

-THE-FUTURE-IS-WHAT-WE-MAKE-OF-IT-

OMORROWLAND

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A Speculative Design Project for
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INNOVATOR COPPER - OUR NATIONAL RESOURCES ARE PROTECTED

EXPLORER WHITE - TO REFLECT THE WORLD WE COME FROM

TOMORROWLAND TEAL - TO STAND OUT WHEREVER WE GO

"What is Tomorrow if not a gateway of opportunities? Walt Disney World's newly rethemed Tomorrowland paints a picture of Creativity, Innovation, and Exploration within the year 2055. Journey through the far reaches of the Milky Way Galaxy in the classic thrills of Space Mountain, discover emerging technology and its impact on fashion with interactive exhibits and exclusive apparel, and experience the role of science and sustainable growing within greenspaces taken care of by a familiar face (or two!) Tomorrowland is a place for thinkers, for doers, and for creators, because after all, "The Future is What We Make of It!"

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-TOMORROWLAND-

The Story:

Tomorrowland exists in a peaceful future where humanity has put aside their differences and joined forces to make something wonderful following an era of strife and stagnation. Creatives, Innovators, and Explorers have claimed the area as a safe haven, often collaborating with each other to come up with unique, eco-friendly solutions to everyday problems or just the plans for an exciting new idea or curious invention. All ideas are welcome in Tomorrowland, no matter how big or small.

The Message:

Coming up with completely new ideas, crafting something never seen before, and finding innovative ways to accomplish impossible tasks are daunting prospects when faced alone, but Tomorrowland displays that by working together, we don't have to do it all ourselves!

Tomorrowland shows us that everyone has a bit of magic inside them - magic that can be shaped and molded into a passion or interest that becomes part of the world at large when given enough time. There's something for everyone in Tomorrowland - thrilling rides and daring explorations, artistic and

thoughtful interactive experiences and opportunities to create, and places to build and appreciate new technological ideas. The best part? Everything is connected to each other, even if it isn't quite apparent at first glance. You might just pick a skill you never knew you had, without even trying.

And if we can work together to be creative in the future, it stands to reason that we can tackle its problems too. Tomorrowland has a secondary focus on creating things in a sustainable fashion, and every interaction within the land stresses this responsibility we have to the Earth we live on.

The World:

In line with Tomorrowland's story, the world itself is split into three distinct sections - both in terms of architecture and engagement.

The Bridge to Tomorrow encompasses the walkway from the Hub, and draws heavily from Steampunk design elements and storytelling philosophies. This area is filled with Innoventions, and conceals all sorts of secret gadgets and gizmos to be inspected. Devoted to progress, the copper hues of this industrious sector remind all good thinkers that the things we make come from the Earth, and we must be kind in what we take from it.



The Heart of Tomorrow hearkens back to the Atomic Era of Tomorrowland, pushing the boundaries of space exploration and excitement to be found amongst the stars. Through all the discovery and experiences to be had, greenery grows freely, keeping us tethered to the world we come from and reminding us not to stray too far in search of solutions to problems that must be solved first.

The Magical Tomorrow: Here you will find tools for creativity and methods of personal expression - made with care and intent, emphasizing the importance of craftsmanship over immediacy. This sector also encompasses the largest green space in Tomorrowland, showing not only the wonder of life, but that progress doesn't need to be linear. Plants go in all sorts of directions, so why shouldn't we?



-MAP-OF-THE-FUTURE-

Notable Sights:

Martian MarketSpace:

foodstand | merchandise | toys & unique items | streetmosphere interaction

The Martian MarketSpace has everything a budding thinker needs - gears, gadgets, wiring - you name it! This collection of stalls and stores is the Innoventors' place of work. Found to the right upon entry via the Bridge to Tomorrow, the MarketSpace provides instances of character interaction, immersive play, quick food carts, and unique Tomorrowland merchandise and gadgets which cannot be found anywhere else, including items inspired by *Treasure Planet* and *Meet the Robinsons*.

Design Notes:

Done up in Innoventor Copper, the exterior wall of shop stalls acts as a tall facade that has inaccessible "display" shops and a track for the PeopleMover stacked atop real storefronts. The interior wall is a beautiful collection of metal swirls and arches which lead into the rest of the Heart of Tomorrowland.

