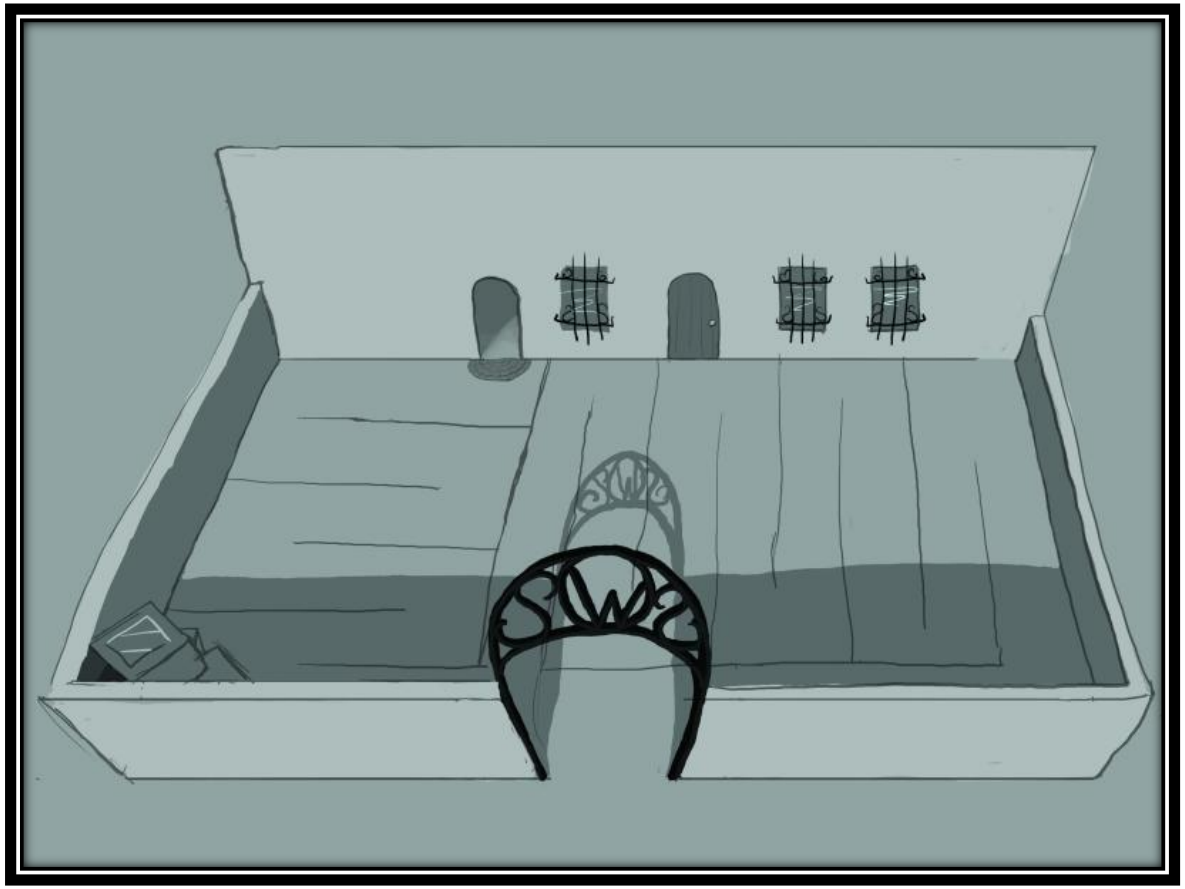
The Lost River of Amazonia

Team Member	Major/ Minor	Contribution
Participant #1	Liberal Arts & Engineering	Team Leader, Lead Story Writer
Participant #2	Liberal Arts & Engineering / Music	Music Composition, Assistant Story
Participant #3	Graphic Communication	Concept Art, Visual Character Designs
Participant #4		

