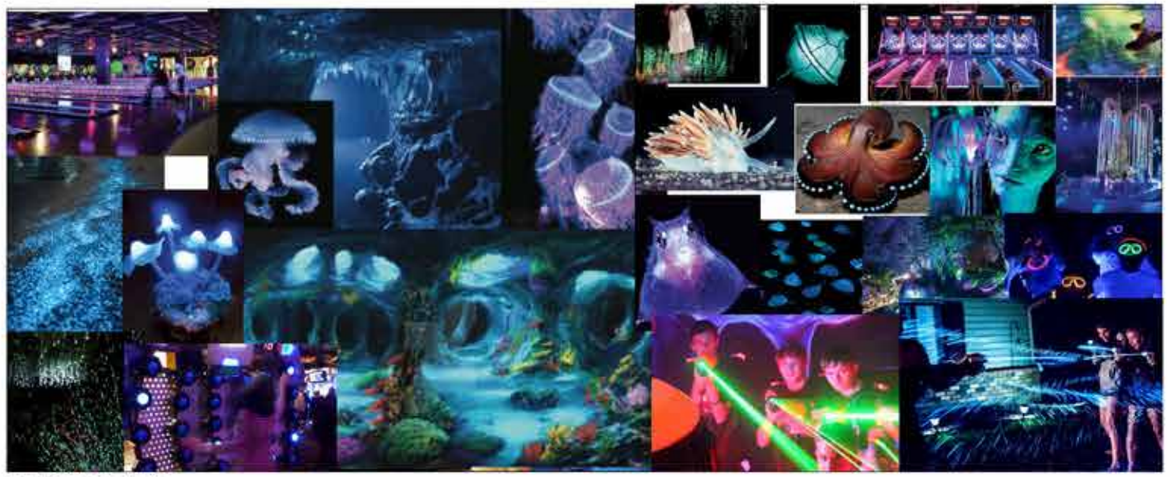

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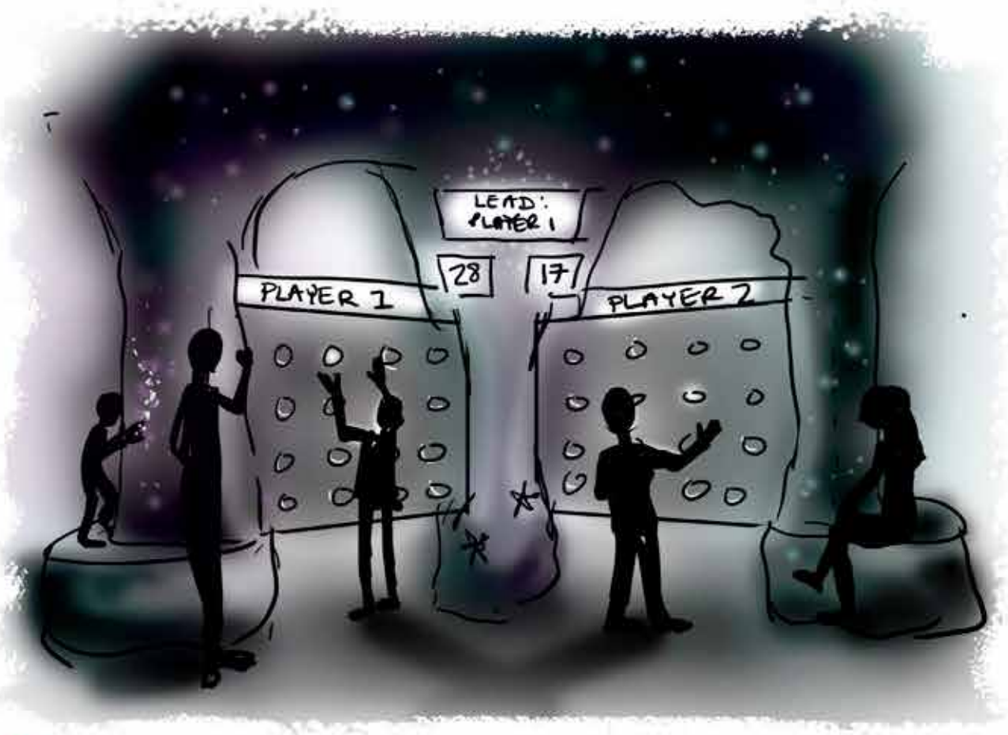

07 场景7:生物发光洞穴

游客进入神秘的、蜿蜒、发光和有怪异生物的洞穴，并感到惊奇和好奇。

A区："与龙邂逅"：上面的土地陷入了干旱！与守护者一起玩"应龙说"，用手臂和双腿填充发光生物发出的光的形状，以使应龙触发降雨效果。（例如：像鳗鱼一样摆动；像海豚一样跳跃）。单独的Kinect站。完成后的降雨效果。当有多人完成时，上演大型的闪电秀。

