

## AMC THE WALKING DEAD: A WALK THROUGH ATTRACTION

Universal Park Entertainment  
Wyatt Design Group

Universal Studios, Hollywood

Opened 4 July 2016  
Closed 4 March 2020

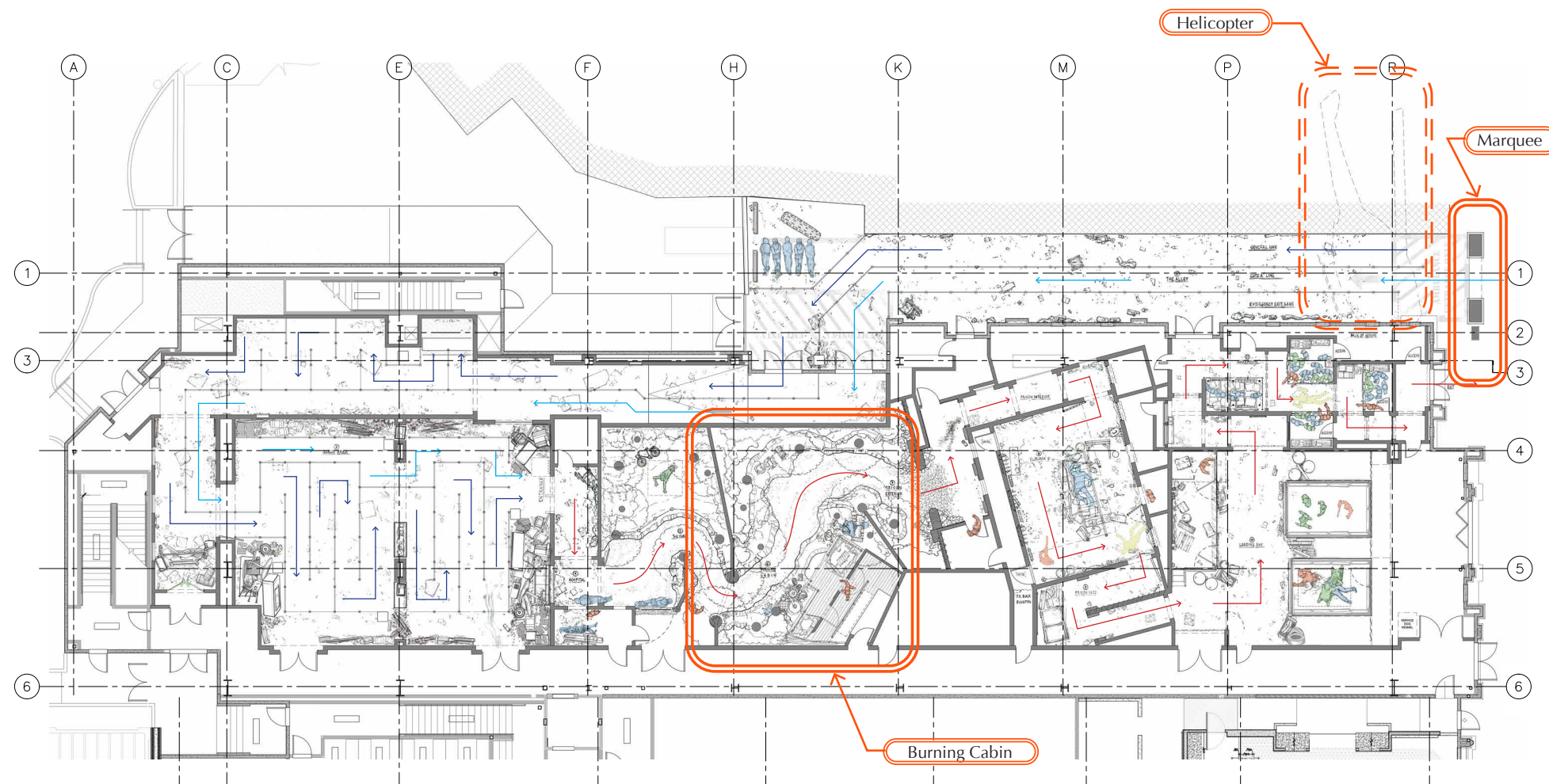
For my thesis, I consider **AMC's The Walking Dead Attraction** as a **Practice Precursor** project.

This project helped me to formulate my interest and engagement in a scenographic world-building process.

