



Experience Mood Board

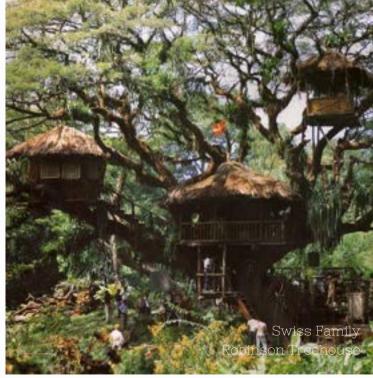








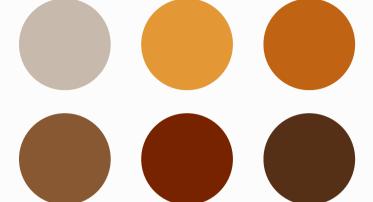








Color Pallet



Textures









Site Plan, Level Plans, Revit Block Out, Program, Façade, Floorplans, Rederings



SECTION 2 | Signature Experience

Storyboards, Game Design Overview, Technology Examples, Sections, Ceiling Plan



SECTION 3 | Guest Suite

Renderings, Plan View, Elevations



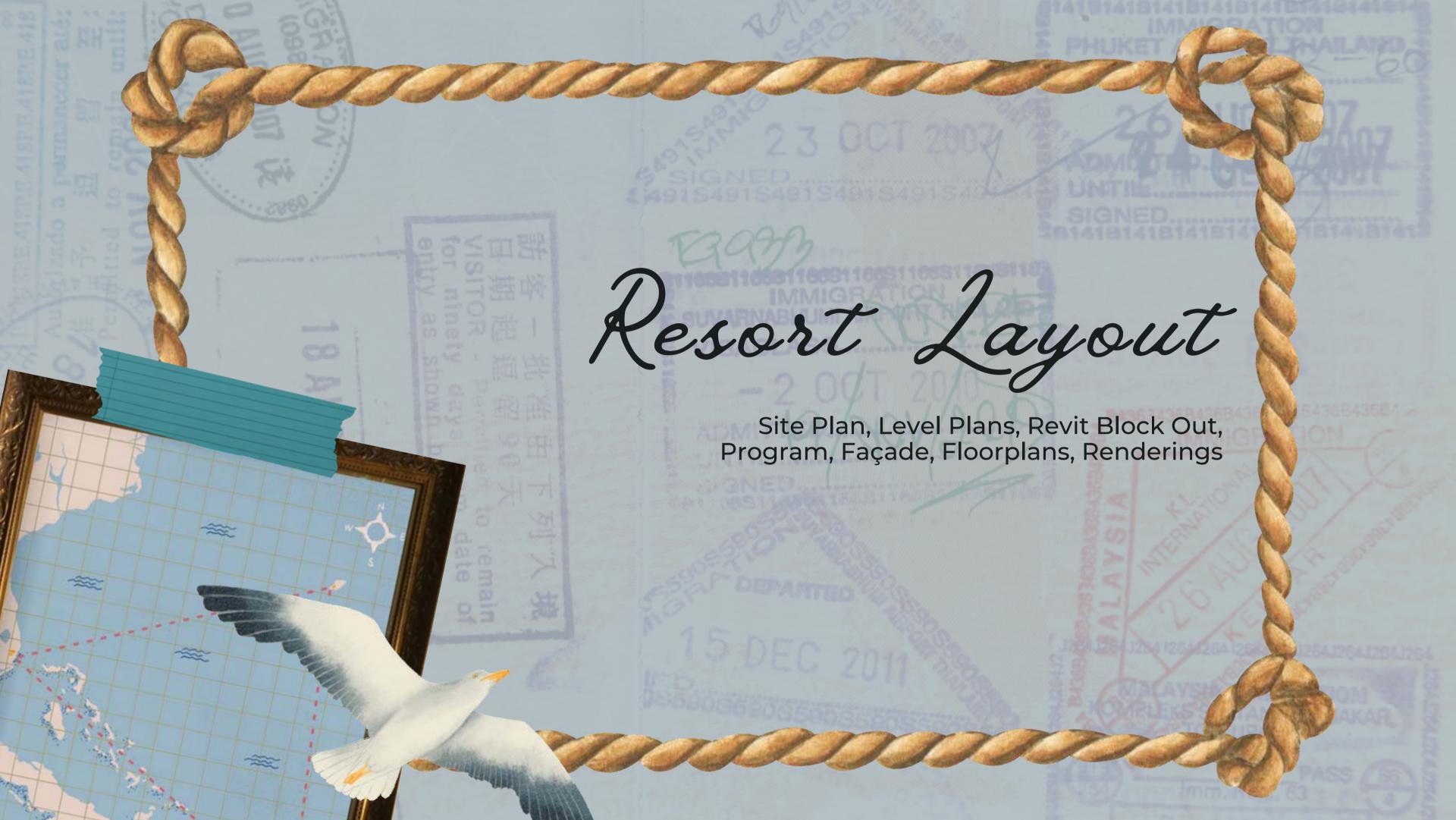
SECTION 4 | Marketing Materials

Poster, Post Card

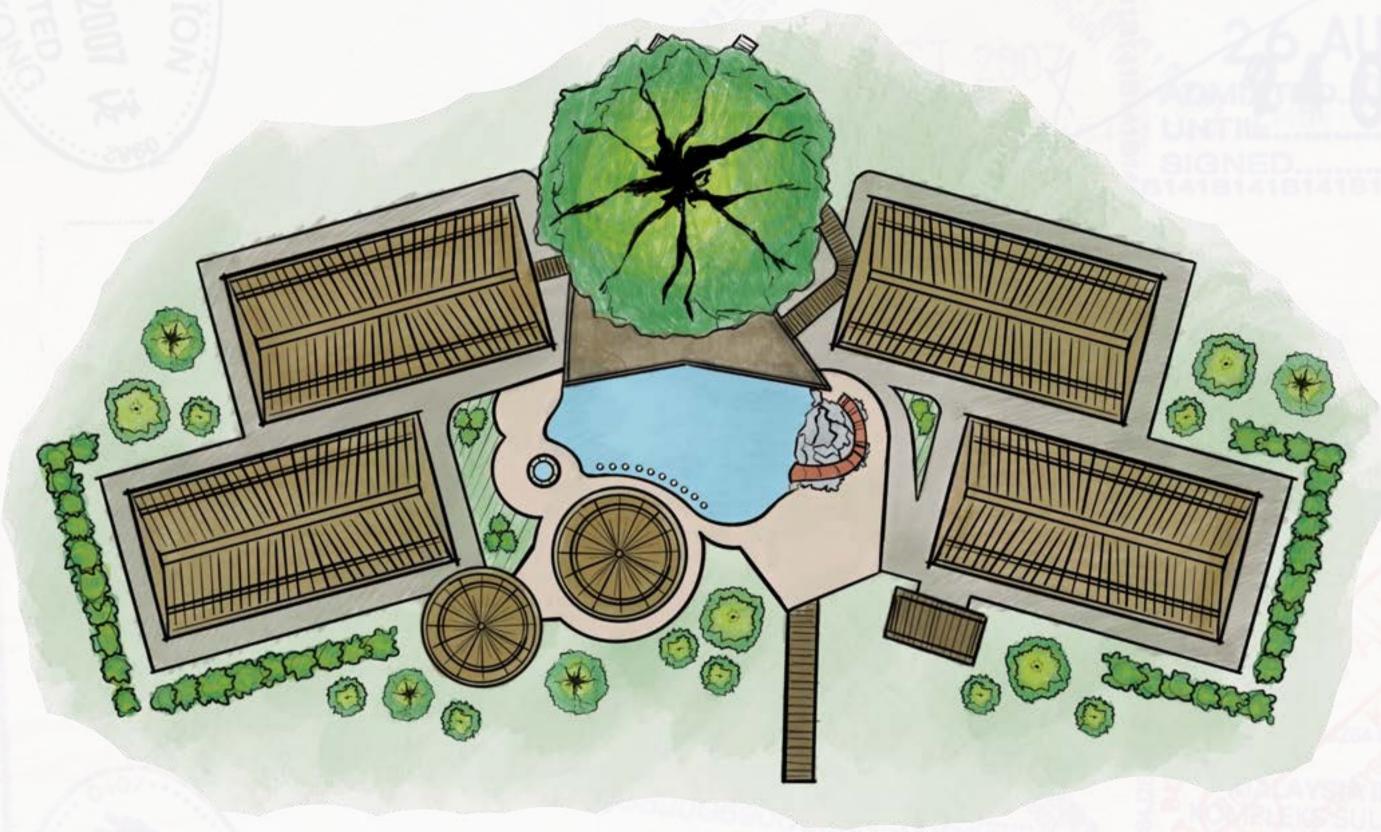


