



The family exploration area is filled with caves to explore, interactives to play with, and geysers spouting water. With water cannons to shoot, stepping stones to hop on, and beautiful waterfalls to rest under, the whole family can enjoy this area for quite some time. Nearly all pathways within the caves are 4 feet wide to allow for wheelchair accessibility.

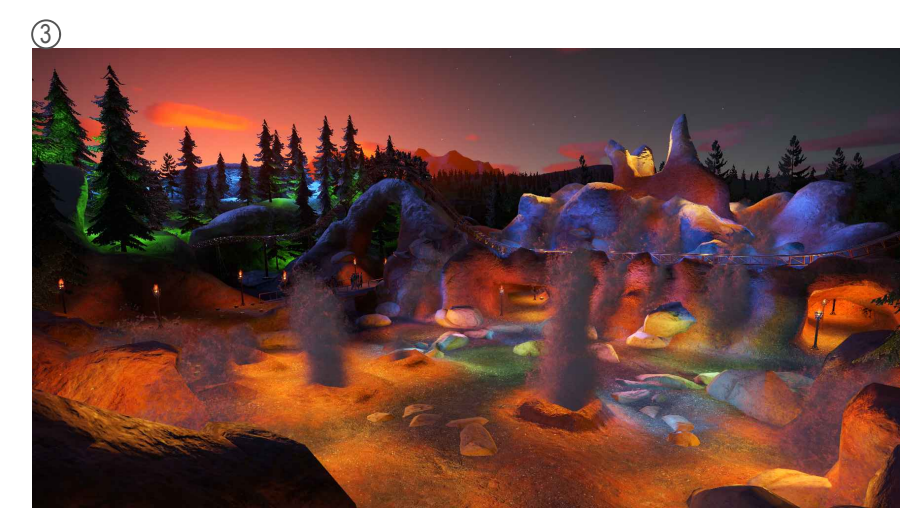
The interactives found in these caves are similar to the ones found in the Sabertooth Peak queue, except they do not need a Spirit Stone to activate. Instead, they use pressure-activated hand-shaped buttons.

This area also features a highly notable interaction with the "Sabertooth Peak" roller coaster - when the coaster passes over the waterfalls, it will "splash" water at onlooking guests within the water play area using water cannons.

Maintenance pump room for the waterfalls on top of the caves. Access is through one of the cave entrances.

A pair of life-sized mammoth animatronics await guests who enter Glacier Gorge. This is a perfect photo opportunity, featuring a view of the detailed glacial facade in the background.

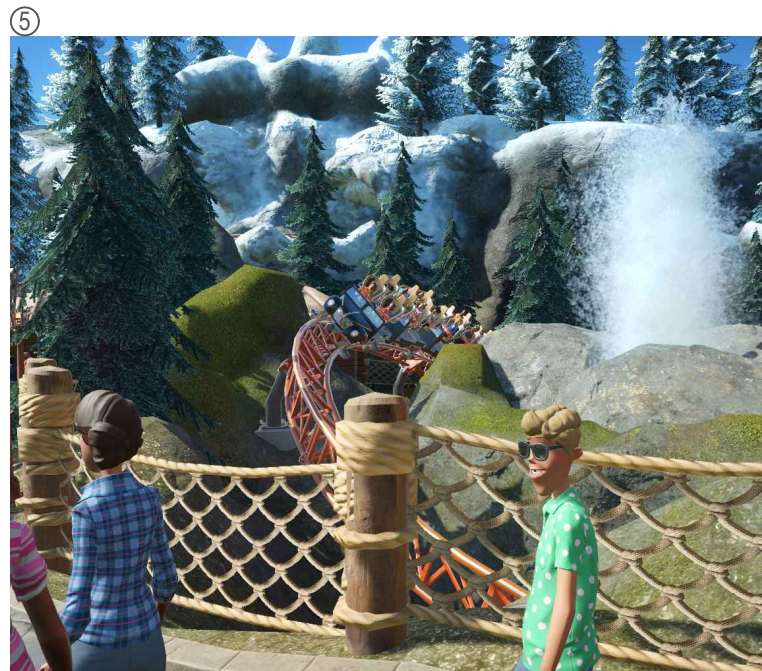
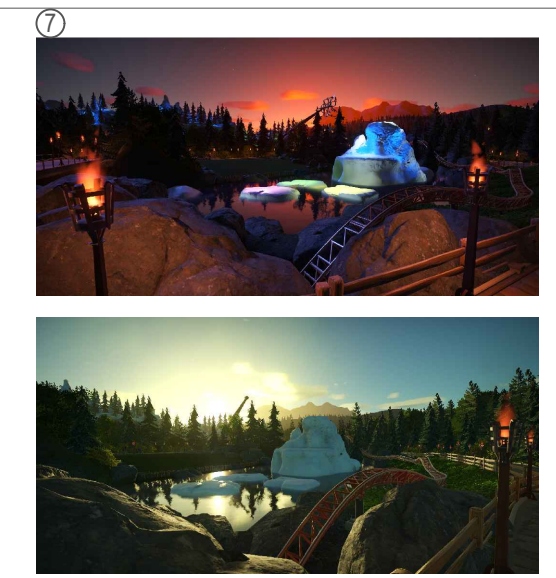
Because they are outdoors, these animatronics are very simple, and only their heads and trunks move a little bit.



