



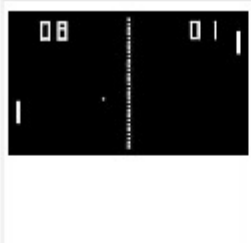
Opening Sequence
0:00-0:45

Lighting Match colors of the lights to the console that's sound is heard the most. Start with slow moving effects then go faster and strobe until out

Video Logos from consoles flying through the screens and general "tech" look which speeds up overtime

Audio A medley of all console startup sounds that eventually becomes a mass of sounds until a windows shutdown takes us into black

Automation Truss slowly rises into fully vertical positions.



Pong
0:55-1:25

Lighting Chase up and down the water curtain with the color chorus's, one light bouncing between like the ball

Video Keep the score counter on the screen. End with the laser's from space invader blowing up the score and then transition into space invader

Audio Open to ideas from sound designer since pong doesn't have an official soundtrack

Automation Water Curtain.



Space Invaders
1:35-2:30

Lighting Lights strobing on explosions, match color palettes

Video Regular game of space invader, for the transition the "stars" in the galaxy start to fall into place and become the dots in pacman

Audio space invaders soundtrack

Automation Truss moves to most vertical position



Pac Man
2:35-3:50

Lighting Chases around as pac man moves, so side to side as he moves side to side, up and down as he moves up and down, something new for when he "powers up"

Video Standard Pac Man map, make sure we have the part where he "powers up" so lights can have a moment do something special

Audio If we can find a way to meld the sounds of the space invader shots into the nom nom of pac man that would be dope

Automation When Pac Man "powers up" the truss moves to a new position, like its a new level he can move thru. Ends at 0 position.



Tetris
4:00-5:10

Lighting Set the vibe and roll with it.

Video Normal Tetris map, if we can drop all straight sticks at the end that become the guitar strings that would be cool

Audio Typical Tetris soundtrack, there's some special sounds that are played whenever people clear a row

Automation With every tetris block that lands, truss rises a bit too until ends with all sticks upright similarly imitating guitar strings.



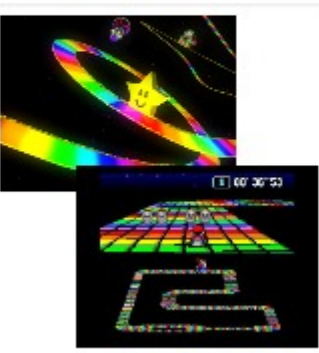
Guitar Hero
5:25-7:00

Lighting Go bonkers. This is the one where lighting should be showcased the most. If we can show the "buttons" on the guitar at all that would be cool

Video Play the video from through the fire and the flames. at the end the guitar frets become the track for rainbow road

Audio Through the fire and the flames. thats it. Figure out with whoever is lighting it what portion of the song they want. Pick 1:00-1:15

Automation Truss can stay pretty still for this one to be guitar strings if y'all wanna play with that look. Otherwise I could match the music and do some repeated pulses. Water Curtain could be fun here too?



Mario Kart
7:10-8:20

Lighting Go bonkers whenever Mario gets a star, rainbow chases all.the.way

Video Rainbow road, Mario should get a gold star at some point

Audio Feel free to edit together some sick mario soundtrack stuff

Automation Truss just waving or "swerving" (except moving up and down) maybe matching content.



Fortnite
8:30-9:20

Lighting Mess around and have fun

Video As many fortnite dances as we can have on the screen at once

Audio Number one victory royale

Automation Truss dancing.



Closing Sequence
9:20-10:00

Lighting Fade into center from the tops and bottoms like an old TV shutting down

Video Logos receding into the background

Audio Powerdown sounds of each console, end with a straight tone hum

Automation Reverse of first cue, all sticks lower back down to 0.

General note on the theme and our concept: Video games are known for their immersive environments. taking the player out of the room their in and into a new world, as a space ship, a lead guitarist, or a race car driver, all of these environments have an immersive element to them that we hope to bring into the room.