B区："游乐区"：回应式LED室：充满发光生物主题和投影，以响应你的动作。包括"打鼹鼠"式的游戏，即植物或生物发光时，必须击打它们来停用或激活它们。

C区："游乐场区"：结合数个传统的和非传统的电子游戏，传授交流和团队合作，并有额外奖励积分。（例如：记忆游戏，根据发出的声音来匹配海洋生物）。

D区："团队活动"：激光标签区：与团队合作，标记移动的发光生物来赢得积分。

Scene 7: The Bioluminescent Caves

Guests descend into mysterious, winding caves glowing with light and bizarre creatures, and will feel wonder and curiosity.

- **Zone A, Dragon Encounter:** The land above has fallen into drought! Play "Yinglong Says" (like "Simon Says") with your Guardian to get Yinglong to trigger a rain effect by using your arms and legs to fill the shapes of light created by bioluminescent creatures. (ex. wiggle like eel; jump like dolphin). Individual Kinect stations. Rain effect when completed. Big lightening show when multiple people complete.
- **Zone B, Play Area:** Reactive LED Room: Filled with glowing bioluminescent theming and projections that respond to your movement. Includes a "whack-a-mole" style games where plants or creatures glow and you have to hit them to deactivate or activate the
- **Zone C, Game Area:** Combination of several traditional and non-traditional arcade-style games that teach about communication and teamwork and award extra points. (ex. Memory Game, match sea creature to the noise they make).
- **Zone C, Team Activity:** Laser Tag Zone: Work with a team to tag moving bioluminescent creatures to win points.

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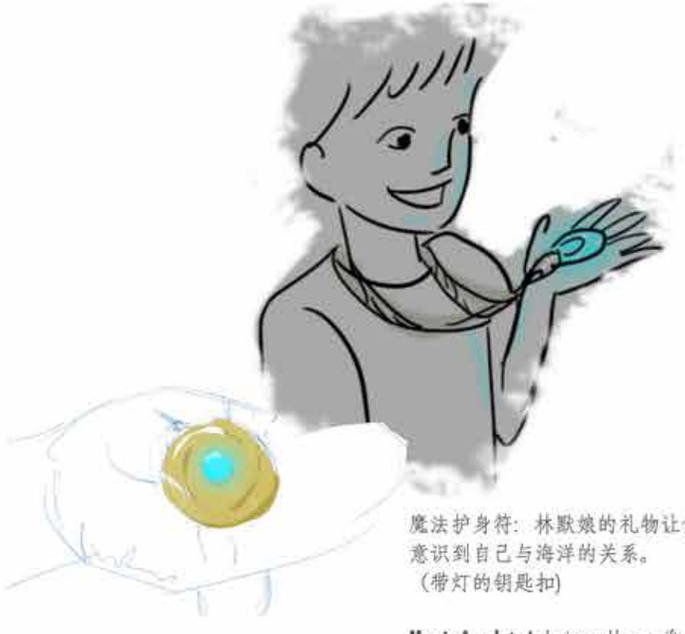
08 场景8:“道别”

完成探索之后，向你的守护者道别，然后跟随林默娘回到人间世界。但在你回来之前，她还有最后一次款待是在商店里。冲破水面，让她带你飞向高空，观看从哈尔滨河流流向世界其他地区的这片中国的重要水域。当你惊奇地注视和享受她的礼物时，她问道：“当水流经全球各地，我们的行动和选择也会影响周遭的世界和人们。把你学到的技能带到生活中，彼此进行交流，并保持与自然的关系。”当游客穿过走廊走向出口时，在其侧面投影一系列的场景。

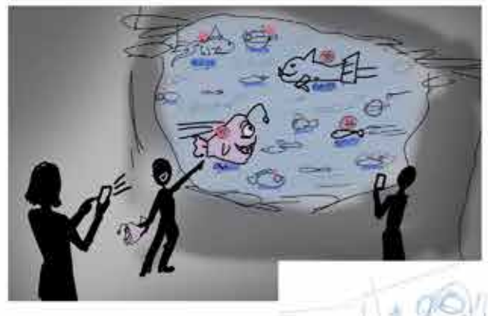
Scene 8: Exit, “Saying Goodbye”

When you are done exploring, say goodbye to your Guardian and follow Mazu back to the human world. But before you return, she has one last treat in store. Break through the water’s surface and be transported high in the sky to see how the influential waters of China flow from the rivers of Harbin, to the sea beyond and around the rest of the world. As you gaze in awe and enjoy her gift, she asks in return: “As water flows through all parts of the globe, our actions and choices also affect the world and those around us. Take the skills you have learned with you as you navigate through life, communicate with each other and maintain your relationship with nature.” Achieved through a series of projected scenes flanking the guest as they walk through a corridor towards the exit.