Tomorrowland Atelier:

interactive experience | named character interaction | clothing & displays of technology

Tomorrowland Atelier is where fantasy and technology merge to create amazing, whimsical shapes and forms. An exterior display window features art by the most innovative designers of the past century, with a large portion of the display being an interactive, "projection of parameters" in which guests can play with digital sliders and make their own fashion creations. These can be linked to magic bands, emailed, or sent to be displayed on the Discovery Stage Screens. For a price, guests can have a small model of their design 3D printed and either mailed home or scheduled to be picked up later on in the day/week.

Inside, guests can purchase exclusive quality attire inspired by 3D printing, screen printing, laser cutting, and more. The Atelier also functions as a character meeting spot for Madame Couture (see cast and character gallery.)

Above the Atelier, the PeopleMover track goes through a more static display of sci-fi fashion and design through history, with costumes from films like *Metropolis* or *Blade Runner* (Or, at least, costumes inspired by them!)

Design Notes:

The Atelier storefront and display uses organic shapes found in Art Nouveau, mimicking the structural whimsy of the displayed and digital clothing. Design features on the building showcase the Tomorrowland Teal representative of all Creators.

Shop

- 3. Martian MarketSpace
- 6. Atelier Clothier and Printer
- 24. Out of this World Wonders

Shows

- 11. Deep Space Sendoff
- 12. A Brighter Tomorrow
- 13. The Magic of Making

Food

- 4. Quick Swe-E.T.'s
- 5. Tomorrowland Terrace
- 8. Ice Cream Cart
- 18. Green Goodies

Interactive

- 1. Bridge to Tomorrow
- 2. Tomorrowland Atelier
- 7. SkyPainting
- 10. Discovery Stage Screens
- 16. Space Museum
- 17. Waving Wall-E Wall

Rides

- 9. Carousel of Progress
- 15. PeopleMover
- 21. TRON Lightcycles
- 22. Space Mountain
- 23. Space Blasters

Other

- 14. Character Meet & Greet
- 19. Green Gardens Rest Area
- 20. Restrooms (Accessible)
- 25. Terrace Restrooms



Even More Things to See!

Museum of Space

interactive exhibits | space simulations | blaster game | character gift shop

The Museum of Space is an arcade of Smart Tech, which transports guests to the far reaches of the universe. It teaches in fun, exciting ways the nature of exploring solar systems, even drawing parallels between the technology used to enter other extreme environments on Earth, such as the deep sea.

Additionally, the Museum of Space stresses the importance of preserving the real things in our world, and talks in a simple manner about important things to consider - such as using gear made from recycled materials or finding new ways to conserve fuel and energy while traveling in space.

There is a small gift shop within the museum as well, which sells *Lilo and Stitch*, *Monsters' Inc*, *Big Hero Six*, and *The Incredibles* merchandise and plushies.

Design Notes:

Located in the Heart of Tomorrowland, the Museum is housed in a reflective white building, in keeping with the theme of discovering the world reflected around us. Additionally, the PeopleMover is accessed via escalator to the building's roof.

Green Garden Rest Area:

accessible rest environment | outdoor quick service cafe | character interaction & meetup

The Green Gardens of Tomorrowland make use of transitional space between neighboring lands, and provides a much calmer area of respite than other preexisting areas of similar nature already in Walt Disney World's Magic Kingdom. With no parades to make way for or shops in which to loiter, the Gardens function as an open place to center oneself.

Included within the area is Green Goodies, a quick service restaurant which caters to those with green taste buds, serving specialty salads and vegetable dishes in addition to more traditional fare and provides nearby tables on which to enjoy.

To keep Tomorrowland tidy, eagle-eyed guests will notice that running along tall wall planter boxes are several newly painted Wall-E units, here to help with the gardening. These animatronics emerge from compartments hidden within the wall, and use camera sensors to spot guests who might have noticed them. Give them a wave, and they're sure to wave back!

Design Notes:

Barriers on the lower side of the Green Gardens help to block off any excitement which might be happening on the Discovery Stage or nearby Character Meet & Greet, and has a wide, easily accessed entrance which prevents crowd funneling. This is a rest place not only for Tomorrowland, but also for neighboring Fantasyland, especially during peak hours of park operation when finding a place to wait for a calmer afternoon can be quite difficult.

