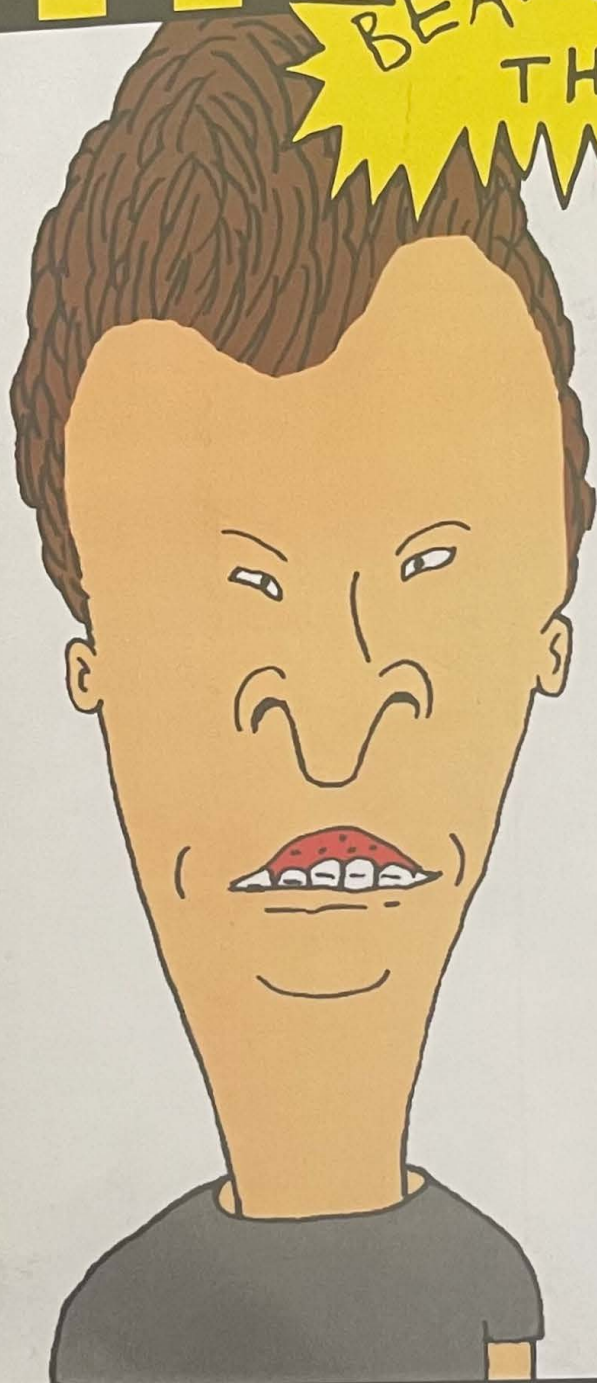




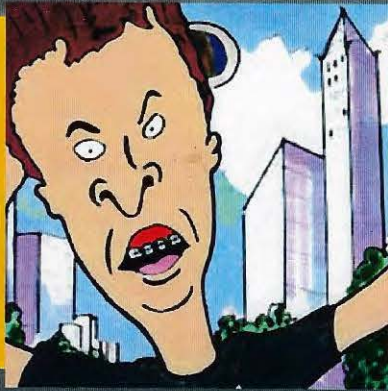
BEAVIS AND BUTT-HEAD™
THE RIDE



RIDE GUIDE



1 CAUTION INTRODUCTION



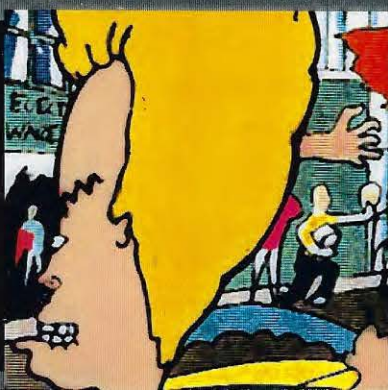
2 DANGER PRESHOW



3 DETOUR STORYBOARDS



4 HAZARD SYSTEM STATS



5 APPENDIX



CAUTION

• **CAUTION**

INTRODUCTION



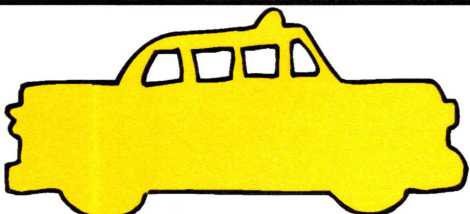


BEAVIS AND BUTT-HEAD™ THE RIDE

After combing the globe, extensively road-testing every known motion simulator ride, the MTVN design team set out to create a unique and utterly superior ride film experience combining the best aspects of motion-based ride film attractions ('Back To The Future'), special-effect theaters ('Honey I Shrunk The Audience') and, until now, unthemed mobile simulators ('The Venturer'). The result is a ride that is a show inside and out, a near-virtual reality adventure that places you in the backseat of the most terrifying transportation module in history — a New York City cab. At the wheel are MTV's legendary animated juveniles Beavis & Butt-head.

This simulator ride will be the first to deliver theater-like sensations in a self-contained ride unit. The experience features everything from an appropriately seedy backseat with lumpy springs to mystery objects rubbing the backs of passenger's legs. Comedy is the key element driving the action and delivering blow-by-blow surprises both inside and outside the cab. Beavis and Butt-head's absurd antics and distinctly sick narration make this caper more fun than putting roaches in french-fry batter at a fast food drive-through.

Intended for unique locations (such as FECs, specialty restaurants and experiential retail stores) where space is at a premium and the need to grab attention with elaborate displays is critical, the B&B Cab Co. ride is designed to fit and fascinate. A spectacle of noise, action, eye-catching visuals and humorous gestures will capture attention from miles away — well, at least from across the street. Passers-by will be drawn like moths to a cheap oil lamp when they see the car lunging back and forth with tail pipes smoking, tires spinning wildly, head lights blinking, rear lights flashing, the trunk popping open, the bumper rattling loose and, last but not least, Beavis and Butt-head bobbing around in the front seat of a funky, vintage checker cab.



Introduction

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**MTVN
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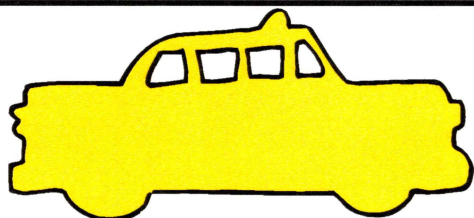
BEAVIS AND BUTT-HEAD™ THE RIDE

Two versions of ride vehicles are available. A four-passenger model (with an approximate maximum hourly capacity of 50) has programmable animatronic characters of the boys working the crowds from the front seat of the cab. The eight-passenger model (with an approximate hourly capacity of 100) trades the animatronic characters for additional capacity. In the eight-passenger model, a preshow attraction staged throughout the queue line explains how Beavis and Butt-head take control of the cab — and your destiny.

In our quest to design the most radical simulator ride, we came up with a tough set of criteria:

- Use motion bases and a cab solid enough to withstand B&B abuse
- Comedy is king of this road
- Make the cab's outside as its insides
- Keep the module so compact it can fold into your pocket -- well almost
- Make sure this hell on wheels is 100% portable

With a mad-cab mix of animation, visual effects, sense-around audio and physical effects, the Beavis and Butt-head mobile attraction is a tail- and head-spinning simulator ride. Its effects are so ahead of their time, they defy the laws of gravity. Beavis & Butt-head's irreverent sense of humor will add a never-before used dimension to ride films. Best of all, its small size allows it to squeeze unobtrusively into just about any entertainment arcade or specialty location.

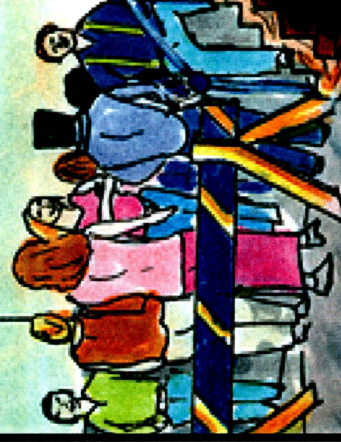
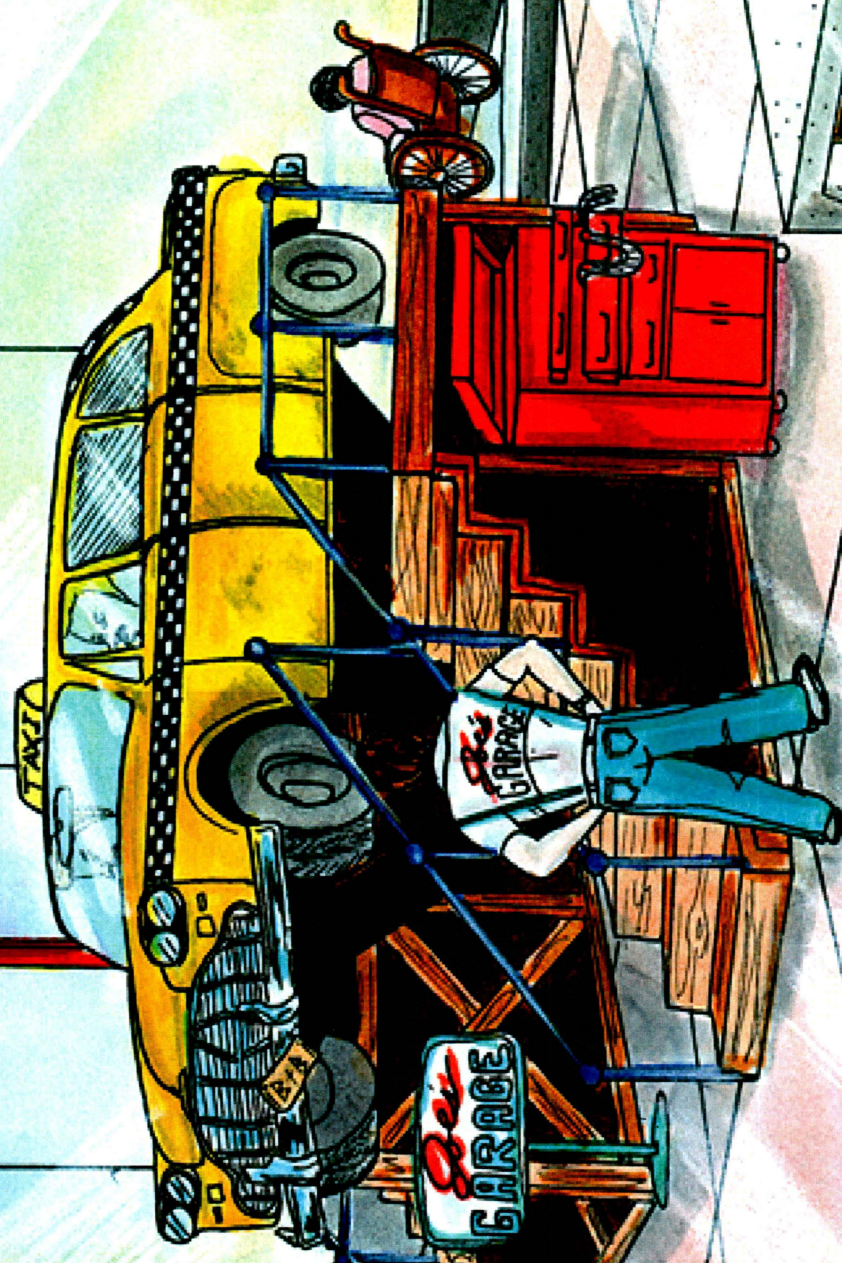


Introduction, continued

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BEAVIS AND BUTT-HEAD
ON THE RIDE



MECHANIC
ON

DANGER

PRESHOW





BEAVIS AND BUTT-HEAD™ THE RIDE

HOW IT WORKS

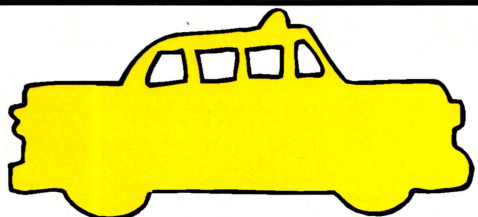
The eight-passenger version of Beavis & Butt-head the Ride features a flexible, themed queuing area which draws waiting guests into the story which will unfold once they are in the cab. The theming elements, monitors and art direction can be expanded or contracted within available space, allowing the queueline to fit in any venue. The storyline for the preshow, like the ride film itself, could be any scenario based on the world and characters of B&B. An example, which is depicted in the accompanying illustration, is the following:

As they near the entry to the ride, Guests see a large banner overhead. It reads: Highland High School's Second Annual Vocational Open House - Training our students today for tomorrow's workplace.

Guests buy their tickets and enter into the event via a themed metal detector, so popular in many of today's high schools. One inside the main ride area, the Guests queue through themed displays of Highland High's many clubs, organizations and alumni wanted posters.

Looming over these displays are a series of video monitors which run a prerecorded message from principal McVicker (often called McDicker by Beavis and Butt-head).

Principal McVicker is giving a bland, rambling welcome speech in which he extols the virtues of Highland High, its outstanding faculty, its elite student body, its uniquely tangy ketchup, and on and on and on...



Attraction Preshow

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HIGHLAND HIGH SCHOOL'S

Second Annual

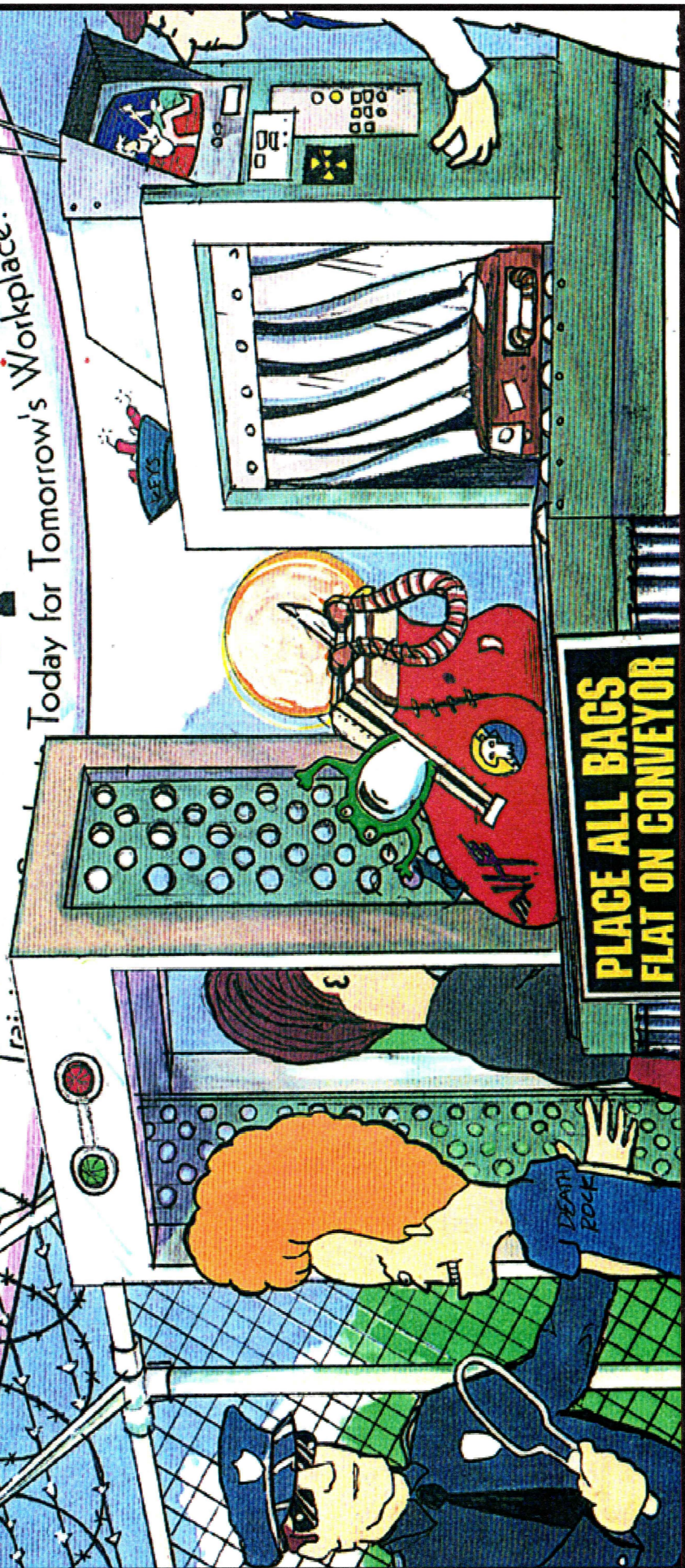
Vocational Open House

Today for Tomorrow's Workplace:



Present

Training





DETOUR STORYBOARDS

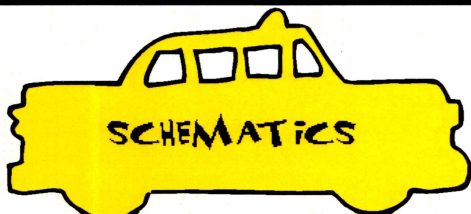
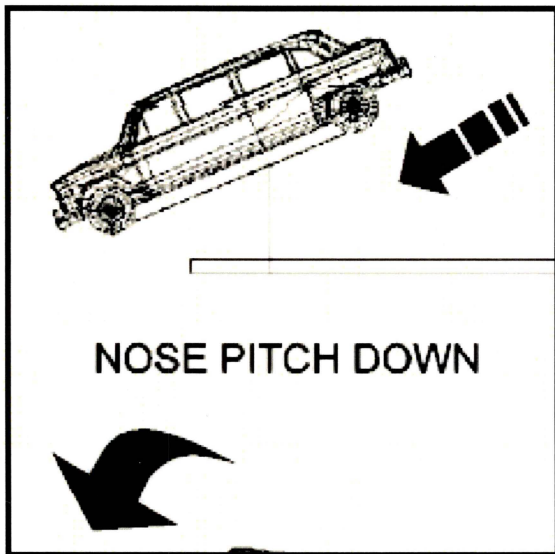




BEAVIS AND BUTT-HEAD™ THE RIDE

STORYBOARDS

The storyboards on the following pages were created solely to inform the technical design process. The story as depicted on these boards, although contextually specific to the streets of Manhattan, was chosen to illustrate the dynamic range of action that a B&B ride film might present in order to take full advantage of the capabilities of a 4 DOF motion base simulator system. (See System Stats for more information). The final ride film(s) will be produced pending approval of storylines by MTV Animation. The vehicle action summaries which accompany each storyboard briefly describe the suggested cab motion as well as the many special effects that will be seen and heard either inside or outside of the cab.



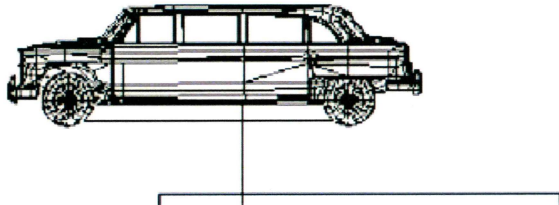
Storyboards

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VEHICLE ACTION



LOWERED (LOAD) POSITION

EFFECTS & PHYSICAL ANIMATION

- Cab and motion base at rest while guests are loaded.
- Attendant resets all exterior F/X (hood, trunk, bumper, etc.).
- "InCabTV" displays the test pattern.

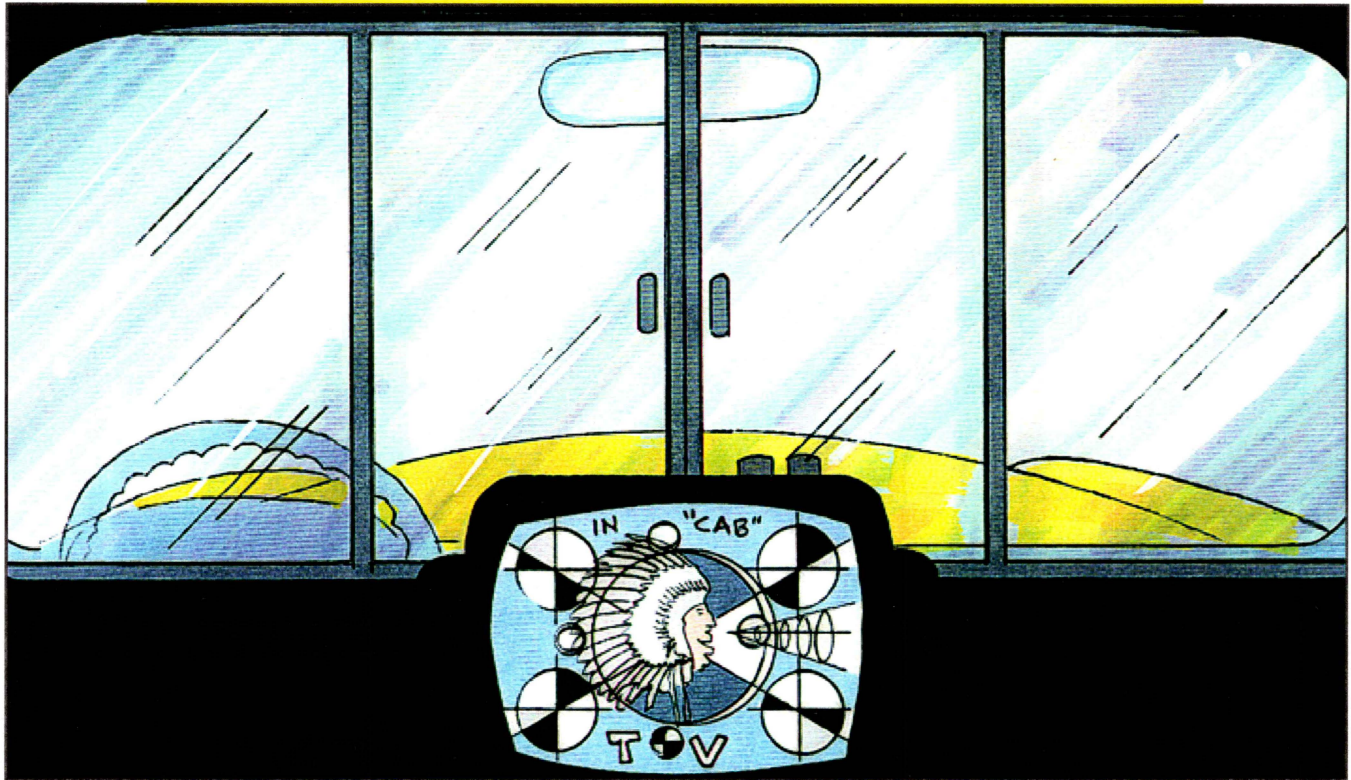
STORY LINE

Storyboard 1

Schematic Development • PAGE 2 of 41

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TEST PATTERN

As guests load into the cab, they see a closed panel and a “test pattern” on a small television, which is labeled: “In Cab TV.”

**STORY
LINE**

Storyboard 1

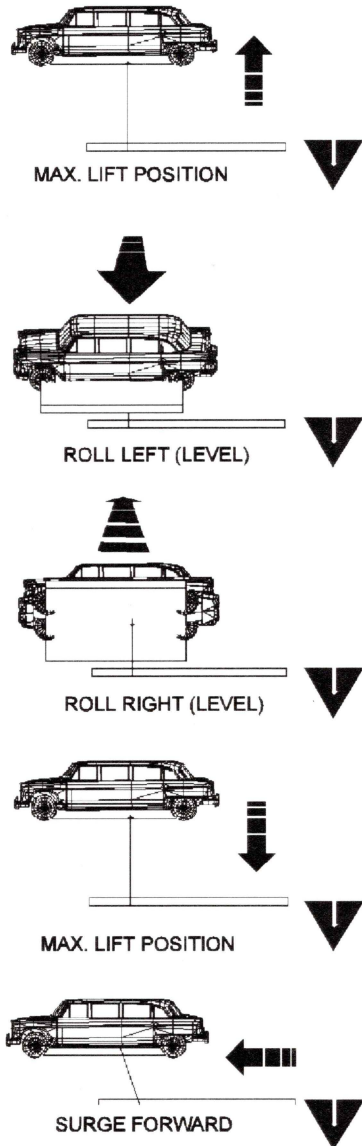
Schematic Development • PAGE 3 of 41

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VEHICLE ACTION



EFFECTS & PHYSICAL ANIMATION

- Rises slowly from the load position; rocks slightly left and right; engine “gunned”, drops suddenly and surges forward.
- All exterior lights flash, tail pipe begins emitting smoke.
- Passenger doors lock from the inside.
- Engine is “gunned”; grows louder.
- Beavis and Butt-head revealed in the front seat.