Story behind the design

Guest Experience

Entering the Gates of the Old Hacienda



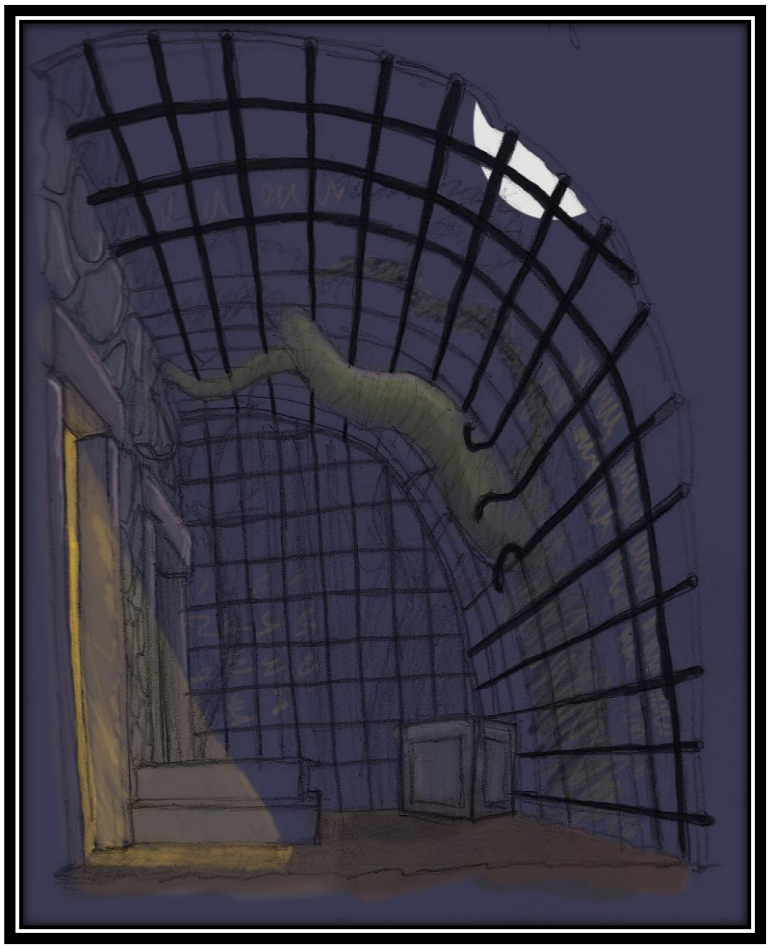
Initial Concept of the Hacienda

You enter the gates of the of hacienda, noticing the disrepair of the courtyard and exterior structure.

Inside the Old Hacienda

As you enter the hacienda, you go through an archaic laboratory and greenhouse. Artifacts from long ago, are strewn about as they have been for generations.