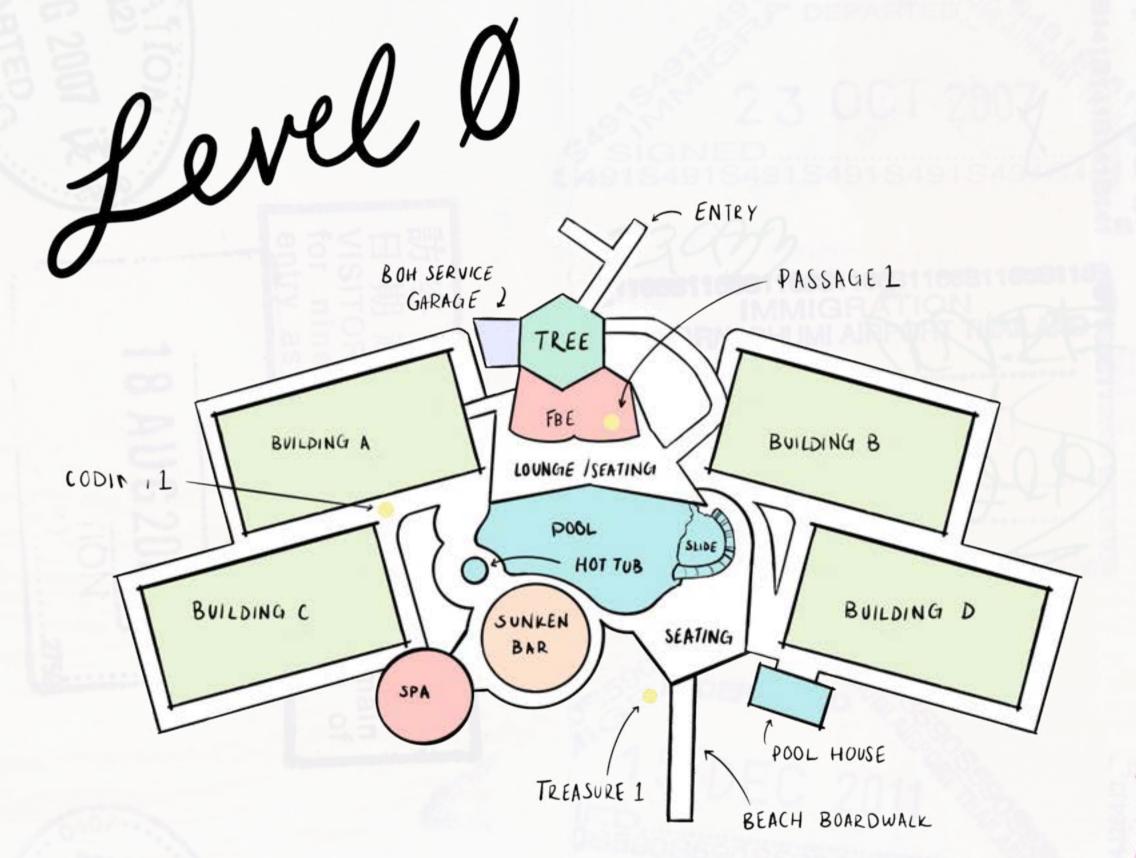
Section 5 | Supporting Documents

Design Documentation, Game Design Documentation, Concept Treatment, Story Treatment



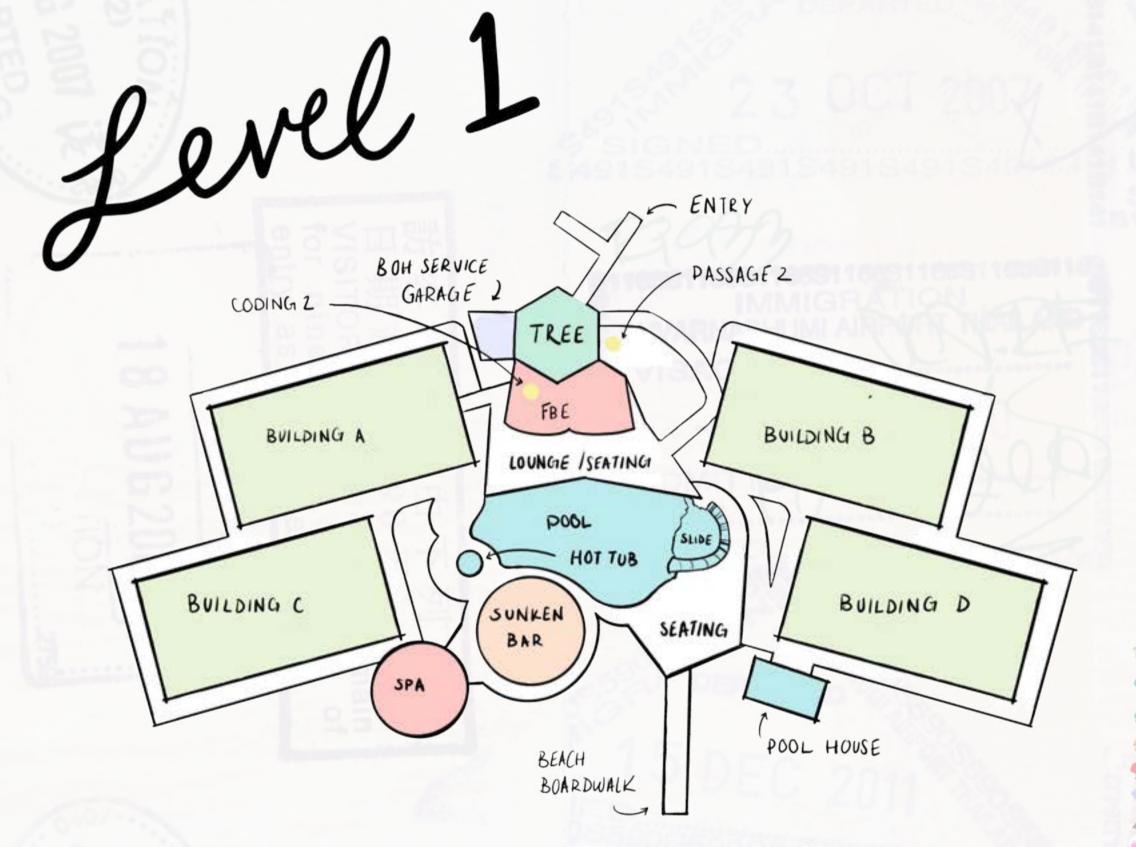
Illustrated Site Plan





KEY:

- GUEST SUITES
- P00 L
- MTREE
- FOOD + BEVERAGE
- SENTERTAINMENT
- BOH
- * BATHROOM
- RETAIL
- INTERACTIVE



KEY:

GUEST SUITES

● P00 L

*TREE

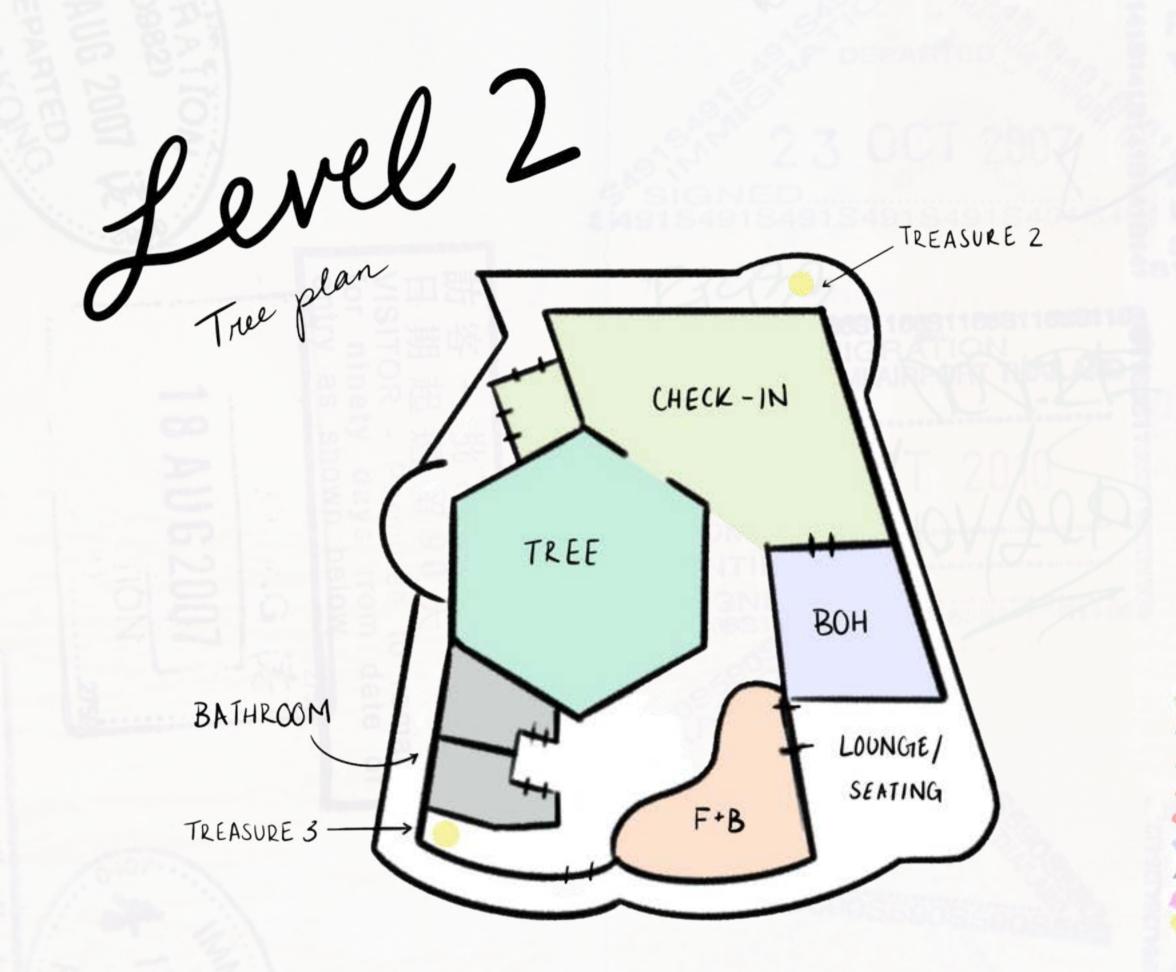
FOOD + BEVERAGE

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KEY:

GUEST SERVICES

POOL

MTREE.