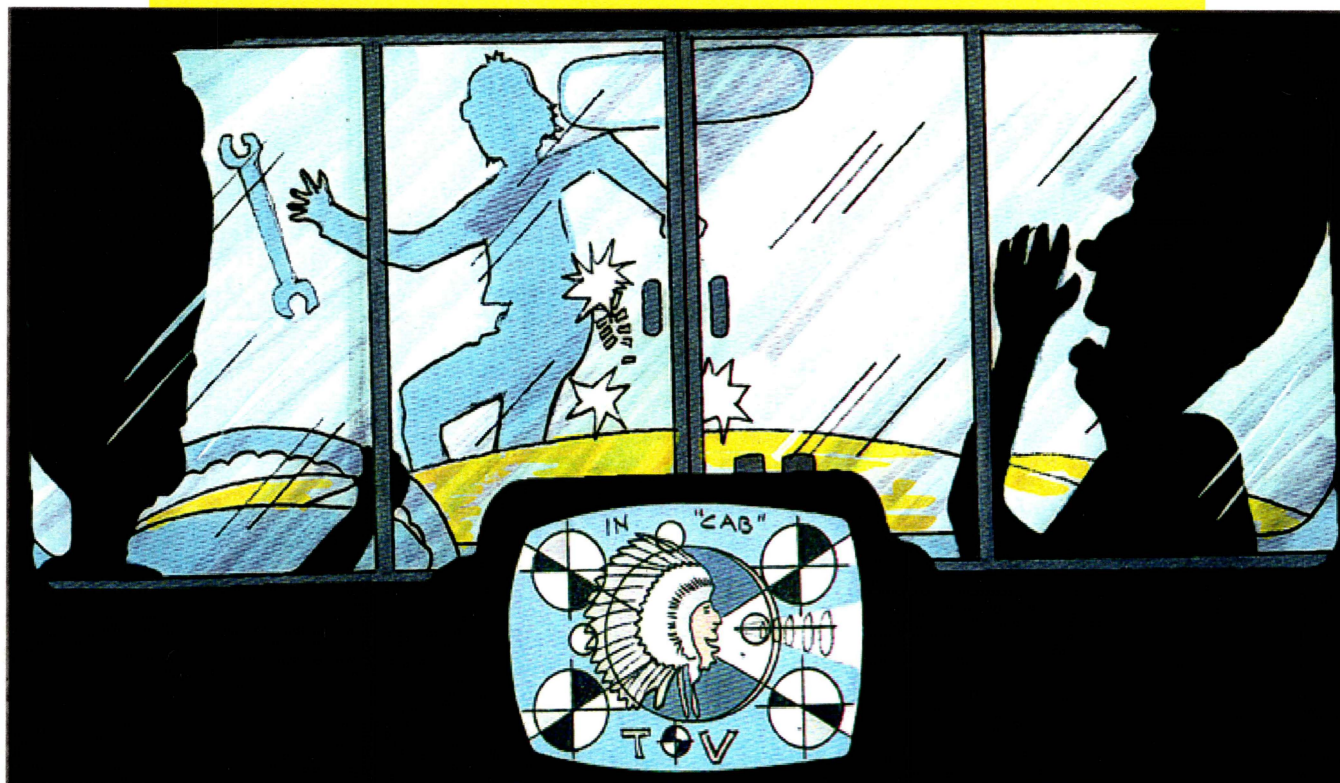
**STORY
LINE**

Storyboard 2

Schematic Development • PAGE 4 of 41

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**MTVN
RECREATION**



STEAL CAR

Suddenly, the silhouettes of Beavis and Butt-head jump into the cab, start the engine, steal the cab and unwittingly steal the guests.

**STORY
LINE**

Storyboard 2

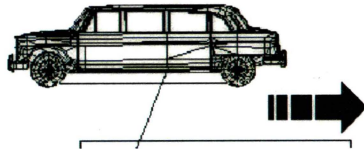
Schematic Development • PAGE 5 of 41

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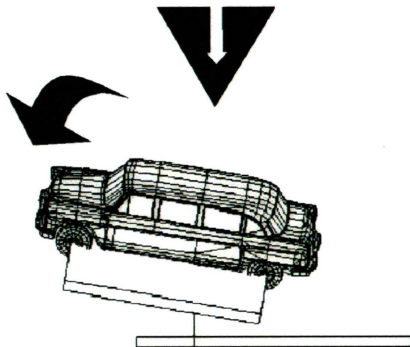
**MTVN
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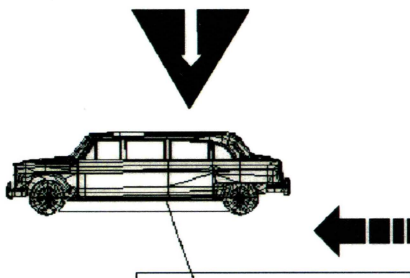
VEHICLE ACTION



SURGE BACKWARD



ROLL LEFT UP



SURGE FORWARD

EFFECTS & PHYSICAL ANIMATION

- Surges back; rolls left and up; shudders; hard stop; at cop car impact.
- Rear wheels spin and smoke; brake lights flash, horn honks.
- InCabTV picture is jolted and blurred.

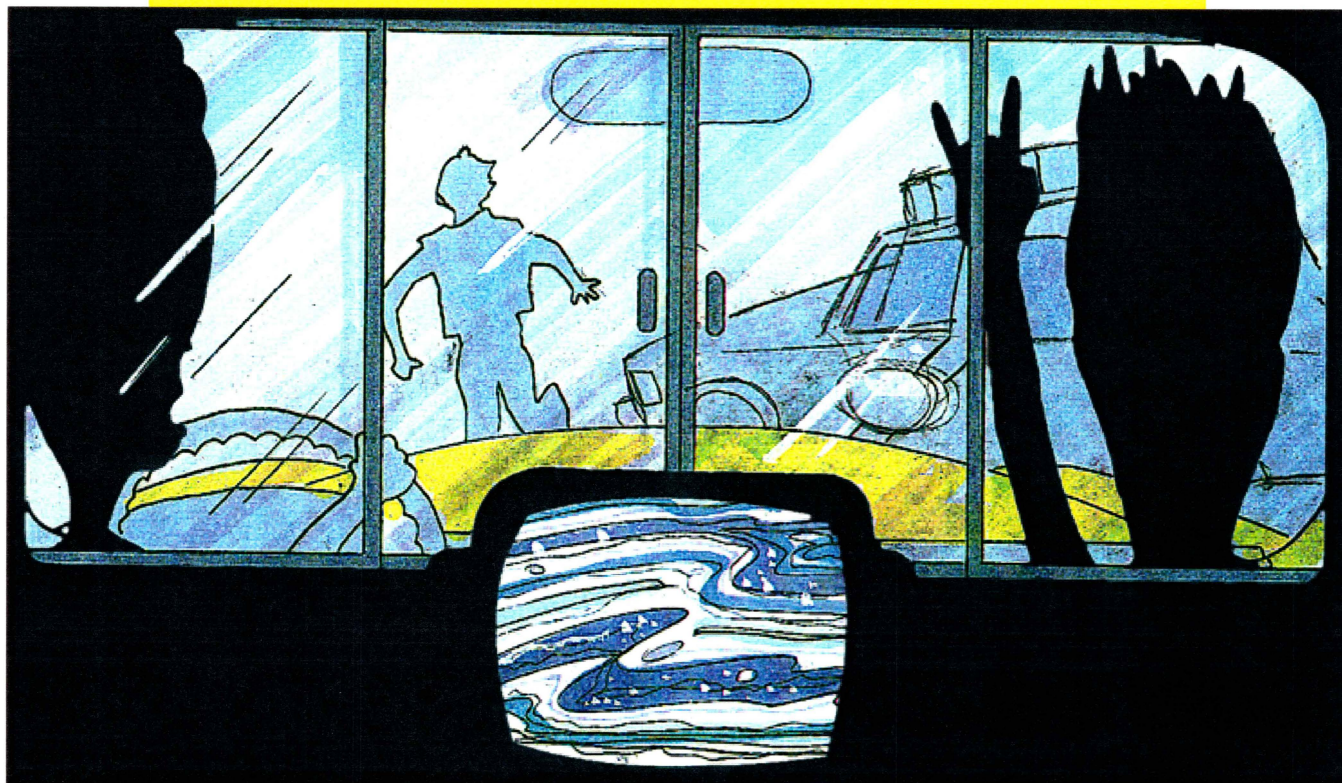
**STORY
LINE**

Storyboard 3

Schematic Development • PAGE 6 of 41

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**MTVN
RECREATION**



HIT COP CAR

In their zeal to make a clean getaway,
Beavis and Butt-Head bump into a police car,
setting off a high-speed police chase.

STORY
LINE

Storyboard 3

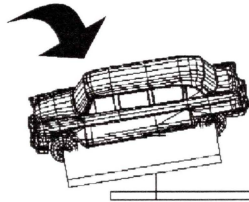
Schematic Development • PAGE 7 of 41

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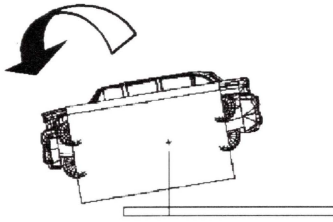
MTVN
RECREATION

THE RIDE

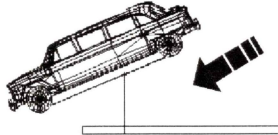
VEHICLE ACTION



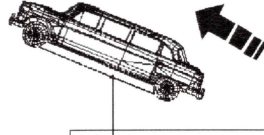
ROLL LEFT DOWN



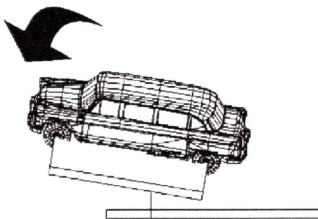
ROLL RIGHT DOWN



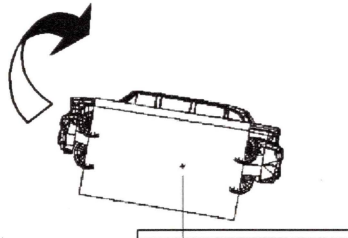
NOSE PITCH DOWN



NOSE PITCH UP



ROLL LEFT UP



ROLL RIGHT UP

EFFECTS & PHYSICAL ANIMATION

- Series of a wide range of motion synchronized to dodging and swerving. Rolls left then right, the nose pitches down, then up. Rolls and pitches again.
- Brake lights flash on and off.
- Thumping, bumping and tire squeals.

STORY
LINE

Storyboard 4

Schematic Development • PAGE 8 of 41

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MTVN
RECREATION



STREET CHASE

Attempting to escape their pursuers, Beavis and Butt-head charge forward past a barrage of truly New York street scenes.

STORY
LINE

Storyboard 4

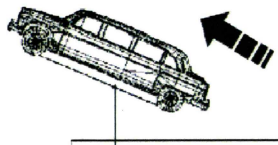
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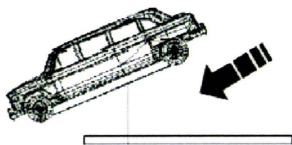
MTVN
RECREATION

THE RIDE

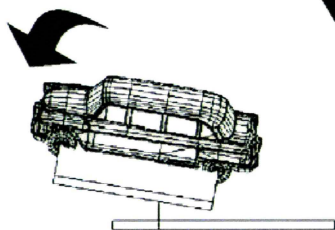
VEHICLE ACTION



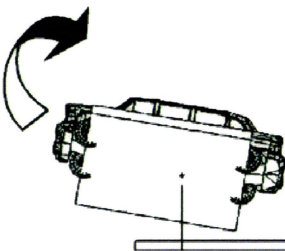
NOSE PITCH UP



NOSE PITCH DOWN



ROLL LEFT UP



ROLL RIGHT UP



EFFECTS & PHYSICAL ANIMATION

- Nose pitches up and down as it rolls over the curb and rolls left and right, driving through the studio bouncing off assorted studio equipment (cameras, props, etc.)
- Trunk pops open as cab pitches up and down.
- Floor rolls under feet of guests.
- Crash through glass. Thumping and bumping caused by various impacts. Breaks and tires squeal.

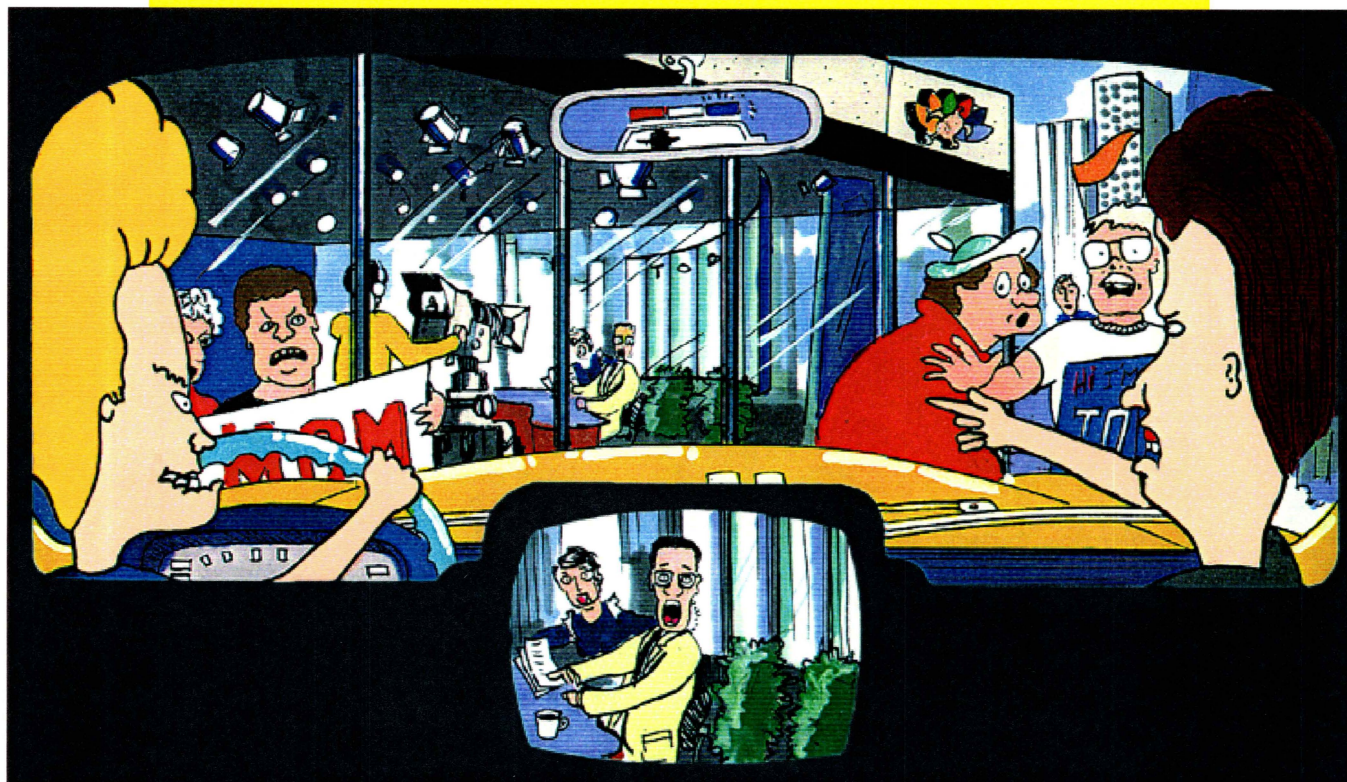
STORY
LINE

Storyboard 5

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TV SHOW

Beavis and Butt-head crash headlong into the stage set of “The Now Show”, interrupting a segment on how to control your kids. The car sends hosts, guests, crew and onlookers scattering.

STORY LINE

Storyboard 5

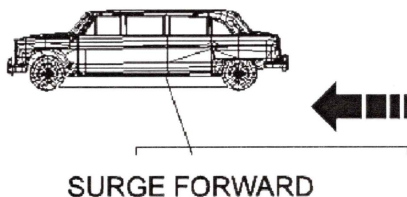
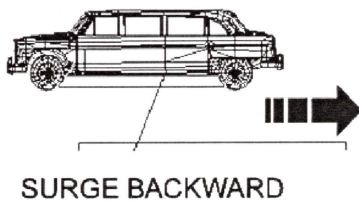
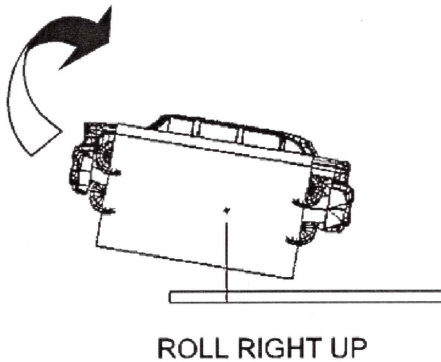
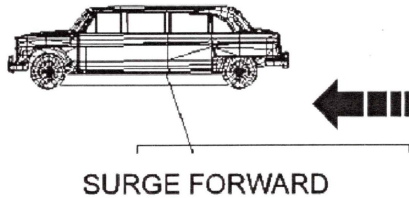
Schematic Development • PAGE 11 of 41

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RECREATION

THE RIDE

VEHICLE ACTION



EFFECTS & PHYSICAL ANIMATION

- Surges forward as it accelerates into the Channel Garden. The nose lifts slightly, then surges back and forth as it hits the Christmas Angel.
- Bumper drops and smoke comes from engine compartment.
- Loud thump on impact. Christmas music playing in background.

STORY
LINE

Storyboard 6

Schematic Development • PAGE 12 of 41

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MTVN
RECREATION



ROCK CENTER

Beavis and Butt-head lose control of the vehicle. The tires are spinning, which sends it skidding toward the middle of Rockefeller Center. The shoppers dive for cover and their Big Brown Bags fly all over the place.

**STORY
LINE**

Storyboard 6

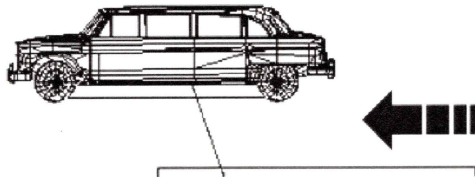
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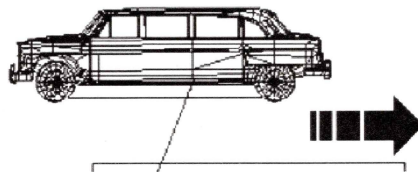
**MTV
RECREATION**

THE RIDE

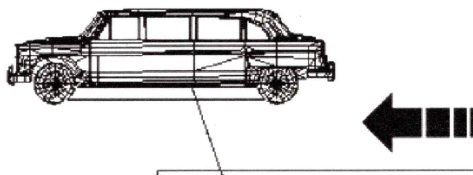
VEHICLE ACTION



SURGE FORWARD



SURGE BACKWARD



SURGE FORWARD

EFFECTS & PHYSICAL ANIMATION

- Surges back and forth as it slides across the ice rink then surges again as it hits the statue of Prometheus.
- Windows steam up.
- Cold Blast of air. Front window seems to fog over.
- Waltz-type skating music plays in the background.

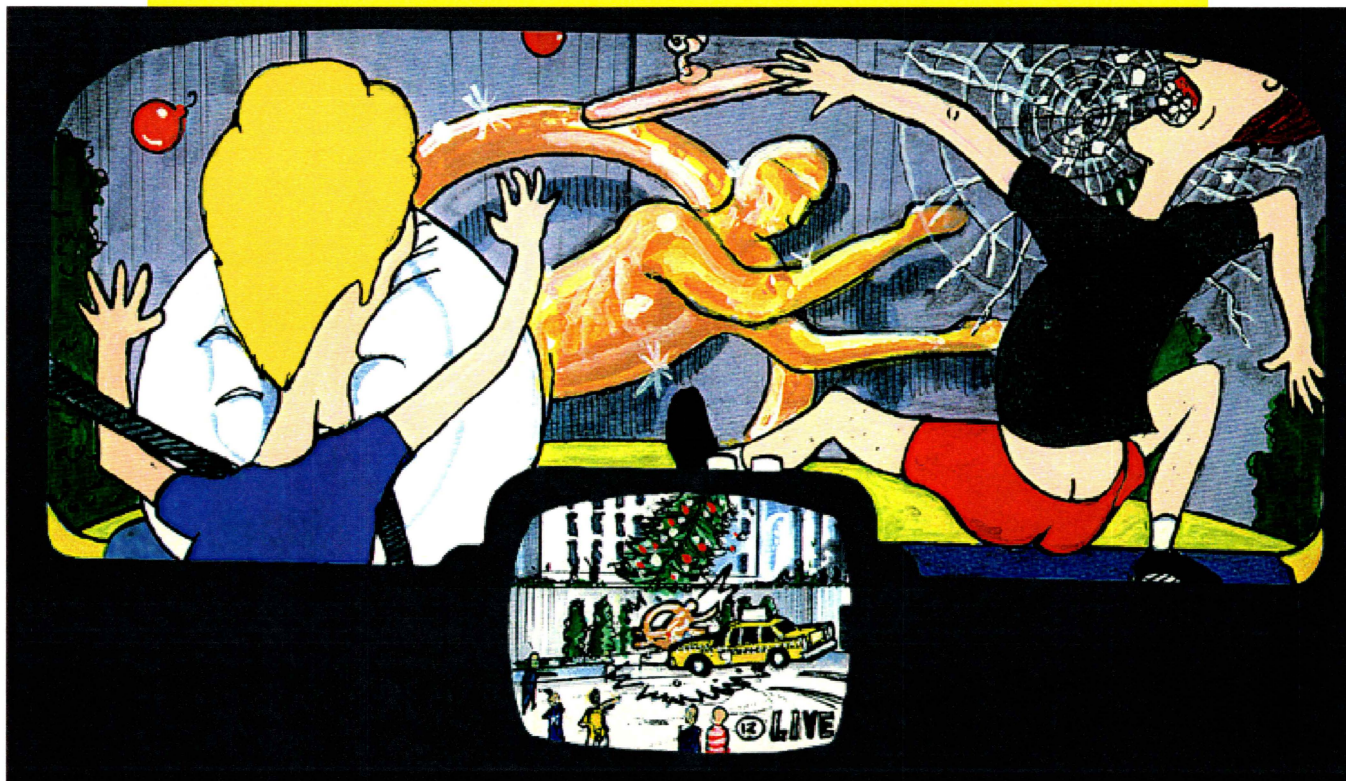
STORY
LINE

Storyboard 7

Schematic Development • PAGE 14 of 41

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RECREATION



ICE RINK PROMETHEUS

Nearly missing some tourists, the cab careens into the ice-skating rink. It slides across the ice and collides with the priceless gold-toned Prometheus statue, disfiguring it in a funny way.

STORY
LINE

Storyboard 7
Schematic Development • PAGE 15 of 41

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RECREATION



VEHICLE ACTION



LOWERED (LOAD) POSITION

EFFECTS & PHYSICAL ANIMATION

- After the cab settles to rest position, it then surges upward giving the sensation of a rising elevator.

