ADVANCED HAUNT DESIGN

by **Leonard Pickel**

Hauntrepreneurs(R) Themed Attraction Design

Hauntrepreneurs.com LeonardPickel@gmail.com

ADVANCED HAUNT DESIGN

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In Architecture

"Form Ever Follows Function!"

Louis Sullivan

ADVANCED HAUNT DESIGN

What is the main "function" of haunted attraction design?

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What is the main "function" of haunted attraction design?

Who Are You Trying To Scare?

- Who is the hardest person to scare?

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- Who is the hardest person to scare?

21 Year Old White Male

How Do You Scare Someone?

Scaring People Is Like Telling Them A Joke! It's All In The Setup And The Timing Of The Punch Line!

Leonard Pickel

How Do You Scare Someone?

- Do The Unexpected
- Sudden Movement
- Sudden Appearance
- Sudden Sound
- Imminent Danger
- Misdirection
- Darkness and The Unknown
- Insecurity

How Do You Scare Someone?

"It Is Twice As Hard For Actor In The Open To Scare People!"

How Do You Scare Someone?

"It Is Twice As Hard For Actor In The Open To Scare People!"

So How Do You Hide The Actor?

How Do You Hide The Actor?

- Three Types Of Scares
  - Visible Scare
  - Invisible Scare
  - Visible Invisible Scare

How Do You Hide The Actor?

- Scares
  - Crash Door
  - Drop Panel
  - Pop Out
  - Camouflage
  - Slap Down
  - Is it live

Create a Flexible Storyline

"A house cannot be haunted without a history!"

Steven King

Create a Flexible Storyline

- A Storyline Is A Map To Your Final Destination
  - What Is The Time Frame?
  - Where Does The Evil Dwell?
  - What Minions Has It Created?
  - Why Are People Walking Into This Known Danger?

Design The Room Around The Scare

- First Determine What Scare Will Be In Each Room
  - What Part of the Group is the Target?
  - How Much Backstage is needed?
  - What is the best approach?
  - How Can We Cut Down The Sightline?
  - Control the Point Of Attention

Design The Room Around The Scare

- Determine How Best To Facilitate The Scare
  - Place Furniture To Create Pathway
  - Use Sets To Shorten Sightline
  - Give The Actor A View Of The Patrons
  - Backstage Space/Actor Escape
  - Entry/Exit Location

Design The Room Around The Scare

- What is the Best Scare Direction?

Design The Room Around The Scare

- What is the Best Scare Direction?
  - Scare From The Left

Design The Room Around The Scare

- What is the Best Scare Direction?
  - Scare From The Left
  - Scare From Below

Design Rooms To Maximize Travel Distance

- Avoid Gauntlet Rooms
- Perimeter Pathways
- Create Obstacles

Design For High Capacity

- Limit Scripted Dialog
- Never Stop the Flow of Patrons
- No Menacing Actors
- Scare Forward
- Actor Return

Logically Order Room Designs

- Logical Room Connections
- Rotate Scare Type And Direction
- Best Scare First
- Increasing Scare Factor

Hallways Are Your Friend!

- Provide Some Hallway Between Each Room Design
  - 90 Degree Turn Before Each Room
  - Longer Hallways At The Beginning
  - Shorter Hallways Near The End

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A Curtain In A Doorway Is a Design Flaw!

In Design Everything is a Trade Off

- No Design Is Perfect
- Redesign Until You Reach The Best Balance Of Each Factor

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If You Haven't Developed At Least 6 Different Plans, Then You Have Not Explored All Of The Possibilities!

Thanks For Listening!

Leonard Pickel
972-951-5100
hauntrepreneurs@gmail.com

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