

MAY

2022

MOTE

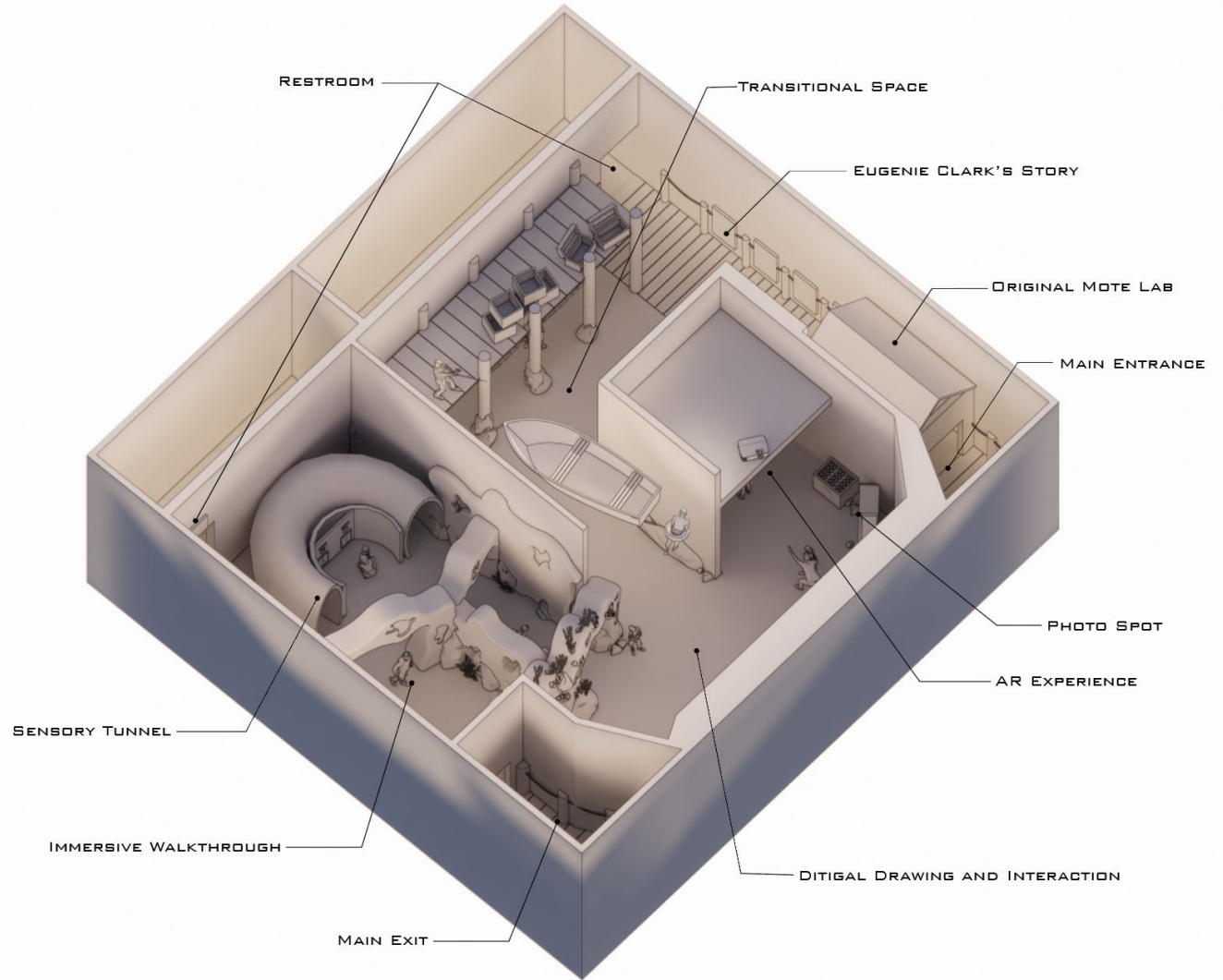


AQUARIUM

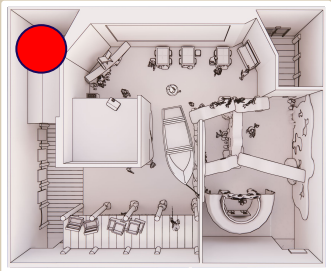
BY BLAINE ZWEIFEL



# Layout of the Wave Center

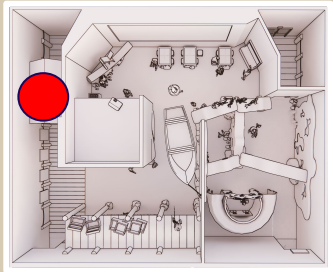


# Old Mote Research Center



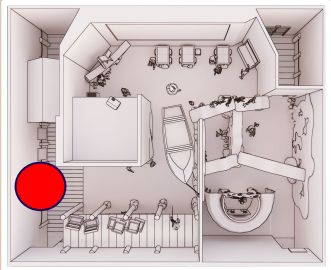
# Inside Old Mote Research Center

This would be the original boat house that Genie started in featuring old photos and a table with “samples” that guests can touch and interact with.