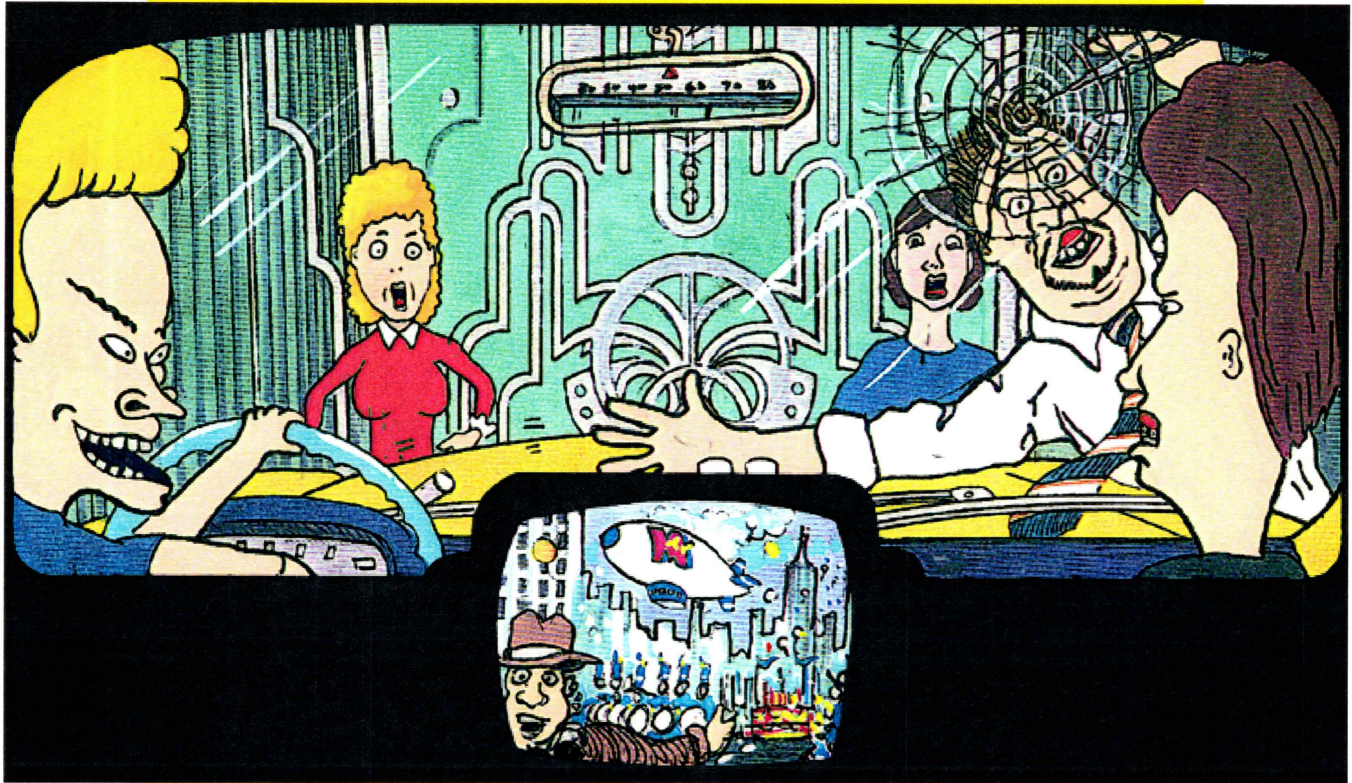
STORY LINE

Storyboard 8

Schematic Development • PAGE 16 of 41

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SKYSCRAPER LOBBY/ELEVATOR

Beavis and Butt-head drive right past security and straight into a high-speed express elevator, pressing the other passengers to the rear wall. The doors close and the cab zooms up.

STORY
LINE

Storyboard 8

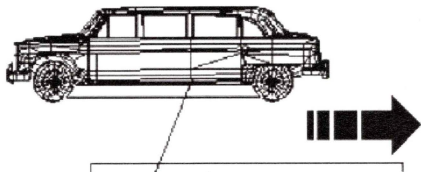
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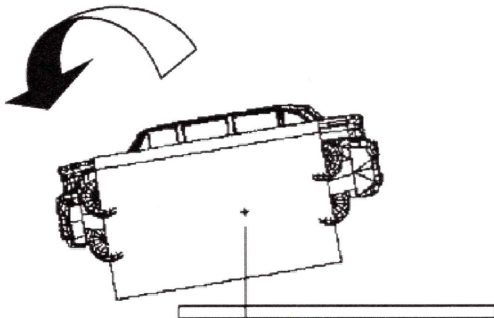
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THE RIDE

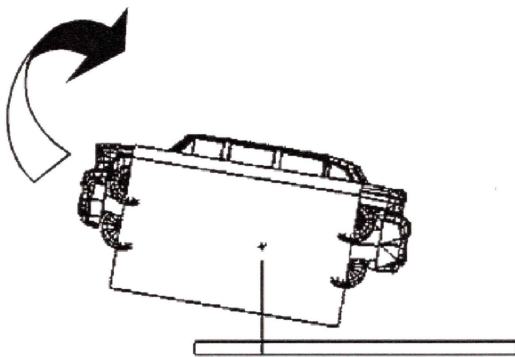
VEHICLE ACTION



SURGE BACKWARD



ROLL RIGHT DOWN



ROLL RIGHT UP

EFFECTS & PHYSICAL ANIMATION

- Surges backward, rolling right and left.

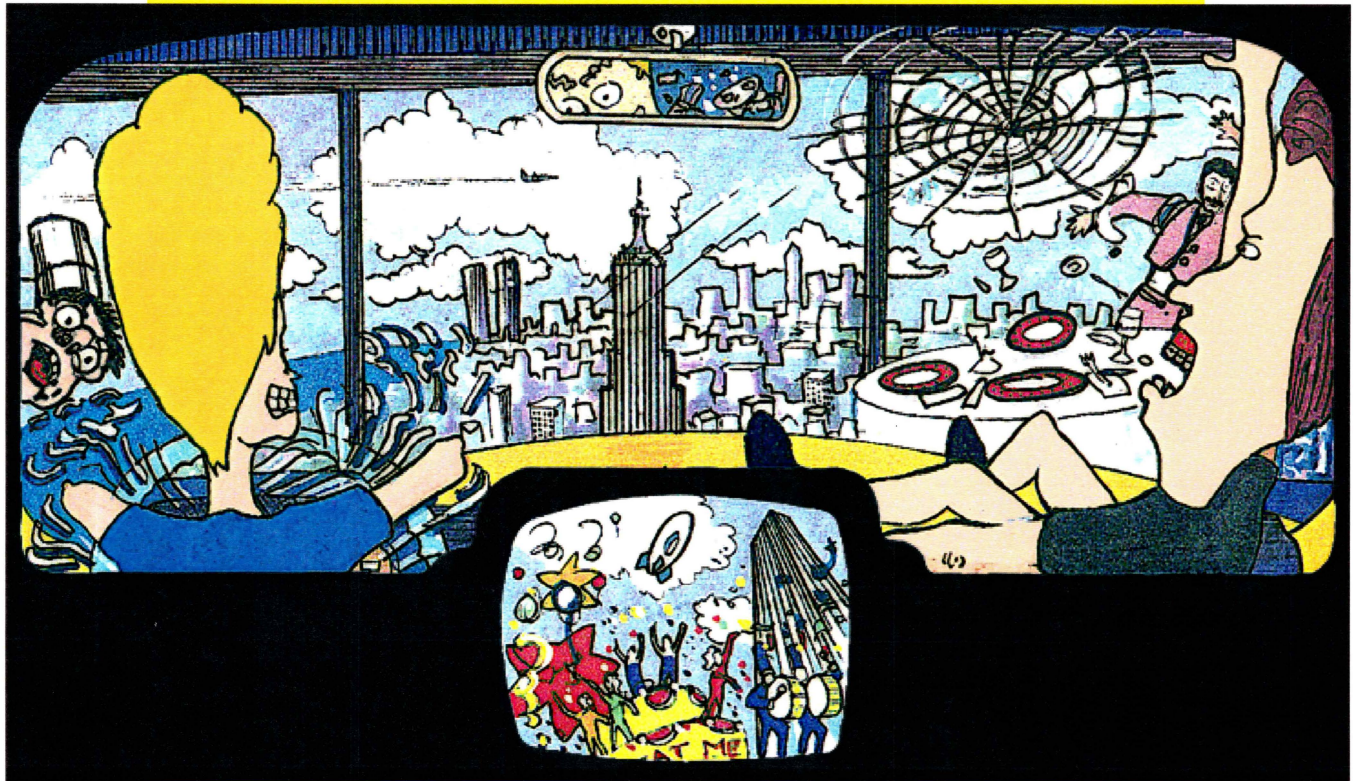
**STORY
LINE**

Storyboard 9

Schematic Development • PAGE 18 of 41

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THE RAINBOW ROOM

Reaching the top floor, Beavis grinds the gears into reverse, rapidly backing out of the elevator and into the restaurant. The cab hits tables and chairs and completely destroys the dessert display.

**STORY
LINE**

Storyboard 9

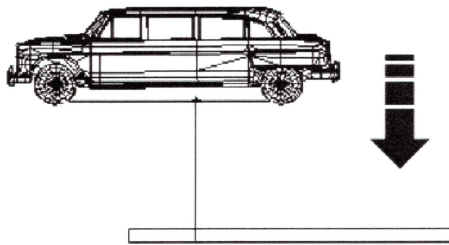
Schematic Development • PAGE 19 of 41

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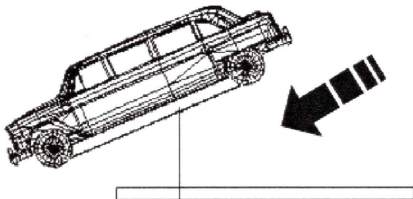
**MTVN
RECREATION**



VEHICLE ACTION



MAX. LIFT POSITION



NOSE PITCH DOWN

EFFECTS & PHYSICAL ANIMATION

- Pitches forward and drops; cab falls.
- Beavis and Butt-head face each other; steering wheel spins out of control.
- Brake lights flash; headlights flash.

STORY LINE

Storyboard 10

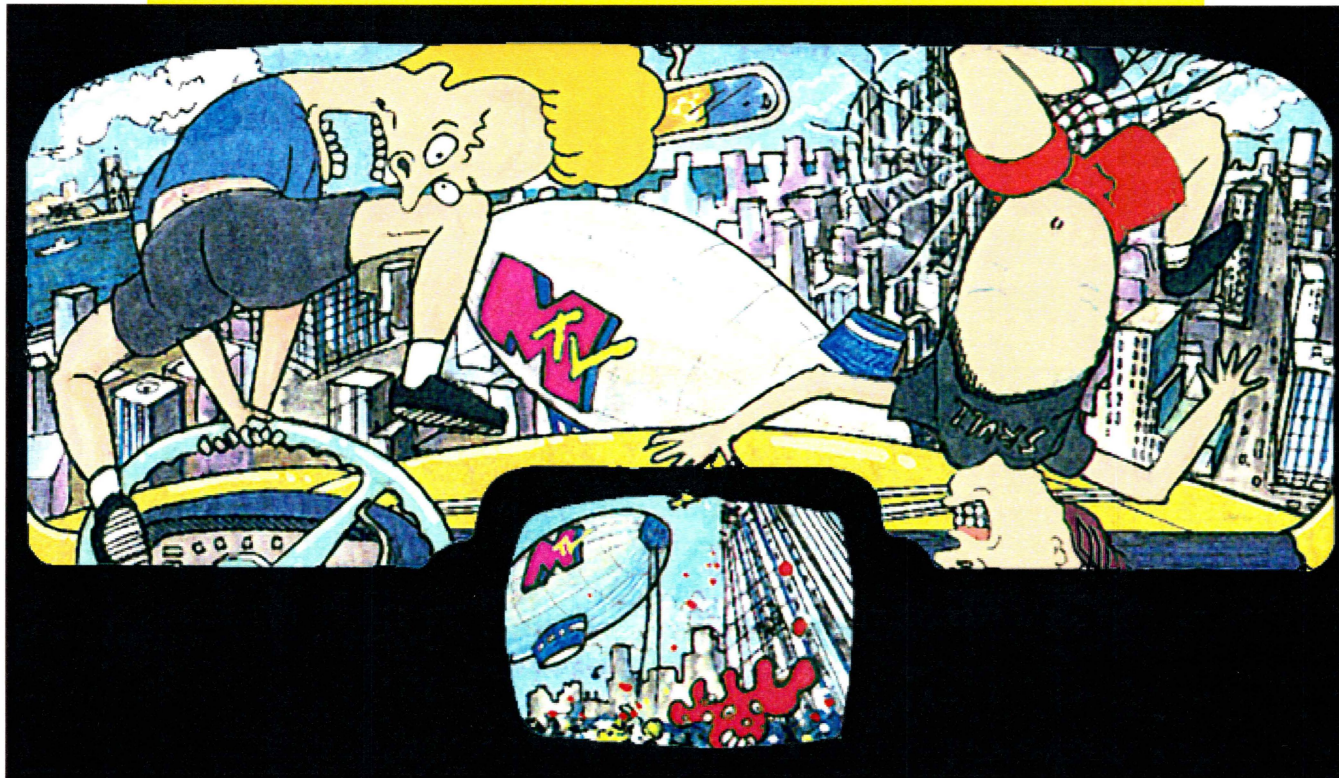
Schematic Development • PAGE 20 of 41

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BEAVIS AND BUTT-HEAD™



CRASH OUT WINDOW

Attempting to avoid the irate pastry chef, the boys inadvertently smash through the glass windows, where the cab momentarily seems to hang suspended high over Manhattan.

**STORY
LINE**

Storyboard 10

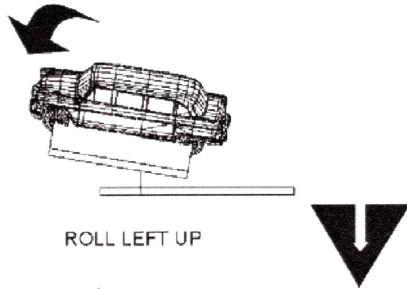
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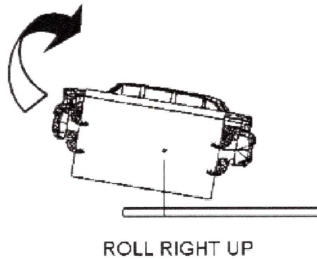
**MTVN
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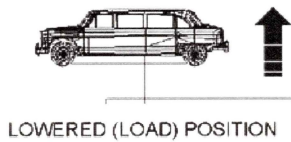
VEHICLE ACTION



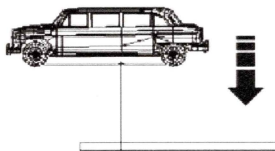
ROLL LEFT UP



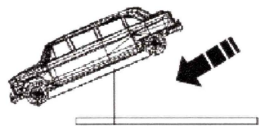
ROLL RIGHT UP



LOWERED (LOAD) POSITION



MAX. LIFT POSITION



NOSE PITCH DOWN

EFFECTS & PHYSICAL ANIMATION

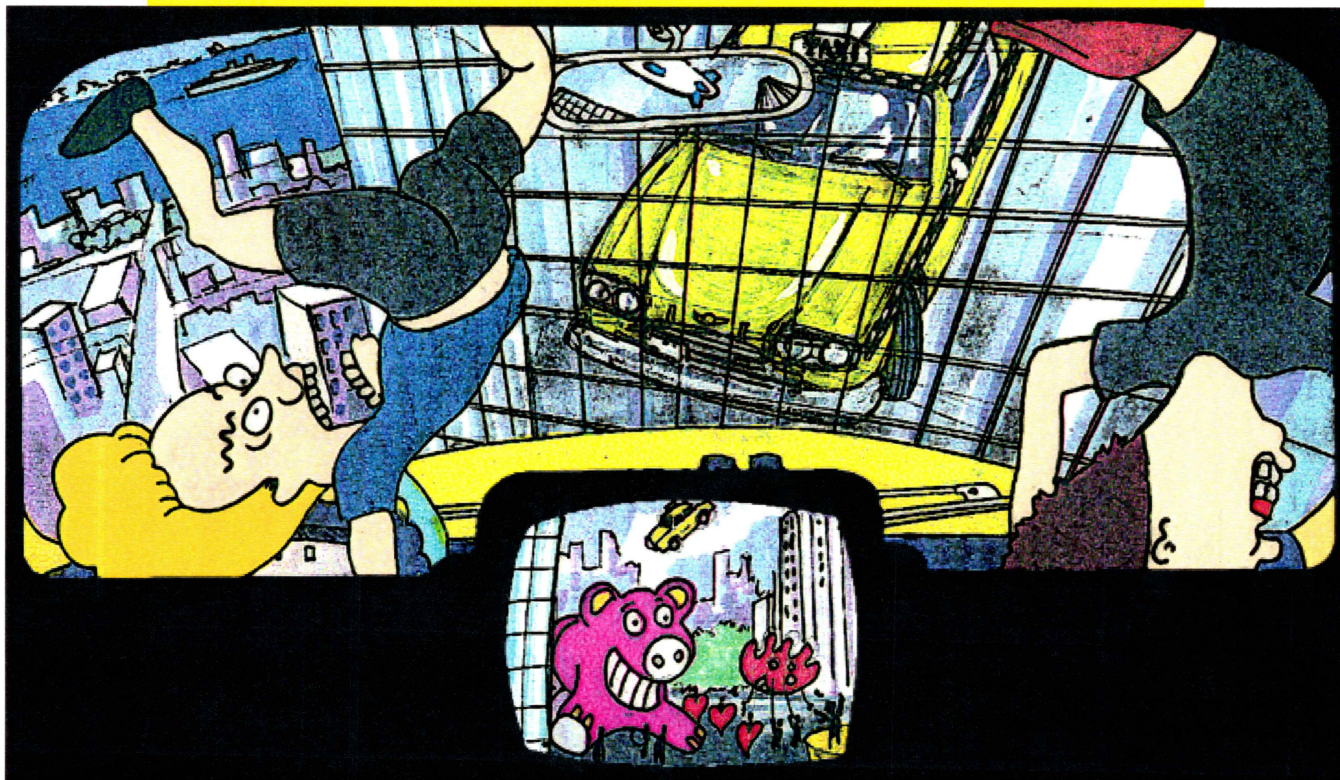
- Rolls left then right settling to the rest position. Lifts slowly then drops suddenly.

STORY LINE

Storyboard 11
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FALL TO MACY'S PARADE

The cab plummets, then bounces softly
on the back of a giant blimp character.
Descending rapidly, guests see their reflection
in the adjacent glass front building, as they
land on the holiday procession.

STORY
LINE

Storyboard 11

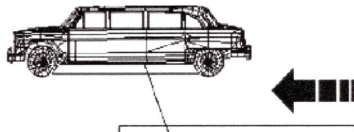
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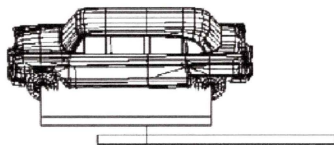
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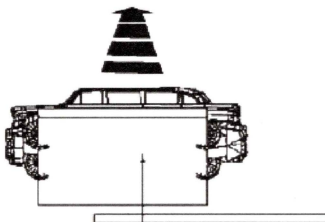
VEHICLE ACTION



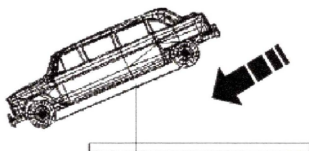
SURGE FORWARD



ROLL LEFT (LEVEL)



ROLL RIGHT (LEVEL)



EFFECTS & PHYSICAL ANIMATION

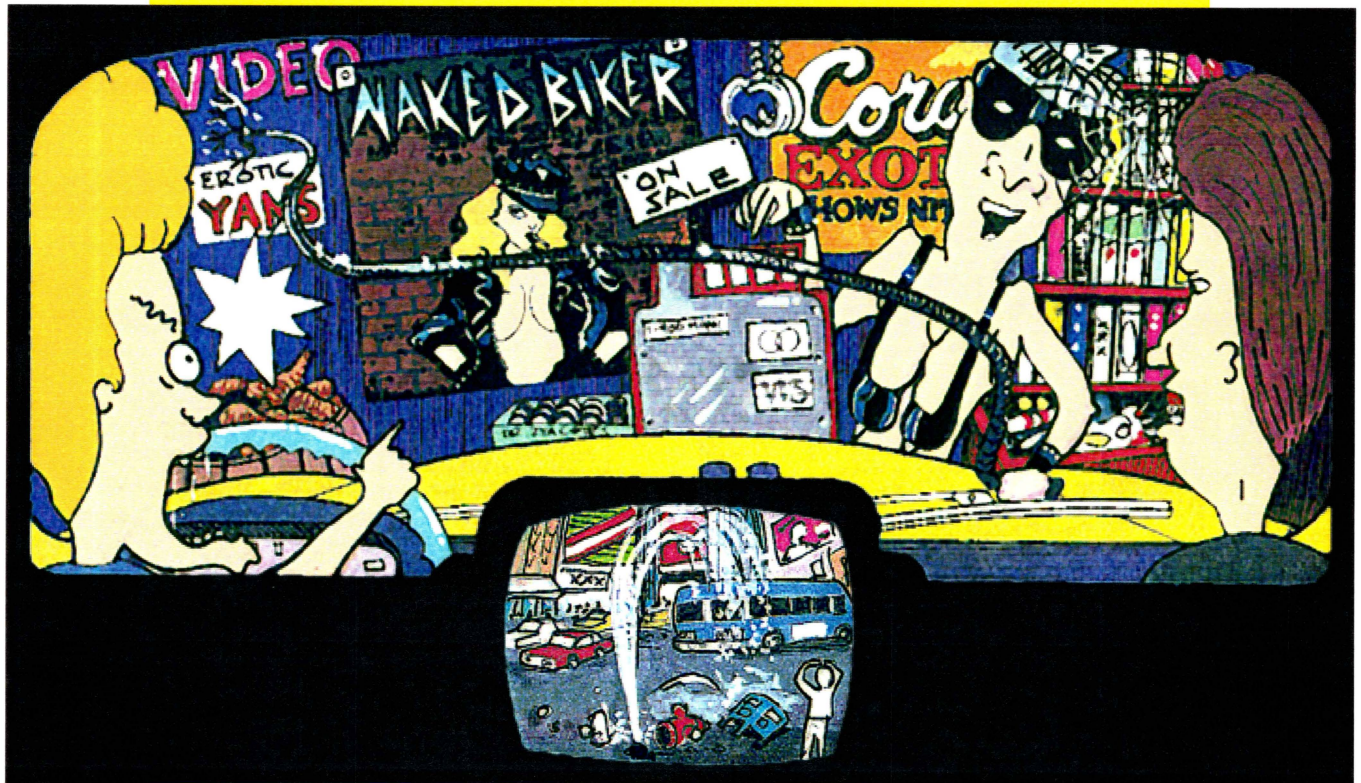
- After coming to a stop, it begins rocking back and forth violently. Then the nose pitches down.
- Floor rolls under guests.

STORY LINE

Storyboard 12
Schematic Development • PAGE 24 of 41

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TIMES SQUARE- PLEASURE PALACE

Miraculously, Beavis and Butt-head and their cab land unharmed. It skids into an adult bookstore and whips past a dizzying array of books, videos and studded leather goods. Hanging on for dear life, Beavis and Butt-head drive down a flight of stairs and into a dark basement.

**STORY
LINE**

Storyboard 12

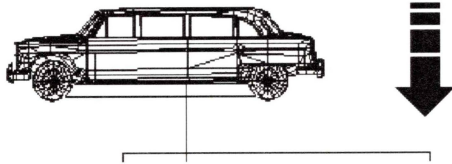
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**MTVN
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VEHICLE ACTION



LOWERED (LOAD) POSITION

EFFECTS & PHYSICAL ANIMATION

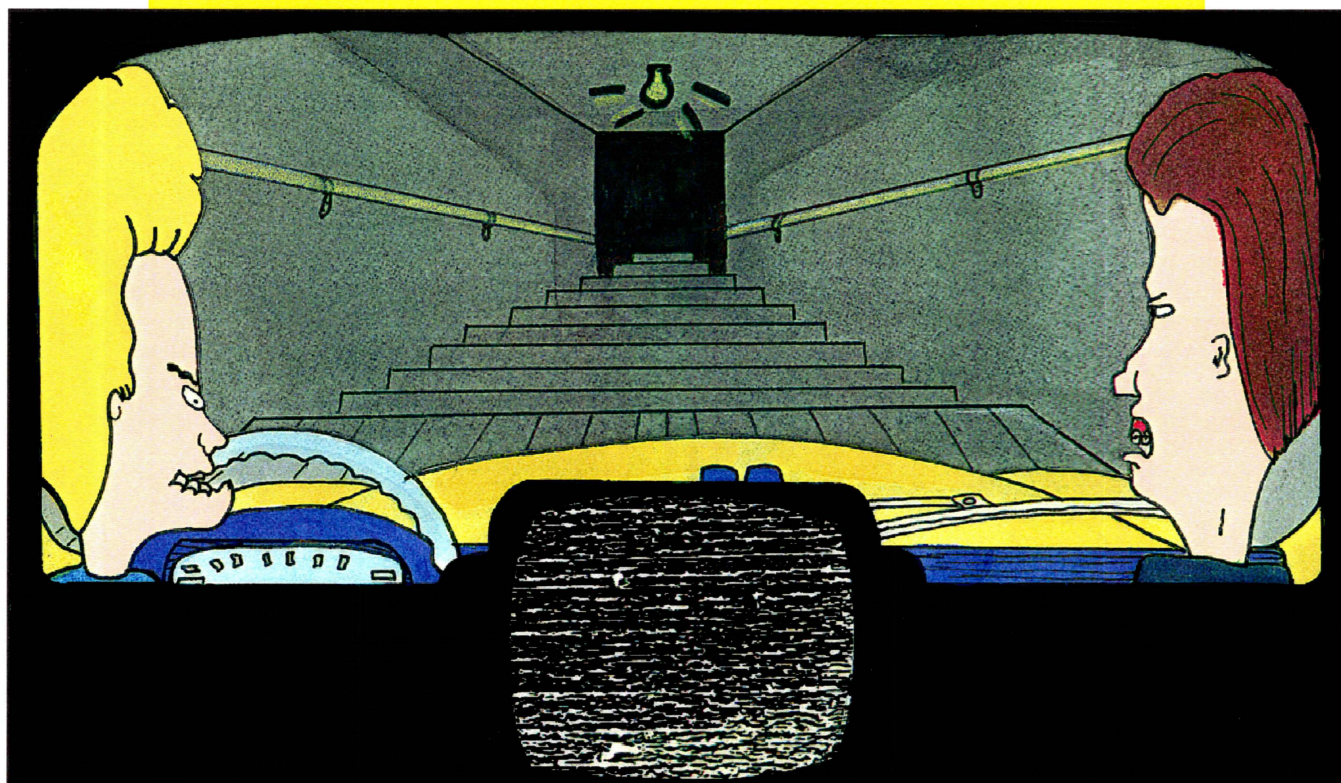
- Settles to its lowest position.
- Cab goes dark.