Throughout the day, a large iceberg sits in the lagoon alongside smaller ones. Just before the park closes, the night time spectacular "Ice Paintings" begins and the rest of the iceberg rises from the water. This show includes Glacier Gorge's recurring storyteller character, and follows two other characters named Allu and Zot as they share the magic of cave paintings.

The show stage is comprised of 4 main floats - one large static iceberg hosts a platform for the three main characters (storyteller, Allu, Zot), while three moving rafts rotate in circular patterns, and host supporting actors wearing costumes or carrying large puppets.

The lagoon provides nearly 360 degrees of viewing area, with more than 25,000 square feet of standing room, allowing for around 4,000 people to watch.



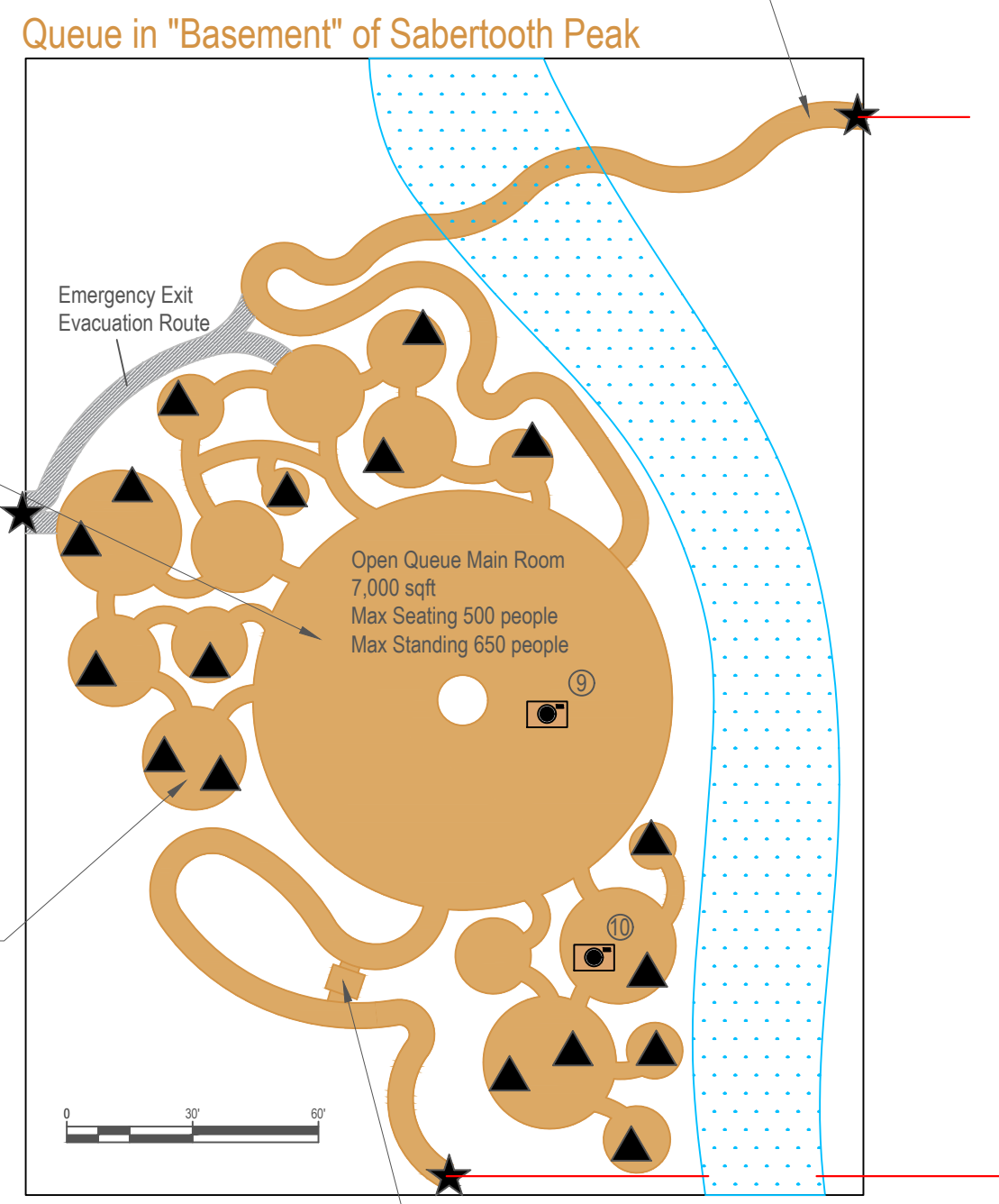
The entrance of the queue is 160 feet and 155 feet long on the right and left sides of the river, respectively. Following a 5% grade, this is more than enough room to lower to -10 feet, pass under the river, and rise back up to surface level.

