

Halloween Experience 2017: Dungeon of the Doomed

SCENE A: AXEMAN TRANSFORMATION

AUGUST 2017, JAMES BULLOCK

Included are my hand-written notes describing initial ideas and the eventual concept for the first scene in the 2017 walkthrough.

The effect was to be a sudden transformation involving a figure of an 'axeman' whose head disappears, leaving a severed neck. This was to involve the use of a large Perspex screen covered with one-way film to create a 'half-silvered' mirror. Two figures (one with a head, and one headless) were to be positioned on either side of the mirror. A light was to be fixed above each figure, and by lighting these alternately, the observer would see one figure and then the other, giving the impression that the head had disappeared.

Discussed in these notes are possible methods of creating the transformation, ways of optimising the effect, and a basic description of the full animation sequence.

Originally I had described using theatrical scrim to cover the window. For the finished effect I used thinner black gauze which made the figures easier to see, but still hid the workings of the effect from the observer.

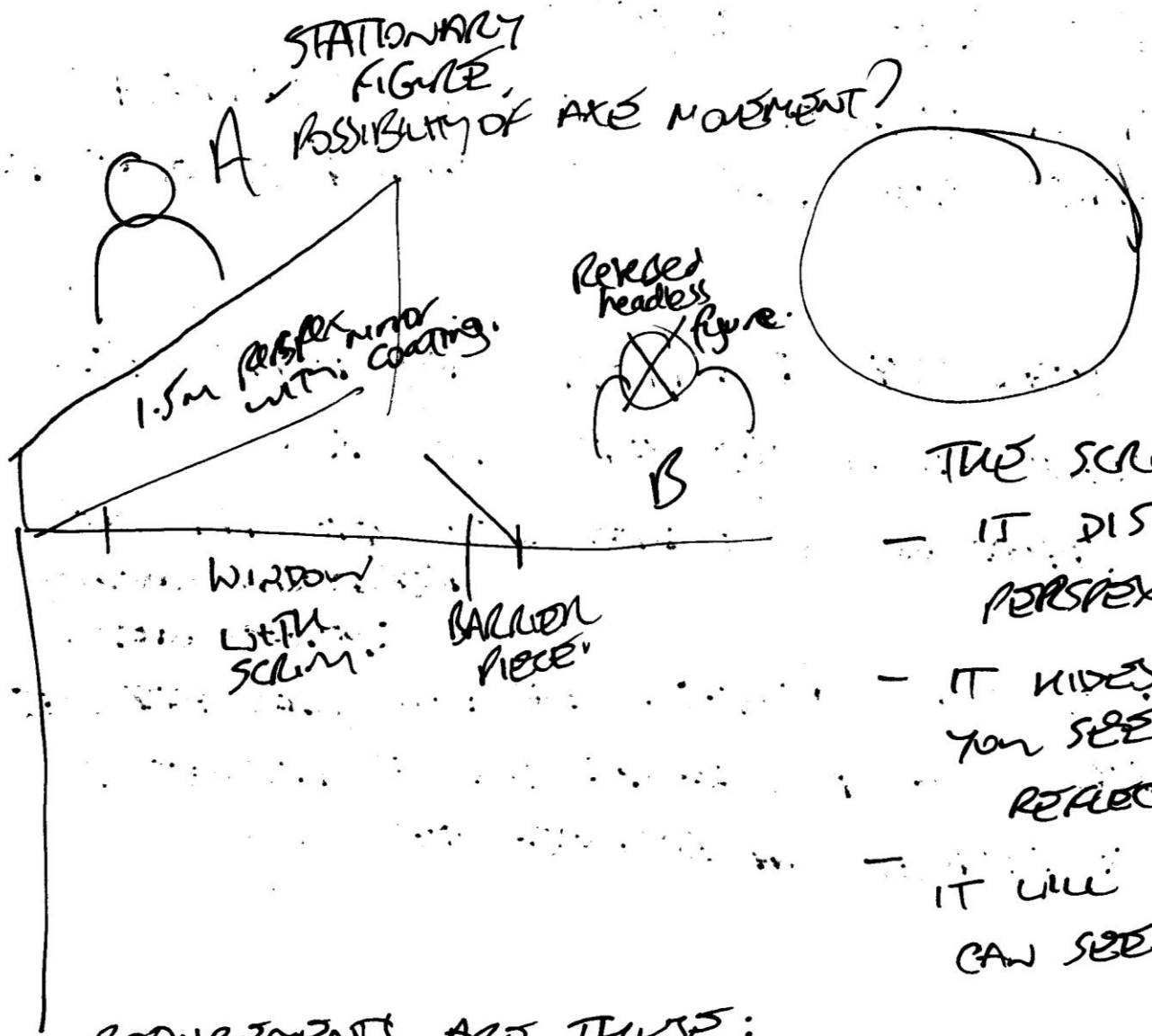
AXEMAN

IDEA: FIGURE HOLDING AXE GREETES GUESTS.
SUDDENLY (WITH CLAP OF THUNDER?) HIS HEAD DISAPPEARS
AND HE LEANS TOWARDS THE WINDOW TO SHOW A SEVERED NECK!