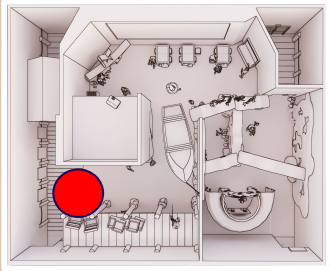
# The Boat Dock

This would be a walkway themed to an old boat dock. On one side of the walkway would be touch screen panels so guests could learn about Genie's full story. On the other side there would be the original Mote mission statement and how they it has progressed.



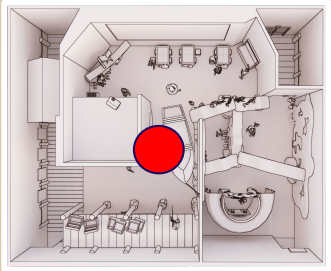
# Transition Space

After traveling down the dock Guests will turn to the left to get off the dock and enter the transition space. This space has projections on the ground to simulate sand on a beach and the tide rising up and down. As guests walk on the projections begin to submerge into the ocean. There is a dock next to them that rises upward giving the feeling that they are sinking underwater.



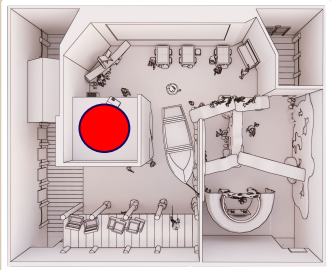
# Underwater Immersion

Suspended from the ceiling overhead all of these experiences is the bottom of a boat and maybe a pair of legs to give the feeling that guests are truly submerged underwater.



# AR Shark Exhibit

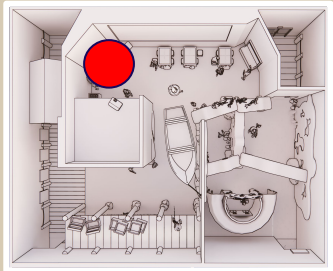
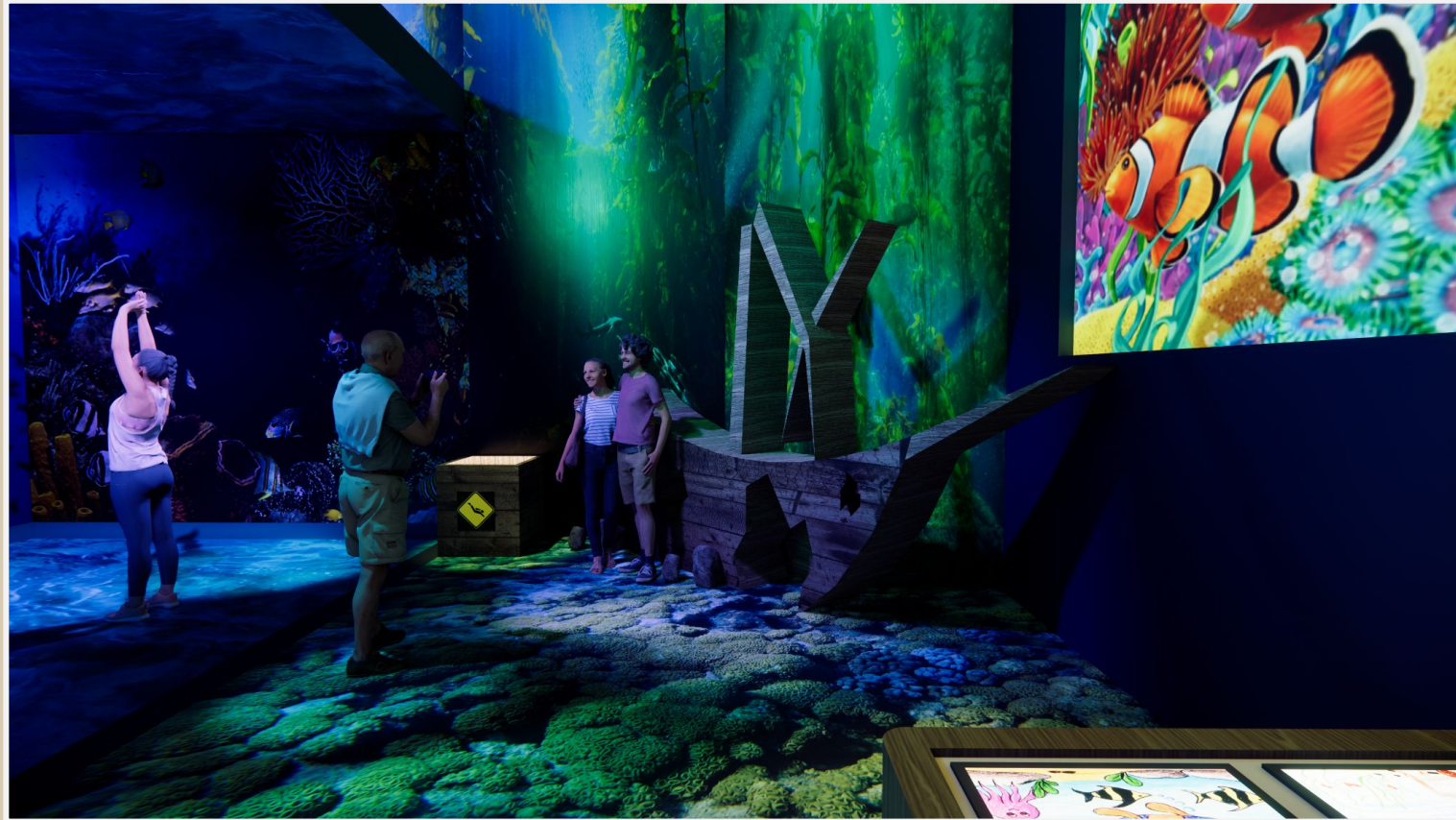
Become a marine biologist, like Genie, and travel through the ocean. Discover sunken ships, fun species of fish, and even swim with the sharks. Using advanced AR scuba goggles, guests will be able to experience the wonders of the deep.