It also informed my definitions of scenographic storyworlds.

This **Appendix D** gives a cursory glance at 3 pieces (**Helicopter**, **Marquee**, and **Burning Cabin Scene**) of the two year design and build process involved in this project.





**1 SHOW SET - ZONE 00 - OVERALL FIRST FLOOR PLAN**  
 SCALE: 1/8" = 1' - 0"

DIRECTIONAL LEGEND
→ GATE A QUEUE
→ GENERAL QUEUE
→ ATTRACTION PATH

FIGURE LEGEND
ANIMATED FIGURE
STATIC FIGURE
LIVE ACTOR
DROOLER (ABOVE)

### Attraction Floor Plan (Show Set Design)

This plan includes all scenic, prop, dressing and texture details in the attraction. The show set plan fits within the architectural plan (see column grid markers).



## Helicopter

The “Smoking” Helicopter was a signal seen from all over the park. As a TE “wienie”, the **smoke** drew guests close enough to see the attraction marquee sign and the **helicopter** started the story of the attraction.



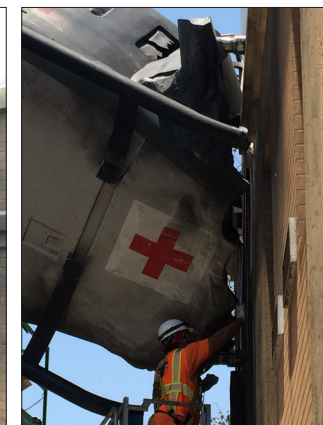
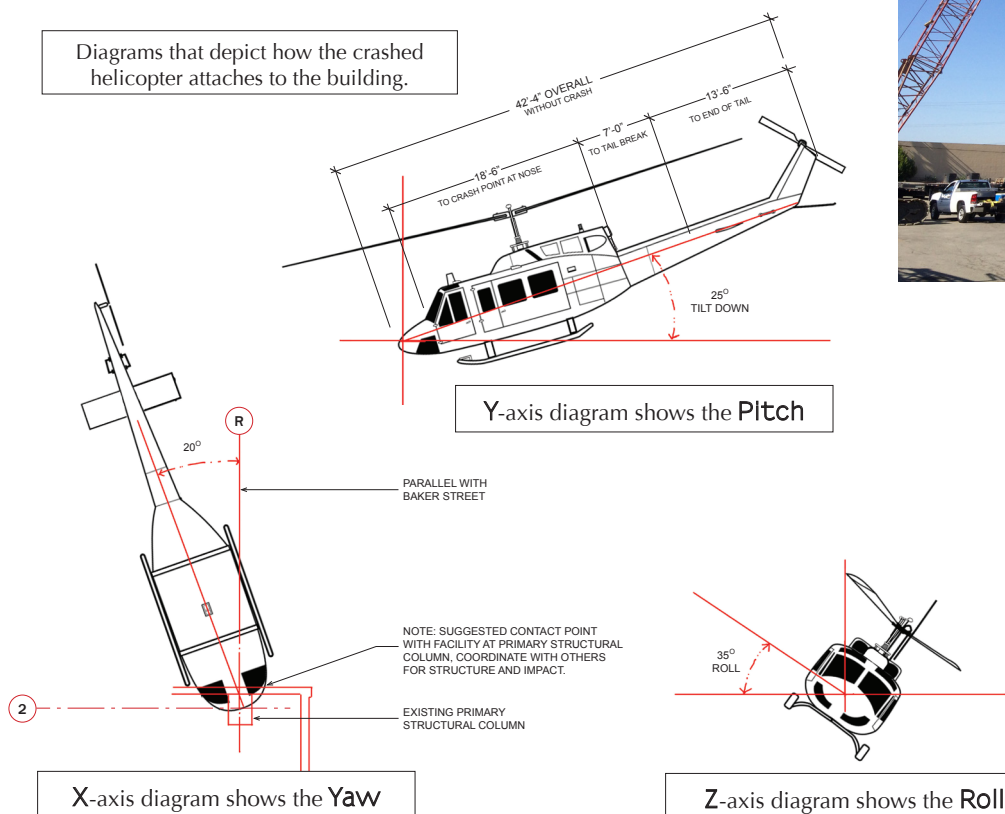
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## Helicopter Orientation

The scenic company needed to test the pick-points for the construction crane. They also needed to check the connection point fittings for the cantilever from the side of the building.