MULTIPLE POSSIBILITIES HERE.

- 1 - SINGLE FIGURE, WITH HEAD THAT DISAPPEARS BY MEANS OF:-
 - PERMANENT GHOST REFLECTION OF JUST HEAD ONTO BODY
 - TOTAL P GHOST REFLECTION OF FIGURE, WITH HEAD PART OF REFLECTION TIGHTLY COVERED OVER.
- 2 - MIRROR TYPE SETUP WITH TWO FIGURES. (ONE FULL, ONE HEADLESS)
POSITIONED ACCURATELY, SO A LIGHTING SWITCH PRODUCES A CONVINCING TRANSFORMATION OF BETWEEN THE TWO.

11/11/24



A STATIONARY FIGURE
 POSSIBILITY OF AXE MOVEMENT?

B FIGURE CAN
 BE HACHED UP
 RIGHT AGAINST
 THE SUN.
 B FIGURE MOVES
 FORWARD.

- THE SCUM IS THE KEY TO ALL!
- IT DISGUISES THE EDGE OF THE PERSPEX,
 - IT HIDES THE FACT THAT WHAT YOU SEE IS OR ISN'T A REFLECTION.
 - IT WILL LIMIT HOW MUCH YOU CAN SEE OF THE B FIGURE.

REQUIREMENTS ARE THESE:

- FINDING A PIECE OF PERSPEX BIG ENOUGH
- FINDING ENOUGH MIRROR COATING, AND IS IT POSSIBLE?
- BUILDING A T & B FIGURES THAT ARE TOTAL REVERSES OF EACH OTHER.

PROCESS OF MOVEMENT/SEQUENCE

A LIGHTS UP FROM DARKNESS. (DOUBLE INTENSITY LIGHTING!!)

A FIGURE MOVES AXE A COUPLE OF TIMES.

THEN CLAP OF THUNDER/LIGHTING - LIGHTING CHANGE, A GOES DARK

B LIT UP (HALF INTENSITY!) VISIBLE IN MIRROR.

B MOVES FORWARD 'TOWARDS VISITORS'.

SCENE FADES TO DARKNESS.

SO A HAS A MOVING AXE, BUT NO TILTING PRSO.

B HAS A NON-MOVING AXE, AND TILTING PRSO.

IMPORTANT THAT THE AXE HAS STOPPED MOVING (AND IS IN 'DEFAULT' POSITION)

BEFORE THE SWITCH HAPPENS.

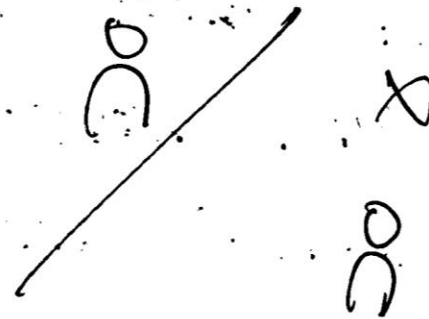
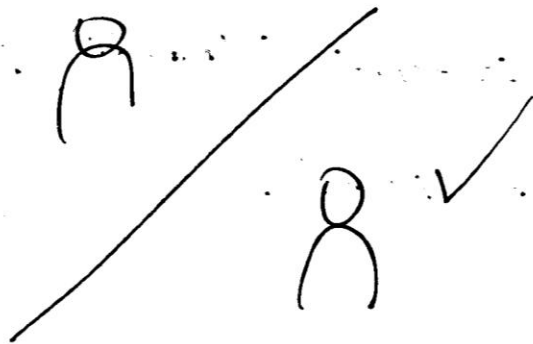
KEEP SCENE UNIT FRONT-ON TO HELP VISIBILITY OF SCENE.

ALTHOUGH SOME FRONT LIGHT CAN BE ADDED IF SCENE IS

TO SEE-THROUGH!

CONSIDER 2 DISTANCES !

BOTH SHOULD BE IDENTICAL DISTANCES FROM MIRROR.



The figure will strike it.