This is an open waiting area, where guests are given "Spirit Stones" which track their place in line and allow special interactions in the adjacent rooms.

The central 7,000 sqft room is where the storyteller character tells stories of the land during the ice age. As she points to cave paintings on the walls, they "come to life" and dance around the giant room using projection, fiber optic, and 3D mapping technology.

Many rooms in the open queue area are filled with interactives and heavily themed rooms. The themed rooms feature era-specific tools and living materials. There are also rooms featuring group activities, like drumming in a sound-proofed room.

Many of the interactives work by using the queue's "Spirit Stone" to activate a special effect. Examples include:
- Discovering a spirit animal
- Solving puzzles on the walls
- Fiber optic "magic" in the walls
- Making custom cave paintings using motion sensor input (clears after a few minutes)



This is the only elevator in the entire land. Excepting this final ascent to the load station, all pathways strictly adhere to a grade of 5% or less to allow for easier disabled guest access.



At 90 feet long, this dual-loading station has more than enough room for two (2) 32-foot long trains. There is plenty of room for grouping, cubbies for guest items, and operations.

With dispatch every 40 seconds, this allows for a theoretical hourly capacity of 1,300 people.

The station is at an elevation of 25 feet. There is a special loading platform for disabled guests.



Ride special event "rockslide room" features new roller coaster technology. The room is 60 feet by 150 feet, leaving plenty of space between the roller coaster and the walls.

At this moment in the ride, guests are caught in a "rockslide" and tumble down the 150-foot coaster path as the special platform they are on rotates the entire train. Video animation of a violent rockslide is projected onto all walls, and some large physical props "fall" around the train as it spins downhill.

This glacial mountain facade surrounds Glacier Gorge with a varying 20-foot (near the ends) to 80-foot (peak of the mountain over the coaster) rock and ice wall. Most parts of the coaster behind this wall are indoors and go through caves or show rooms.

The wall also hides the restaurant and the back of house area directly behind the restaurant. It follows the river on the south end of the park, which further creates a narrow passage above water for the roller coaster to travel through.