魔法护身符：林默娘的礼物让你意识到自己与海洋的关系。（带灯的钥匙扣）

Magic Amulet: A glowing necklace, a gift from Mazu to remind you of your bond with the sea. (a light-up keychain)



高分墙：现在你已经建立了与海洋的联系，你可以透过新打开的窗口回到领域。累积的积分越多，完成的活动越多，你的鱼就会越大。有奖参与。

High-Score Wall: Now that you’ve created a connection to the ocean, you can peer back into a newly opened window into the realm. The more points you’ve accumulated and more activities you’ve done, the bigger your fish is. Rewards participation.

守护者毛绒玩具：工作人员从游客的RFID芯片获取信息，并生成定制版本的守护者。（例如：创作一个熊）

Guardian Plush: Staff take the information from guests’ RFID chip and produce a custom plush version of their Guardian. (ex. Build-a-Bear)

09 场景9:“回到地上”

回到干燥的土地上时，你将从一个奇幻的窗口穿梭回你刚刚游览过的领域，并看到其他玩家经历中的守护者。回到洞穴中，与现代海洋动物邂逅，这些动物就是你刚刚经历的那些生物的后代，通过纪念品你将意识到自己与海洋的联系。

Scene 9: Retail, “Return to Land”

As you step back onto dry land, pass by a magic window into the realm you just visited and see Guardians that have joined other players on their journey. Return to the grotto and encounter modern marine animals that are descendants of the creatures you just met as you find a souvenir to remind you of your connection to the ocean.

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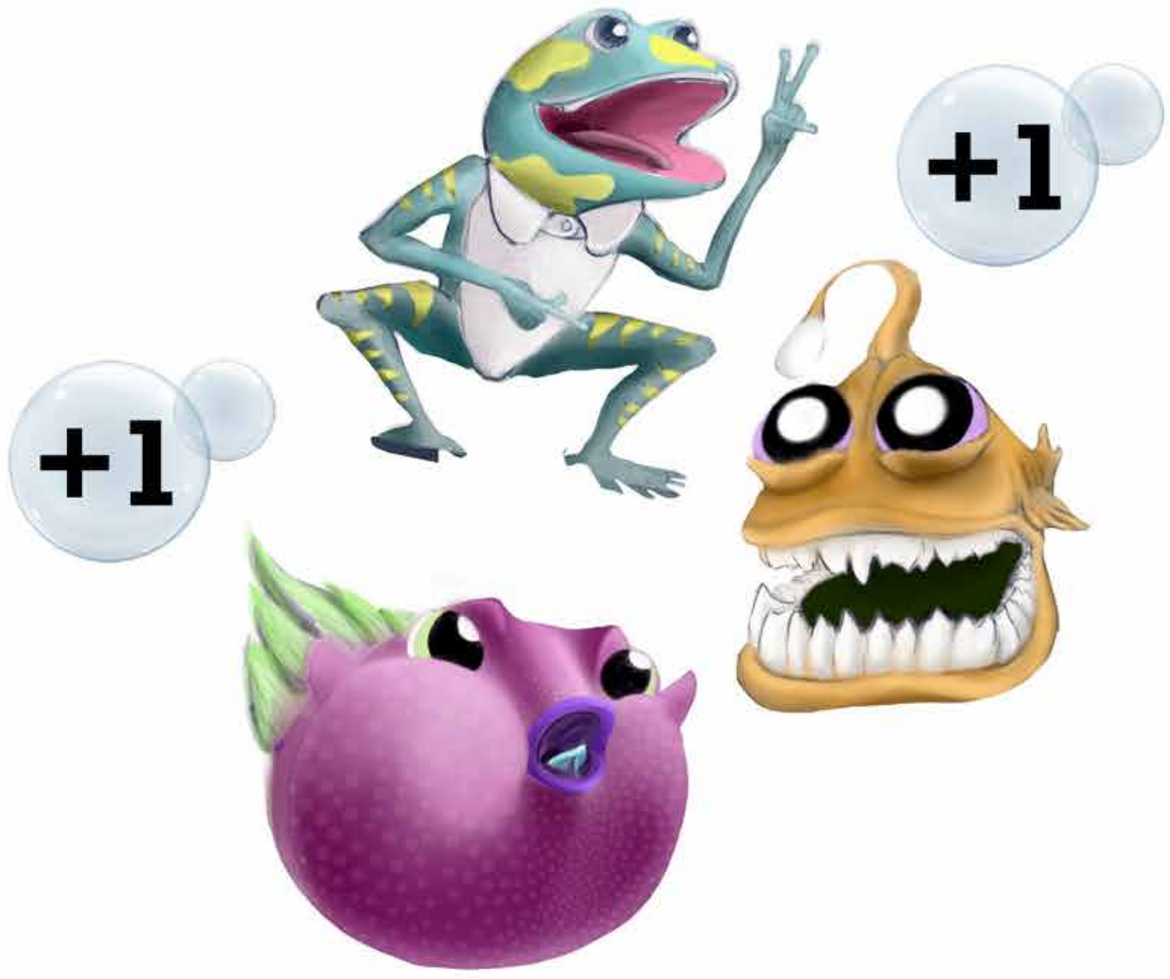
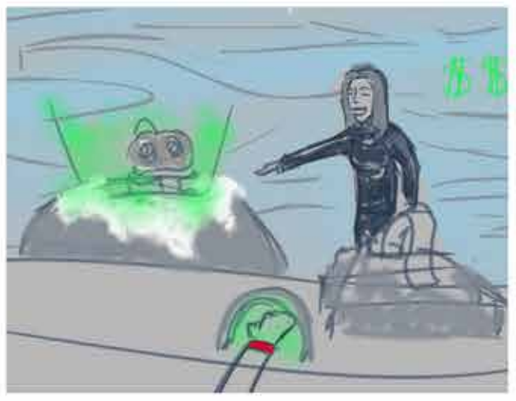