Diagrams that depict how the crashed helicopter attaches to the building.



How the helicopter meets the exterior wall.

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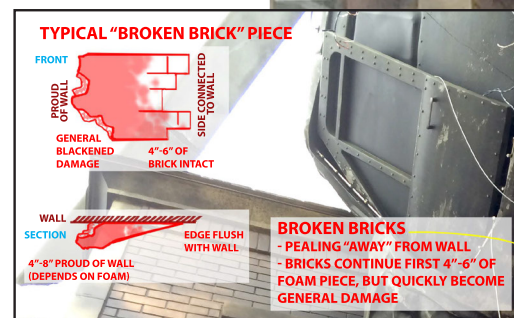
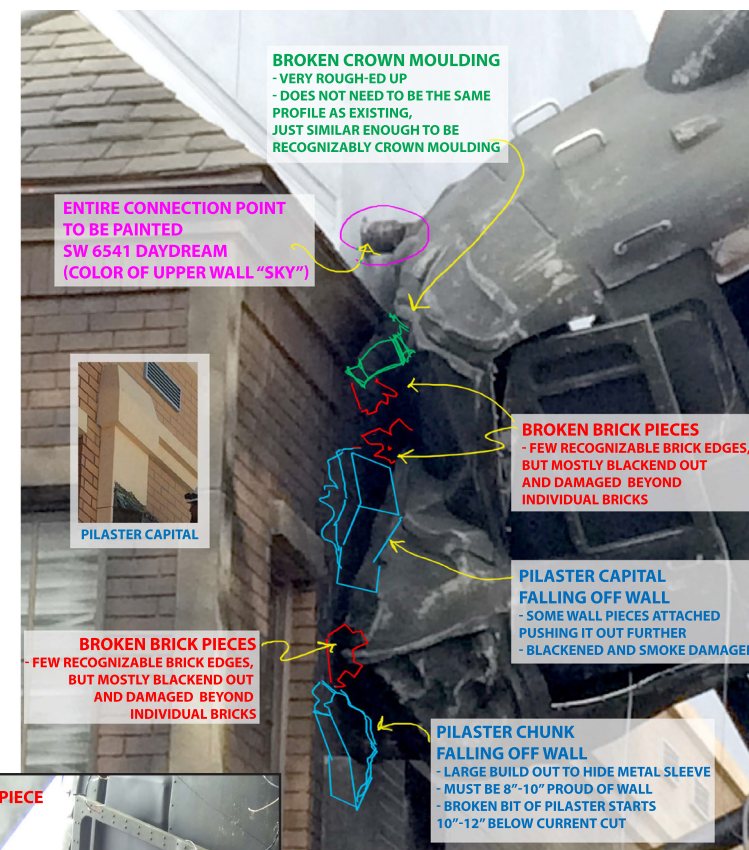
## Helicopter Crash

Due to the construction process and needing special approvals from Universal executives, the helicopter was added after the building was completely built and sealed.



Helicopter attached to building, without crash scenic treatment

Making the building look like it's been damaged by the helicopter crash: adding foam pieces to the facade, then texturing and painting them.