STORY LINE

Storyboard 13
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SEWER

The old wood floor gives way, sending the cab through the basement into total blackness below. All Beavis and Butt-head can hear is the idling of the cab's engine and the flow of running water.

STORY
LINE

Storyboard 13

Schematic Development • PAGE 27 of 41

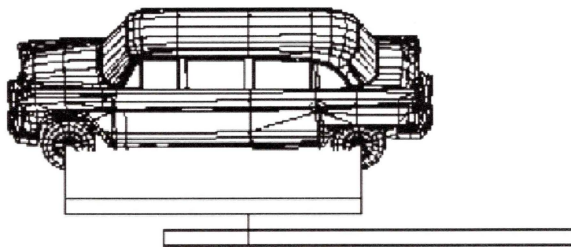
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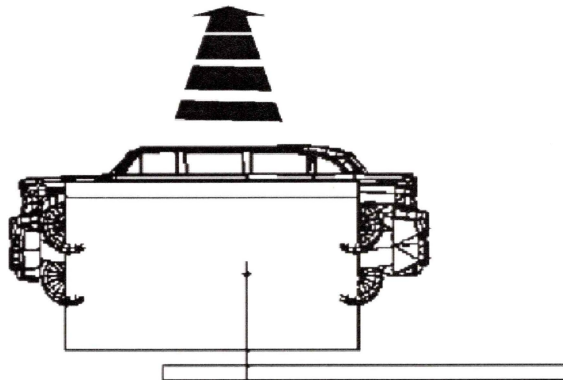


VEHICLE ACTION

EFFECTS & PHYSICAL ANIMATION



ROLL LEFT (LEVEL)



ROLL RIGHT (LEVEL)

- Moves from side to side in a rocking motion.
- Glowing eye revealed from all windows.
- Rats squeal inside cab.
- "Tails" brush backs of passengers' legs.

STORY LINE

Storyboard 14

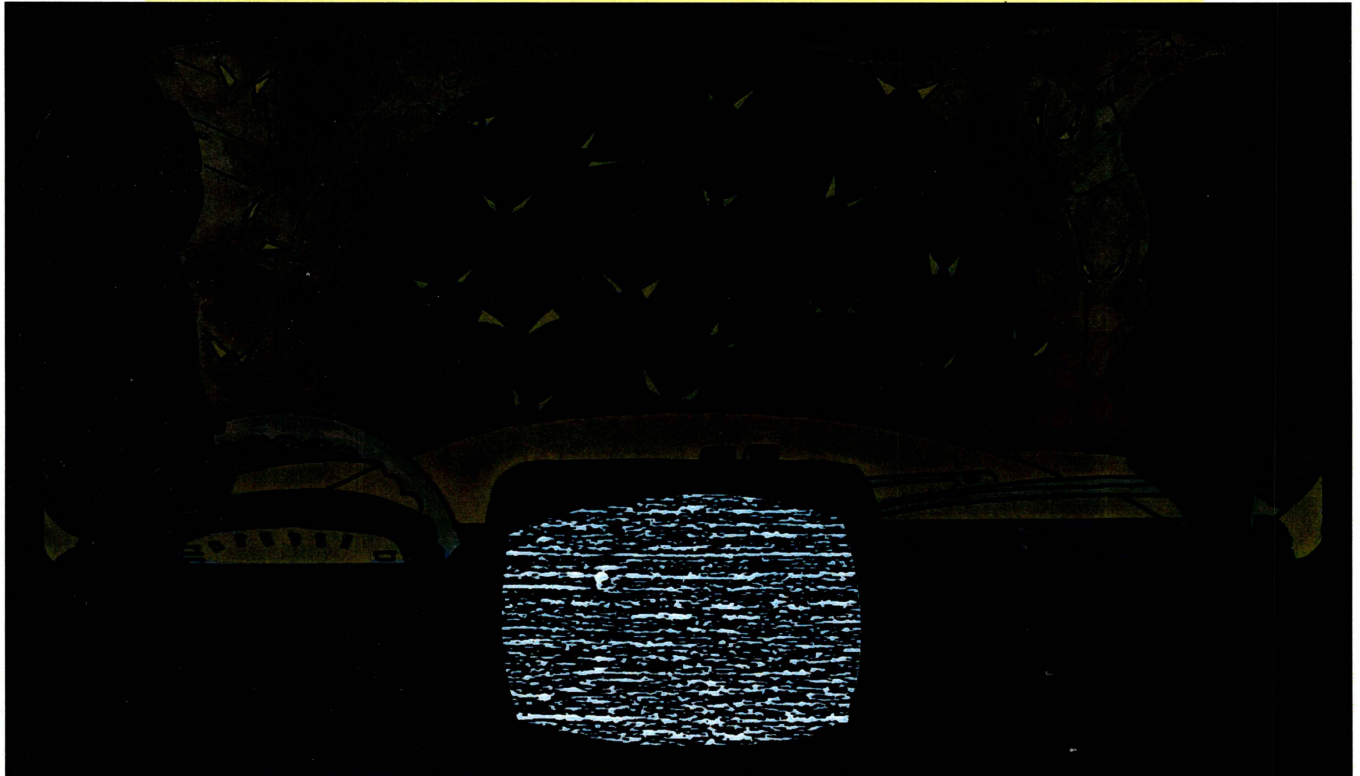
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BEAVIS AND BUTT-HEAD™



RAT'S EYES

Beavis and Butt-Head are besieged by dozens of glowing eyeballs, which stare menacingly back at them through the windshield. This is a sewer infested with giant rats.

**STORY
LINE**

Storyboard 14

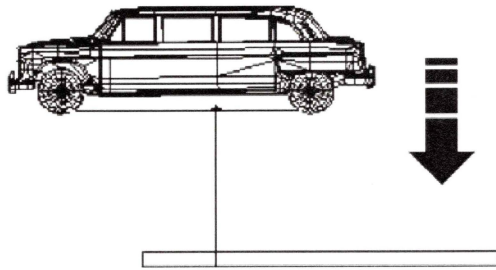
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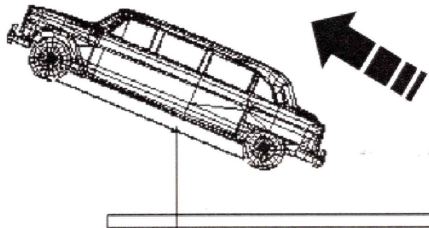
**MTVN
RECREATION**



VEHICLE ACTION



MAX. LIFT POSITION



NOSE PITCH UP

EFFECTS & PHYSICAL ANIMATION

- Raises to a maximum lift then the rear drops.
- Floor “rolls” under the feet of the passengers.

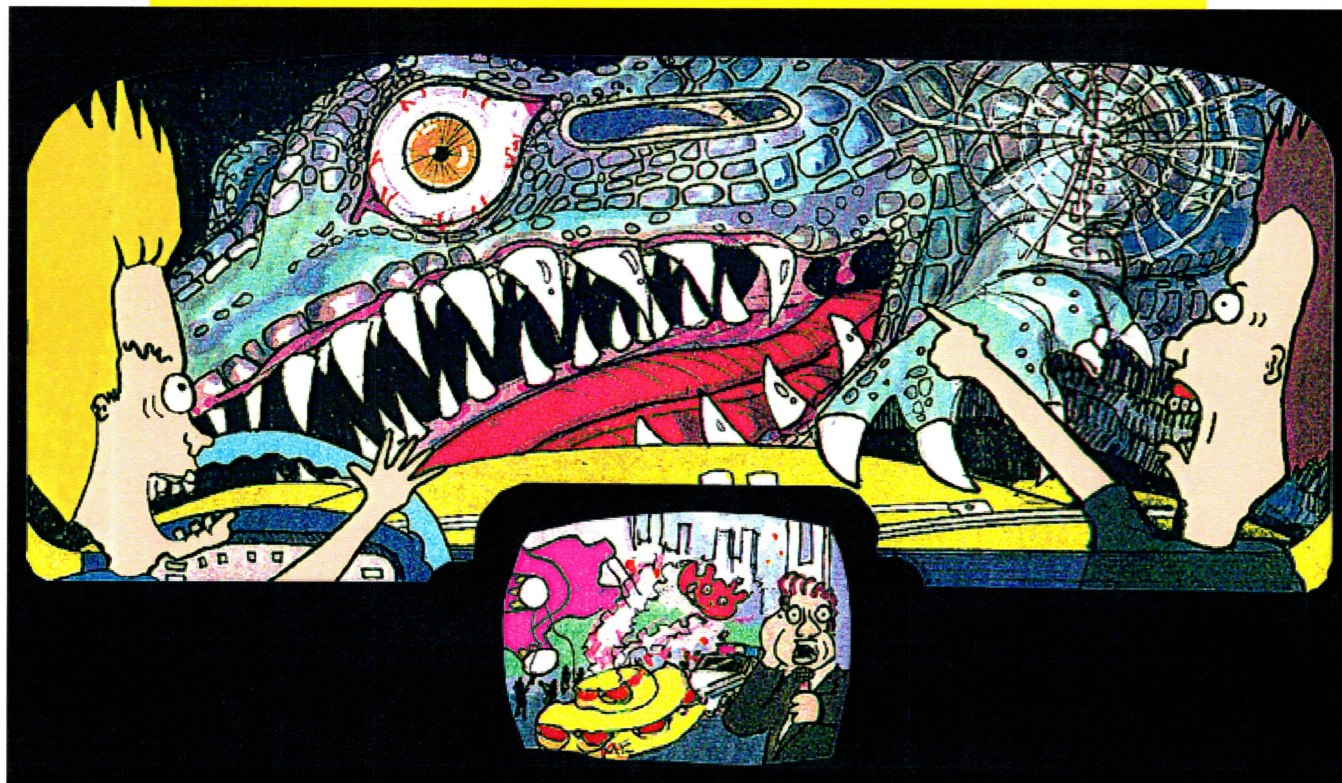
**STORY
LINE**

Storyboard 15

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SEWER GATOR

Beavis leans on the horn, the rats scatter and Beavis and Butt-head high-five each other. Then, all of a sudden, they confront the mythical giant "Sewer Gator".

STORY
LINE

Storyboard 15

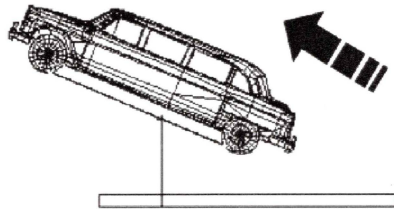
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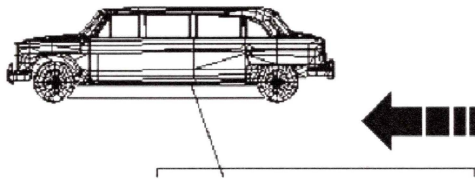
MTVN
RECREATION

THE RIDE

VEHICLE ACTION



NOSE PITCH UP



SURGE FORWARD

EFFECTS & PHYSICAL ANIMATION

- Moves upward and forward.

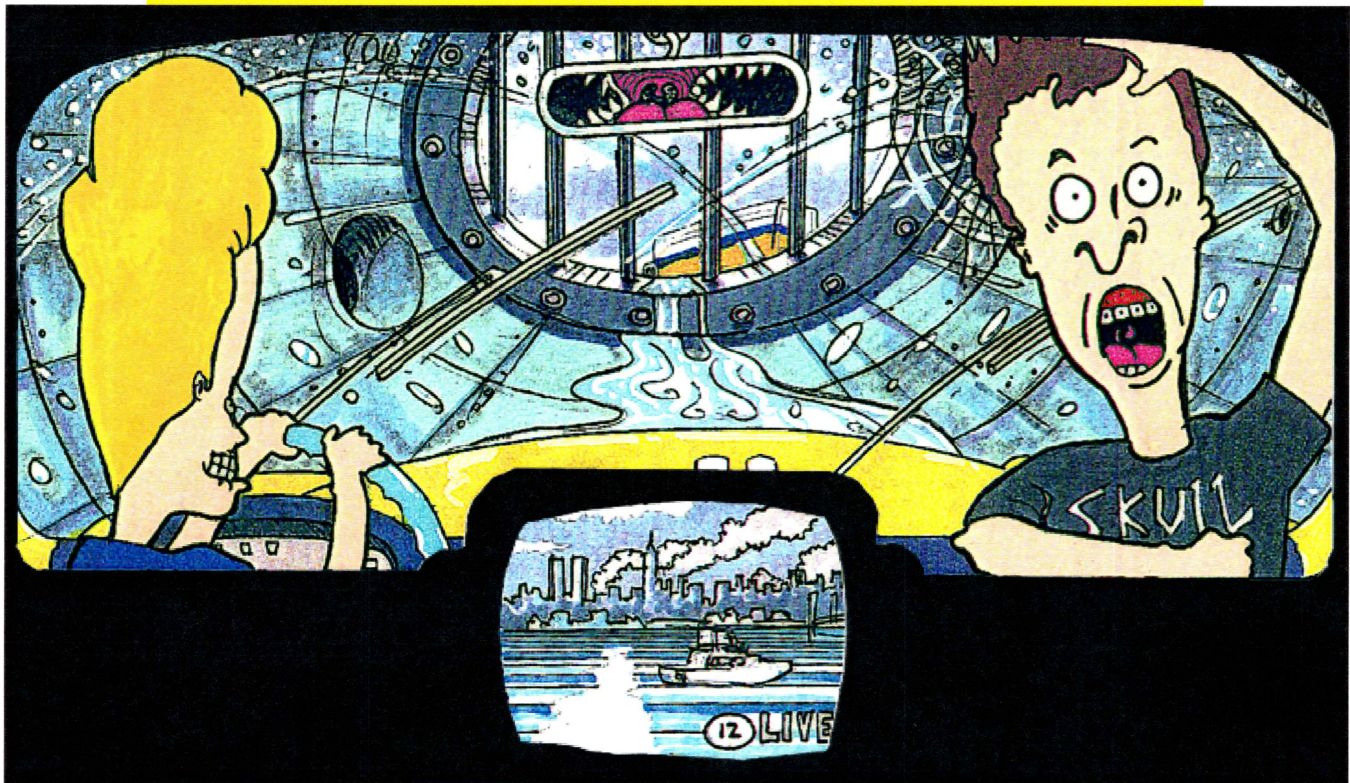
**STORY
LINE**

Storyboard 16

Schematic Development • PAGE 32 of 41

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**MTVN
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EXIT TO WALL STREET

In panic, Beavis “floors” the cab, sending the hapless vehicle up a trash-filled storm drain, toward daylight above. Beavis smashes through the pipe’s metal cover, narrowly missing another bus.

STORY
LINE

Storyboard 16

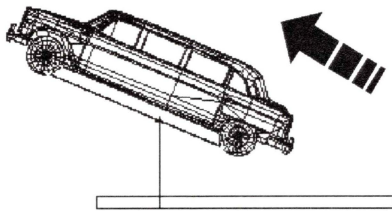
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MTV
RECREATION



VEHICLE ACTION



NOSE PITCH UP

EFFECTS & PHYSICAL ANIMATION

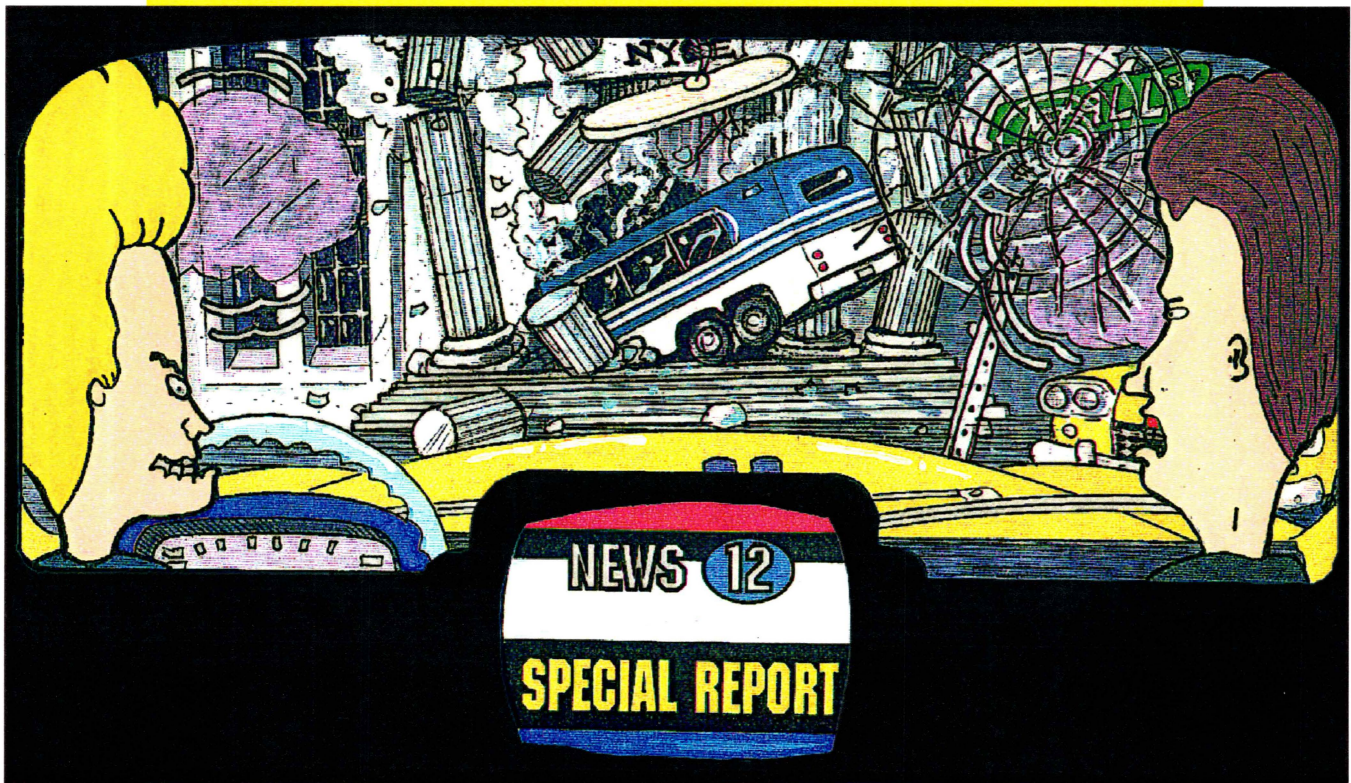
- Surges forward slightly then holds its position.

STORY LINE

Storyboard 17
Schematic Development • PAGE 34 of 41

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WALL STREET "CRASH"

The bus swerves to avoid hitting the cab and slides out of control into the massive facade of the New York Stock Exchange. Stockbrokers and flying papers pour out of the building like a ticker tape shower.

STORY
LINE

Storyboard 17

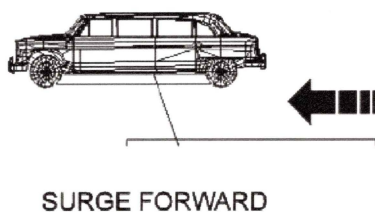
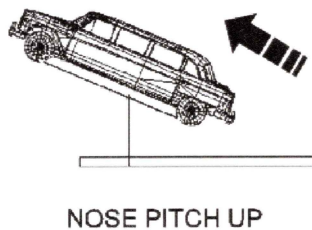
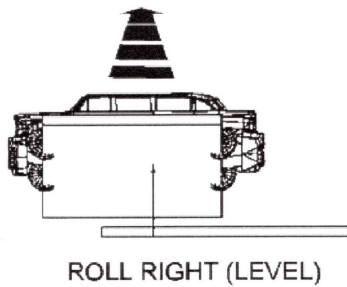
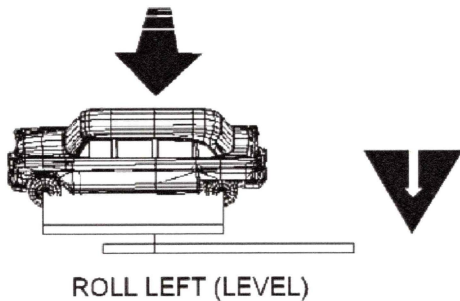
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VEHICLE ACTION



EFFECTS & PHYSICAL ANIMATION

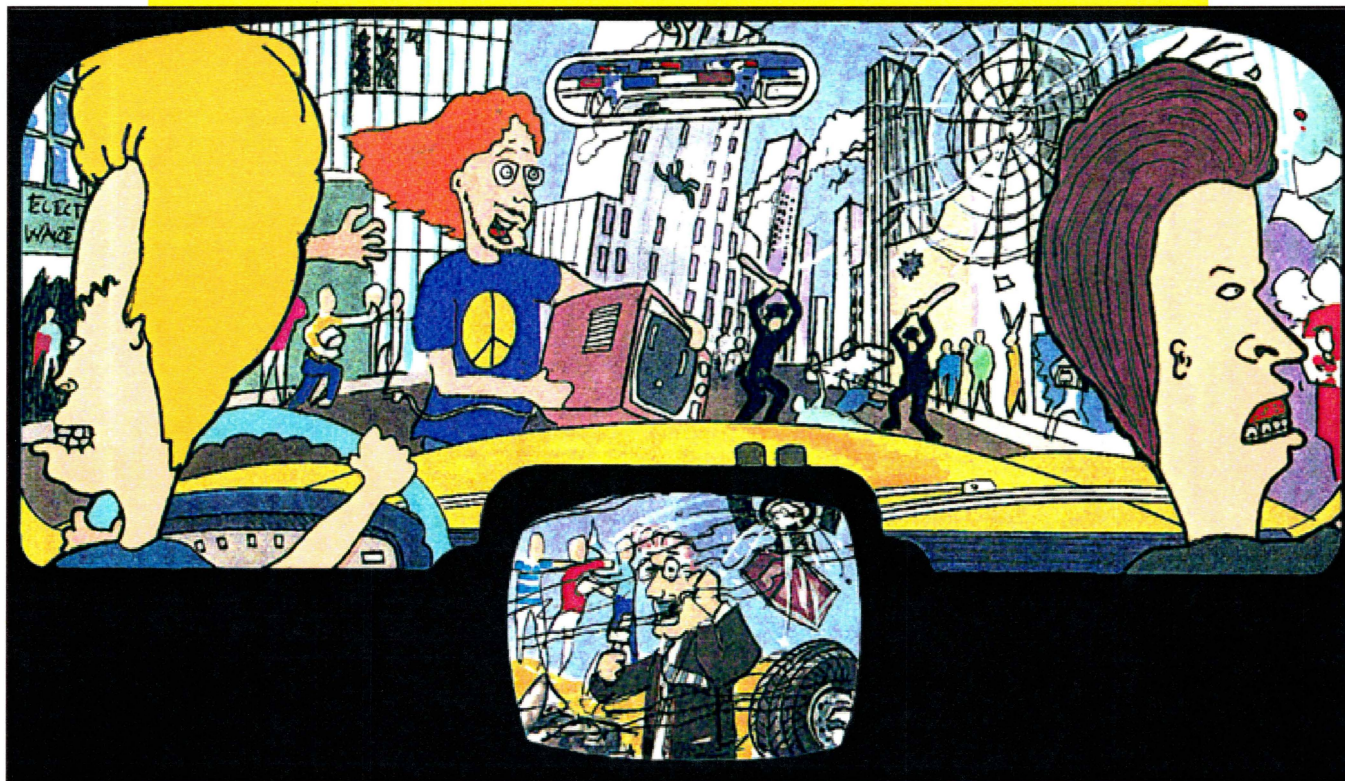
- Rocking from side to side at an increasingly faster rate.