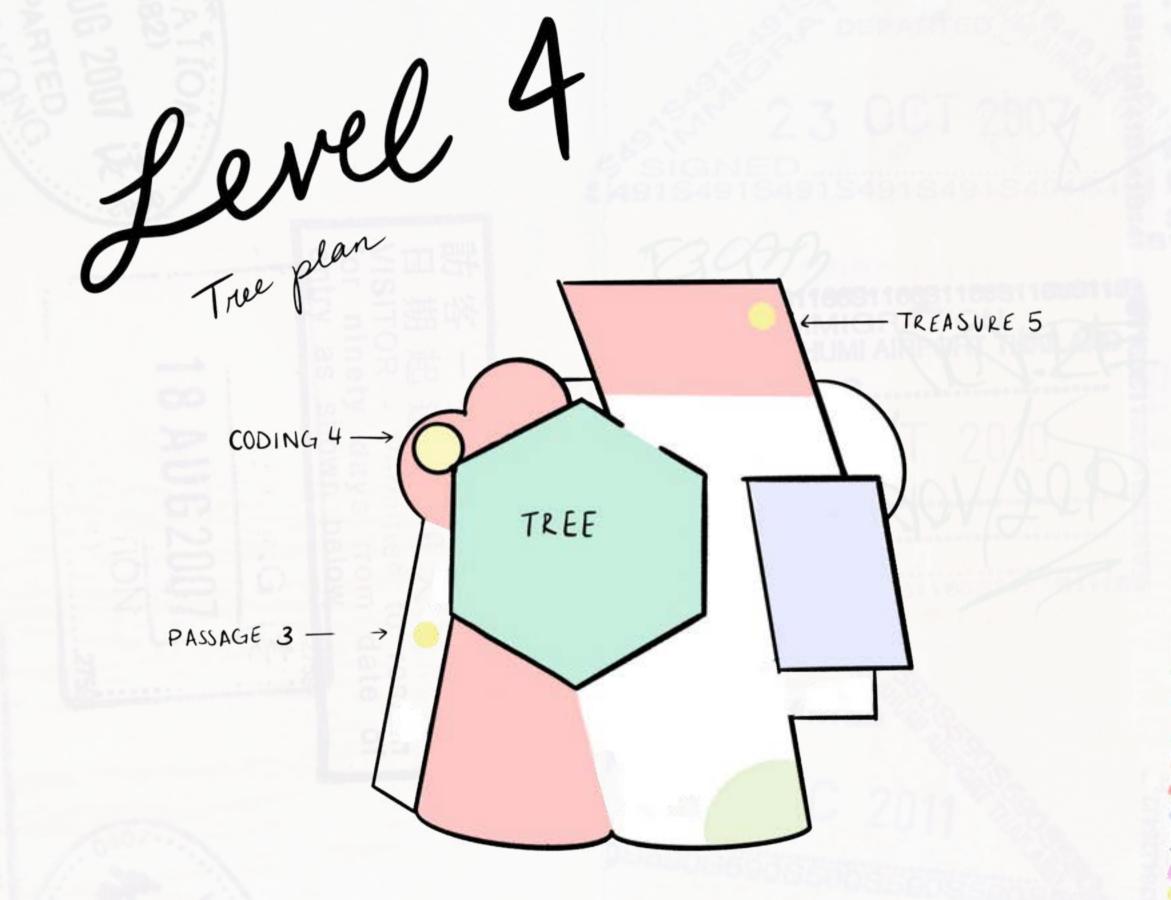
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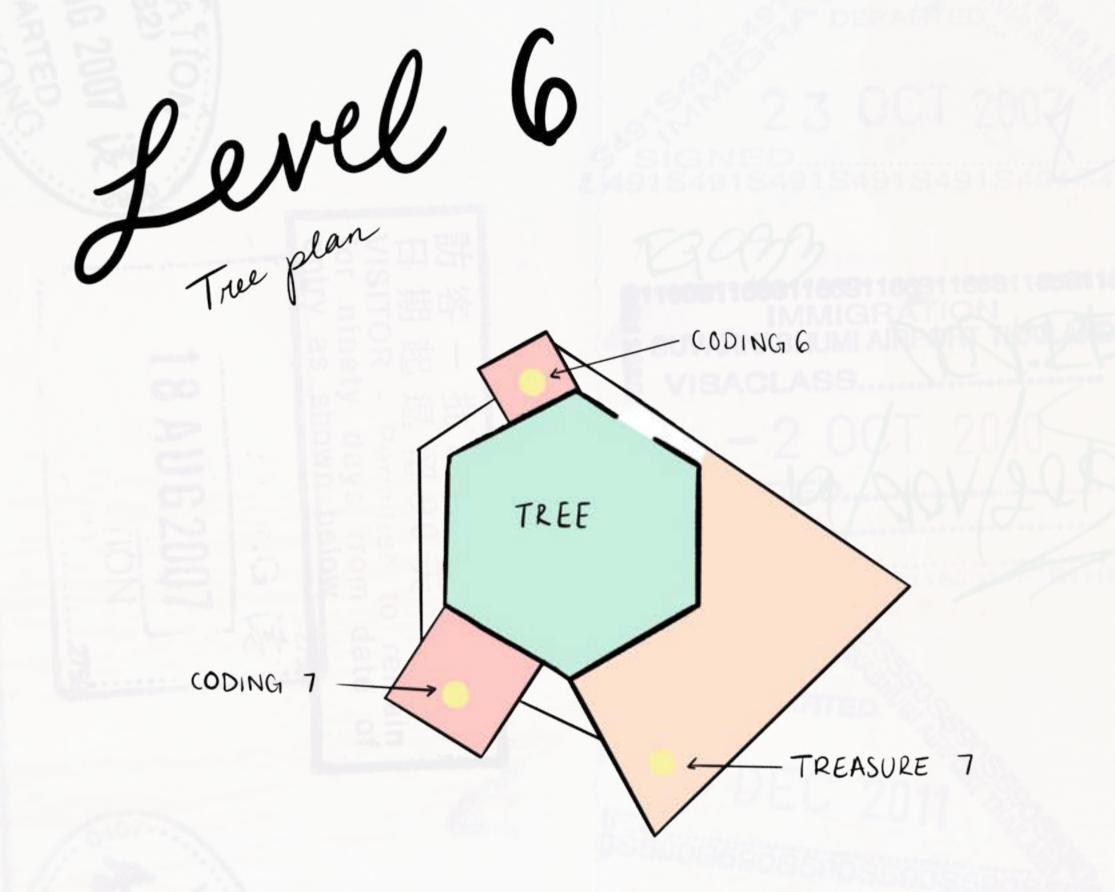
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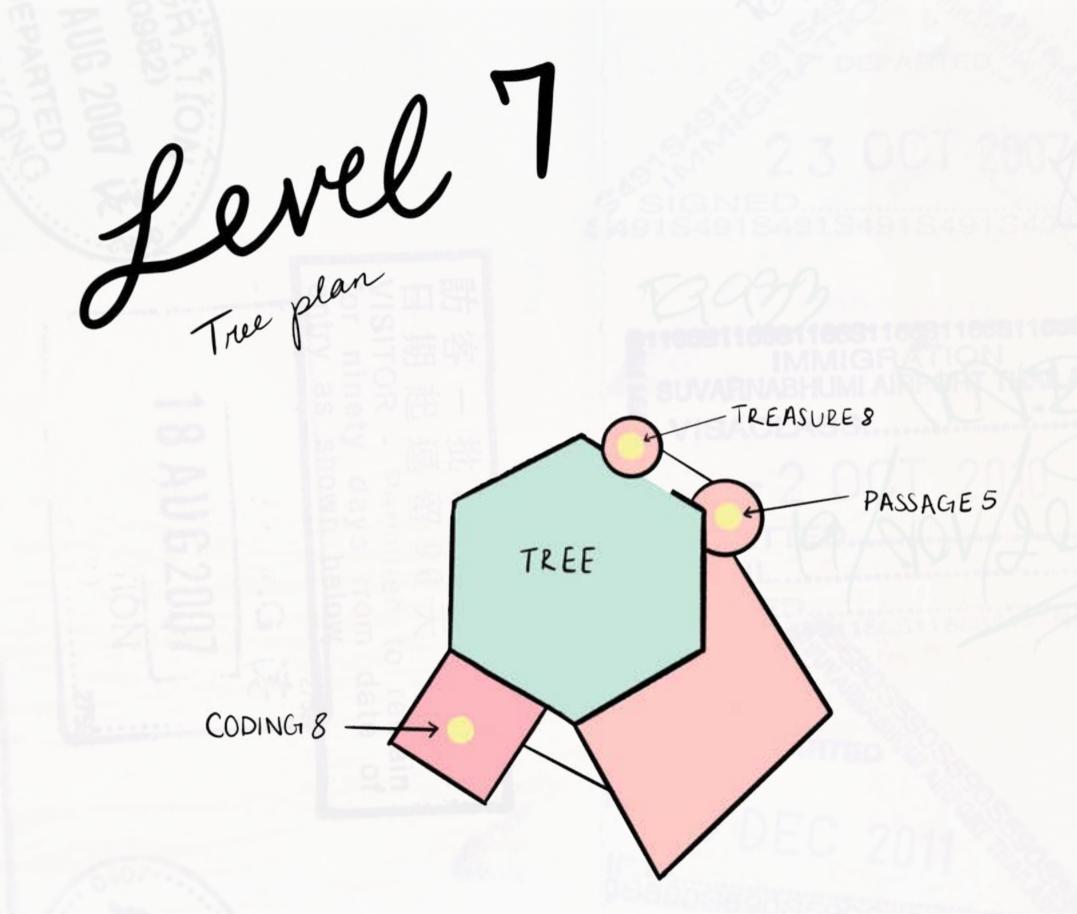