-IN-FAVOR-OF-INTERACTIVITY-



Relying heavily on what “the latest and greatest technology” happens to be at the time of a project’s construction is doubtlessly a risk to take. Technology is evolving so rapidly that cutting-edge experiences lose their relevance in as little as a single year. In replacing outdated but distinctly physical Tomorrowland attractions (*Tomorrowland Speedway*, *Stitch’s Great Escape*, *the Astro Orbiter*) with what could be seen as glorified touchscreen tablets and niche character interactions, one could argue that the land will lose relevance (and monetary investments) near-instantly.

If, however, the technology is not viewed as what it inherently is but rather by what it can do, these interactive experiences can become timeless art pieces which provide a different result in every instance of engagement. By allowing guests to create their own costumes and images which then are displayed as part of Tomorrowland’s scenery via several gallery screens, guests then leave as much of a mark on Tomorrowland as it does on them. The tools used to facilitate these experiences are also multi functional, and can be updated without being fully replaced. As we embrace the harmony of Tomorrowland’s three disciplines working together in tandem, we create a longer-lasting present.

-AN-ENVIRONMENT-WHICH-RESPONDS-

SkyPainting

Combining elements of digital matte painting, concept art, 3D modeling and particle texturing, and telescopic infrared image compositing (say that three times fast), SkyPainting is an interactive installation which lets guests depict their own vision of what the future might look like. Chose from a huge library of preloaded images, models, colors, and effects, and create a stunning visual collage of multiple elements which blend seamlessly together. Do you envision a city of stars? A domed homestead in a remote location? SkyPainting has you covered.

When finished, guests can save their work by linking to their Magic Bands or providing an email address. And, if you go just across the street to the Character Meet & Greet, you can load your SkyPainting onto virtual background screens and have it appear in your photo!

The Discovery Stage

The Discovery Stage is a great leap forward into technologically equipped theater. Designed with multiple alcoves which house animatronics, a wall of large, high-resolution display screens, and 4D steam and fog mechanics, it is a key component in facilitating engaging, immersive entertainment within a relatively small space. Additional lighting effects are achieved through hidden stations within the rest of Tomorrowland, including atop the Martian MarketSpace.

However, what makes this space so unique is not just its performative capabilities - the Discovery Stage spends most of its time acting as a gallery of guest's own artwork!

After completing a SkyPainting or designing a stunning item of clothing at Tomorrowland Atelier, guests are given the option to submit their image (either credited or anonymous) to the very same screens which display visuals during scheduled events and performances. The Discovery Stage is therefore always active with new things to see, and can always be added to as new visual attractions become implemented within Tomorrowland. And, due to its location at the end of the main walkway into Tomorrowland, these screens serve as a focal point to entering guests. Imagine walking into the future and seeing your own work displayed front and center!

Discovery Stage with
SkyPainting Screens

Photo-Op Spot
when idle

- CHARACTERS - - AND - - COSTUMES -

A world is nothing without its inhabitants, and Tomorrowland is no different! As a place of innovation, exploration, and creativity, the Heart of Tomorrow draws all sorts of interesting people. You never know who you might run into!

General Notes:

These characters share a world, so it makes sense that they would know each other! All face-character inhabitants of Tomorrowland should be familiar with the others, though some characters do cultivate stronger connections, and all serve as a small puzzle piece within Tomorrowland's greater Story.

- CAST - MEMBERS -

Patterned undershirt allows vest to open if needed



The functional backbone of Tomorrowland, official cast costumes are designed with style, theme, and functional safety all in mind. While other characters within Tomorrowland are associated with a specific color, the Cast Members wear an equal representation of Teal, Copper, and White. These costumes are slim fitting, with clean lines and detailed stitching, even on undershirts. Similar but separate to the **Inoventors'** vests, the Cast vests are flat and do not have as many protruding pieces. This is to ensure safety when working as ride operators. There are variations on this costume for personal preference or for weather, but all options aim to be very versatile.