**STORY
LINE**

Storyboard 18
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TOTAL PANDEMONIUM

Instantaneous reports from “live-on-the-scene” reporters of a “crash” on Wall Street, cause panic and rioting in the streets. Events have become larger than the attempted capture of Beavis and Butt-head.

STORY
LINE

Storyboard 18

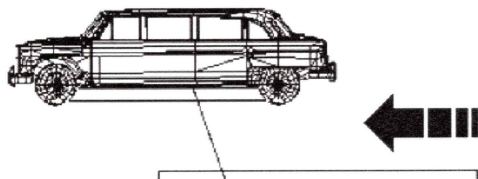
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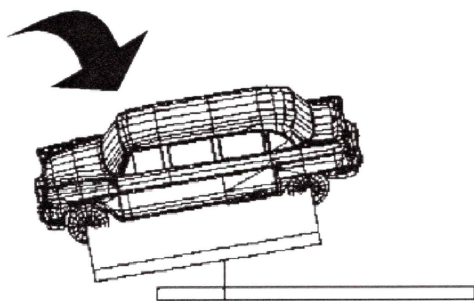
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VEHICLE ACTION



SURGE FORWARD



ROLL LEFT DOWN

EFFECTS & PHYSICAL ANIMATION

- Surges forward on acceleration then rolls left and down as it is hit by the helicopter.

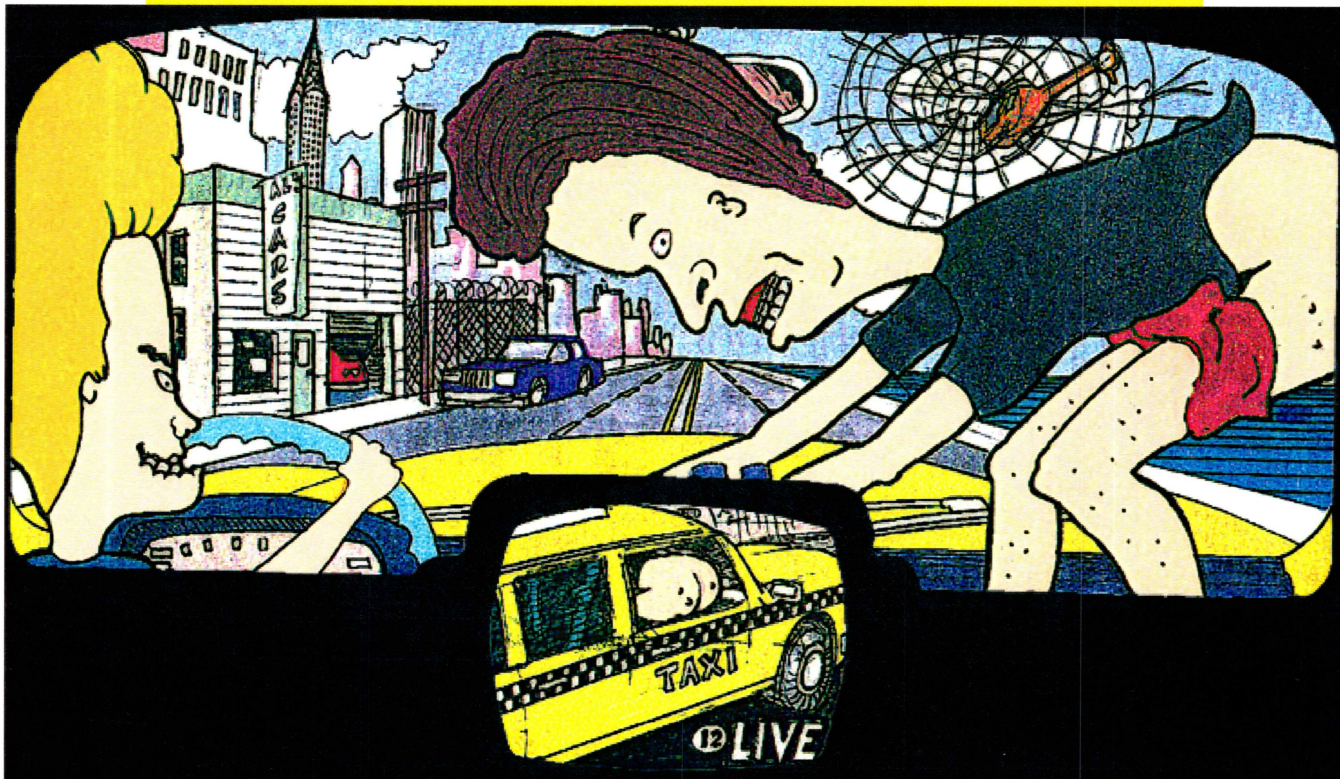
**STORY
LINE**

Storyboard 19

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HELICOPTER PURSUIT

Racing along the waterfront near the Brooklyn Bridge, the "InCabTV" picks up live coverage.

Guests can see the cab swerving down the street with a trail of police cars and helicopters following it, a la "Deja-OJ-vu".

STORY
LINE

Storyboard 19

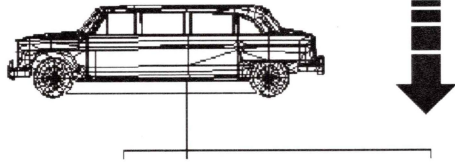
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VEHICLE ACTION



LOWERED (LOAD) POSITION

EFFECTS & PHYSICAL ANIMATION

- Lowers to the load/unload position.

**STORY
LINE**

Storyboard 20

Schematic Development • PAGE 40 of 41

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ARREST/EXIT

Beavis and Butt-head quickly close the partition between the guests and themselves. Visible as silhouettes, they are removed by New York's finest. Characteristically, Beavis and Butt-head laugh it all off.

STORY
LINE

Storyboard 20

Schematic Development • PAGE 41 of 41

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HAZARD



SYSTEM STATS



BEAVIS AND BUTT-HEAD™ THE RIDE

INTRODUCTION

The following technical information has been compiled from formal and informal discussions with vendors as listed below. A +/- 15% error factor is assumed for all empirical data described in this section.

Consultant vendor companies:

Motion Systems

MOOG, Inc.
East Aurora, NY 14052-0018

Specialty Cab

Museum Services Inc.
1220 S.E. Veitch Street
Gainesville, FL 32601-7971

Show Engineering

Boyle Engineering Corp.
320 East South Street
Orlando, FL 32801-3592

Show Audio/Vldeo

Soundelux Systems
4401 Vineland Road Suite A-7
Orlando, FL 32811

Special Effects

Technifex Inc.
25261 Rye Canyon Road
Valencia, CA 91355

Animation

AVG Inc.
27968 Beale Court
Valencia, CA 91355

Show Ride Control

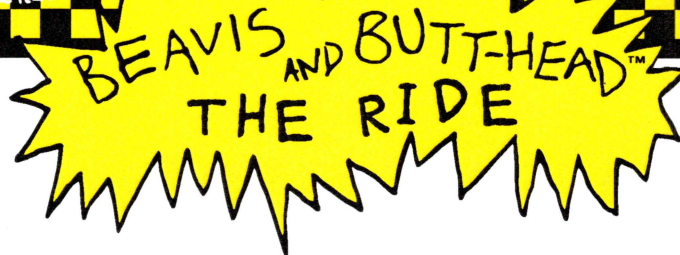
TRIAD Control System
1910 Ingersol Avenue
Des. Moines, IA 50309



Introduction

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SPECIALTY CAB FABRICATION

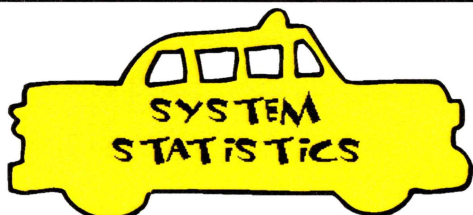
The goal of creating the specialty “shell” for the cab was driven by the desire to keep both the intimate aspects and proportions of a real Checker style cab, from both an interior and exterior viewpoint. Therefore, it was necessary to stretch the cab to varying degrees in all three dimensions in order to accommodate the audio, video, and special effects equipment.

In addition to the four person model design requirements, there was a separate analysis of a second seating configuration that could be used to increase capacity (and thus throughput). Two separate seating, equipment and projection plans were developed, each of which fits the existing single design for the cab body. One plan includes a set of mechanically animated character heads (increasing exterior show value), and a seating capacity of four (4) guests. The other plan eliminates the exterior character heads, and redistributes the projection system allowing a guest seating capacity of eight (8). In both configurations one (1) handicapped seat was provided.

The cab construction shall be multisectionally reinforced FRP (Fiberglass Reinforced Polymer) and shall be constructed in a “double walled” fashion, which will allow for the concealment of most major cabling runs.

An original cab shall be sculpted from various foam and clay over a wooden “space buck” (a wooden form which represents all of the major vehicle lines”). Large FRP “master molds” shall be made of this original form. This creates a set of “negative molds” from which future cabs may be created, ensuring exact duplication if multiple units are ordered. Cab shells are created by treating the negative mold with a chemical “release” (silicon, wax, or similar) and positive shapes are produced by “laying-up” fast setting liquid polymer resin and fiberglass cloth in the treated molds. Additional pre-engineered bracing is added as required.

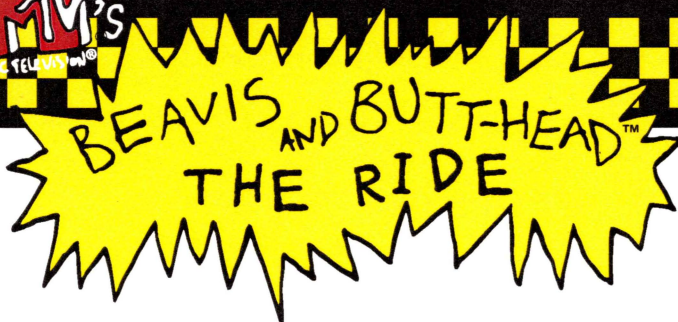
General cab specifications are listed on the following page.



Specialty Cab Fabrication

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SPECIALTY CAB

It is important to note that the cab shall be fabricated as a completely separate component from the motion base, and that each shall be shipped to the installation and/or test site separately. This analysis does not include the fabrication of custom travel/performance base trailer. (SEE Section labeled INSTALLATION).

The following table lists statistics related to specialty cab:

DIMENSIONAL STATISTICS

HEIGHT	6FT 1/2IN
LENGTH	20FT 81 N
WIDTH	6FT 71N

MASS STATISTICS

MAIN CAB	2000 LBS
PROJECTOR	90LBS
MIRRORS	20 LBS
ANIMATED FIGURE	100 LBS
GUESTS (4)	720 LBS
GUESTS (8)	1440 LBS
REAR MOTOR DRIVE	50 LBS
SPEAKERS (INTERIOR)	170 LBS
LIGHTS (INT./EXT.)	20 LBS



Specialty Cab

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BEAVIS AND BUTT-HEAD™ THE RIDE

Motion Base

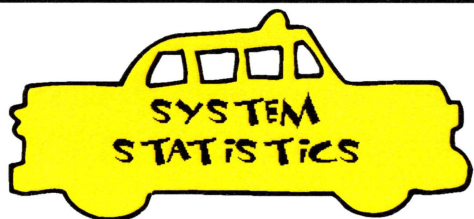
The motion base hardware selection was based on three principle directives:

- 1) Keep the attraction footprint as minimal as possible.
- 2) Utilize a "proven" hardware vendor.
- 3) Minimize required support equipment and maintenance hazards.
- 4) Provide a base which may be "trailed" for a more mobile operation,

In reviewing these directives with the available manufacturers, it was determined that an electrically powered motion base offered the best options for satisfying the requirements. Of the manufacturers which were reviewed, MOOG, Inc. provides the best available base. In fact, MOOG components are used in the production of electric motion bases available from other manufacturers.

Two basic electric models were evaluated for project suitability; one, a four-degree of freedom model(4DOF), the other, a six-degree of freedom model(6 DOF). The 6 DOF model was ideal in its motion capabilities, however, extensive engineering modification would be necessary as the support legs have no integrated base, and it has a very large footprint. The 4 DOF model, while not having the same range of motion, has an integrated base, a footprint similar to the cab dimensions (better fitting the vendor supplied "flying platform"), and will require less costly modifications to support the Owner Furnished Custom Cab. Also this model can be outfitted with a custom trailer for mobile opportunities.

It should be noted that in cases where a custom trailer is utilized, outriggers must be provided for stability. In all cases where the motion base is used without the trailer, the base must be bolted to a pre-engineered or pre-approved concrete substrate, (SEE DYNAMIC LOADING statistic).



Motion Base

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The following performance statistics have been provided from MOOG, Inc. based on "typical" usage. Actual performance specifications may differ in the prototype unit described in this document.

TYPICAL SYSTEM PERFORMANCE

	VELOCITY	PEAK ACCELERATION
HEAVE UPWARD	21.0 in/sec	0.60 g's
HEAVE DOWNWARD	21.0 in/sec	1.60 g's
SURGE FORWARD	14.0 in/sec	0.60 g's
SURGE BACKWARD	14.0 in/sec	0.80 g's
PITCH NOSE UP	20.0 degrees/sec	350 degrees/sec sq
PITCH NOSE DOWN	20.0 degrees/sec	225 degrees/sec sq
ROLL RIGHT DOWN	21.0 degrees/sec	225 degrees/sec sq
ROLL LEFT DOWN	21.0 degrees/sec	225 degrees/sec sq

REQUIRED DYNAMIC ENVELOPE WITH CUSTOM SPECIALTY CAB

HEIGHT	14 66 FT	Please note that the height requirement for the Dynamic Envelope may increase during Engineering Design Development.
WIDTH	20.00 FT	
LENGTH	27 50 FT	

FACILITY REQUIREMENTS WITH CUSTOM SPECIALTY CAB AND INTEGRATED COMPONENTS

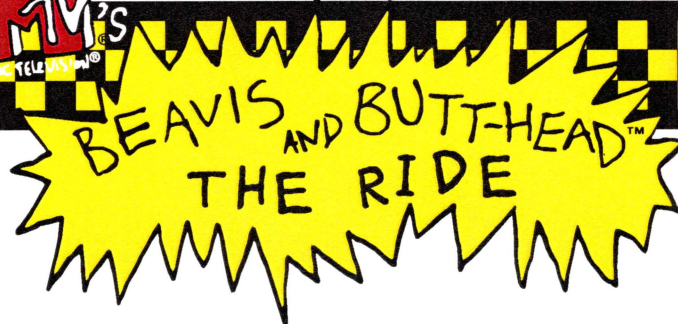
FLOOR SPACE	21 FT X 30FT	NOT INCLUDING LOAD/UNLOAD STAIRS AND HANDICAPPED LIFT
POWER REQUIREMENTS	480 VAC 200 Amp PK, 75 Amp avg.	
FLOOR LOAD CAPACITY	420 LBS/sq. ft.	



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CENTER OF GRAVITY

FOR WEIGHT DISTRIBUTION (SEE WEIGHT CHART PAGE 4)

ITEM	DISTANCE FROM CAB FRONT (FEET)
MAIN CAB	10.33
PROJECTOR	11
MIRRORS	7.0
ANIMATED FIGURES	8.5
GUESTS(4)	15.75
GUESTS(8)	15.75
REAR DRIVE MOTOR	18.5
SPEAKERS (INTERIOR)	11 (CENTER) 17.5 (REAR)
LIGHTS (INT./EXT.)	11



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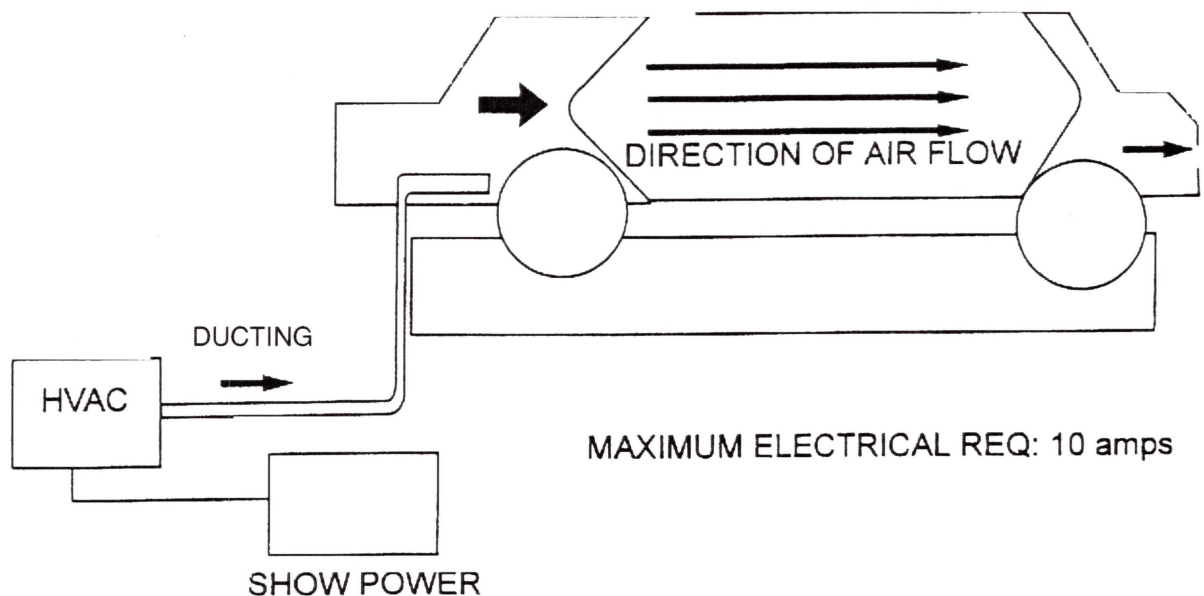
HVAC SYSTEM

The HVAC unit (air conditioner) is to be floor mounted outbound of the cab and motion base, and connected to the cab front by means of flex ducting with a removable disconnect coupling.

Air shall be forced through the projection compartment, cooling the video projector and audio equipment, vent throughout the passenger compartment, and exit by flowing around the audio and special effects fixtures located at the rear of the vehicle.

This is set up as a forced air system with no special HVAC ducting required.

SCHEMATIC HVAC LAYOUT



HVAC

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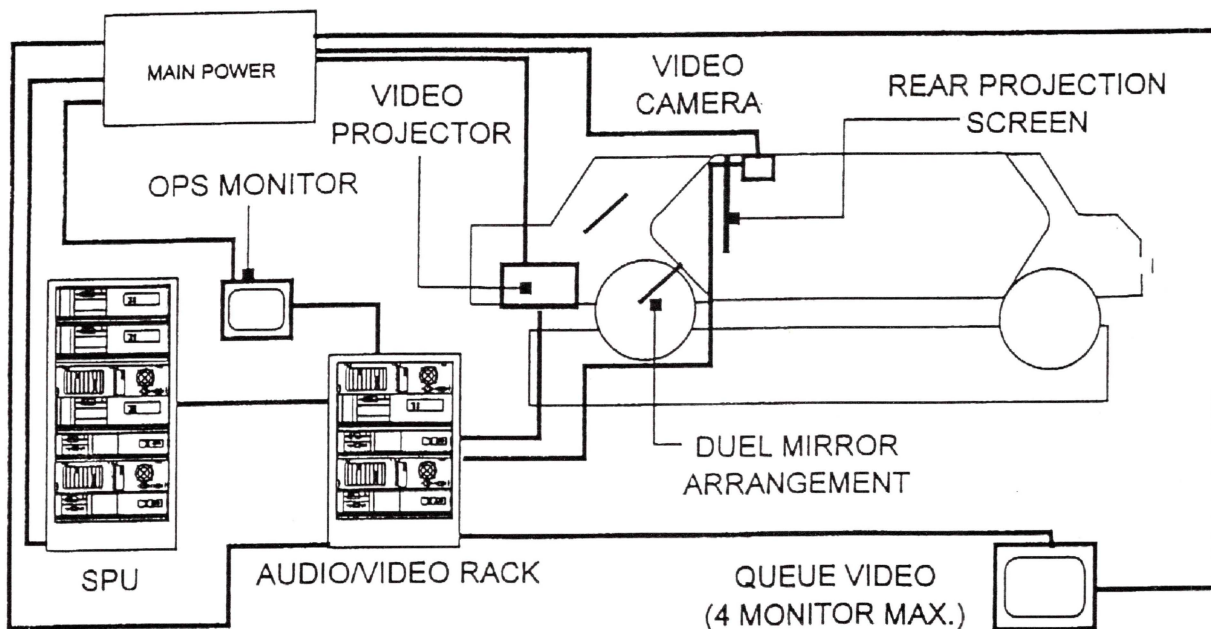
VIDEO SYSTEM LAYOUT

The show video system is comprised of three subsystems:

- 1) MAIN SHOW. High resolution rear projected video.
- 2) SHOW MONITOR VIDEO. A safety system feature.
- 3) QUEUE/PRESHOW VIDEO. Load/unload instruction.

The following schematic diagram illustrates the basic video system layout, including projector location, LDP rack, and show control system.

SCHEMATIC VIDEO LAYOUT



Video System

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AUDIO SYSTEM DESCRIPTION

The show audio system has been developed as four subsystems each addressing different show aspects.

- 1) The Main Show Audio provided for is digital six track surround sound. In the vehicle cab interior this is represented by two (2) front located speakers (on either side of the projection screen), two (2) rear speakers, and two (2) subwoofer speakers located behind the guest's seat. This arrangement allows guests to experience the "Doppler" effect of moving sound, artificially created by the speaker position and signal distribution. The large subwoofer speakers enhance the guests sense of low pitched noise (such as engine sounds) by providing additional low frequency vibration which can be felt through the rear seat, as well as through the floor (these speakers are mounted low so as to affect both floor and seat).
- 2) The Show Monitor Intercom is a safety feature that is to be used in conjunction with an onboard video camera that will allow operations personnel to monitor guests during the show experience.
- 3) Animatronic Character Audio is provided for with four speakers which also will be used for various exterior sound effects such as engine sounds and squealing tires. The exact location of these speakers is still T.B.D. However the following locations have been considered: front grill, wheel wells, hubcaps, and the lower portion of the flying platform itself.
- 4) The Queue/Preshow Audio has been provided with eight possible speaker positions whose exact function and location is T.B.D. However, it is expected that some Preload Safety Information shall be distributed through this audio subsystem.

All Audio Cabling associated with the cab and/or motion base platform shall be equipped with disconnects for shipping and installation.



Audio System

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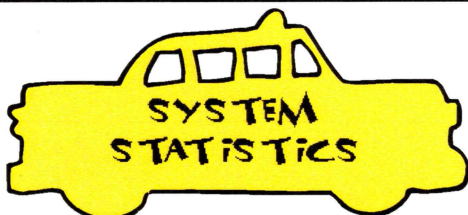
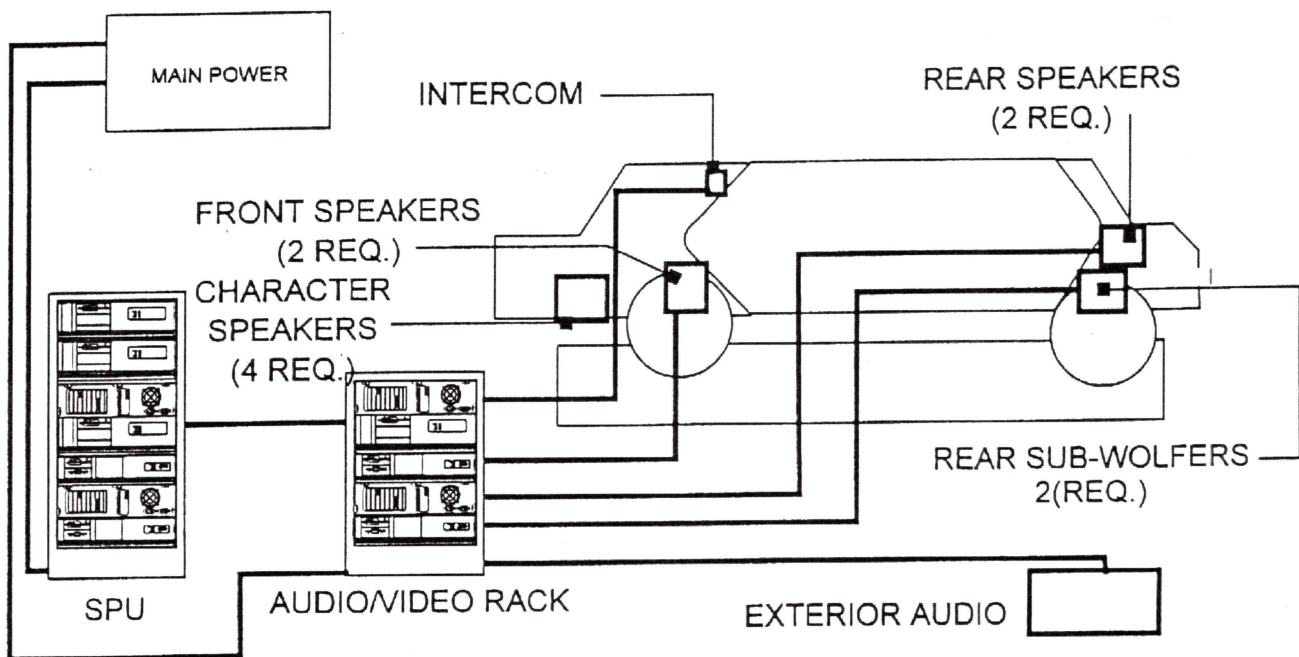
AUDIO SYSTEM LAYOUT

The audio system is comprised of four specific subsystems;

- 1) MAIN SHOW. Digital six track surround sound.
- 2) SHOW MONITOR INTERCOM. A safety system feature.
- 3) ANIMATRONIC AUDIO. For systems equipped with characters.
- 4) QUEUE/PRESHOW AUDIO. Load/unload instruction.