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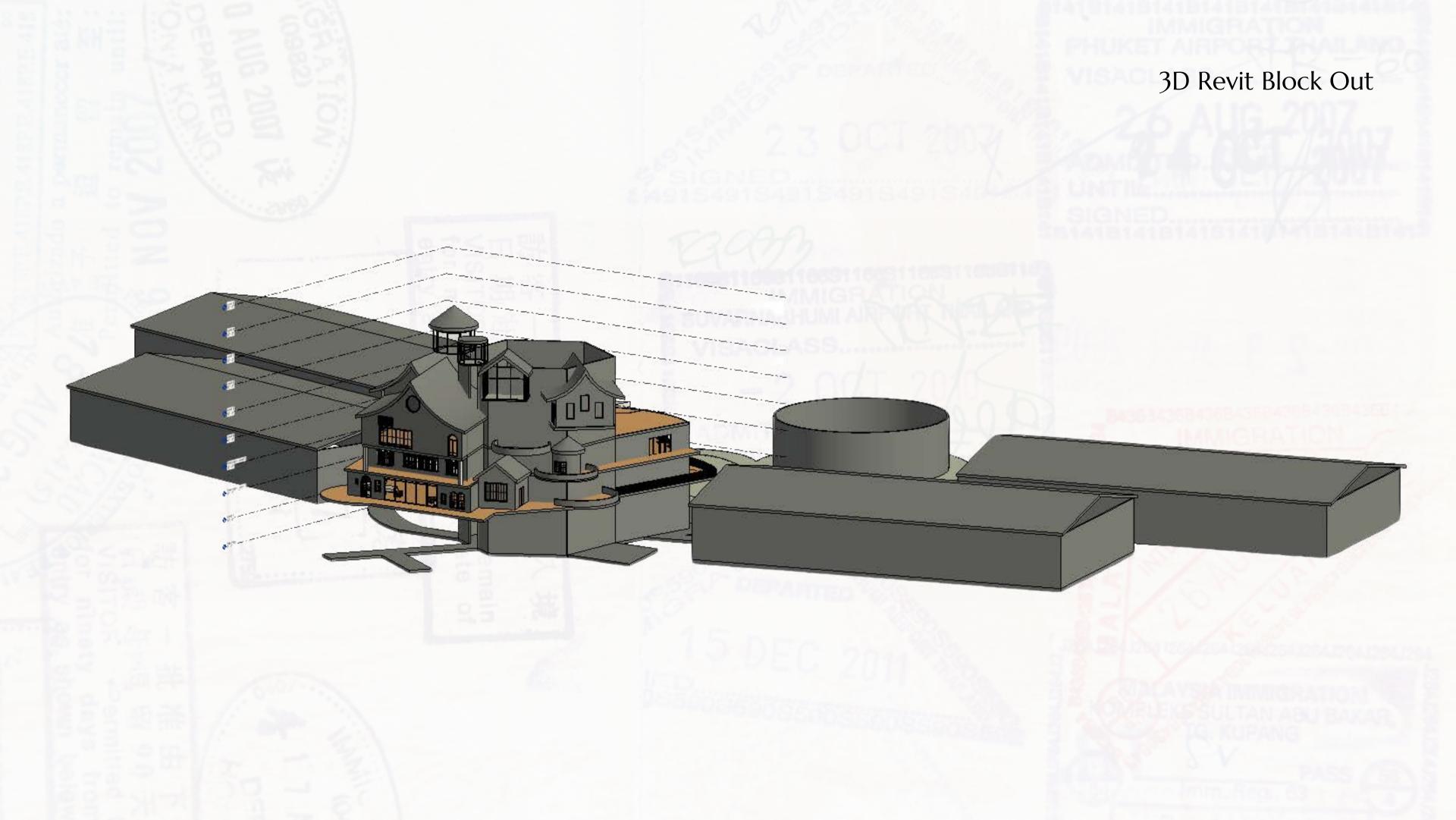
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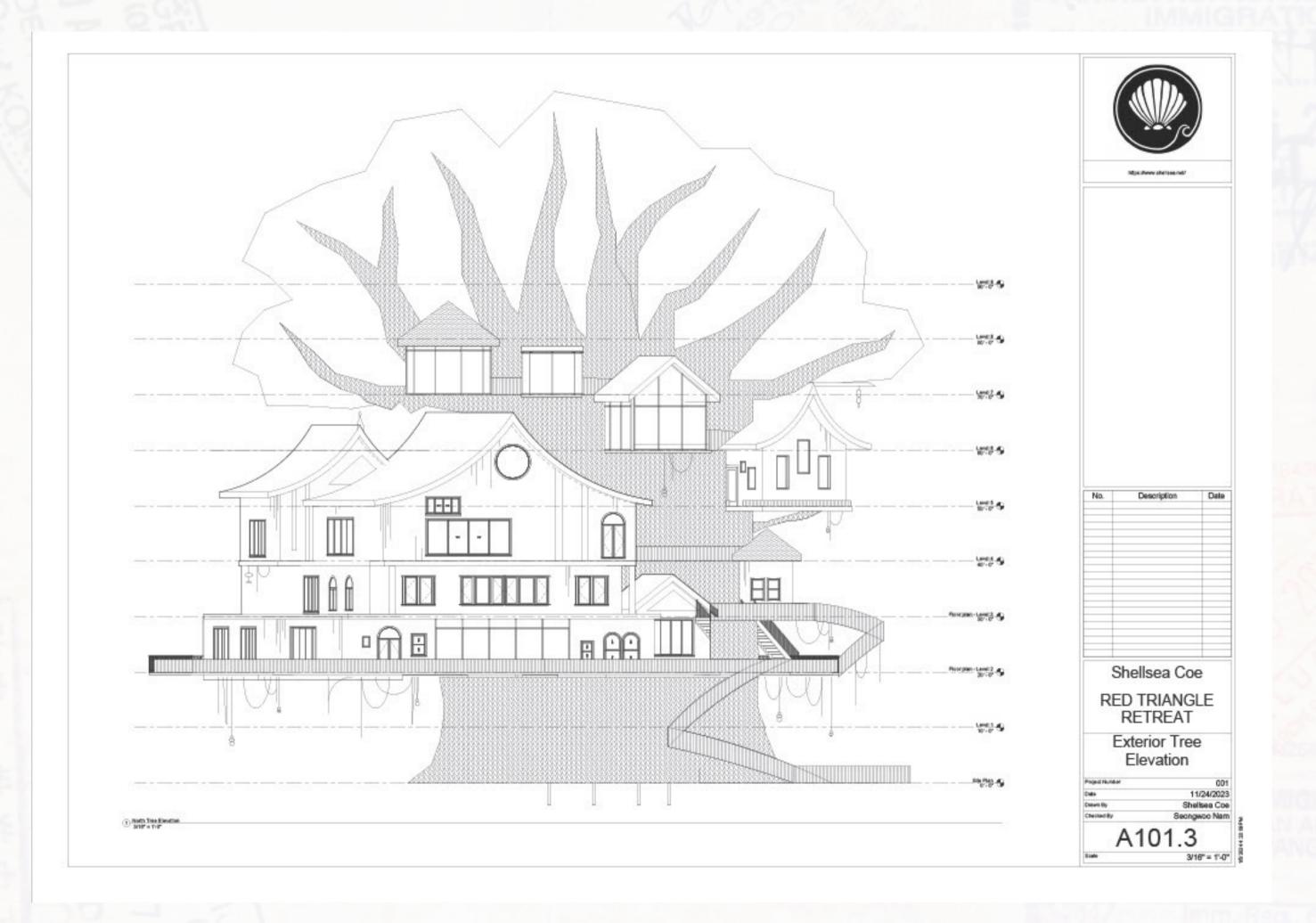
RETAIL