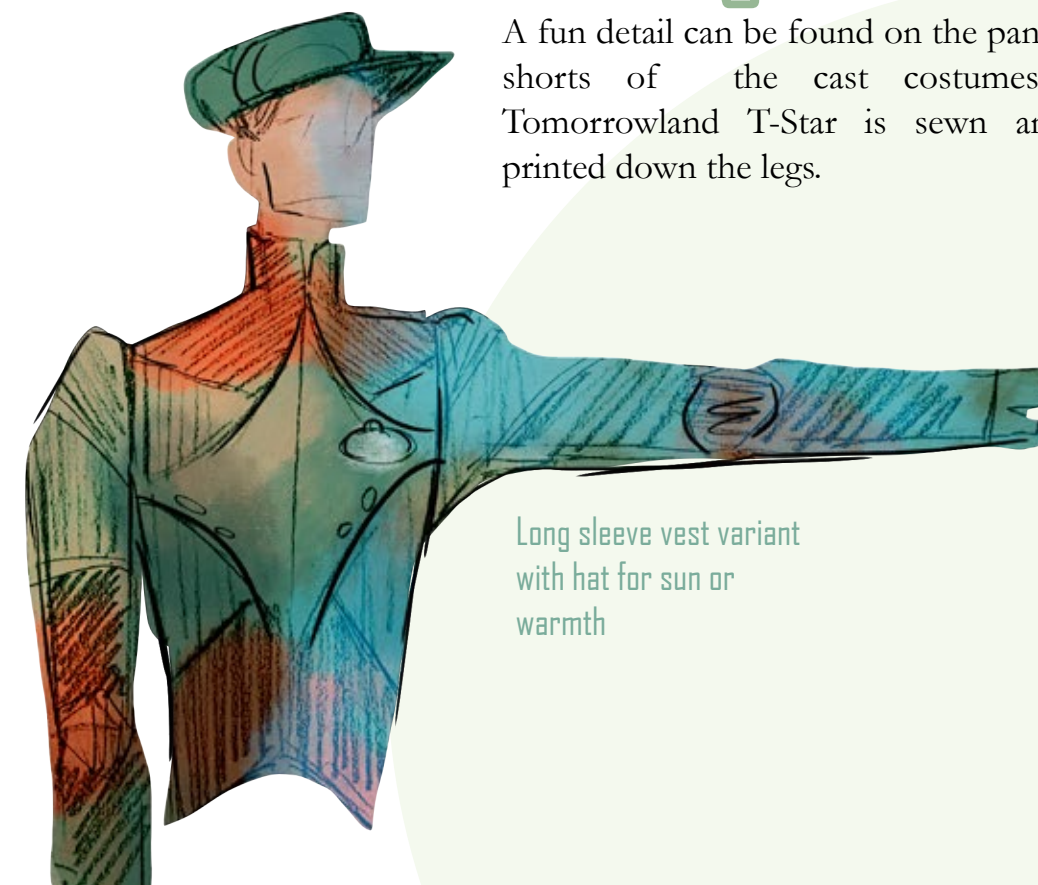
Short sleeves have adjustable cuffs



Design Notes:

A fun detail can be found on the pants and shorts of the cast costumes: the Tomorrowland T-Star is sewn and or printed down the legs.

Long sleeve vest variant with hat for sun or warmth



- INNOVENTORS -

As the most widely spotted and easy to talk to inhabitants of Tomorrowland, it's up to The Innoventors to keep the place running smoothly. If something needs doing, they're the ones to call. You might meet an Innoventor at the **Bridge to Tomorrow**, inspecting the intricate metalwork and checking for any necessary repairs to the Whirligig gears. Perhaps you will see them at the **Martian MarketSpace** talking with shopkeepers, or offering design ideas to those at **Tomorrowland Atelier's** interactive exhibits. These staples of the community are also seen in the **Green Gardens**, assisting Wall-E units in their tasks.

Chipper and energetic, the Innoventors are always happy to talk about ways to improve the Future, new inventions on the horizon, or even how beautiful the gardens look - and just how important they are, too!

Design Notes:

The Innoventors have an modified version of Tomorrowland's standard cast costume, with a few notable exceptions. The costumes should be sturdy enough to withstand a large roaming area, but allow for elements of playfulness not afforded to the standard uniforms which are primarily designed for safety. These outfits consist of a base vest and blouse combo, but also include an assortment of accessories, such as hats, goggles, or colorful sashes.

There should be enough variety for a discerning eye to pick up on individual characters, but enough uniformity to clearly spot these people as part of a collective guild of Innoventors. These characters also allow for the most diverse casting. While typically (though perhaps not exclusively) on the "younger" end of Disney's casting spectrum, race, body type, and gender identity should be left open.

Think of Innoventors as a imptovisational performance troupe - more collective in nature than individualistic. If asked their names, the Innoventors should have a Tomorrowland-appropriate, personal pseudonym thought up (and pre-approved,) examples being Gizmo, Verne, Shelley, Cosmo, Connie (short for Constellation,) etc. This is also not dissimilar to interactions experienced with walkabout characters and performers at Renaissance fairs or Live Action Roleplay (LARP) events.