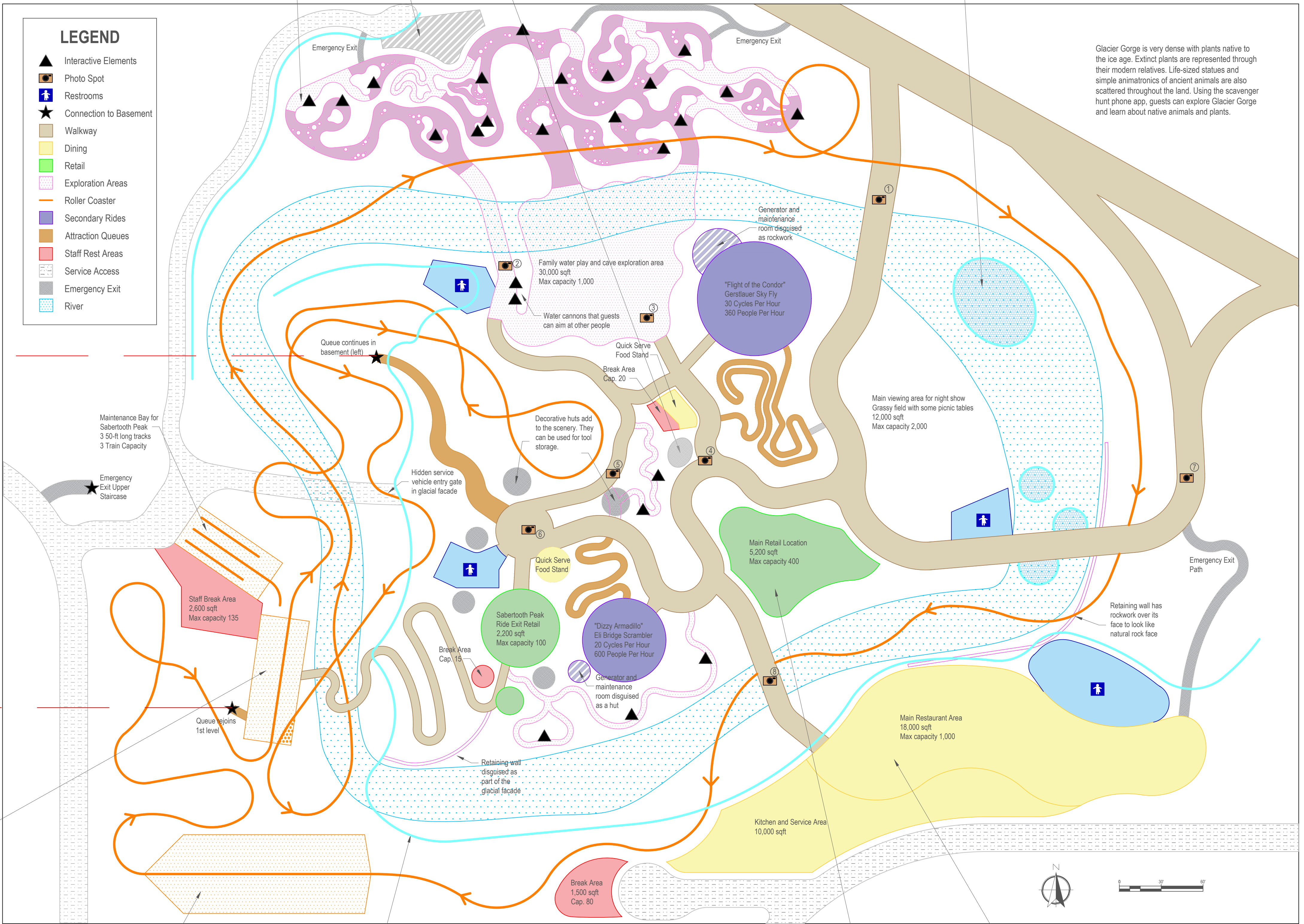
This retail location is Glacier Gorge's main souvenir shop. It is the first thing guests see when they enter, and the last thing they see when they leave, giving guests plenty of opportunity to bring home a personal memory of Glacier Gorge.

The restaurant is "grab-and-go" style -- guests get their choice of food at a counter, and pay at a separate register station.

The restaurant is huge, but it's filled with large stalagmites, stalagites, and small waterfalls which take up a lot of space. These features help dampen the noise and keep the decibel level down, but they reduce capacity. Seating is banquet-hall style to maximize occupancy, while keeping the dining area clean and efficient. Assuming the average stay is 30 min, this restaurant can host 2,000 people per hour.

As guests dine, the lights continuously change color and add to the beautiful atmosphere.

LEGEND: Interactive Elements, Photo Spot, Restrooms, Connection to Basement, Walkway, Dining, Retail, Exploration Areas, Roller Coaster, Secondary Rides, Attraction Queues, Staff Rest Areas, Service Access, Emergency Exit, River.



Glacier Gorge is very dense with plants native to the ice age. Extinct plants are represented through their modern relatives. Life-sized statues and simple animatronics of ancient animals are also scattered throughout the land. Using the scavenger hunt phone app, guests can explore Glacier Gorge and learn about native animals and plants.

SITE LAYOUT PLAN

UNIVERSITY OF FANTASY TEAM 10 GLACIER GORGE NEW LAND PROPOSAL 2019 THEME PARK DESIGN COMPETITION

PRESENTED BY THE CORNELL THEME PARK ENTERTAINMENT GROUP