

The Chamber of Illusion

Show Treatment

Experience Summary

Magnus the Sorcerer invites us to an all-new twist on magic in an immersive, mind-bending show experience that blurs the line between reality and fantasy with a spectacular blend of live performers, cutting-edge 3D LED media, 3D audio and in-theater special effects.

Scene List

Approach

Scene 1: Ancient Ruins (Queue 1)

Scene 2: Magnus' Study (Queue 2)

Scene 3: Library (Preshow)

Scene A: The Chamber of Illusion (Main Show)

Guest Experience

Approach

We approach ancient ruins overgrown with moss and creeping vines. Signage posted on the adjacent wall proclaims this as the entrance to THE CHAMBER OF ILLUSION. Intrigued, we make our way inside.

Scene 1: Ancient Ruins (Queue 1)

Once inside, we walk down a narrow, winding stonework corridor lined with creeping vines and flickering WALL-MOUNTED TORCHES. There is something mystical about this place. As we move farther along, the panels come alive with sparkling MYSTICAL ENERGY [fiber-optic effect].

After a few turns, the hallway ahead of us seems to dissolve into a MAGIC PORTAL [lighting effect]. Stepping forward, we magically cross the boundary of time and space, finding ourselves in the hidden, enchanted sanctuary of a powerful and benevolent sorcerer called MAGNUS THE SORCERER.

Scene 2: Magnus' Study (Queue 2)

Turning another corner, we arrive in Magnus' warm and inviting study. We get the sense that Magnus uses this room often to enrich his knowledge of the mystic arts.

Cabinets and shelves lining the walls and pathways hold magical curiosities, including an assortment of powders, potions and scrolls frequently used by the master conjurer. Some objects are enchanted, showing SIGNS OF UNSEEN FORCES [SAE/SFX] at work as we pass them. Papers levitate, an orb glows with swirling shadows and a strange talisman opens and closes.

Scene 3: Library (Preshow)

Magnus' Housekeepers (live operators) invite us into an ornate library (Preshow) featuring floor-to-ceiling bookshelves containing dusty tomes of all shapes and sizes. As we enter, we each pick up a pair of 3D glasses from nearby trays.

The rear wall is lined with THREE LARGE OIL PAINTINGS [video monitors] of great sorcerers. To the left is youthful, golden-haired CANDOL THE CONJURER. To the right is ERDANA THE ENCHANTRESS, a sly sorceress with jet-black hair. And, in the middle, is bearded MAGNUS THE SORCERER, looking mirthful as always.

We might be imagining it, but Magnus seems to be moving slightly...

As the last of us gathers into the room, MAGNUS comes to life before our eyes, welcoming us from within his FRAME. "Oh, you're already here! I did not expect you so soon. Welcome, one and all to my humble home. I, of course, am Magnus the Sorcerer!"

He pauses for dramatic effect. Then his face falls. "You... you have not heard of me, have you? Well... that's okay!"

Jovial as always, Magnus gives us a brief history of his magnificent life as a sorcerer. As he speaks, the PORTRAITS to either side of him dissolve into a series of animated vignettes. Even as a young child, he had a proclivity toward the mystic arts. Later in life, he became the eager apprentice to great sorcerers such as Candol and Erdana, who we see here.

As Magnus' studies grew, so did his command of magic. Today, he wants to show us a demonstration of his magnificent magical mastery.

"My Chamber of Illusion is just ahead. I'm currently attending to business elsewhere, but I will be there shortly."

He pauses, smiling at us, waiting for us to move. "Oh! You need a way in. My apologies!" Magnus makes a series of complex gestures toward a pair of BOOKCASES to his right. With a bright flash of light, one of the bookcases magically SWINGS AWAY FROM US [show-action doors], revealing a hidden hallway beyond.

"Now, please enter the Chamber of Illusion, find your seats, and get comfortable. My apprentice should already be inside. Hopefully, he is staying out of trouble. Oh, and please wait until you are seated before putting on your special glasses. Get ready for a show you will not soon forget!"

Scene A: The Chamber of Illusion (Main Show)

The hallway leads us into the CHAMBER OF ILLUSION [show theater].

Rows of individual seats face a simple raised stage, dramatically lit. On one side of the stage, a MASSIVE DUSTY TOME sits closed atop a pedestal. On the other, SIMPLE SHELVES of small, colorful bottles of potions, glittering stones and jars filled with exotic flora.

The side walls are adorned with faux-fire CANDLELIT FIXTURES.

A young, robed SORCERER'S APPRENTICE [live performer] idly sweeps the stage floor. He idly sweeps the floor. Nervous but charming, he addresses us as we enter.

"Hello! Please take your seats and put on your special glasses. Magnus the Sorcerer will be here soon! I think..."

The Apprentice continues to tidy up (sweeping, sorting potions) as the rest of us take our seats. He looks around for any sign of Magnus and loudly clears his throat.