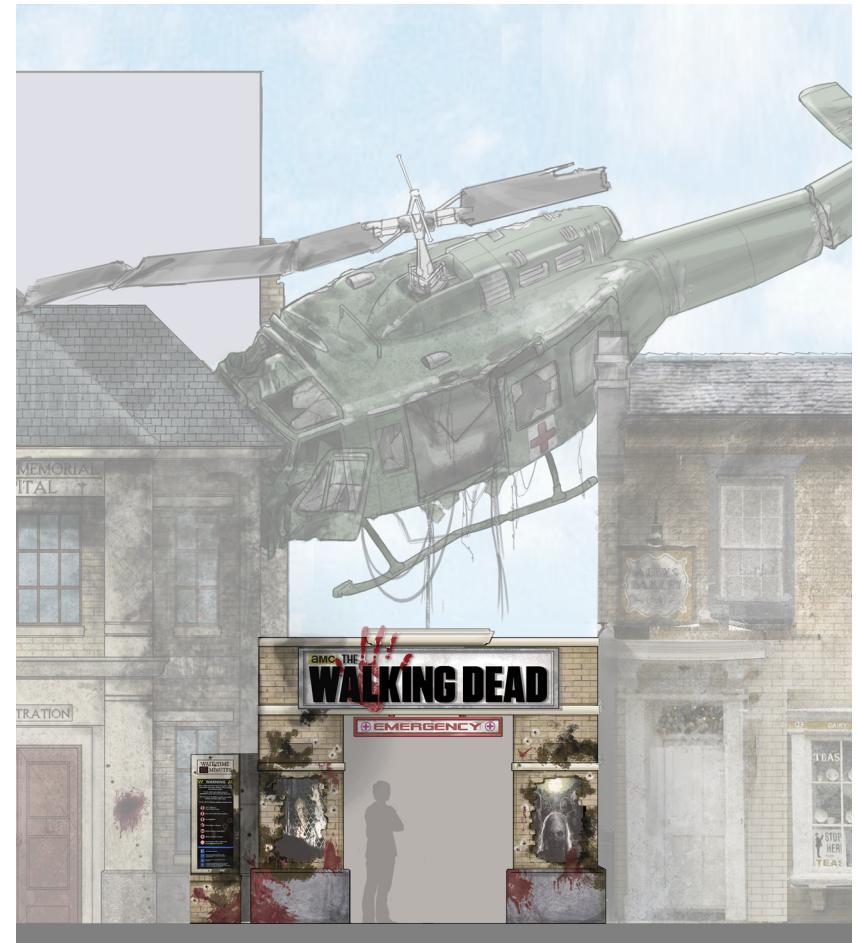


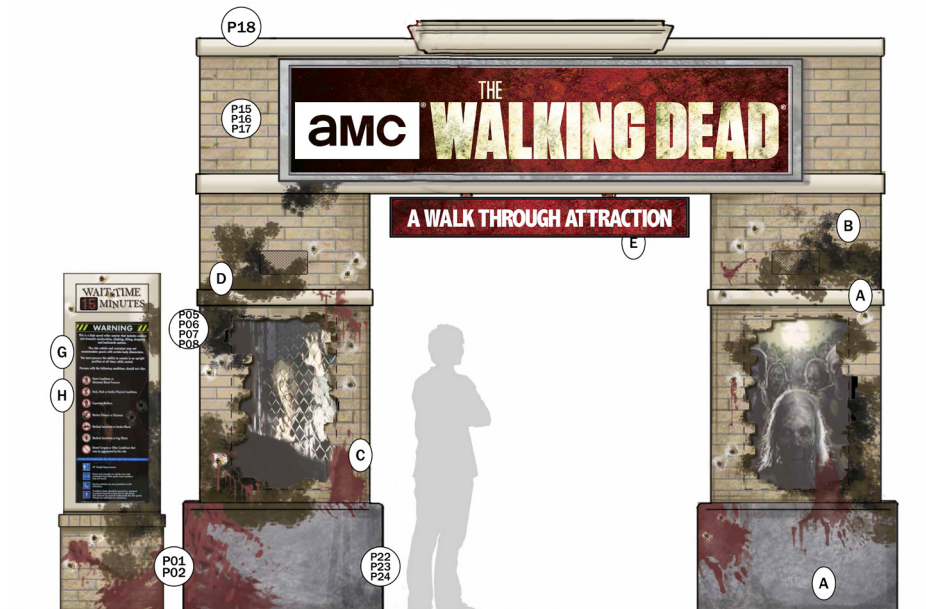
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## Marquee Sign

The main sign outside of an attraction is called the Marquee sign. This sign needed to include all safety information and a sense of how much "horror" is in the attraction for those under 13-years-old.





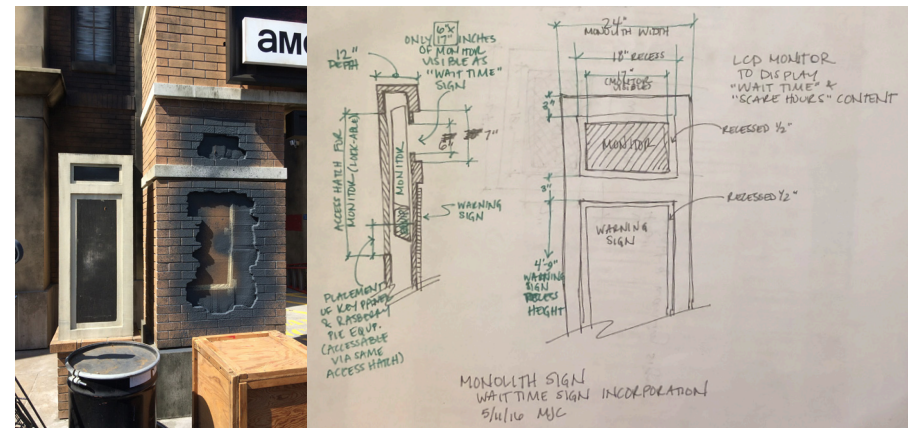
Even after the frame was built, we still needed to secure the monitors and speakers.