Accessories from Tomorrowland Atelier

Warmer jacket variant for cold weather.



Sample of theatrical eye makeup style resembling Tomorrowland Logo (nonbinary)

Jewelry options

Hat with gear detail

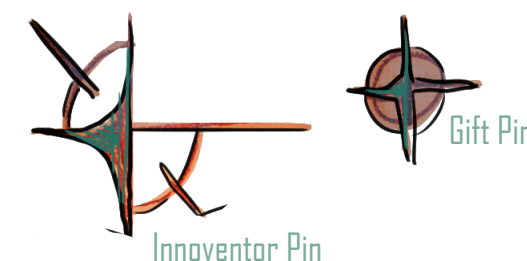
Bags for pins and tools are secured with multiple straps (safety)

Shorts for weather or personal preference

Interaction Notes:

Not unlike Peter Pan, the Innoventors should exude excitement and enthusiasm for the things that they help to create. If approached, an Innoventor can launch into a detailed explanation of just what it is that they are working on, and can even ask a willing guest (most likely a young guest) if they would like to "help." There can be a few concealed fidget stations within Tomorrowland that only Cast Members and Innoventors have access to, and if a guest shows the right interest, a few buttons pushed can start up a mini environment function, and give the distinct impression of being helpful. This should hopefully spark imagination and a desire to see how the world works.

Innoventors can also give a special pin to their helpers, which is a modified version of the ones adorning their own costumes.



Innoventor Pin

Gift Pin

-STARDUST-COMET-ORBIT-



Communication Gear
actually functions as
performance
microphone

hair secured
for helmet &
safety

wire harnesses
built into sturdy
but very flexible
costumes

"Magnetic Spacewalk
Boots"

There's a whole universe to explore! Join **The Tomorrowland Travelers** Stardust, Comet, and Orbit as they regale an eager crowd of their discoveries in the farthest reaches of the galaxy.

Stardust is always ready to chronicle her daring escapes on rocky alien terrain - or her brave blaster skills against an army of evil space bots. An ace pilot, **Comet's** favorite story to tell is the time he flew through an asteroid field blindfolded. **Orbit**, their trusty computer companion, is quick to remind everyone that the *real* point of their missions is to explore and document all of their discoveries - for science.

Looking sharp in their spacesuits designed by **Innoventors** and **Madame Couture**, the trio returns to their explorations during **Deep Space Sendoff**, but are always back in time to help create **A Brighter Tomorrow**.

Design Notes:

