



Revenge of the MummySM

Universal Studios Orlando



This attraction combines a wide variety of delivery systems, formats and technologies—an indoor LIM coaster (with forward/backward and turntable elements), rich dark ride environments and excellent animated figures, and high impact special effects such as live flame – to deliver a unique kind of attraction that brings its film franchise to life. The Revenge of the MummySM attraction at Universal Studios Florida opened in June of 2004. Based on the successful Universal Mummy films, this attraction provides a thrilling guest experience which successfully combines a wide array of technologies and delivery systems. After a thoroughly themed queue line and pre-show, the attraction begins as a dark ride journey into an Egyptian tomb. Guests come face to face with Imhotep, (state of the art animated figure) threatens them with eternal peril. Narrowly escaping, they find themselves at a dead end, surrounded by scarab beetles, and then are launched BACKWARDS down a startling drop. They are taunted by the projected image of the Mummy while the vehicle rotates 180 degrees, suddenly leaping into a 1.5 g uphill launch into a torturous in-the-dark coaster ride supplemented by flying ghouls and in-the-face air blasts and effects. The ride comes to a stop ... apparently the end ... but then an immense explosion of real flame adds one more thrill.

Universal Parks & Resorts

Tom Williams, Chairman, Universal Parks & Resorts
Wyman Roberts, Sr. VP Marketing

Universal Creative

Mark Woodbury, Sr. VP - CCO, Universal Creative
Scott Trowbridge, VP Creative Studio
Mike Hightower, VP Project Management
Vince Schreiber, VP Finance & Administration
Steve Blum, VP Ride Engineering
Dale Mason, Sr. Director, Concept Design
Brawner Greer, Sr. Director, Business & Legal Affairs
Jennifer Sauer, Creative Director
Bob Shreve, Dir. Creative Studio/Exec. Show Producer
Lexa Ruoff, Director, Human Resources
Dawn Rivera-Ernster, Director, Creative Resources
Hezekiah Chorba, Supervisor, Reprographic Services
Brian Dudash, Sr. Estimator
Mike Kiddoo, Show Engineer
Angel Alvarado, Show Engineer
Margaret Hettler, Creative Studio Finance
Cindy Cote, Creative Studio Administrator
Mali Adams, Media Coordinator
Robert Kees, CAD Coordinator
Julie Melton, Senior Executive Assistant
Niesha Sparks, Executive Assistant
Summer Froias, Executive Assistant
Shirl Malik, Executive Assistant

Project Creative Design Development

Concept Art/Character Design
Desmond Downs, **Dave Devries**, **Jacob Maitless**

Show Set Design

Ryan Louis Heck, **Mark Garner**, **Rex Moon**, **Dale Amlund**, **Natalia Younger**

3-D Modeling

Eric Thomas, **Todd Kortte**

Rich West, Art Direction/Scenic Design/Model
Allan Cameron, Additional Production Design

Scripts and Treatments

Scott Peterson, **Michael Roddy**, **Bob Ducsay**, **Stephen Sommers**, **Michael Carone**, **David Bergantino**, **Ross Osterman**

Additional Dialog

Brendan Fraser, **Arnold Vosloo**
Mark Pacella, Storyboard Art
Jag, **Edge Animation**, Maquettes
Wayne Clark, Logo, Marks
Stephan Testa, Environmental Graphics
Art David, CG Supervisor

Additional Design

John Murdy, **Zane Jensch**, Universal Orlando Ent. Grp.

Additional Graphic Design

Nick Wright, **Jill Shargaa**

Music Composition

Alan Silvestri, **Peter Lehman**

Peter Lehman, Sound Design

Jonathon Horton, Animation Programming

Daryl Maxwell – Universal, Curator, Archives

Stephen P. Harvey - Oriental Institute, University of Chicago, Egyptology/Hieroglyphic consultants

Previsualization Mock-Up

Personal Creations

Universal Orlando

Bob Gault, President, Universal Orlando
Charlie Gundacker, VP UO Attraction Development
Dave Winslow, Project Director
Jay Pecotte, Project Architect
Mike Esmonde, Show Manager
Randy Mazely, Project Manager - Facility
Joel Kagan, Project Manager - Animation
Nick Thomareas, Project Manager - Animation
Craig Riebel, Construction Manager
Tim Burney, Construction Manager
Brian McQuillian, A/V Manager
Steve Alkhoja, Control Systems Manager
Harry Corbin, Show Engineer
Stephan Rowe, Show Engineer
Gerard Kelty, Scenic Foreman
Joe Casey, Ride Engineer
Gary Wallace, Project Planner
Robert "Fuzzy" Frazer, Technical Coordinator
Sherman Culp, Technical Assistant
Chris Kapalla, Financial Analysis
Dale Mowery, Financial Analysis

Sr. Administrative Assistant

Gail Deloney, *Gail Anderson*

Administrative Assistant

Kathleen Parrish, *Karen Streeter*

DESIGN

PVK Architects, Inc.
ART SHARKS, Orlando Florida
Gnan Engineering Services, Inc.

FACILITY

PCL Construction Services, Inc.
H.W. Davis Construction, Inc.
JK2 Holmes Constructors, Inc.
Eagle Ironworks, Inc.
Pro Line Fence Corporation
Sundance Awnings & Fabric

ANIMATED FIGURES

EDGE Innovations
Cunningham Fluid Power, Inc.

ANIMATED PROPS

EDGE Innovations
Technifex, Inc.

SPECIAL EFFECTS

Adirondack Scenic, Inc.
Technifex, Inc.
Electrosonic Systems, Inc.
EDGE Innovations
MDG Fog Generators, Ltd.
Backstage Technologies, Inc.
Oceaneering International, Inc.

SHOW ACTION EQUIPMENT

EDGE Innovations
Oceaneering International, Inc.

AUDIO/VIDEO HARDWARE

Technomedia Solutions

SHOW LIGHTING

Visual Terrain
Murphy Lighting Systems

AUDIO SOFTWARE

Visible Sound, Inc.

SHOW SETS

Adirondack Scenic, Inc.
Media 1 Graphics
The Nassal Company
InterAmerica Stage, Inc.

GRAPHICS

The Nassal Company
Sign Producers, Inc.

VIDEO SOFTWARE

Planet C
EPL Productions
Super 78
The Pixel Factory

RIDE SYSTEM

Premier Rides, Inc.
Birket Engineering, Inc.
Keynote Enterprises, Inc.

SHOW CONTROLS

ITEC Productions, Inc.

CONTRACT ADMINISTRATION

LaDonnah Roberts