The following schematic diagram illustrates the basic audio system layout.

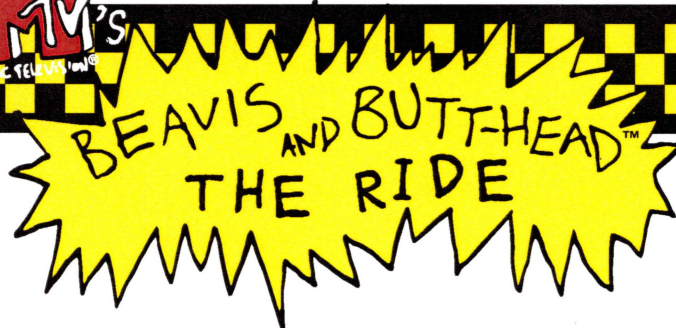
SCHEMATIC AUDIO LAYOUT



Show Audio

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VIDEO SYSTEM DESCRIPTION

The Show video system has been developed as three subsystems, each addressing different show or operation aspects.

1) The Main Show Video is stored in laser disk format, and data is digitally delivered to the high resolution projector via a LDP (Laser Disc Player) positioned in the AV rack. Due to vehicle size requirements, it is necessary to bounce the projected image off of two (2) specifically positioned mirrors in order to obtain the required focal length to fulfill the correct aspect ratio (in other words, the larger the projected image, the further the screen must be from the projector). Due to the high resolution characteristics of both the LDP and projector, the lumens (brightness) of the project and or the quality of the mirrors and screens, little resolution and brightness will be lost in the final guest viewed projected image.

2) The Show Monitor Video System is comprised of a single black-and-white video camera mounted within the passenger compartment of the cab. With it, operations personnel may monitor the interior compartment during attraction operation.

3) The Queue/Preshow area is serviced by four (4) 20" monitors. The exact function and location of these monitors is T.B.D. However, it is expected that some Preload Safety Information shall be distributed through this video subsystem.

All video cabling which is associated with the cab and/or motion base platform shall be equipped with disconnects for shipping and installation.



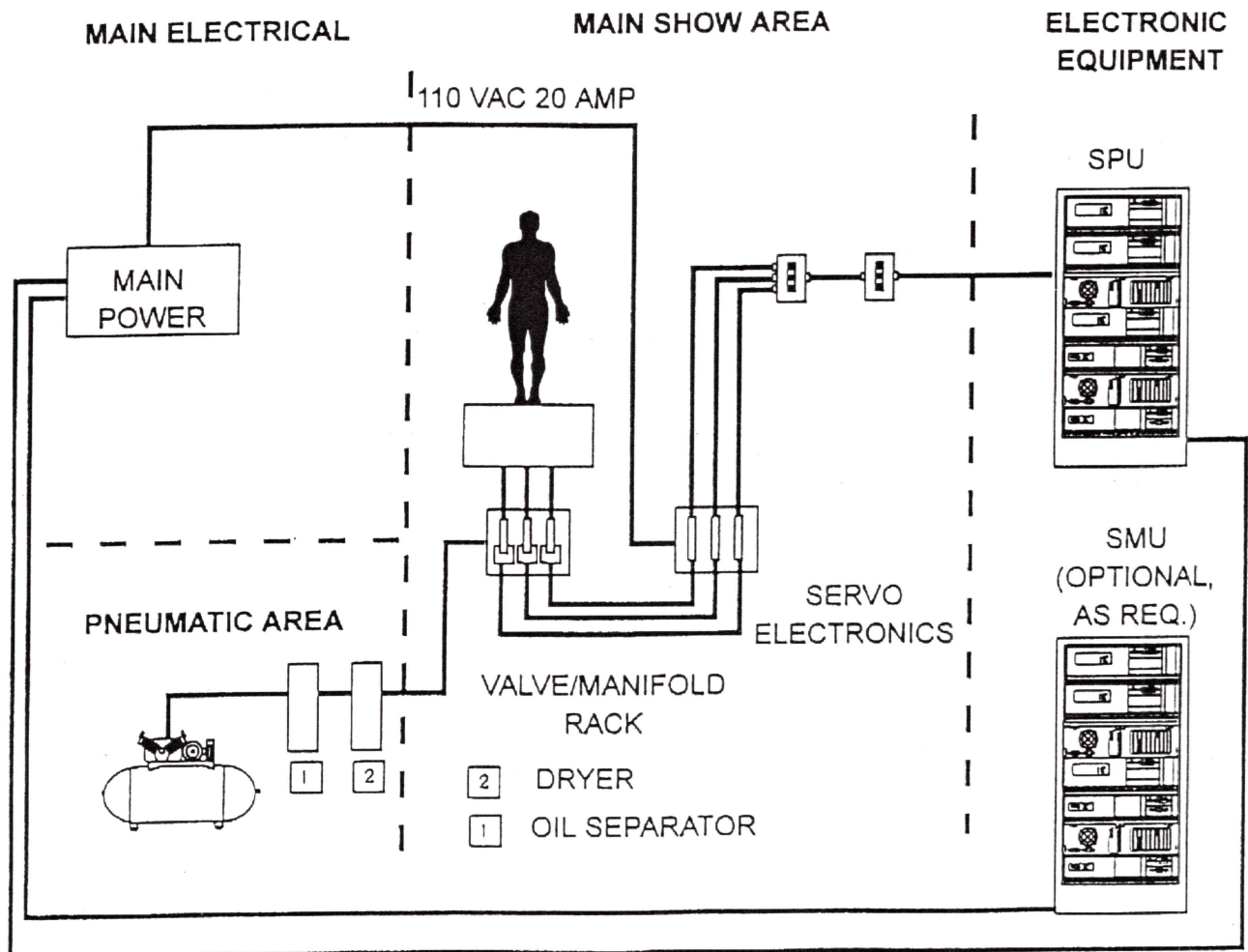
Video System

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TYPICAL EQUIPMENT LAYOUT FOR PNEUMATIC ANIMATION



Mechanical Animation

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Animation Description

SA#	ITEM	ANLG.	DGTL.	DESCRIPTION
SA1	BEAVIS HEAD		X	Head turn, head bob, head right/left lateral, eye blink, eye track (left/right)
SA2	BUTTHEAD HEAD		X	Head turn, head bob, head right/left lateral, eye blink, eye track left/right)
SA3	FALLING BUMPER		X	Latch releases, spring loaded bumper snaps to fallen position. Automatic reset required.
SA4	POPPING HOOD		X	Latch releases spring loaded hood, which snaps to open position. Open position has some "slop" which allows slight bounce. Automatic reset required.
SA5	POPPING TRUNK		X	Latch releases spring loaded trunk, which snaps to open position. Open position has some "slop" which allows slight bounce. Automatic reset required.
SA6	ROTATING REAR TIRES		X	Rear tires shall spin prior to full initiation of simulator experience.
SA7	MOVING FLOOR GAG		X	A moving plate shall be positioned such that the vehicle gives guests the illusion of "running over" something.
SA8	DOOR WINDOWS		X	Windows shall open or close to reveal character heads as required. Movement of window up and down to be "jerky" (to appear "hand cranked").
SA9	WINDSHIELD WIPERS		X	Movement to match real item.



Animation Description

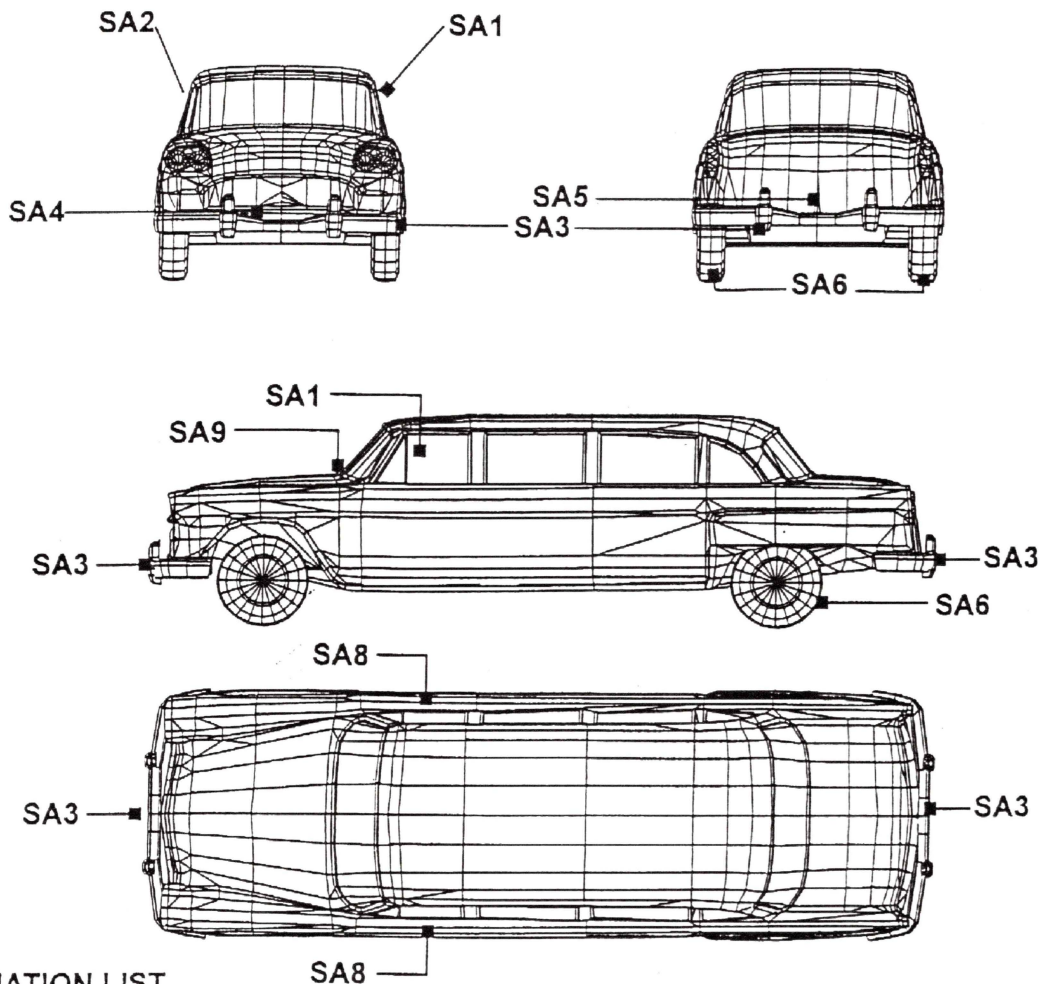
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BEAVIS AND BUTT-HEAD™ THE RIDE

Animation Distribution



ANIMATION LIST

- SA1 BEAVIS HEAD
- SA2 BUTT-HEAD HEAD
- SA3 FALLING BUMPER
- SA4 POPPING HOOD
- SA5 POPPING TRUNK
- SA6 ROTATING REAR TIRES
- SA7 MOVING FLOOR BUMP GAG
- SA8 DRIVER /PASSENGER DOOR WINDOWS
- SA9 WINDSHIELD WIPERS

APPROXIMATE LENGTH OF
VEHICLE IS 20'-8"



Animation Distribution

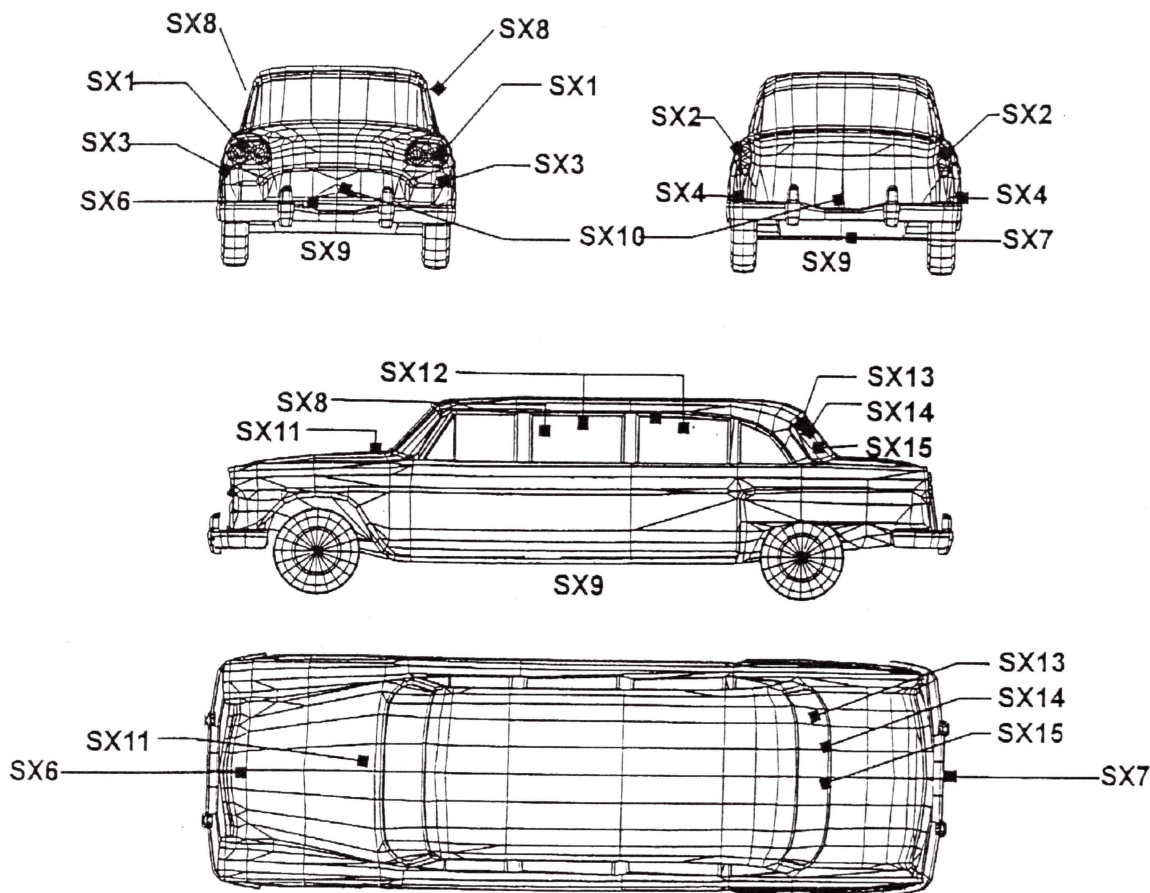
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SPECIAL EFFECTS DISTRIBUTION



SPECIAL EFFECTS LIST

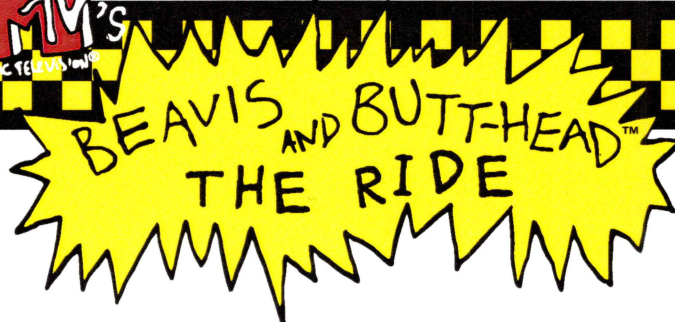
- | | |
|----------------------------------|---|
| SX1 HEAD LIGHTS (EXT.) | SX8 RAT "EYE" GAG (INT.) |
| SX2 TAIL LIGHTS (EXT.) | SX9 GROUND EFFECTS NEON (INT.) |
| SX3 FRONT TURN SIGNALS (EXT.) | SX10 NEON LICENSE PLATE FRAME (EXT.) |
| SX4 REAR TURN SIGNALS (EXT.) | SX11 WINDOW WASHER SPRAYER (EXT.) |
| SX5 "DUTY" LAMP (EXT. NOT SHOWN) | SX12 WATER DRIP (INT.) |
| SX6 ENGINE SMOKE (EXT.) | SX13 REAR WINDOW "COP" LIGHTS (INT.) |
| SX7 TAIL PIPE SMOKE (EXT.) | SX14 REAR WINDOW "FLASHING" LIGHTS (INT.) |
| | SX15 REAR WINDOW "SEARCH" LIGHTS (INT.) |



Effects Distribution

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SPECIAL EFFECTS DESCRIPTION

SX#	ITEM	DESCRIPTION
SX1	HEAD LIGHTS	Flash on/off.
SX2	TAIL LIGHTS	Flash on/off.
SX3	FRONT TURN SIGNAL	Flash on/off.
SX4	REAR TURN SIGNALS	Flash on/off.
SX5	DUTY LAMP	Flash on/off.
SX6	ENGINE SMOKE	On/Off.
SX7	TAIL PIPE SMOKE	On/Off.
SX8	RAT "EYE" GAG	Eyes will seem to blink and move across windows on right and left side of car.
SX9	GROUND EFFECT NEON	On/Off.
SX10	NEON LICENSE FRAME	On/Off.
SX11	WINDOW WASHER	On/Off.
SX12	WATER DRIP	On/Off.
SX13	REAR "COP" LIGHT	Small scale version to look like distant chasing police car. Flashing colored lights, to match and enhance film experience. Panning "search light" to look like helicopter search light
SX14	REAR "FLASHING" LIGHT	
SX15	REAR "SEARCH" LIGHT	



Show Audio

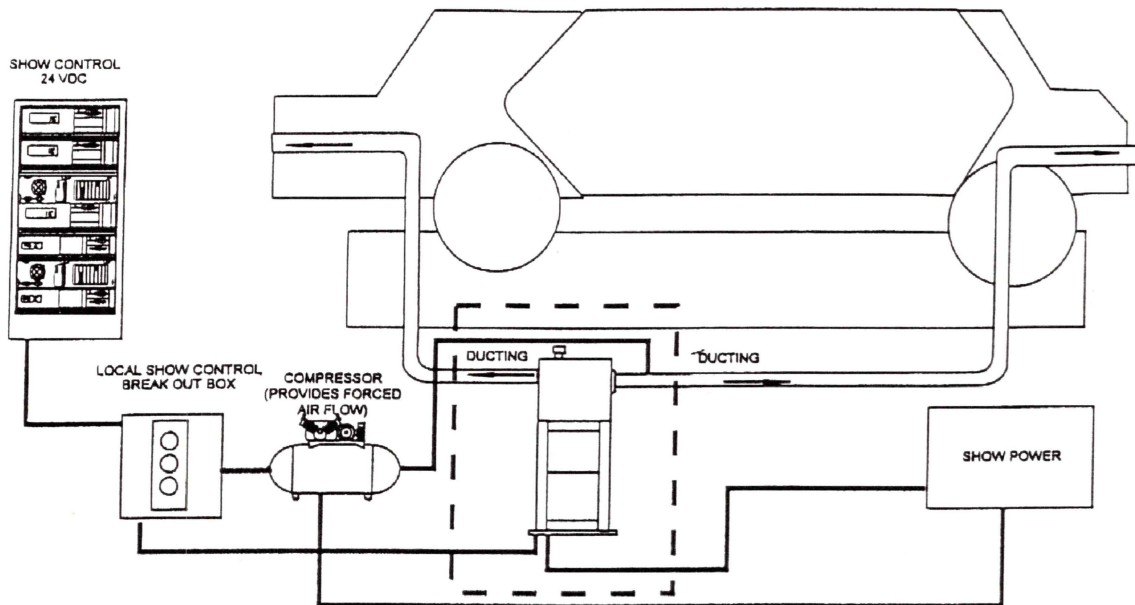
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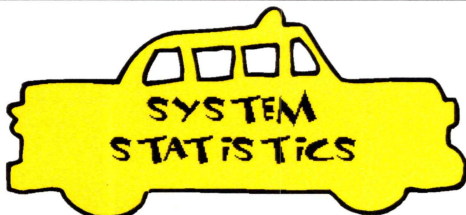
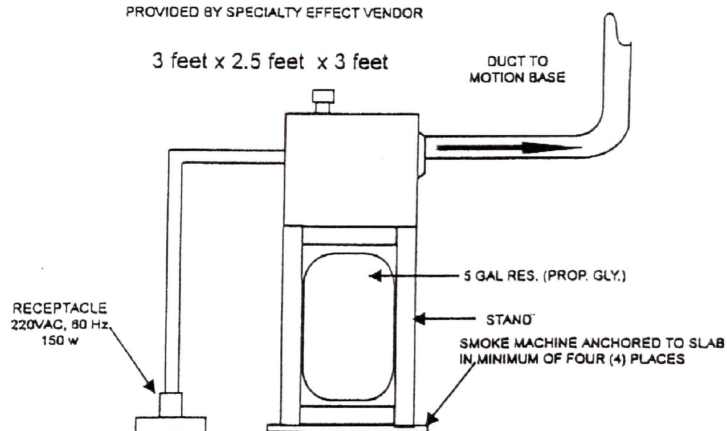
BEAVIS AND BUTT-HEAD™ THE RIDE

SPECIAL EFFECTS DETAIL CHEMICAL SMOKE MACHINE SCHEMATIC LAYOUT



SMOKE MACHINE PROVIDED BY SPECIALTY EFFECT VENDOR

3 feet x 2.5 feet x 3 feet



Effects Detail (Smoke)

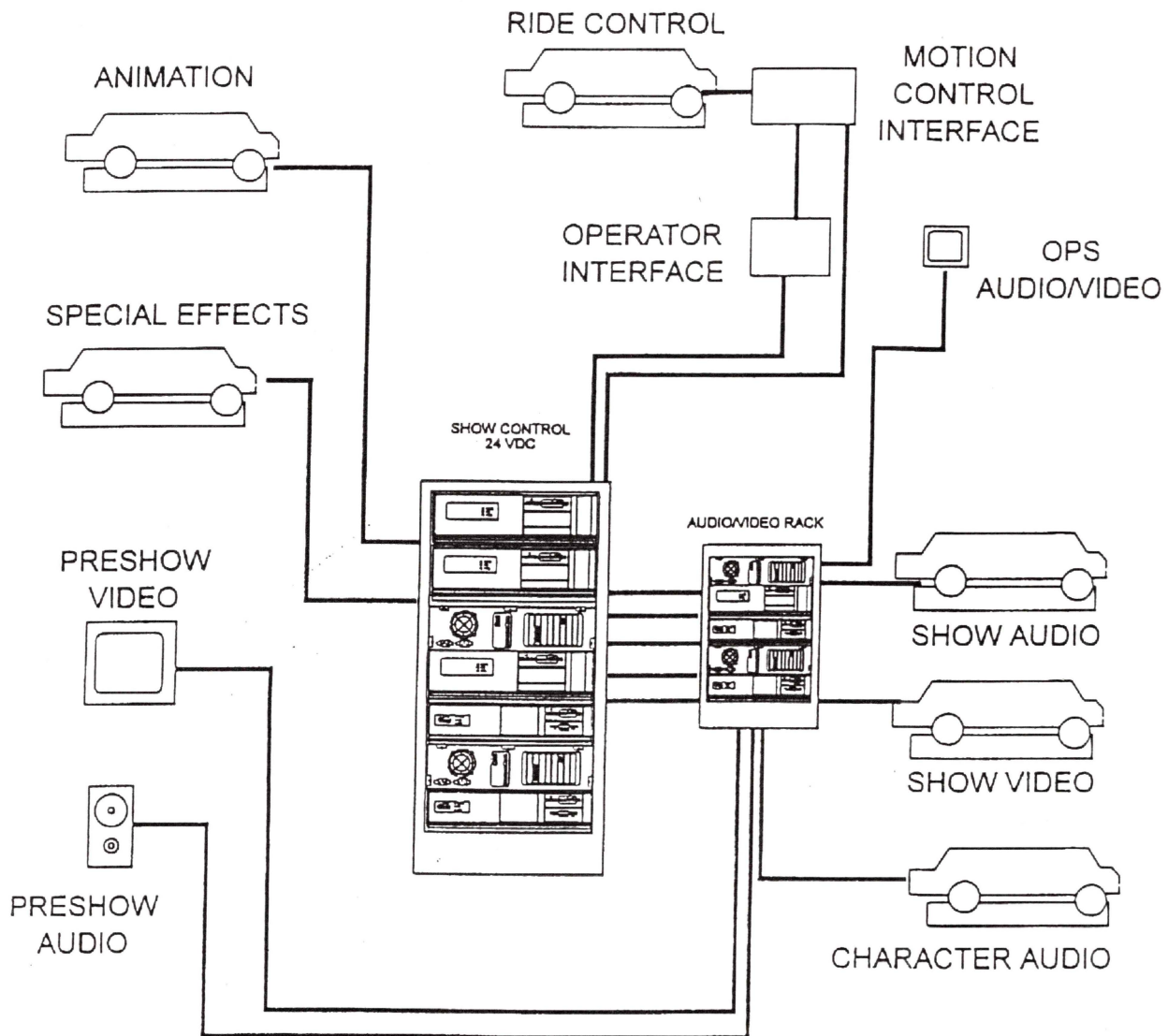
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SCHEMATIC SHOW CONTROL DISTRIBUTION



NOTE: SHOW MONITOR UNIT (SMU) OPTIONAL HARWARE IF NOT BUILT INTO SHOW CONTROL.