Concept Art of the Laboratory



Concept Art of the Green House

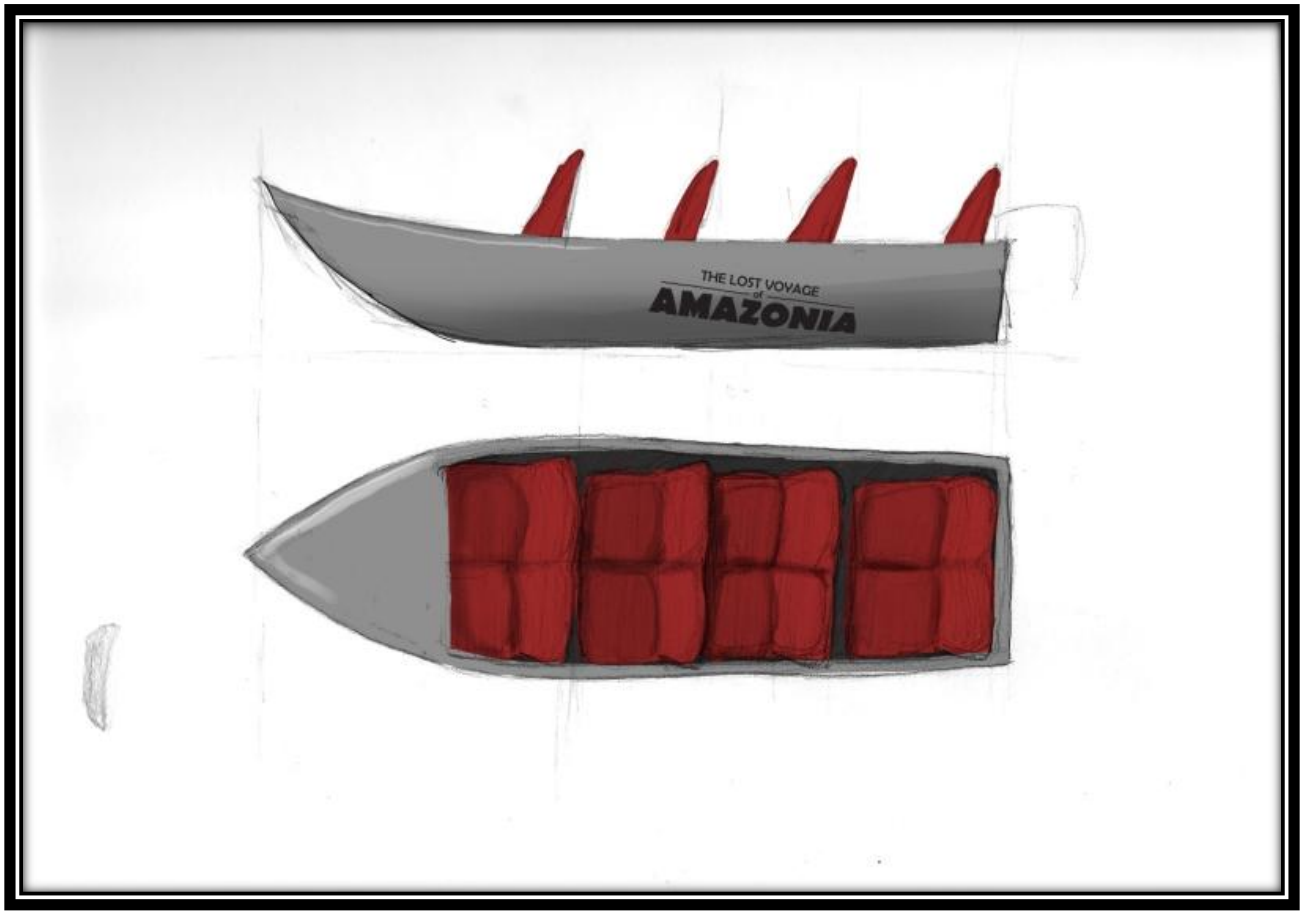
Archibald's Warning

Archibald Wellington, FRS
Famed British Explorer

The spirit of Archibald Wellington comes to life out of his painting. He disappears, but his voice can be heard as he travels around the room warning you to get away.

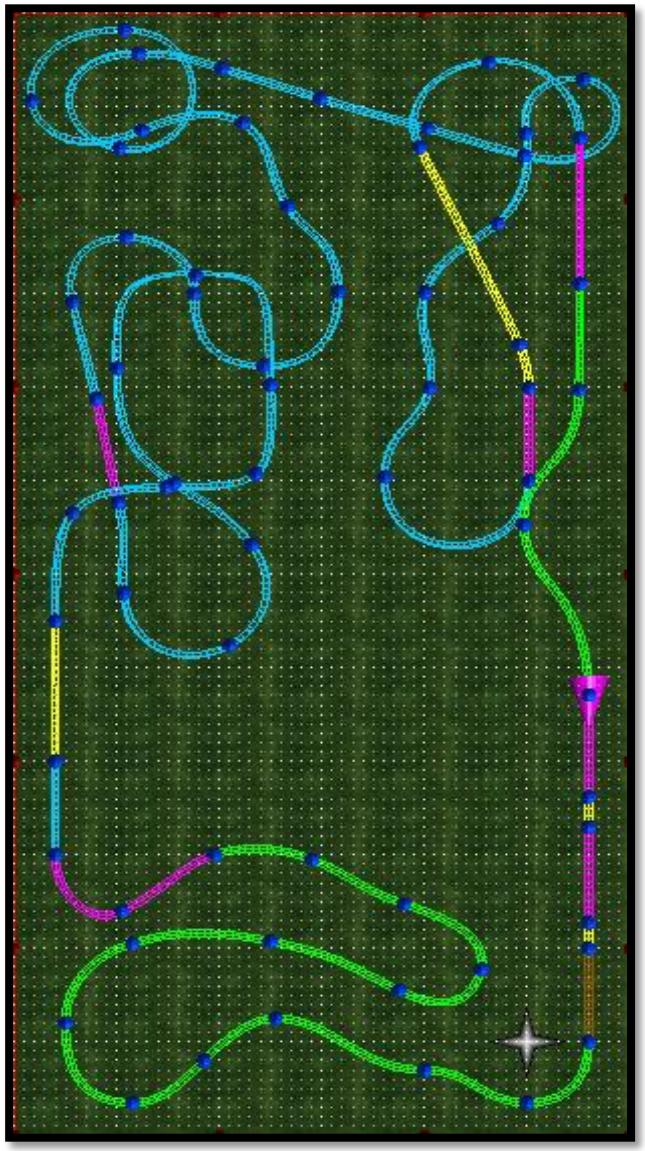
Archibald materializing out of his painting

To the Boats!



Concept Art of River Skiffs

River Expedition



Preliminary Track layout

The First contact with the Shaman

You board river skiffs that take you on your river expedition. The river slices through the river taking you deeper and deeper into the jungle before you see a figure ahead of you.

The Encounter with Itapallu

Itapallu

Malevolent Spirit of the Ino River

The malevolent shaman, Itapallu, "plays" with you and your boat, taking it through a dangerous subterranean cave before confronting you head on!

The Final Confrontation with Itapallu

THE LOST VOYAGE of AMAZONIA