Steel frame



Aluminum frame, build out

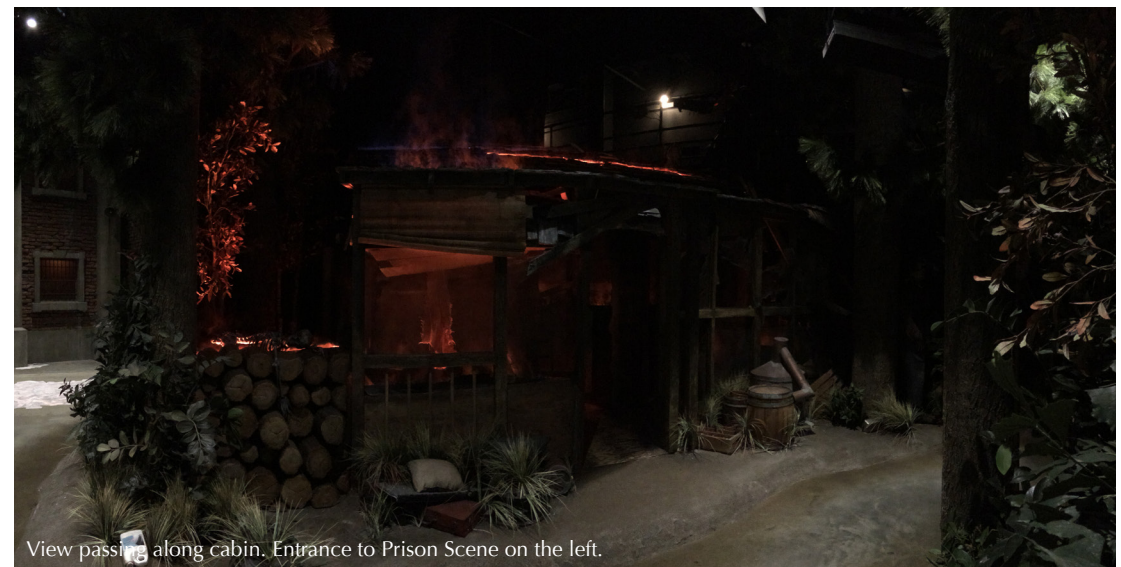
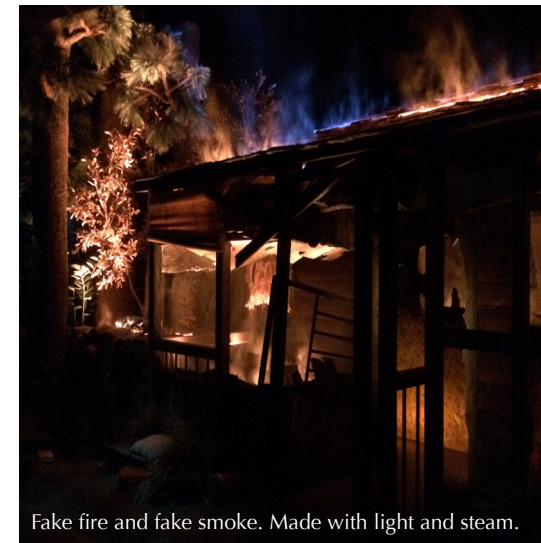


We changed the specifications for the Wait Time counter sign after the Monolith Sign was built. These sketches show how a newly specified monitor could fit.

## Burning Cabin Scene

This was the second scene after the queue.  
Fake fire, smoke, heated air and the smell of charcoal filled the scene.

A Burning Walker zombie, live-actor approached guests from inside the cabin, which forced them along the path.