Show Control

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SHOW CONTROL DESCRIPTION

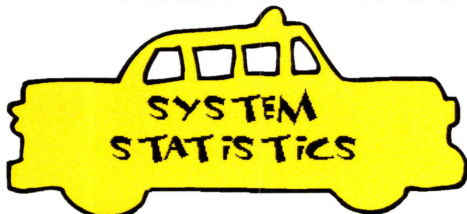
The Show Control Unit (SCU) provides (replays and distributes) digital and analog data to other show sub systems such as Audio, Video, Animation, Special Effects and Motion Control.

The SCU acts as a master show clock and playback unit, providing output signals that "instruct" the other show systems as listed above in the timing and duration of various show "activities" (start, stop, on, off, etc.)

The SCU may have a built in Show Monitor UnK (SMU), or may be used in concert with an SMU provided by other vendors. The SMU is utilized as the "watch dog" of the system, monitoring the show systems from remote sensors (proximity, motion, etc.) and safely disabling the system (SCU) when trouble occurs (commonly referred to as an "E-STOP"- Emergency Stop).

Non-automated E-STOPS may be activated manually at the Operator Control console at the discretion of operations personnel

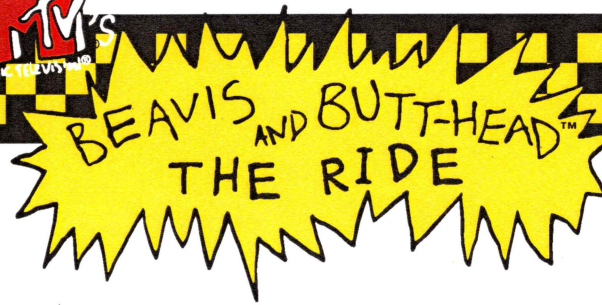
Show programming may be interfaced directly into the SCU via RS232 connections (a specific show programming console), or may be down loaded from other sources (modem, floppy, E-PROM).



Show Control

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INSTALLATION

Due to the size of the cab and motion base, each will require separate shipping and integration at final destinations. From a transportation standpoint, at least two flatbed loads will be necessary. Additional show components, such as stairs, handicapped lift, equipment racks, compressors, outbound effects equipment, and HVAC will require additional special shipping and handling.

The first component to be fabricated shall be the specialty cab. For installation or animation and special effects, the cab must be shipped to the individual vendor's location. Vendor selection in the schematic phase has taken this into account, and vendors have been selected that have both the necessary expertise and geographic proximity to make shipping as cost effective as possible.

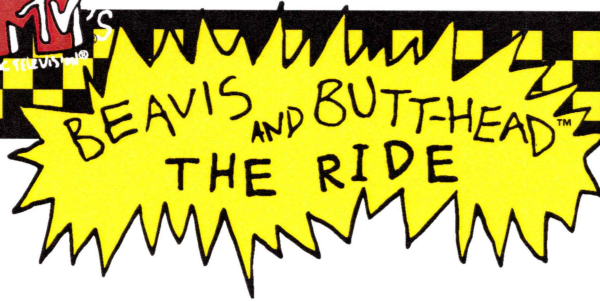
The final integration of AV system, cab, and motion base will either take place at selected MTVN Recreation facility in Florida, or at MOOG's facility in Aurora, New York.



Installation

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SUMMARY

Square footage requirements for the installation of this project are approximated below:

DYNAMIC FOOTPRINT REQUIREMENT:	20' x 27.5' (550 SQ FT.)
ACCESS STAIRS AND HANDICAPPED RAMP:	224 SQ FT.
SUPPORT EQUIPMENT:	200 SQ FT
MINIMUM SQUARE FOOTAGE REQUIRED: REQUIRED:	**974 SQ.FT (+/-10%)

Support equipment includes, but is not limited to: compressor with storage tank, dryer, oil separator, audio/video rack, show control rack, chemical smoke machine with reservoir tank, HVAC, Preshow Load instructional hardware (at least one video monitor and speaker).

***Minimum square footage does not include guest queue space or load staging space. A minimum of 275 SQ. FT. is required per 50 guests for queue space (5.5 SQ. FT. per/person).*

The height required by the dynamic envelope may range from a minimum of 14.66 Ft. to 18 ft depending on continued engineering of the motion base and flying platform (some engineering is required to fit the contours of the specialty cab to the vendor provided "flying platform"). Because of this height requirement, it is necessary to house this attraction in a space greater than a single "story" (a story being defined as 12 FT).

The dynamic floor loading of 420 lbs/SQ. FT. will preclude the attraction from being placed on the mezzanine or second floor of most pre-existing buildings, without additional site engineering.

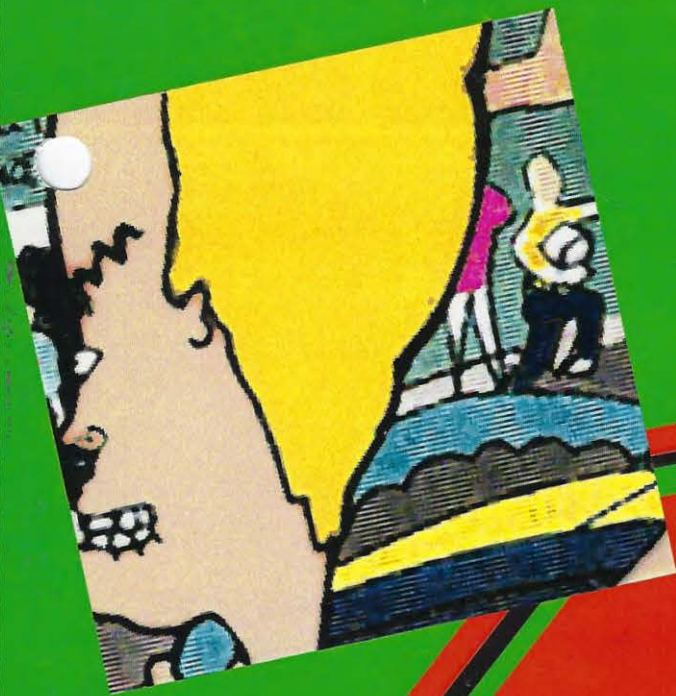
The expected electrical loading, should be available in most commercially developed spaces, with upgrades posing little problem when necessary. These generalizations may not hold true for all pre-developed sites.



Summary

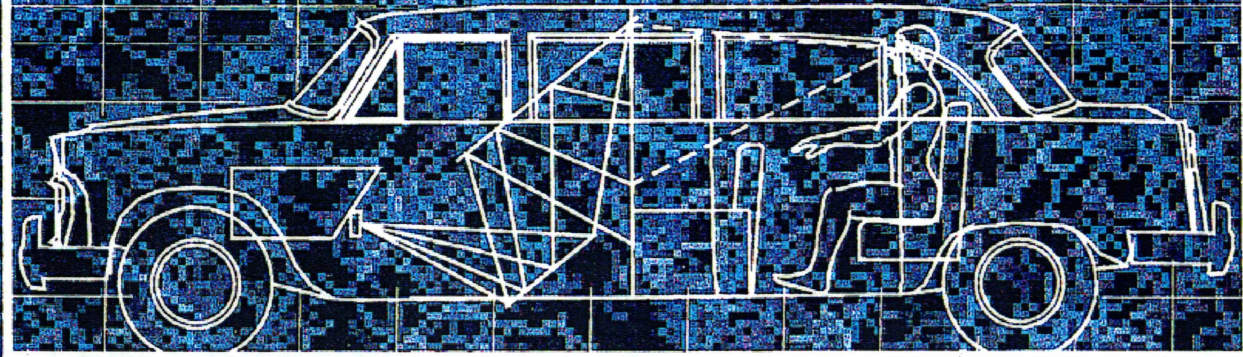
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APPENDIX

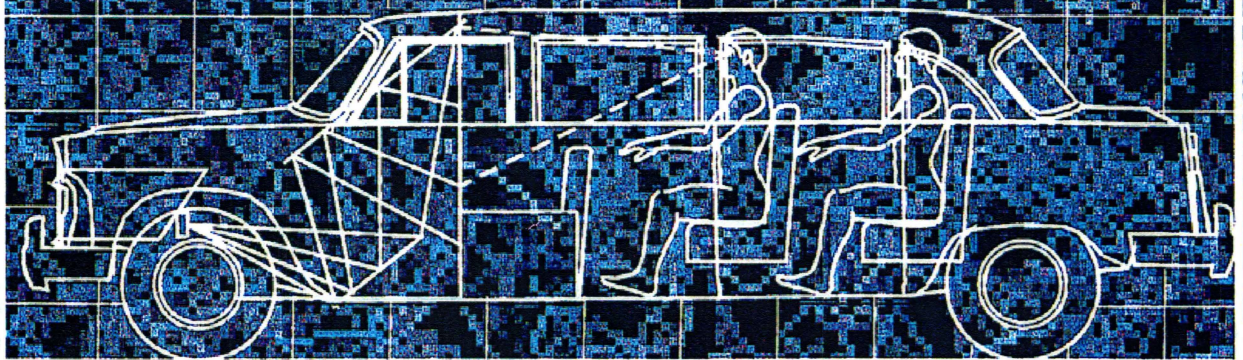
6'-0 1/2"



20'-8"

4 GUEST VERSION

6'-0 1/2"



20'-8"

8 GUEST VERSION

CUSTOM CAB CONFIGURATION
FOR
MOTION BASED SIMULATION
ATTRACTION

SCHEMATIC LAYOUT 7/10/95

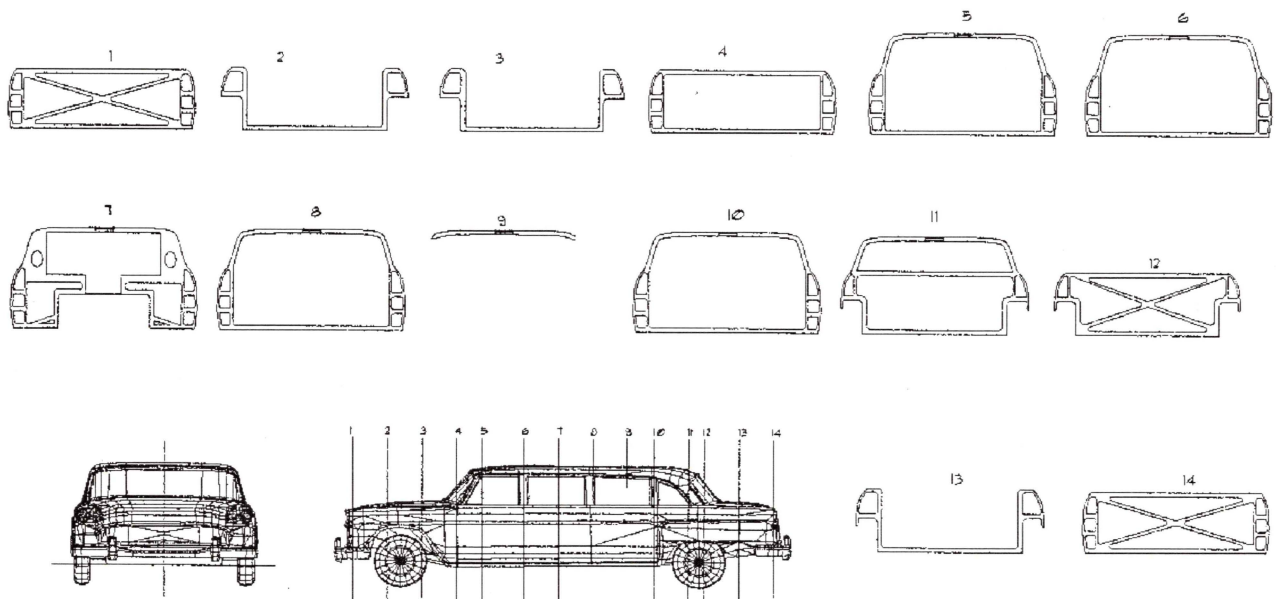


BEAVIS AND BUTT-HEAD
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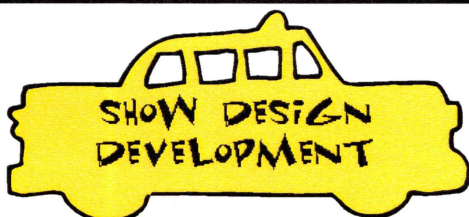
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PARTIAL
PROGRESS
PRINT



FRAME

SCALE: 1/2" = 1'-0"



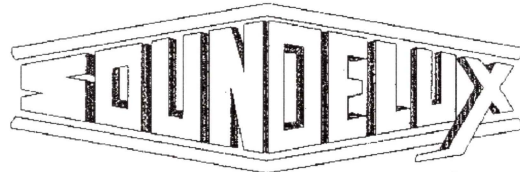
Frame 105

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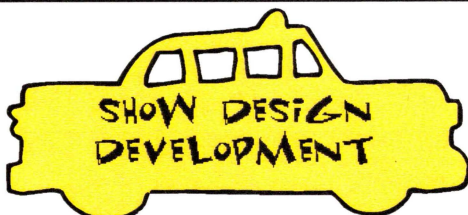
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100% DESIGN

SERIES	DRAWING TYPE	DWG #	TITLE	CAD FILE	ORIG ISSUE	REV #	REV. DATE
001	COVER PAGE, KEY PAGES	613-001	COVER SHEET	613-001.DWG	7/14/95		
200	PLAN VIEWS, SECTION VIEWS, & DETAIL DRAWINGS	613-100	KEY PAGE	613-100.DWG	7/14/95		
400	AUDIO FLOW DIAGRAMS	613-201	VIDEO EQUIPMENT	613-201.DWG	7/14/95		
500	VIDEO FLOW DIAGRAMS	613-202	AUDIO EQUIPMENT	613-202.DWG	7/14/95		
600	CONTROL FLOW DIAGRAMS	613-203	WIRE HARNESS	613-203.DWG	7/14/95		
800	RACK ELEVATIONS	613-401	AUDIO FLOWS	613-401.DWG	7/14/95		
900	MECHANICAL DRAWINGS	613-501	VIDEO FLOWS	613-501.DWG	7/14/95		
		613-601	CONTROL FLOWS	613-601.DWG	7/14/95		
		613-801	RACK ELEVATIONS	613-801.DWG	7/14/95		
		613-901	CONTROL PANEL	613-901.DWG	7/14/95		
REVISION NOTES NONE							
SYSTEM OVERVIEW NONE							



Cover Sheet

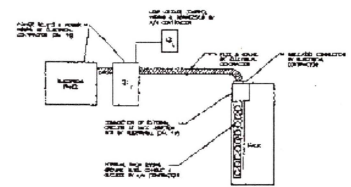
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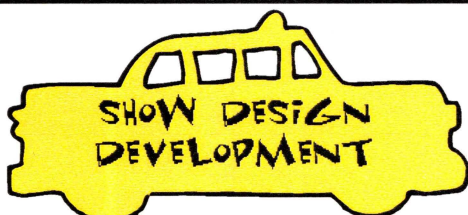
Typical System Grounding

NOTE: 1. REDACTED SUPPLEMENTED BY REDACTED AND REDACTED ON REDACTED AND REDACTED.



Typical Equipment Rack Power Connections

NAME: _____



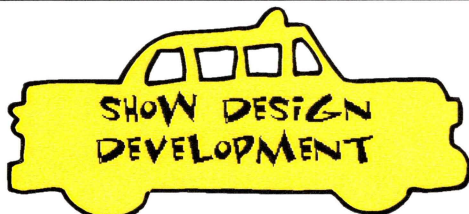
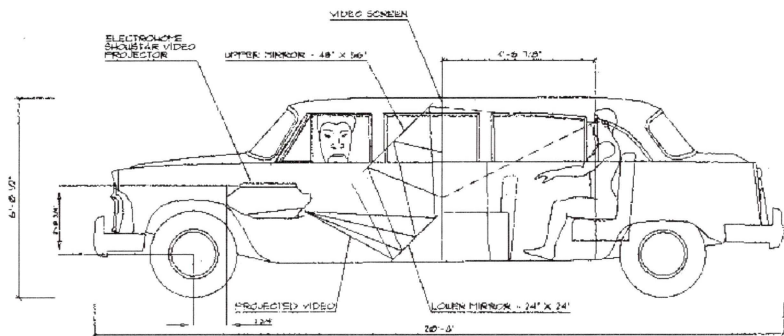
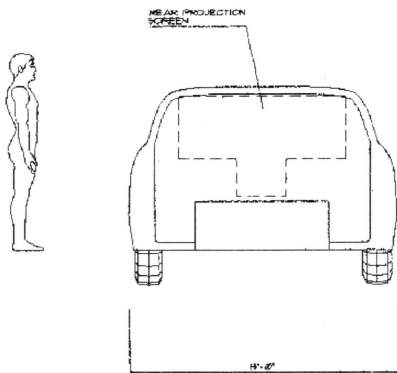
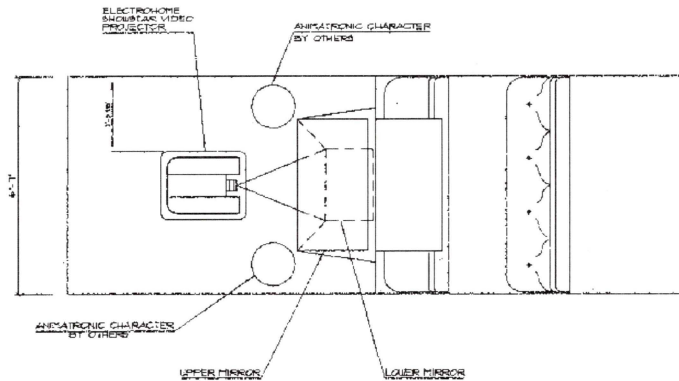
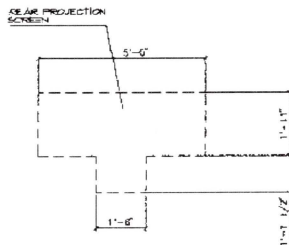
Key Page

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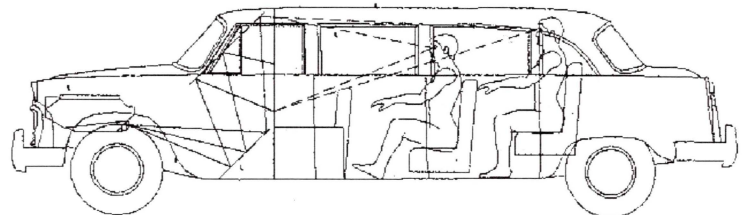
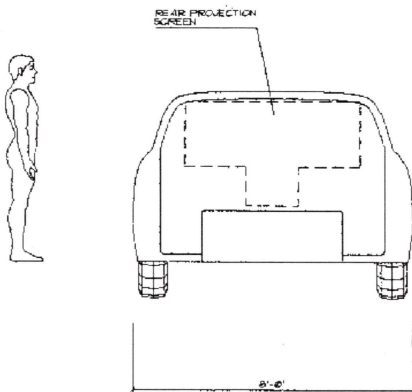
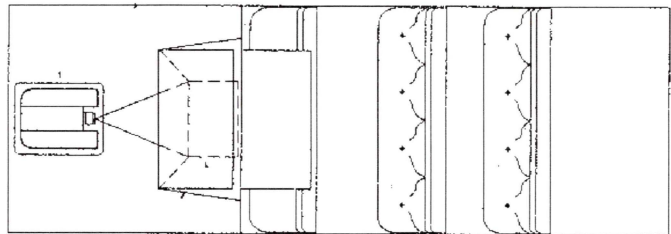
Interior 101

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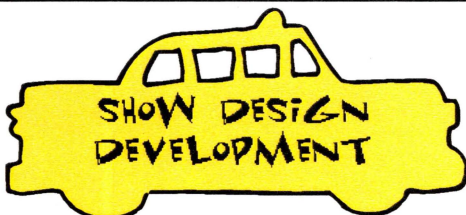
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POSSIBLE TWO SEAT CONFIGURATION



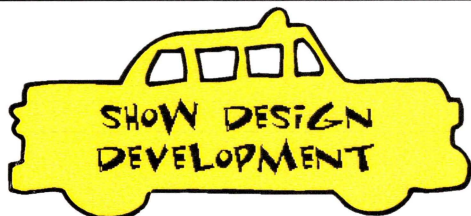
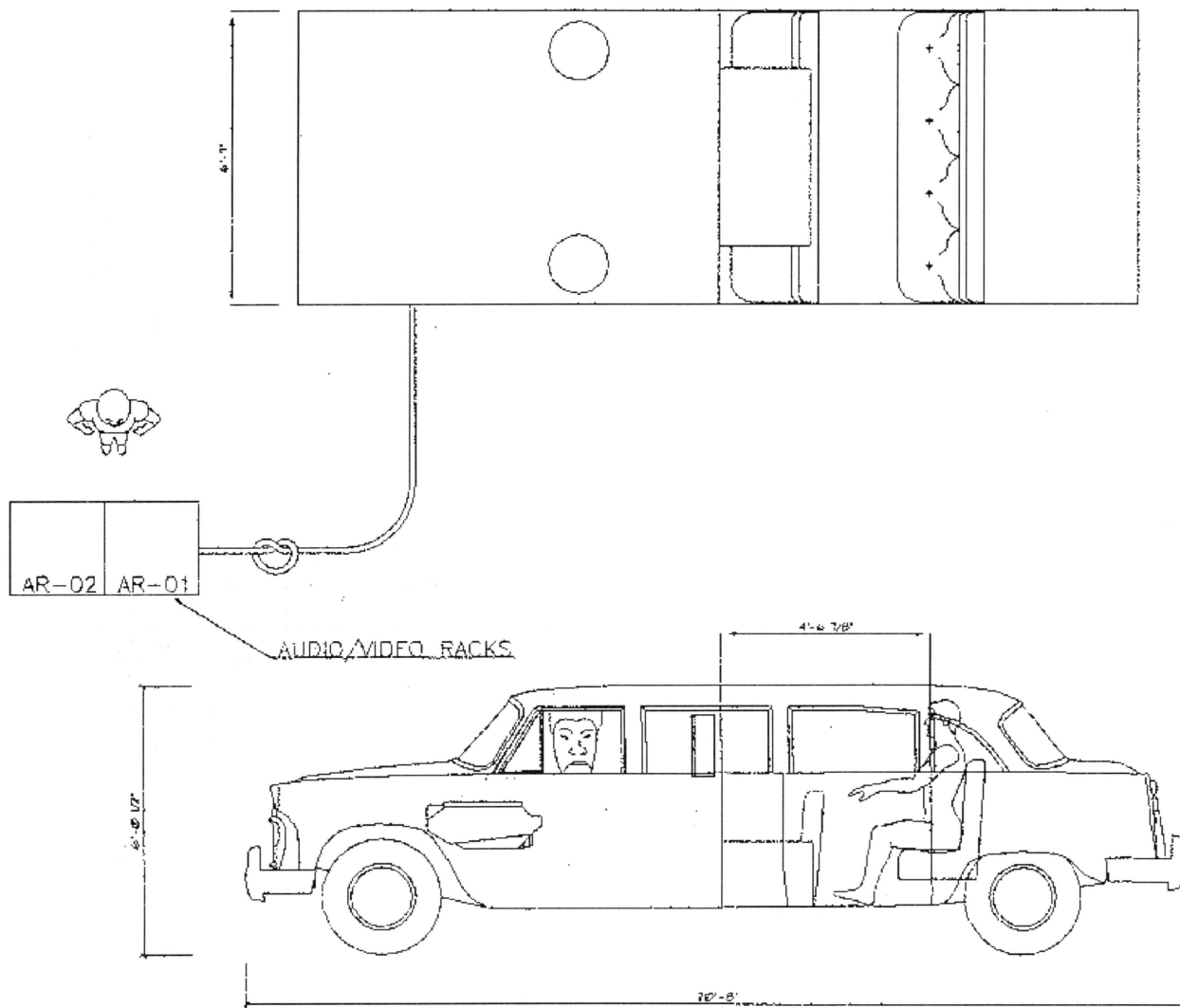
Overview 102