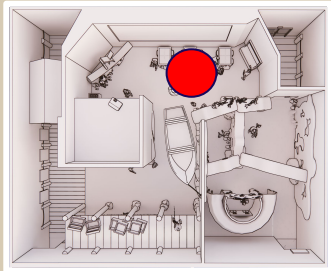
# Shipwreck Photospot

Located next to the AR Shark Exhibit is a fun shipwreck photospot for guests to come and take picture with the wonders of the deep.



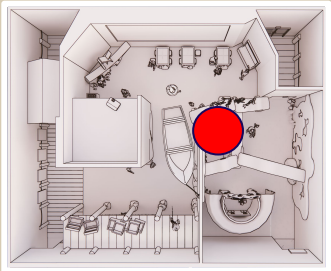
# Create A Critter

After learning about new and exciting species underwater, Guests are invited to make some of their own. Using touchscreen tables guests can draw any critter they would like. After they are done their drawings will be sent off into the ocean for a swim. Don't worry we will hear from them later.



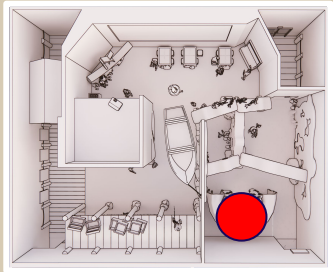
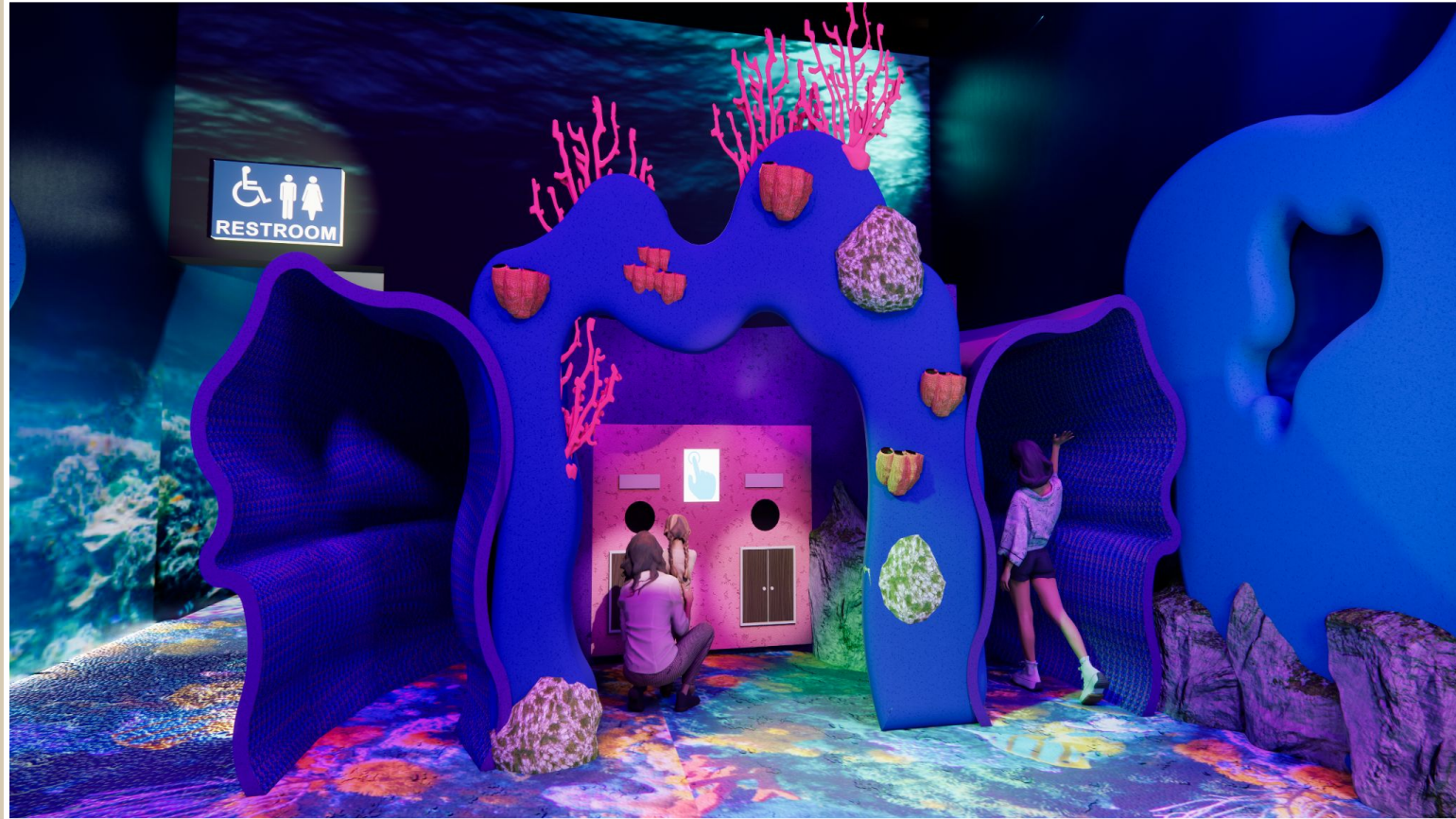
# Coral Immersion

This immersive coral reef is full of colorful scenery. In the little divots inside the coral are screens that mimic fish swimming inside of the coral. Some of these fish are from other exhibits, and others are actually from the “Create a