



Now showing at the Australian Museum!

'How to Make a Monster - the art and technology of animatronics' is now showing in Sydney at the Australian Museum and runs from Saturday 29 October 2005 to Sunday 5 March 2006. The exhibition provides a unique opportunity to see the 'behind the scenes' skills and process involved in bringing creatures from the written page to the silver screen.

Be an on-set animatronics puppeteer!

With 38 exhibits - including 10 interactives - visitors have the opportunity to get hands on. You can touch the alien guts from 'Pitch Black', manipulate a Megalania, run Inspector Gadget into a stop sign, control a reptilian monster, puppeteer the crocodile from 'Peter Pan', and do other cool stuff.

Fun for everyone!

Fascinating and informative, 'How to Make a Monster' is proving popular with people of all ages. Featuring the work of 1995 Visual Effects Academy Award winner for 'Babe' - John Cox and his Creature Workshop, you'll engage in the arts of creative writing, creature design, story-boarding, computer effects, engineering, and so much more.



How to Make a Monster

- the art and technology
of animatronics

Booking Schedule:



2004-6

Queensland Museum, Brisbane
Australian Museum, Sydney
Western Australian Museum, Perth
Asia/Pacific Available

23 Dec 2004 - 25 April
29 Oct - 5 March 2006
15 March - 12 June
August - 7 Jan 2007

2007

ScienceWorks, Melbourne
Ontario Science Centre, Canada

5 February - 15 July
October 2007 - January 2008

2008

America Tour Venue 2 available
Odysium, Edmonton, Canada
St Louis Science Center, USA
2009

February - April
6 May - 1 September
21 September - 4 January 09

America Tour Venue 5 available
Europe Venue 1 available

February - April
June-September

Don't miss out!

Already a blockbuster hit at Queensland Museum, spaces are filling quickly for this exciting exhibition.

To book your venue or to request a current catalogue or a floor plan -

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