INTERACTIVE

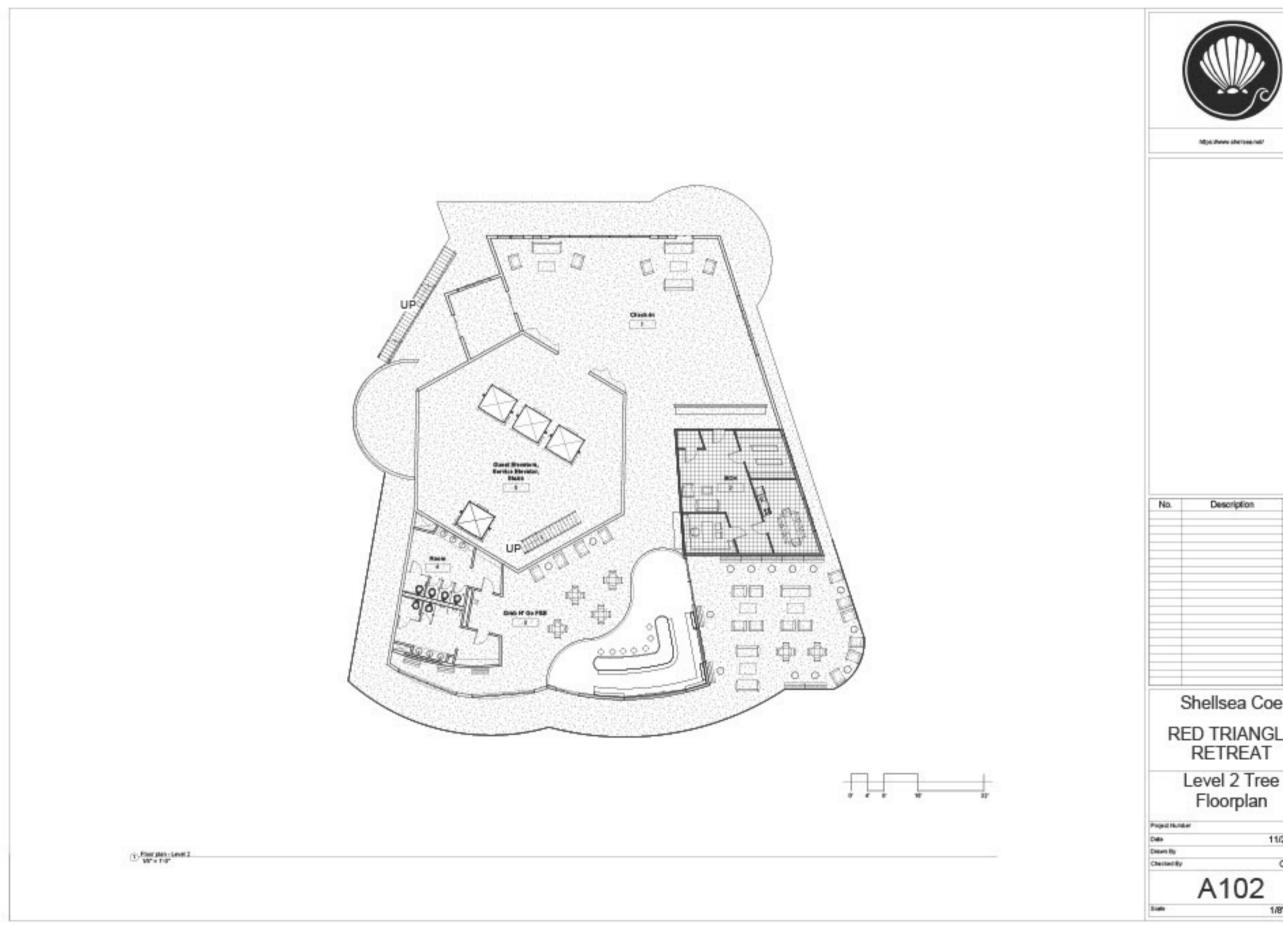


Resort Program

Location	Functional Spaces	Square Footage	Level
Resort Grounds	Guest Suite Building Level 1	10,782 SF	O
Resort Grounds	Guest Suite Building Level 2	10,782 SF	436B436B436B436 MIGFATION
Treehouse	Check In, Bathrooms, FB&E	10,928 SF	2
Treehouse	Cartography Chamber, Treasure Trove Retail, Lounge	6,484 SF	3



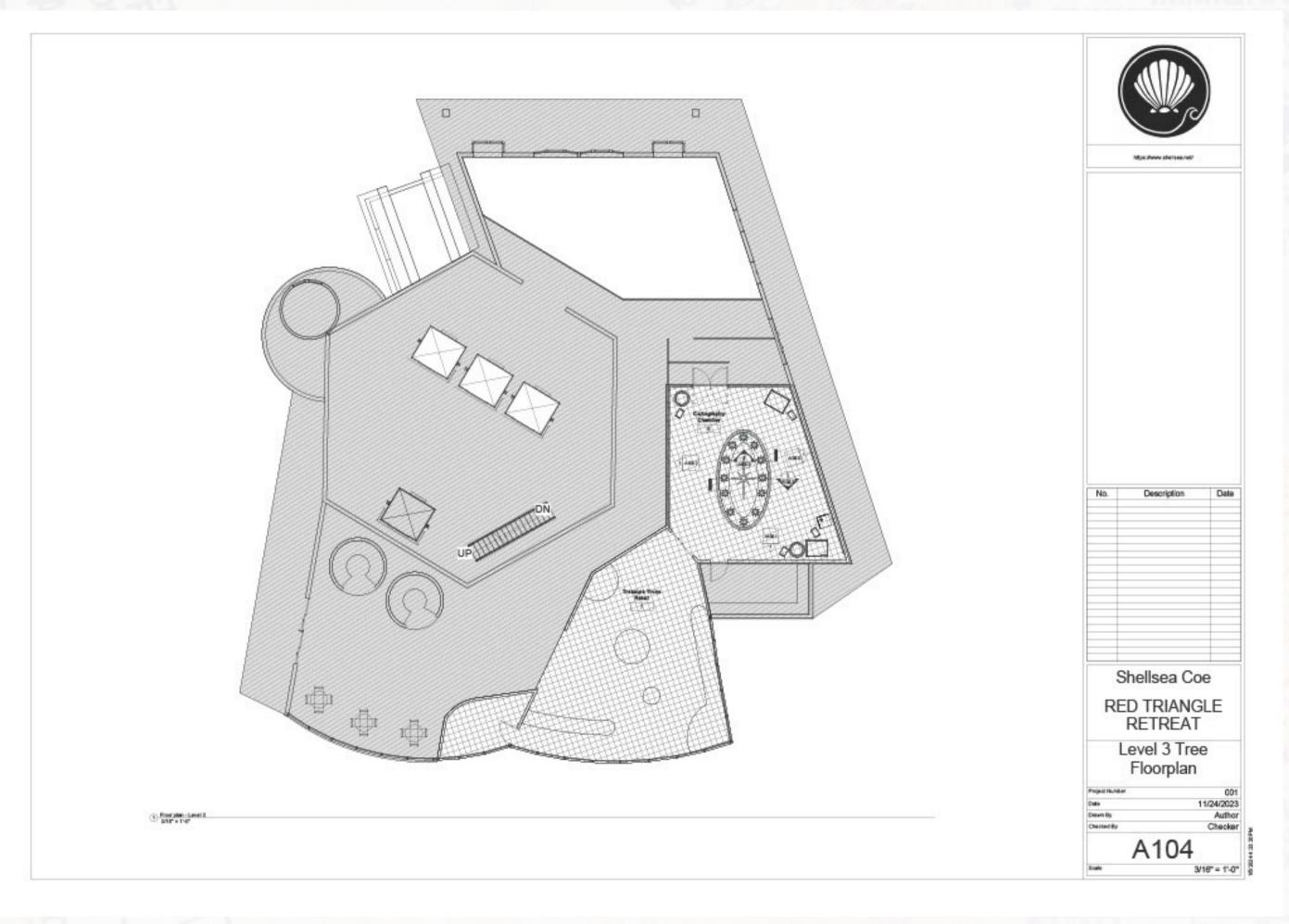
Tree Façade



Level 2 Floorplan





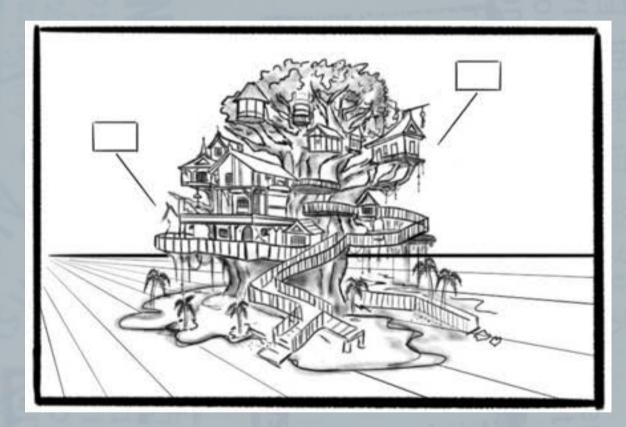


Level 3 Floorplan

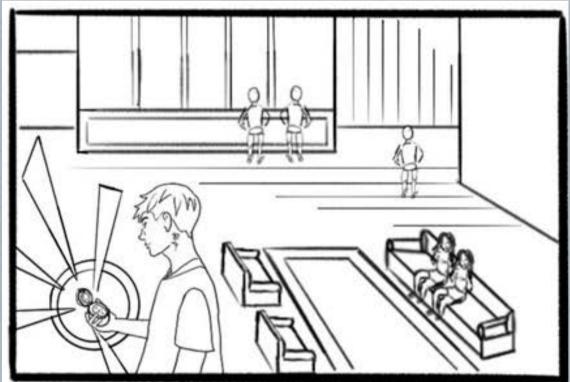








Enter the legendary Red Triangle
Retreat, Amelia Hathaway's
transcendent outpost.