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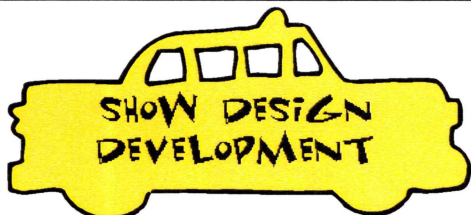
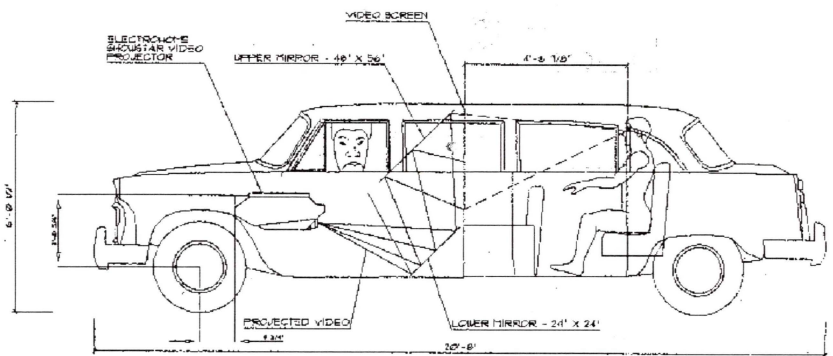
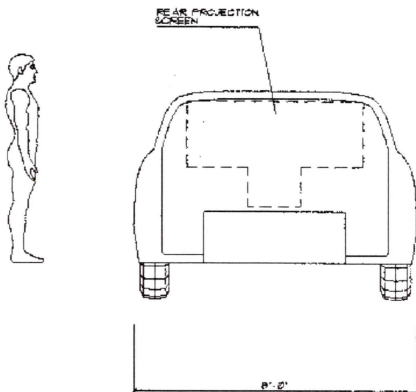
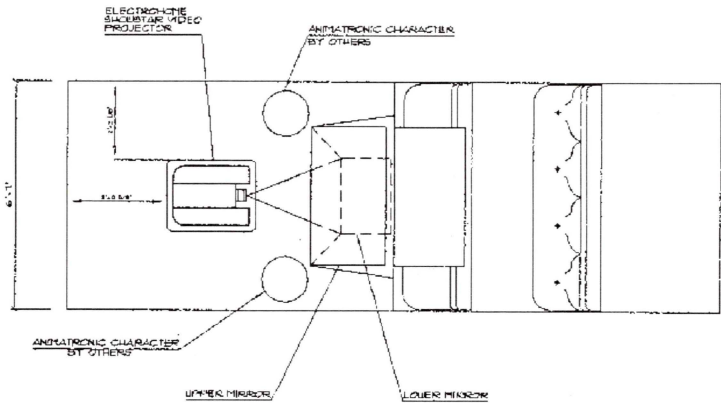
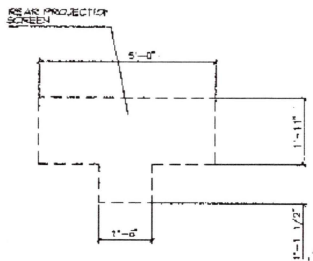
Wire Harness

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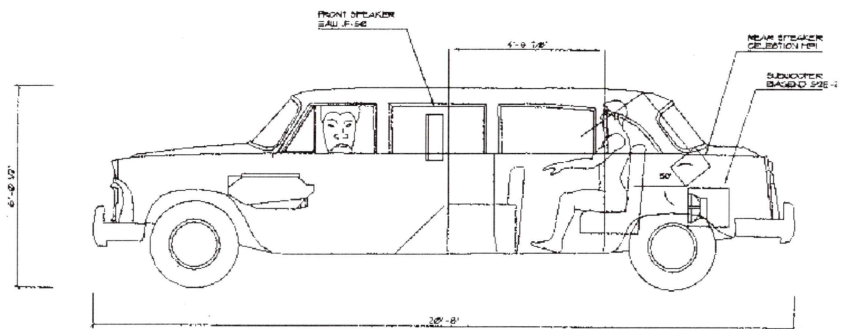
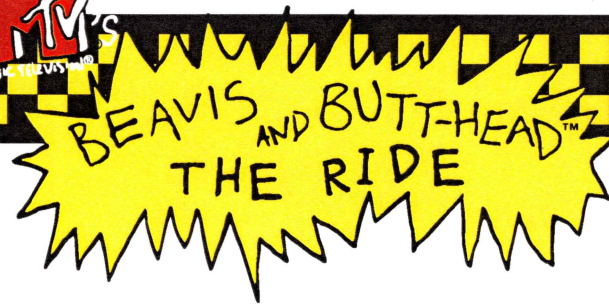
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Video Equipment

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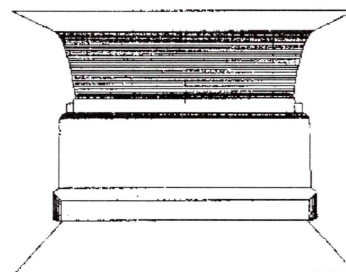
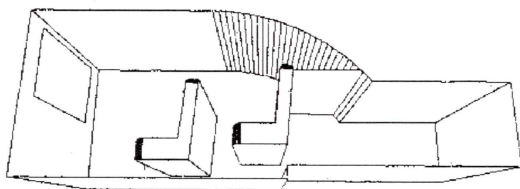
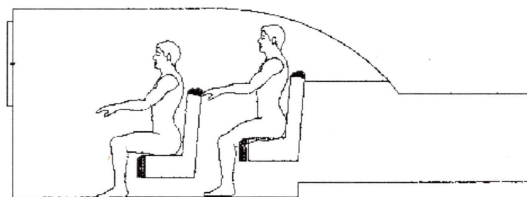
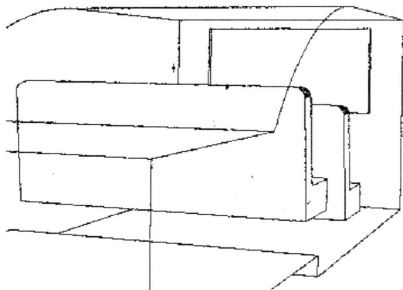




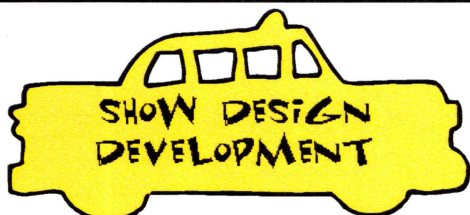


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1 PASSENGER COMPARTMENT
103 3D VARIOUS SCALE: NTS



3D Views

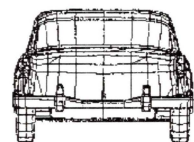
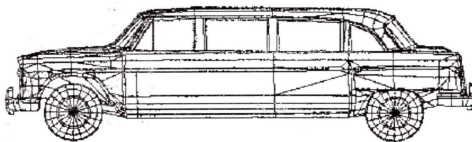
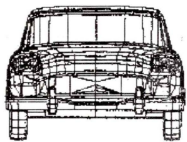
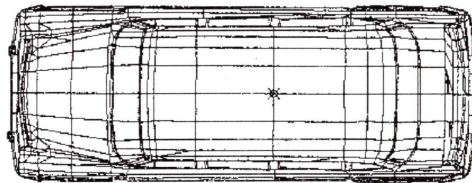
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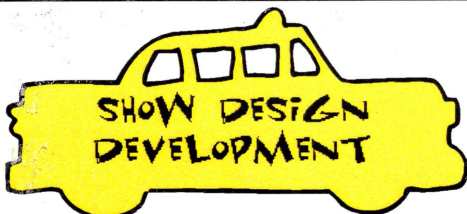
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1 CAB EXTERIOR
104

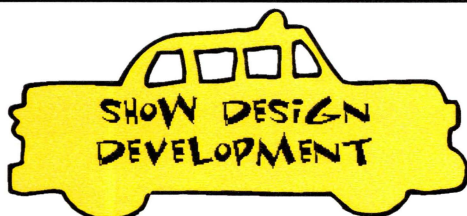
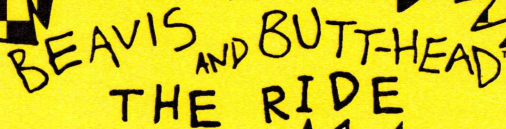
SCALE: 1/2" = 1'-0"



Exterior 104

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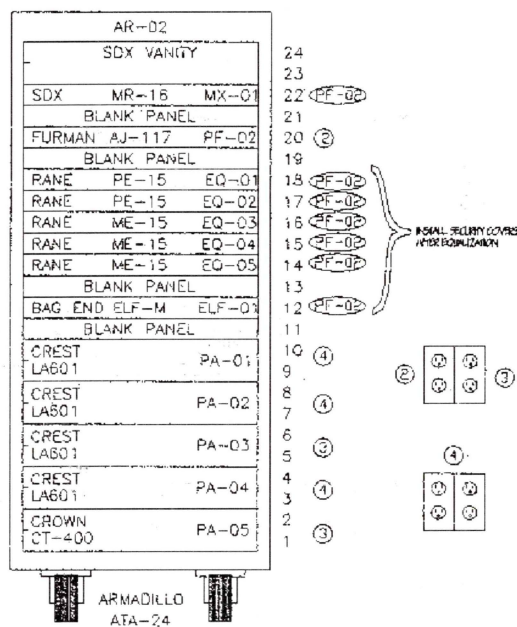
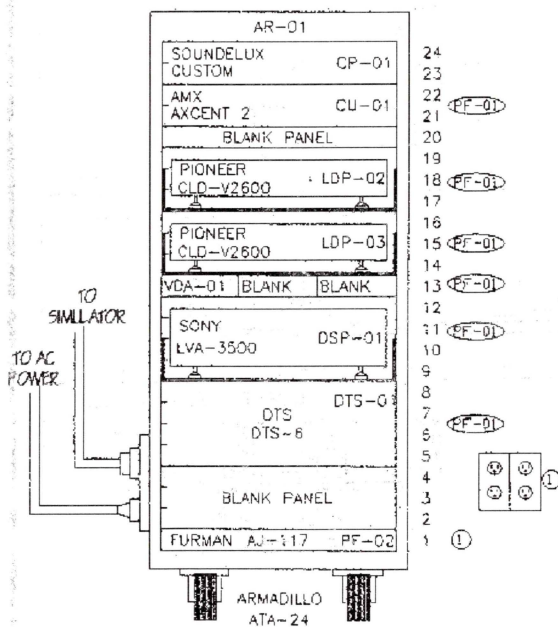
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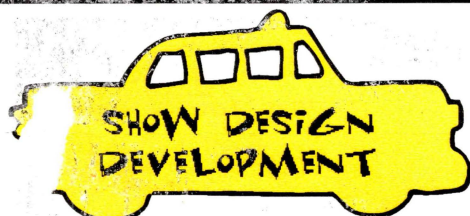
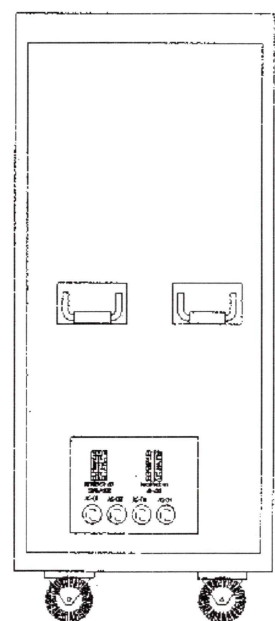


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FRONT VIEW



SIDE VIEW



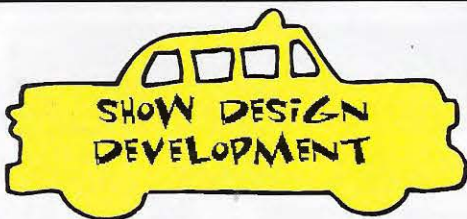
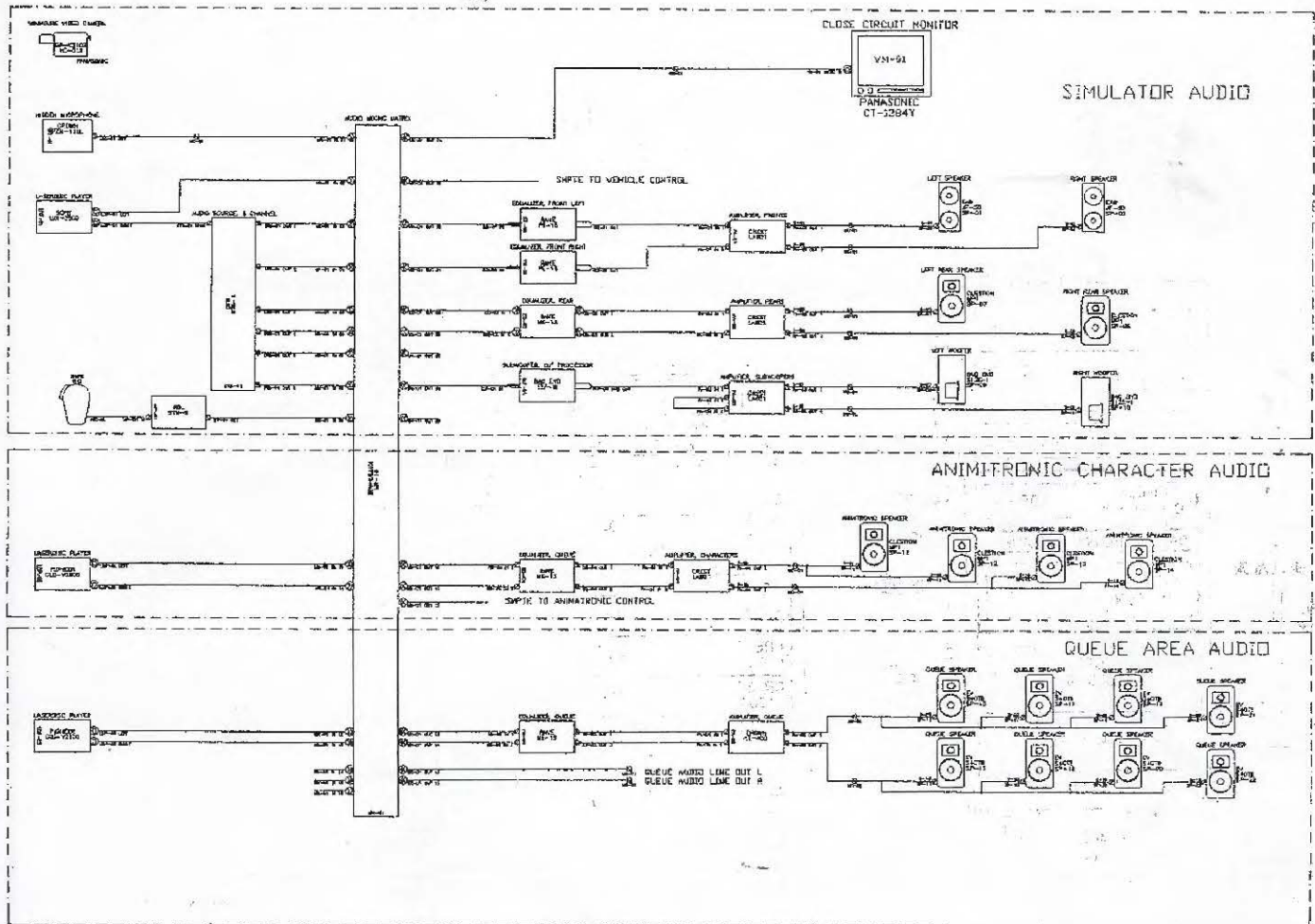
Equipment Elevations

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Audio Flows

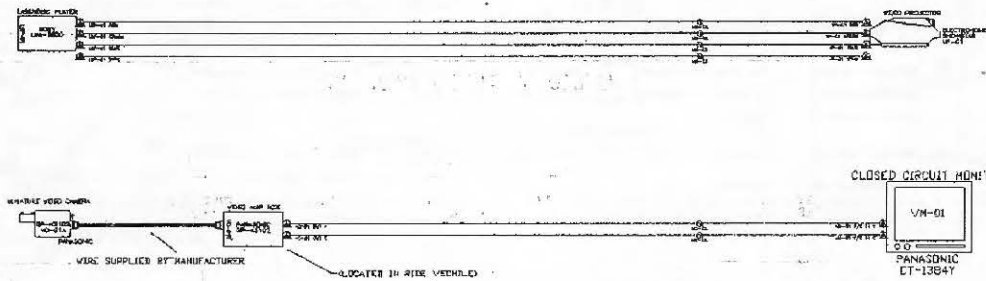
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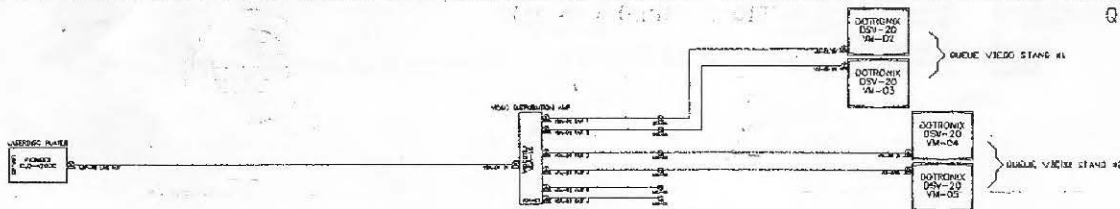


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SIMULATOR VIDEO



QUEUE AREA VIDEO



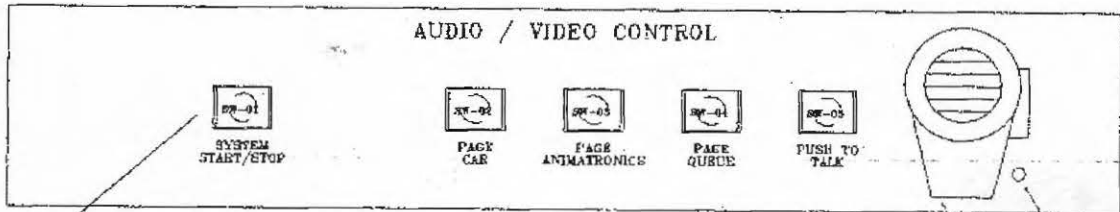
Video Flows

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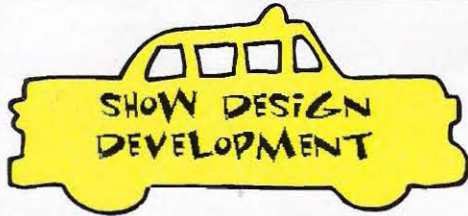
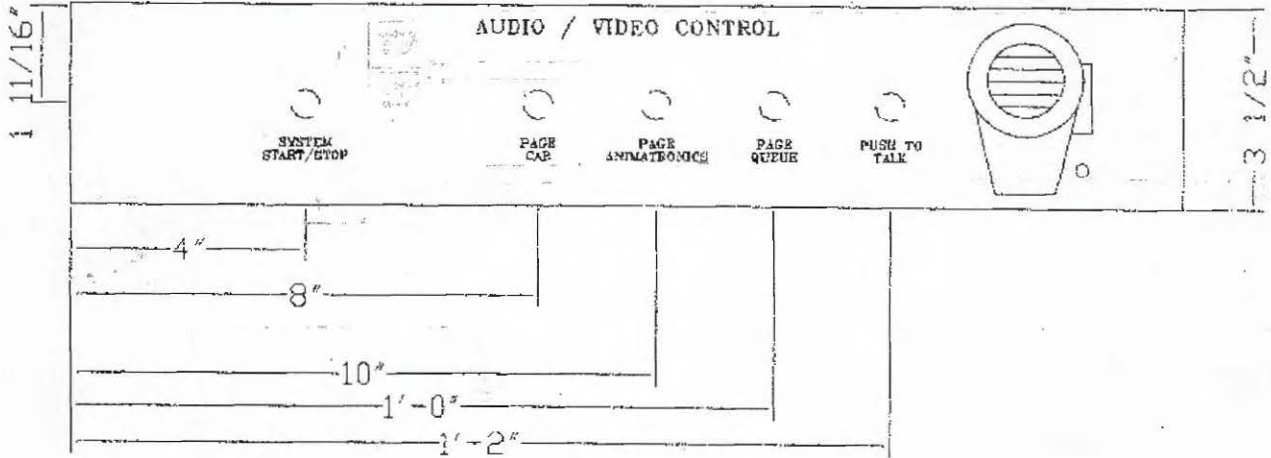
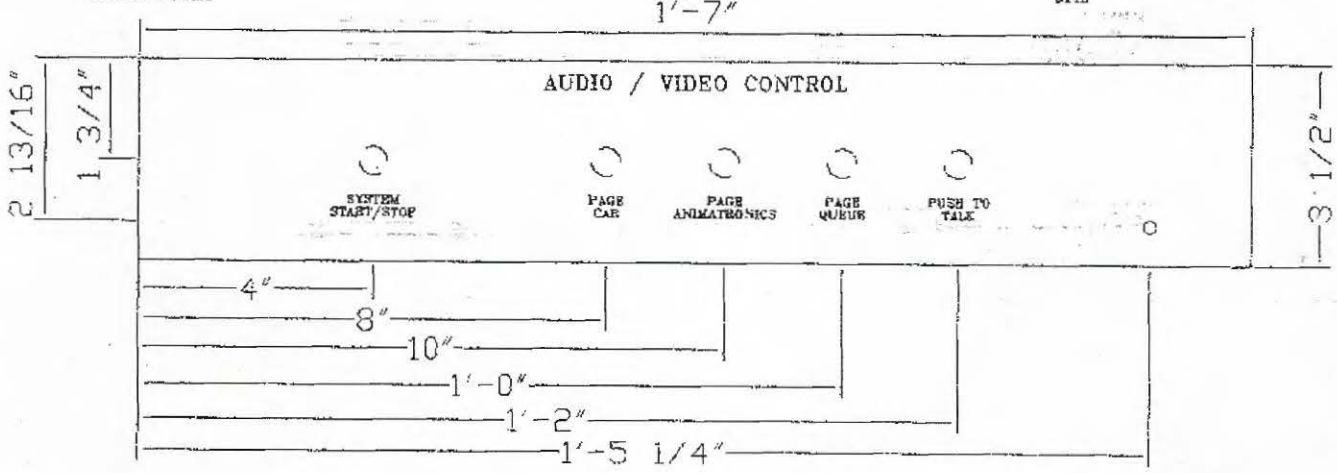


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SWITCH / INDICATOR
ALLEN BRADLEY
880A-M2GC12
TYPICAL 5 TIMES

MICROPHONE
SHURE
514B
GROMMET FOR
MIC. WIRE



Pan De

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