每位游客会和一个守护者配对，该守护者将反映其进度和成就。每项活动都会给守护者带来更多的“HP”或积分，这些会反映在守护者的大小和数字上。积分可解锁游戏的某些功能，触发特殊效果，或随后在礼品店获得折扣。玩家可能从某些活动获得奖励积分。守护者会在景点的全程出现，并通过RFID追踪和响应式Kinect技术的融合对游客的动作作出响应。可以开发应用程序来鼓励游客在走出景点后继续游戏。RFID手环还可用来制作有针对性的广告，向建筑物的居民或返回的游客展示守护者，并鼓励他们返回景点。

Each guest will be paired with a Guardian that will reflect their progress and achievements. Each activity will give the Guardian more "HP" or points that will be reflected in the Guardian's size and numerically. These points can be used to unlock certain features of a game, trigger special effects, or use as a discount in the gift shop later. Certain activities might reward players with Bonus Points. Guardians will appear throughout the attraction and respond to the guests' movements through a blend of RFID tracking and responsive Kinect technology. An app could be developed to encourage guests to continue playing outside of the attraction. The RFID bracelets could also be used to create targeted advertising that would show Guardians to residents of the building or returning visitors, encouraging them to return to the attraction.



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女蜗和朱的传说

THE LEGEND OF NUWA AND ZHU

一款增强现实的寻宝游戏，引导游客收集元素石的碎片来获取五种元素，并用这些元素帮助女娲修补天空中的裂缝。

An augmented reality scavenger hunt that takes guests through the five elements on a quest to collect fragments of the elemental stones and use them to help Nuwa fix the crack in the sky.

- 寻找石材 Scavenger Hunt
- 8 主要的字符 8 Main Characters
- 5 五行区 5 Elemental Zones
- 交互式 主秀 Interactive Main Show
- 5 找到石头 5 Stones to Collect

水流

THE FLOW OF WATER

自我引导的游乐场风格的景点，吸引游客进入海底神话般的世界，充满各种趣味活动，独特的角色和个性化体验，帮助他们重新发现自身与水的联系，并且玩的越多奖励就越多。

A self-guided arcade-style game attraction that takes guests into a mythical land beneath the sea filled with fun activities, unique characters and personalized experiences that help them re-discover their connection to the water and rewards them the more they play.

- 街机游戏 Arcade Game
- 4 主要的字符 4 Main Characters
- 海中守护者 Personalized Sea Guardians
- 3 水下 区 3 Underwater Zones
- 赢取积分 Earn Points With Every Activity

誓言守护者：回到绿洲

THE OATHKEEPERS: RETURN TO THE OASIS

沉浸式的故事讲述体验带你进入最高的山脉或最深的海洋，在那里你可以把世界带入生活，邂逅伟岸的神祇，并帮助漢和殷将他们的绿洲恢复到曾经的美丽之地。

An immersive, choose-your-own-adventure storytelling experience taking you into the tallest mountains or the deepest seas, where you can bring the world to life, meet magnificent animal deities, and help Hahn and Yin restore their Oasis to the beautiful place it once was.

- 选择您的故事 Choose-Your-Own-Adventure Story
- 10 主要的字符 10 Main Characters
- 交互式神器 Interactive Artifact
- 2 路径, 4 区 2 Paths, 4 Zones Each (Land + Sea)
- 电梯影院 Elevator Containing Finale Show

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