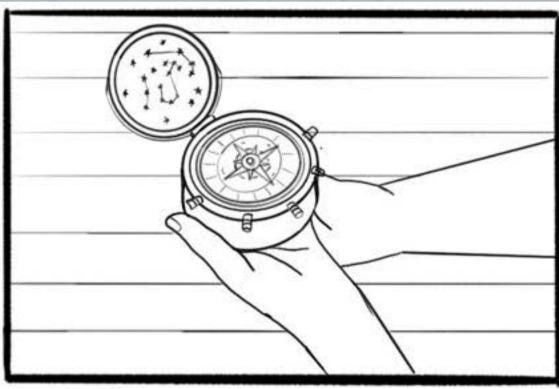


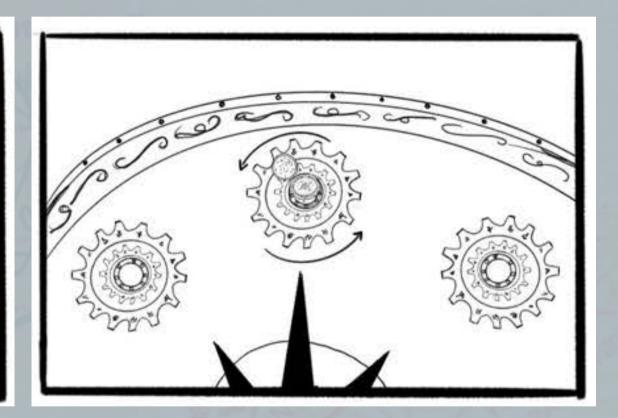
Upon check-in, guests are bestowed with their personal **Cryptic Compasses.**



Enter the **Cartography Chamber** to **activate** your Compass and embark on a legendary adventure.





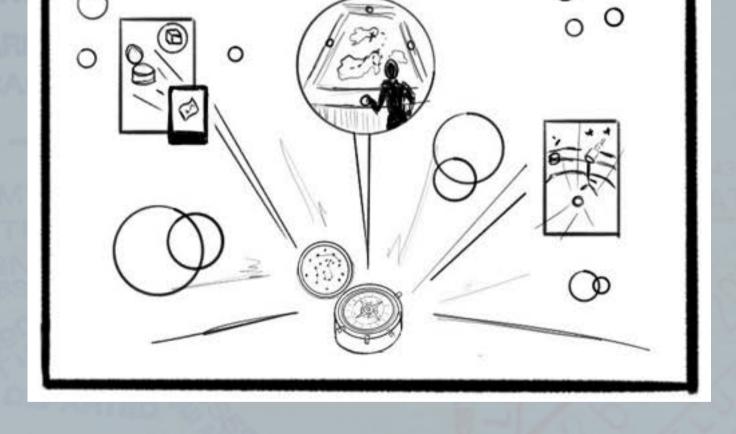


Surround the Cartography table and begin to decipher the **cryptic clues** that lay among the surface.

Examine your compass for any hidden messages or symbols!

Place your compass on a **port key** that rests above a Cryptic Cog on the table's surface. **Turn the cog** to **align with** the **symbols** inscribed on the compass.





Once your cog is correctly aligned, lighting and haptics are triggered within the compass. Your device is now activated!

Decipher cryptic coding, discover secret passageways, and **unveil the secrets** concealed within the heart of the Triangle.

Game Design Overview

Main Gameplay

Guests will be prompted to **use** their **compasses to navigate** the space **and solve puzzles** that trigger environmental activations. As each puzzle is solved, guests **receive digital entries from Amelia Hathaway's diary.** Each entry may clue guests into locations of further interactives. Each interactive may be repeated by guests, they may continue to gain points upon completion, but they will only receive diary entries from initial completion.

Guest Profiles

Guests may preregister their compasses in the hotel booking process. Guests will be informed that in order to save the progress of their interactive gameplay, they will need to set up a **user profile on the RTR mobile app.** The app will have the capability of containing several user profiles, but only one compass may link to each profile. When guests receive their compasses, it will automatically link to their individual user profile.

Player Capacity

The resort has 104 rooms with a maximum guest capacity of 528. Using the compass, guests have access to **17 story driven interactives**, with unique environment activations. Each of these interactives varies in length from **10 seconds to 3 minutes.** The **THC** for the interactive experiences at the RTR is **1044.**

Interactive Compass

RFID Transponder

RFID Transponders are used to sense a 10-15 ft proximity to interactives, activating lights and haptics within the device.

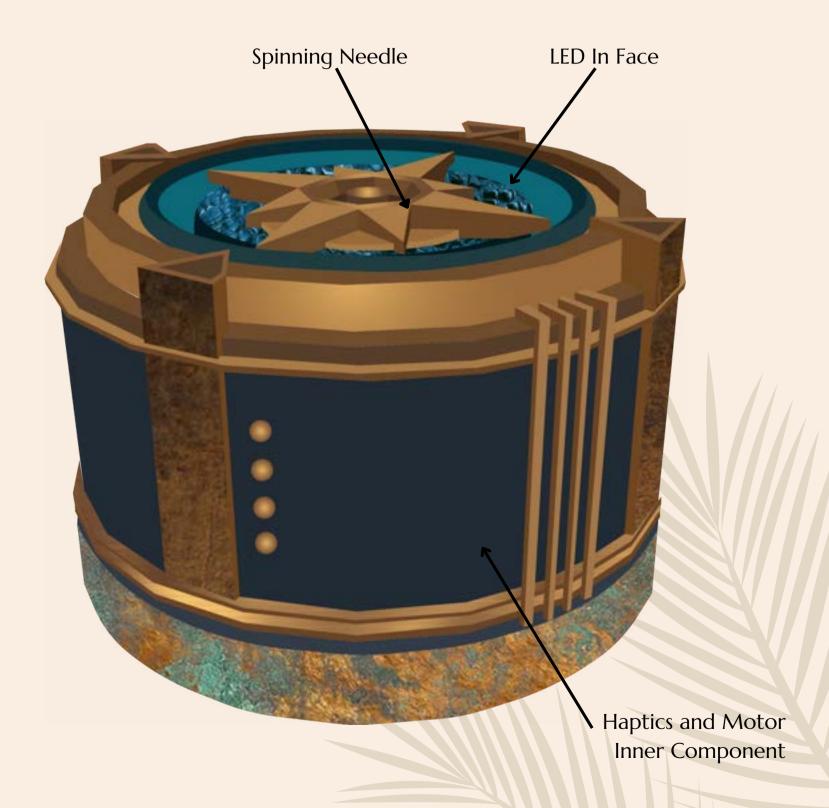
Specialty Lighting

LED Lighting is embedded in the face of the compass as well as a ring around the compass lid. The lighting may be activated in a varying multitude of interactions.

Haptics and Motor

Electro tactile haptics and a motor are embedded in the device to create user feedback. The haptics include vibrational patterns, and the motor will trigger the compass needle to whir.

Technology Example



Modeled in Maya

Environment Activations

Show Lighting

Hidden LED Lighting is installed around the recessed ceiling perimeter. The lighting will activate within a short show experience upon guest activation completion.

Specialty Audio

Hidden Speakers will be installed inside of scenic elements around the space. Audio of Amelia Hathaway will activate during guest experience, serving as a helpful reference.