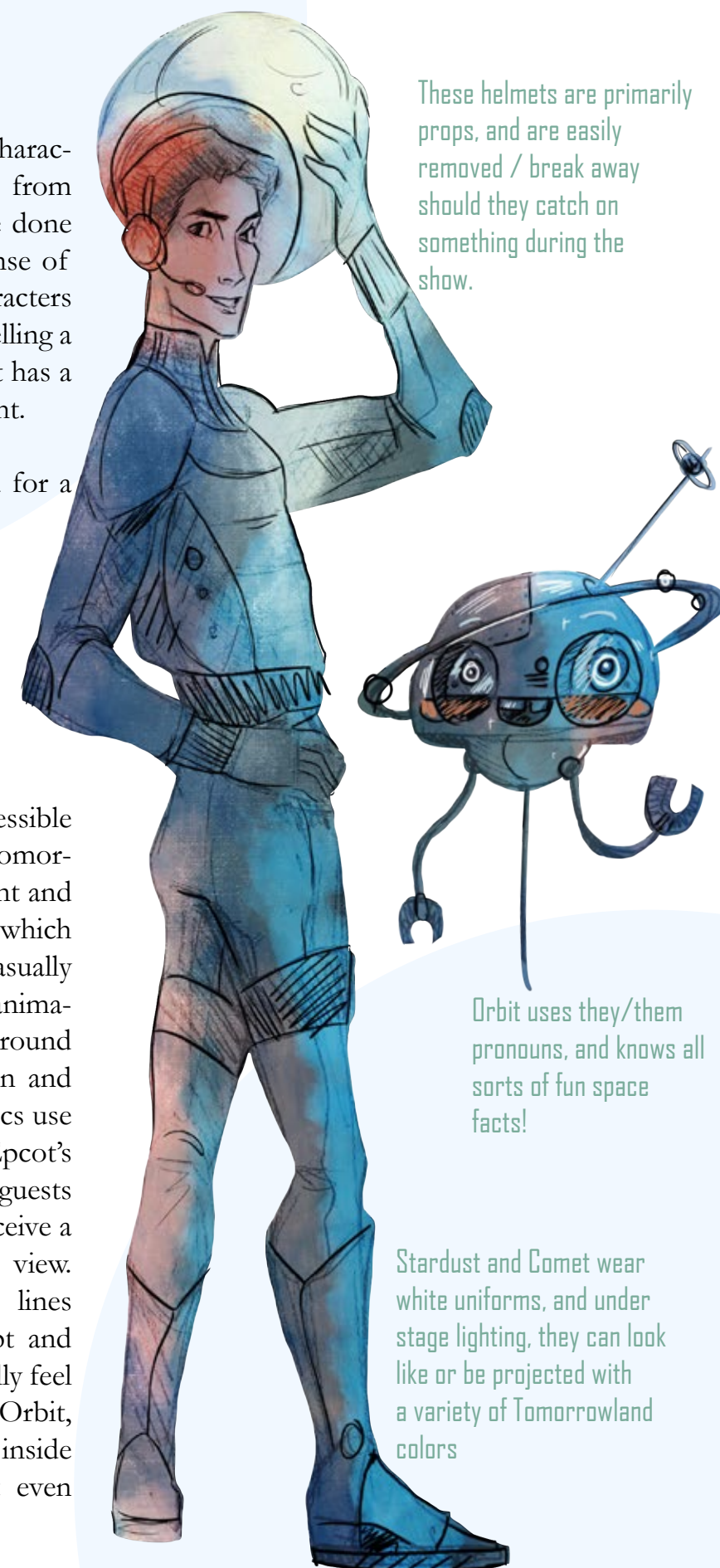
The Tomorrowland Travelers wear specialty suits designed and engineered by residents of Tomorrowland. These suits favor sleek lines and style over the clunky, "old-fashioned" suits of the past. Stardust, as the member sent to touch down on distant planets, wears more armor and protective gear, while Comet's pilot suit is designed to fit comfortably in cramped spacecraft quarters. Orbit is designed to spark curiosity about the world around us in younger guests, and is therefore comprised of friendly, round shapes.

Another important note with these characters is that their enthusiasm comes from excitement to share the things they've done and seen - bragging (in a negative sense of the word,) is not something these characters do. Any time Stardust or Comet start telling a tall tale which goes a little to far, Orbit has a scripted response to keep things straight.

Additionally, stunt training is required for a few entrances and exits during shows.

Interaction Notes:

While these characters are less accessible than some of the other residents of Tomorrowland due to the nature of their stunt and effects shows, there are instances in which guests can encounter them more casually throughout the day. There are several animatronic models of Orbit which pop up around various places around Space Mountain and the Discovery Stage. These animatronics use a similar sort of interaction as Epcot's "Turtle Talk with Crush," in which guests can ask space-related questions and receive a response from an actor hidden from view. Orbit's show & performance voice lines could be a mix of prerecorded script and actor interaction, but guests should really feel as though Orbit is talking to them. Orbit, Comet, and Stardust can also be seen inside the **Museum of Space**, and might even jump in a simulation or two.



These helmets are primarily
props, and are easily
removed / break away
should they catch on
something during the
show.

Orbit uses they/them
pronouns, and knows all
sorts of fun space
facts!

Stardust and Comet wear
white uniforms, and under
stage lighting, they can look
like or be projected with
a variety of Tomorrowland
colors

-MADAME-COUTURE-

When Madame Couture is not busy in her workshops or talking to the **Innoventors** about exciting new prototypes which could aid in her art, she can be found outside **Tomorrowland Atelier**, showboating her latest designs and offering fashion advice to anyone brave enough to ask her opinion. Showing off your own take on Madame's work is sure to earn you a smile, and if you're lucky, maybe your design will even make it to the front window!

While Madame likes to change her outfits from time to time, you can always count on her to stand out, as her striking silhouettes are like no other. Some say that parts of her dresses can even move, seemingly all on their own! And though she keeps up with the latest trends, Madame is never shy about sustainability, and encourages the use of earth-friendly materials in her designs and ideas, just like the other residents of Tomorrowland.

