



HOW TO MAKE A MONSTER

The Art and Technology of Animatronics

EXHIBITION CONCEPT

Discover the skills and processes involved in bringing a creature from the written page to the silver screen in this fascinating 'behind the scenes' exhibition, How to Make a Monster - The Art and Technology of Animatronics.

This exhibition engages people of all ages through their leisure, hobby, school and work activities. It reveals how monsters and creatures are designed, story-boarded, maquettes made, then how the full size pieces are sculpted, moulded, and finished. Visitors see how animatronic components are designed and installed to create the bones and muscles that bring monsters to life. Interactive exhibits allow the visitor to become an animatronics puppeteer.

How to Make a Monster features the work of 1995 Visual Effects Academy Award winner for the movie 'Babe', John Cox and his company John Cox's Creature Workshop.

38 EXHIBITS INCLUDING



GILLMAN

Witness the development of a monster from the deep, from story-boards to design drawings and maquettes, through to the finished creature.

8 AUDIOVISUAL SCREENS

In-depth looks at what goes on 'behind the scenes'.



ABOMINABLE SNOWMAN

Find out how wigmakers, remote control wizards, fibreglassers and painters are just some of the team members who help breathe life into fantasy.

DESIGN BOARDS

Follow the process of creature design.



GORILLAS

Learn how the gorillas from the Disney movie 'George of the Jungle 2' were sculpted, moulded and meticulously finished. Examine the design limitations imposed by a human skull.

KIDS MONSTERS

Learn how to make your own monster.

11 INTERACTIVE EXHIBITS



'JUNIOR'

Simplified for school children, Junior can be operated by pushing colour coded buttons that activate pneumatic cylinders to create movement.

MERMAID TAILS

Examine the animatronic anatomy responding as you work the levers.



MEGALANIA

Australia's largest prehistoric lizard, the Megalania, illustrates the relationship between puppet and performer. Experience how performance is critical in making these creatures believable on screen.



CROCODILE TAIL

Be an animatronic puppeteer - move the tail of the giant crocodile from the movie 'Peter Pan' and watch your work on screen.

TOUCH IT!

Feel aliens guts, be a lighting technician, and other cool stuff.

EDUCATIONAL AIMS



How to Make a Monster - the Art and Technology of Animatronics presents subjects as broad as creative writing, drawing, design and sculpture through to engineering and computer effects. Creative and informative, this exhibition has something for everyone to learn and enjoy.

HOW TO MAKE A MONSTER

The Art and Technology of Animatronics

EXHIBITION FORMAT

| | |
|-------------------------|---|
| Floor Area | 5,000 sq ft / 465 sq metres or Option A 2,000 sq ft and Option B 3,000 sq ft Options only available where another venue is found for the same time period |
| Exhibit Displays | 38 exhibits displayed in themed self-contained cabinets and environments Unique barrier system Power points required |
| Interactives | 11 interactive stations 3 interactive stations are powered pneumatically - compressed air required |
| DVD screens | 8 TV screens showing 'behind the scenes' footage on DVD. |
| Merchandise | DVD, T Shirts, Book, Stickers, Magnets |

PROPOSED EXHIBITION SCHEDULE

| | |
|-------------------------|--|
| Australia/NZ | Dec 2004 – Jul 2007 |
| Americas Tour | Sept/Oct 2007 - Sept 2010 |
| Europe/Asia Tour | Oct 2010 - Sept 2012 12 week booking periods (extensions according to availability) |

EXHIBITION COSTS

| | |
|---------------------------------|--|
| Rental fee | Price on Application. |
| Shipping & Transport | 4 x 40ft shipping containers. Where there are 2 or more host venues in the region shipping to port and return plus associated costs will be amortized between each venue. All road freight and associated costs are to be met by host venue. 3 x 45 ft trailer trucks. |
| Insurance | Venue to provide Certificate of Insurance for the exhibition - valued at USD\$2 Million. |
| Set Up/down | 1 Creatures on Tour technician at installation and wrap. Venue provides 6 qualified technicians. Requires 5 days to set up and 5 days to take down. John Cox available upon request and dependent on availability. |
| Security | Medium |