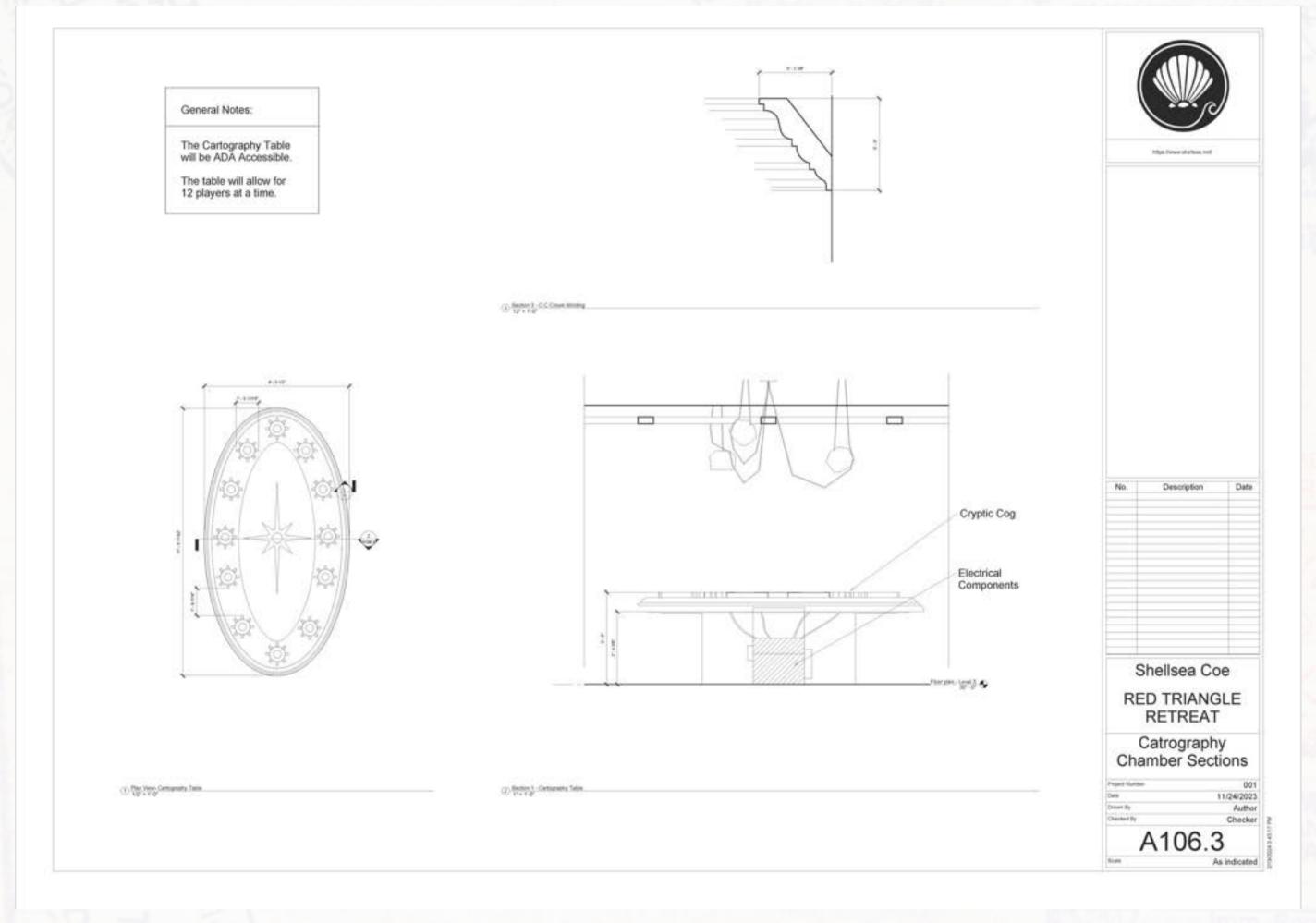
Projection Based Media

Hidden short throw projector will be installed in the space to help illustrate experiential imagery during the show scene.