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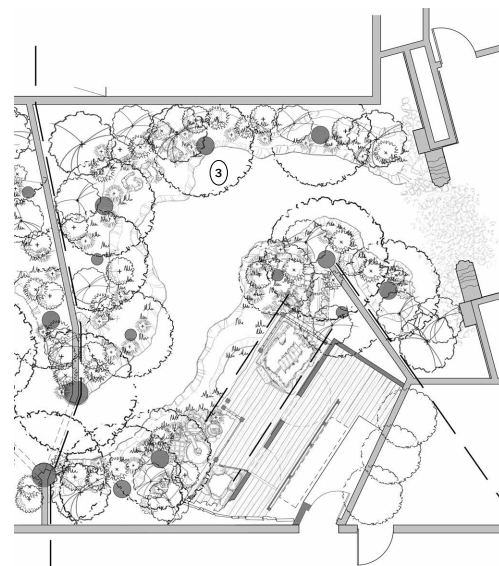
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Rendered elevation of Burning Cabin, fire and trees

### Burning Cabin Scene

Installing the trees and foliage



NOTE:  
SEE SHEET UBE-WDG-D-05-632  
FOR A COMPREHENSIVE  
BREAKDOWN OF EACH TYPE OF  
PLANTING IN PLAN:  
MEDIUM SIZED TREES,  
SMALL SHRUBS, &  
GROUND COVER.

SCENIC TREE BRANCH INFILL  
(FOR FURTHER FOLIAGE DENSITY)  
AT CATWALK LEVEL TO BE  
DETERMINED BY ART DIRECTOR  
IN THE FIELD.

TREE QUANTITIES IN ZONE 05:  
7 - 18" TRUNKS  
3 - 12" TRUNKS

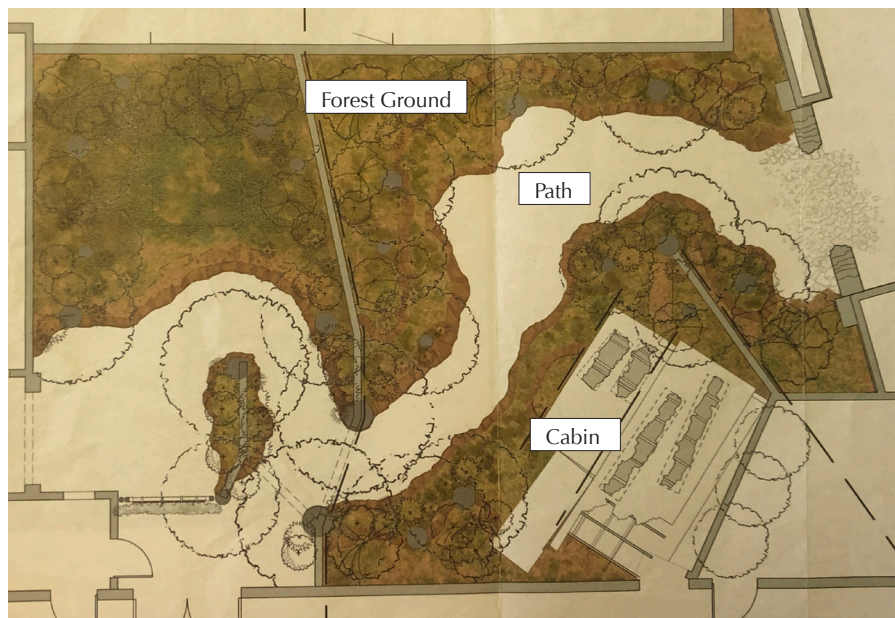
CANOPY DIAMETERS TO BE  
FINALIZED IN THE FIELD

CALL OUT SYMBOL LEGEND	
	3 CANOPY (SCENIC PINE BOUGHS)
	MEDIUM SIZED TREES (SEE PLAN FOR SPECIFIC TYPES)
	SMALL PLANT, TYPE 1 (72" ZZ PLANT)
	SMALL PLANT, TYPE 2 (48" ZZ PLANT)
	SMALL PLANT, TYPE 3 (36" MANGROVE PLANT)
	SMALL PLANT, TYPE 4 (24" MANGROVE PLANT)
	GRASS (22" PRAIRIE GRASS)



### Burning Cabin Scene

Making the path, forest ground and topography



#### Layout of raised ground in Park and Burning Cabin scenes

This diagram was used to install the topography.



1. Base structure of wood and mesh
2. Concrete-like mix was added on top for strength and texture
3. Fake plants were "planted" into the concrete mixture as it was being installed.



Sample of texture and topography



#### Final Dressing

Ground texture, low plants, tree trunks, and Easter egg props (katana and body parts)

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