"Magnus must be running late. But he has taught me a few things. While we wait, would you like to see some magic?"

There is a tinge of nervousness in the Apprentice's stage presence, but we soon see that he's charming and captivating — a natural showman. In short order, he entertains us with two SIMPLE MAGIC TRICKS. First, he transforms a CANE into a BOUQUET OF FLOWERS.

An eerie yet enticing musical underscore sneaks in, heard first as the tinkling of mystic bells. The closed TOME SHAKES on its own [show action]. It's subtle.

Next, he proceeds to pull a seemingly endless stream of TIED HANDKERCHIEFS from his robe sleeve.

The tome SHAKES again, more insistent this time. The Apprentice looks toward the noise for a beat, then returns to his act. The score grows louder, slowly ENVELOPING US [3D audio].

Next, the Apprentice plunks a beautiful hand fan out of thin air. He THWIPS it open and fans it quickly. Suddenly, we feel the WIND from it [wind effect], and it BLOWS OUT all the candlelit fixtures around it.

[Technical Note: In this instant of misdirection, a projection scrim is dropped between the Apprentice and the audience.]

The Apprentice is surprised by his own power. The tome RUMBLES once more, almost shaking off its pedestal. He approaches the book apprehensively.

He looks around, making sure the coast is clear. Still nervous, he OPENS the heavy book. YELLOW LIGHT [practical] spills out from it, illuminating his face, combined with a MYSTIC AURA [projected scrim] surrounding it.

The Apprentice's face lights up with wonder. He makes complex gestures in the space above the book, conjuring vibrant WISPS OF MAGIC that travel around the stage to his (and our) delight.

Gesturing again, he turns some of the wisps into DOVES.

He conjures LEAVES that form a beautiful TREE CANOPY. The branches spread across the SIDE WALLS via projection mapping, fully surrounding us.

Then he BURSTS the tree into a shower of BUBBLES that rain down on us [in-theater effect].

Despite his newfound confidence, the colorful SWIRLING ENERGIES soon begin to overwhelm the Apprentice. Too much magic!

The SHELVES on the opposite side of the stage SHAKE AND COLLAPSE [show action].

The Apprentice runs across the stage to try fixing it, but then thinks to close the book first. He turns around and tries to get back to the book. The pages FLIP [show action] by themselves, unleashing stronger energy waves that push him back.

Like a spectacular, media-enhanced pantomime, the Apprentice tries to walk against invisible winds. He starts to make headway, but then, like the opening of the cursed artifact in “Raiders of the Lost Ark,” shadowy, impish SPIRITS SPILL OUT from the book, causing him to stumble and cower in the middle of the stage.

[Technical Note: As the spirits are released, the projection scrim goes up, allowing 3D IMAGERY to LEAP off the rear LED wall and into the audience.]

The swirling energies rapidly escalate into a MAELSTROM OF MAGIC that circles all around us. RAIN appears to POUR DOWN on the stage [media and water spritz effects] and GUSTING WINDS [wind effect] blow through the theater.

Meanwhile, the mischievous spirits keep circling the theater, appearing on the SIDE WALLS [projection mapping] and GIGGLING around and behind us [3D audio] as AIR BLASTS go off in multiple directions.

It’s total chaos, and it’s still not over! We feel a deep RUMBLE beneath our seats. Suddenly, HUMONGOUS VINES BURST THROUGH THE WALLS [projection mapping], destroying them and weaving across the stage.

The music reaches a crescendo and MAGNUS APPEARS ONSTAGE IN A PUFF OF SMOKE [in-media].

He SNAPS his fingers toward the book, which SLAMS SHUT [show action]. The mystical maelstrom dissipates in an instant.

The Apprentice stumbles to his feet, ashamed. Magnus is stern but affectionate: “I hope you have learned your lesson for the day, my young apprentice. Do not seek where you are not yet ready to go. When you are ready, you will know.”

The Apprentice nods in understanding. Magnus regains his composure and turns to us. “My apologies. These things happen when one runs late. Let’s start over. I am Magnus the Sorcerer!”

Magnus sweeps his arms over his head, causing an EXPLOSIVE WAVE OF COLORFUL 3D MAGIC to wash over him and the Apprentice, the rest of the stage, the side walls and us. [3D LED plus projection-mapped walls plus 3D audio and subwoofers]

The energy waves quickly dissipate. In one final illusion, the theater all around us has been FULLY RESTORED and both Magnus and the Apprentice have VANISHED.

We hear Magnus' joyous laughter all around us. With that, the house lights restore, and the show comes to an end.

Prelim Elements List

- Audio System
 - Queue
 - Preshow
 - Main Show — 3D Audio
- Video/Projection System
 - Preshow — 2D
 - Main Show — 3D LED Wall, Scrim Projections, Projection-Mapped Walls
- Water Spritz
- Bubbles
- Wind Effects
- Air Blasts