Design Notes:

Madame is a character inspired by the works of Iris Van Herpen, a Dutch designer of the 21st century who employs meticulous handiwork and occasional 3D printing within her Haute Couture. Van Herpen is inspired by patterns found in nature, and as such, much of her designs are reminiscent of the stranger things found in the world around us. Madame Couture is meant to showcase creativity and expression in a unique and out of the box way, as well as bridge the gap between science, technology, and art, both in her design and in her character interactions.

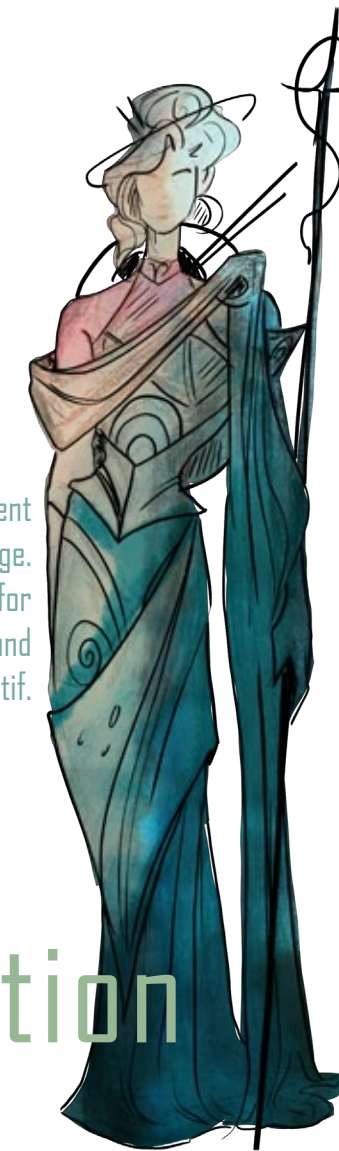


Her costumes can differ slightly in color and shape to suit both the weather and the actress portraying her, but Madame should always be recognizable through her calm and elegant movements, as well as the striking shapes generated by her clothing. These garments should also incorporate playful colors when possible, so as not to intimidate onlookers.

Additionally, Madame should be cast to an actress who is in the same age and height bracket as Lady Tremaine, Maleficent or the Evil Queen. This not only plays into the Tomorrowland Story, in which Madame Couture helped to design the staple clothing of the city's residents and therefore paints her as a credible source, but provides an additional work opportunity for taller heights and increased ages.



Ceremonial Variant, consistent shape and color language. Can be worn for "A Brighter Tomorrow" and includes a setting sun motif.



Interaction Notes:

Similar to Anastasia, Drizella, and Lady Tremaine, Madame Couture is allowed to make the occasional 'snarky' passing comments to guests on 'sloppy' attire, but must never ridicule what seems to be deliberate style choices. These in particular she should applaud for creativity, especially when seen in young children and teens. High fashion is often an exclusionary business, and Madame Couture must expertly traverse the line between funny and hurtful, always erring on the side of caution. She is not a villain in Tomorrowland, and as such, must not be feared or resented the way more dastardly characters can be.

Madame will exit an interaction when a cast member calls her away, citing an "emergency in the workshop" or one of her "sewists who is in need of her expert eye."

-SHOWS-AND-PERFORMANCES-

Whether it's the start of your day, a precursor to a thrilling new ride, or the last place you visit before heading off for a night of rest, Tomorrowland always has something to see!

Experience the world and its traditions within a selection of stage shows and performances sure to dazzle, excite, and make YOU part of this magical place, too!

Deep Space Sendoff

Occurring during the day, Deep Space Send-off is an outdoors effects show hosted at the Discovery Stage in the Heart of Tomorrowland. Stardust, Comet, and Orbit appear in grand fashion fresh from their latest trip - a hostile planet far, far away that had been taken over by evil, power-hungry Robots intent on stealing all the planet's natural energy sources for themselves. Stardust recounts her dazzling stunts and heroics in defeating the Invading Robot Army (coincidentally, the plot of **Space Blasters**.) Comet reenacts his last-minute landing and daring rescue maneuvers. Orbit reminds the audience that they were initially there to study clean energy to help the Innoventors with their latest prototype.

Throughout the performance, the Discovery Stage Display Screens show lightly animated backgrounds to help illustrate the story being told. This gives the actors something more to work with in addition to music cues and each other, and allows the audience to experience that action as if they were there themselves.