EXHIBITION DEVELOPER

Creatures on Tour P/L
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JOHN COX'S CREATURE WORKSHOP

1978 - 2009

John Cox has more than 30 years experience in the visual effects industry and is the director of Australia's leading creature effects company, John Cox's Creature Workshop. His company specializes in the concept, design and manufacture of fantasy creatures, characters and realistic animals. Recent large-scale projects include the terrifying crocodile in the Australian feature 'Rogue' and the creature crew for Walden Media's 'Nim's Island'.

John received a 1995 Academy Award for Visual Effects for the movie 'Babe' and in 1999 was elected as a voting member of the Academy of Motion Picture Arts and Sciences. He was awarded the 2006 Kinetone Award for 'significant contributions to the Queensland Film and Television Industry' and is 2007 winner for Visual Effects at the AFI Awards. John is Queensland Smart State Creative Arts Ambassador.

Biography

'How to Make a Monster' Exhibition

| | | | |
|------------------------------|------------------|-----|--------|
| Queensland Museum South Bank | Brisbane | AUS | 2005 |
| Australian Museum | Sydney | AUS | 2005/6 |
| Western Australian Museum | Perth | AUS | 2006 |
| Science Alive! | Christchurch | NZ | 2006 |
| Te Manawa | Palmerston North | NZ | 2006/7 |
| Scienceworks | Melbourne | AUS | 2007 |
| St Louis Science Center | St Louis | USA | 2008 |
| Discovery Museum | Bridgeport | USA | 2008 |
| Muzeo | Anaheim | USA | 2009 |
| Exploration Place | Wichita | USA | 2009 |

Feature Films

| | | | |
|------------------------------------|----------------------|-----|------|
| 'Narnia - Dawn Treader' | Walden Media | USA | 2009 |
| 'Nim's Island' | Walden Media | USA | 2008 |
| 'Love Story 2050' | Baweja Films | IND | 2007 |
| 'Rogue' | Emu Creek Pictures | AUS | 2006 |
| 'Host' | Chungeorahm Films | KOR | 2005 |
| 'Siegfried' | Constantine Films | GER | 2004 |
| 'Racing Stripes' | Alcon Entertainment | USA | 2003 |
| 'Peter Pan' | Universal/Revolution | USA | 2002 |
| 'George of the Jungle 2' | Disney | USA | 2002 |
| 'Scooby Doo' | Warner Bros. | USA | 2001 |
| 'Inspector Gadget 2' | Disney | USA | 2001 |
| 'Crocodile Dundee in LA' | Village Roadshow | USA | 2000 |
| 'Komodo' | Scan Box | USA | 1999 |
| 'Pitch Black' | Universal/Interscope | USA | 1999 |
| 'Jacki Chan's First Strike' | Golden Harvest | HK | 1996 |
| 'Babe' | Universal | USA | 1995 |
| 'Dead Calm' | Kennedy Miller | AUS | 1987 |
| 'The Return of Captain Invincible' | Seven Keys | AUS | 1981 |

TV Feature Credits

| | | | |
|-------------|------------------|-----|------|
| 'Gargantua' | 20th Century Fox | USA | 1998 |
| 'Moby Dick' | Hallmark | USA | 1998 |

Numerous **commercials** for USA, Australia, UK and Asia

Theme Park & Attractions incl.

| | | |
|-----------------------------|---------------------------------------|------|
| Wildlife World | Deinosuchus & Pteranodon | 2009 |
| Seaworld | Sesame Street Beach | 2008 |
| Warner Brothers Movie World | Scooby Doo Ride | 2003 |
| Sunway Lagoon Malaysia | Captain Quack suits | 1995 |
| Warner Brothers Movie World | Gremlin Adventure/Looney Tunes/Batman | 1991 |