Critter” exhibit. Guest can see their creations swimming along side real species of fish in the coral and even on the large projection screen on the wall.



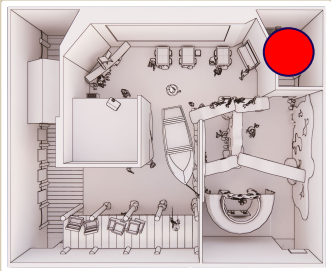
# Sensory Surroundings

This is a very dark tunnel that guests walkthrough and try and determine what simulated creature they are touching. On the outside is a wall where guests can try again and learn what they are feeling.



# The Boat Dock Pt. 2

As Guests go to exit this Immersive exhibit they will travel back to the surface. The same transition as before will appear but at the exit. Guest will walk over a projection of the coast line and onto a dock themed walkway. They will then travel on the dock all the way to the exit.



PUT IT ALL TOGETHER AND...



# THANKS

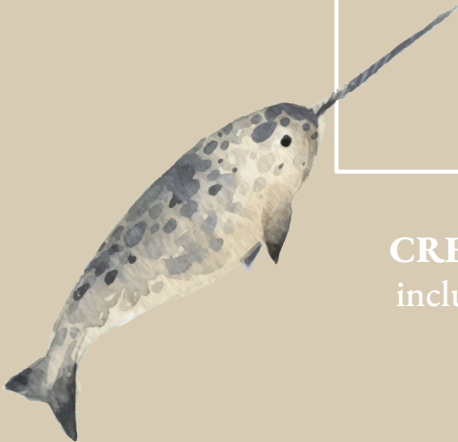


Do you have any questions?

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