The show ends with the trio getting ready to blast off by disappearing into a side stage compartment. The screens then show a futuristic rocket, and Stardust, Comet, and Orbit are heard as voiceovers counting down the seconds until blast off. A great puff of steam throughout the crowd conceals the digital rocket disappearing off screen, and a single rocketing firework located a safe distance behind the Tomorrowland facade goes off with a bright trail of smoke.

"Our Travelers have exited the Atmosphere! Don't worry, they'll be back soon!"

The Magic of Making!

Less of a formal affair, The Magic of Making is a celebration of all the innovations being thought up within Tomorrowland. Once in the morning and once in the afternoon, a collection of Innoventors gather in the center of Tomorrowland just outside the Martian MarketSpace to show off their latest automaton, power generator, whoosit, or whatsit. Rarely do things go according to plan, however, and more often than not, an Innoventor is going to need some help in wrangling a rogue creation.

Together, we learn about failing spectacularly and successfully, and how to move on from ideas that don't go quite as planned. Things aren't nearly so daunting when you have some help.

"Failure is part of the process, and we sure seem to do it a lot, don't we?"

A Brighter Tomorrow

Drawing upon its inhabitants' universal love of sunsets (see 'An Elegant Metaphor,') this evening spectacular completely redefines Tomorrowland's appearance for the transition to night. As the sky darkens and the last rays of sunlight flicker over the horizon, the Innoventors and Madame Couture gather the crowd to honor Tomorrowland's biggest achievement - teamwork.

Utilizing the support of Tomorrowland Cast Members, the Performers clear the center of the Heart of Tomorrow of any guests who might otherwise be in harm's way. Anticipatory music begins to build as Madame Couture remembers the way the world was before - when everyone fought to be heard and ran through resources recklessly. She asks the Innoventors to assume their positions just as the drums and tempo begin to pick up, and steps into the very center of the performance space. Innoventors stand in pre-marked parts of the MarketSpace which look like control panels, and just before Madame gives the signal, Stardust and Comet return to help, "flying" in on invisible wires and LED-equipped "Jetpacks" from their latest mission, professing *"We could never miss this!"* They take the final spot on either raised side of the Discovery Stage, while Orbit pops out of one of their animatronic compartments to do their own part.

Together, the performers call upon all the Honorary Innoventors, Explorers, and Creators within the audience, and on cue, summon in A Brighter Tomorrow.

With a great swell of sound, all exterior display screens flash around the Heart of Tomorrow. Light cannons atop buildings spring to life, washing scaffolding in brilliant hues of iridescent white, bright teal, and a warm, shimmery orange. The grand centerpiece of A Brighter Tomorrow, however, is the misty hologram projected around Madame Couture. In it, we see three figures bent over a circular table. Each figure represents a different part of Tomorrowland - a teal Creator, copper Innoventer, and white shimmer Explorer. This temporary "Wienie" does a few rotations to the climax of the music before the scene becomes mellow, and gradually fades to the default Tomorrowland night lighting schematic (a toned-down version of the performance lights.)

The Performers thank the audience for their participation in saying goodbye to the day of productivity, and remind everyone to take time to rest soon - because, as Orbit jokes, *"no one can run on empty! Not even me!"*



-AN-ELEGANT-METAPHOR-

Sunset on the Horizon

As with all things in nature, there is a balance to being productive. While Tomorrowland 2055 praises new ideas, artistry, and a go-getter attitude in life, it would be irresponsible to not acknowledge the need for rest and recovery within this highly demanding cycle. As such, the inhabitants of Tomorrowland have a long-held tradition of honoring the sunset as a gentle reminder to take time to pause and recover.

Sunlight represents a time of action, of putting ideas to paper and shape to form. But where do these ideas come from? Why, when taking a break, of course! As valued as the sunlight is for its ability to power machines and provide light to work by, the night is equally important! It is the time in which we are allowed to lie down beneath the stars and dream up new ideas to make in the morning. There *will* be a great big beautiful tomorrow, but to reach it, you must allow yourself time to dream.

This is why the Tomorrowland symbol includes both the shape of a half-star (the T in Tomorrowland) and an orange sun glowing over a horizon. The round orbit around the entirety of the symbol represents the cyclical passing of time, and concurrently, the creation of new ideas.



"THERE'S A GREAT BIG
BEAUTIFUL TOMORROW,
SHINING AT THE END
OF EVERY DAY..."

THERE'S A GREAT BIG
BEAUTIFUL TOMORROW,
JUST A DREAM
AWAY!"

- THE CAROUSEL OF PROGRESS