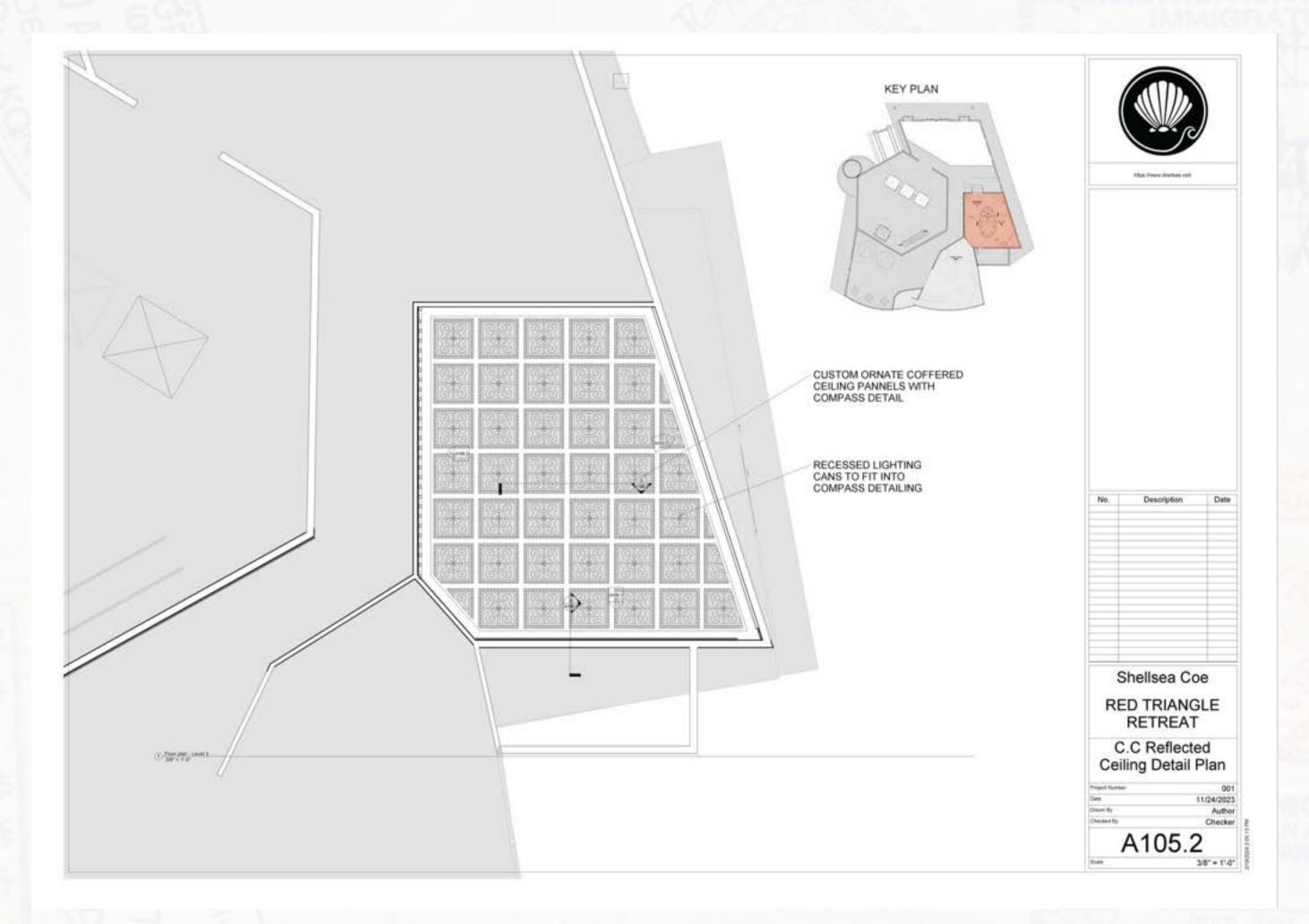


Activation Location





Sections



Ceiling Plan





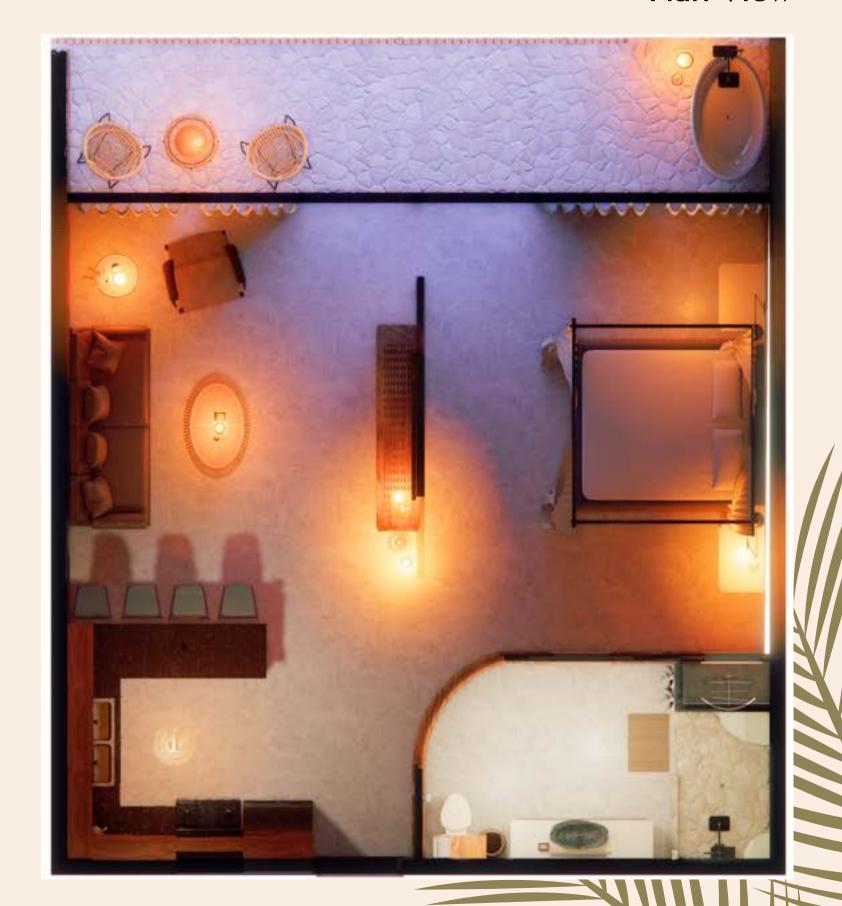


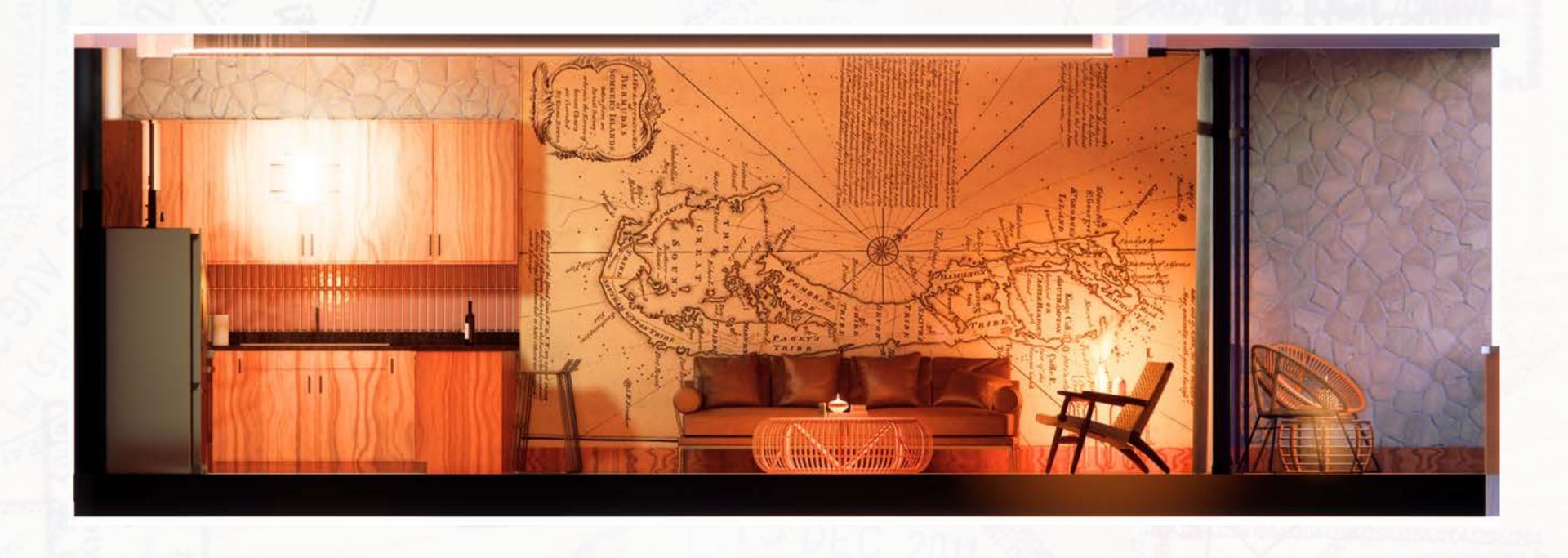
Plan View

Deluxe Suite

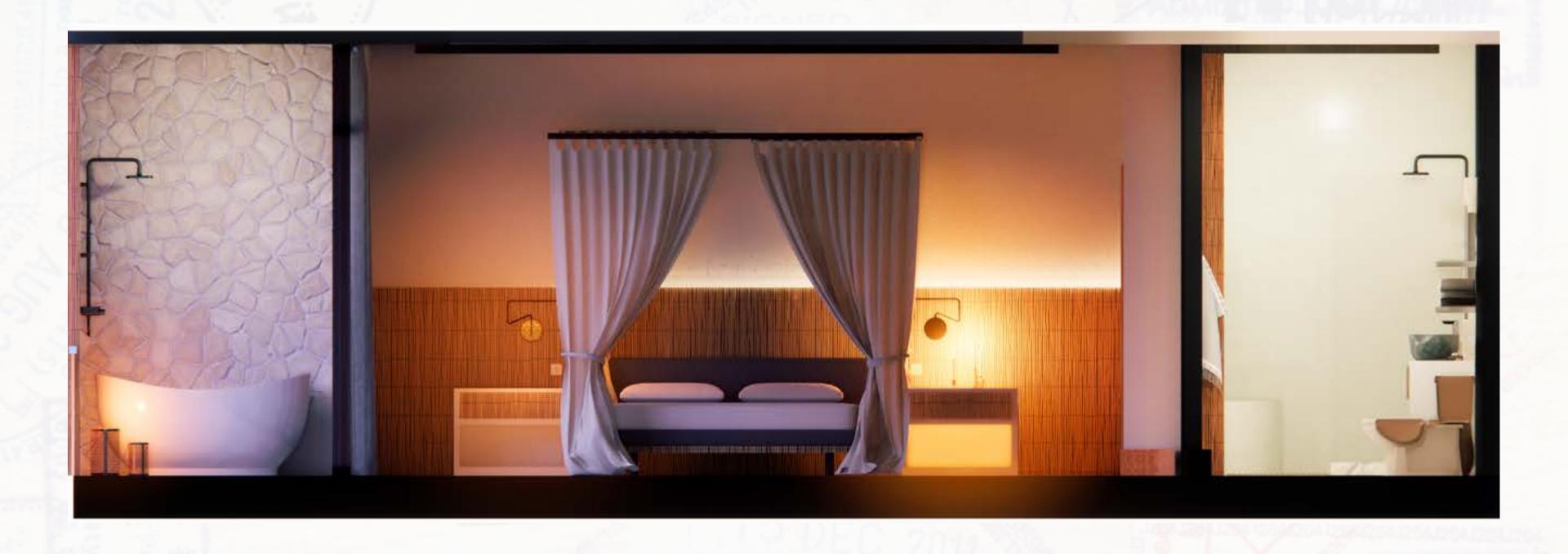
The intent of this design is to harmonize modern beachfront luxury with eclectic adventure, utilizing a combination of bohemian and contemporary furnishings and decoration to achieve a comfortable, yet eyecatching look.

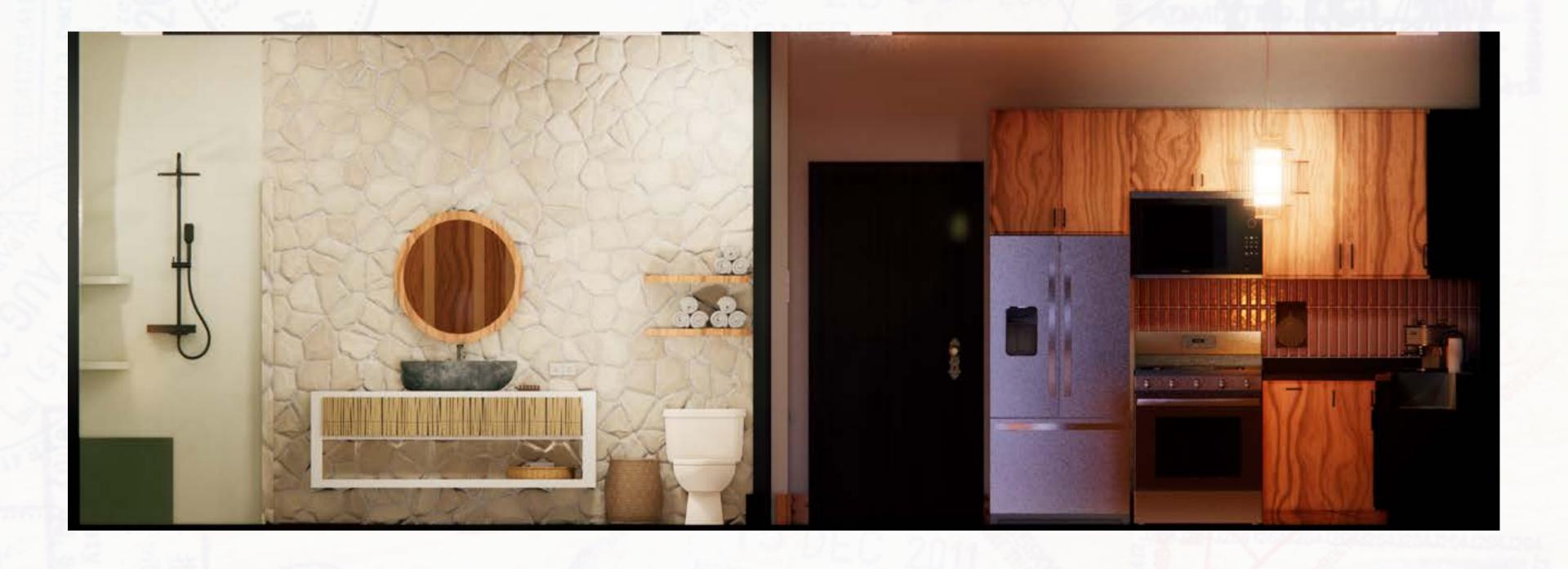
With a total of 4 guest buildings, each building has 19 Standard rooms and 7 Deluxe suites, totaling in 104 rooms. Each building will have 2 Standard and 2 Deluxe Suites variations that are ADA accessible. Totalling in 16 ADA accessible rooms.















Poster

Postcard



Supporting Documents

Design Documentation

https://drive.google.com/file/d/1yFIV9PK4FvHHEkUIjGvEmeU33rosx2s9/view?usp=drive_link

Game Design Documentation

https://drive.google.com/file/d/1zuoAZDnNI1dl9a_C3bFNslHDGYAGlqcR/view?usp=drive_link

Concept Treatment

https://drive.google.com/file/d/1Xow3xTRBRoymnRUBCnooh9OErVe6c4cO/view?usp=drive_link

Story Treatment

https://drive.google.com/file/d/1CxqOPml0rVwOMK4vW4crj8vEnHJoZReD/view?usp=drive_link



