

Jordan Zauha | Themed Experience & Theatre
Story Writing & Development Portfolio

Updated March 31, 2022

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Letter to the Reader

March 31, 2022

Dear Kind Reader:

Whether you've traveled to this corner of the Internet by chance, via LinkedIn, or through a job application, thank you for stopping by! Below you'll read some themed experience concepts, attraction scripts, and theatrical play dialogue as just an example of my current writing work.

If you enjoy a little cozy retreat by the fireplace with a book on your vacation, you may find **The Cottage Countryside Resort Concept** just the thing for you. Or if you thoroughly enjoy epic fantasy adventures you thought could only be found in literature, jump on over to the **Crystal Valley: Themed Land** treatment and **Dreams of Discovery Boat Ride** attraction script. There's plenty more apart from those, and the Synopses section below provides a preview to let your tastes and interests guide you.

Regarding myself, I originally trained as a musical theatre performer during my undergraduate career. Aside from acting, our incredibly active theatre department at Nebraska Wesleyan University also allowed me to explore directing, stage managing, lighting design, and playwriting. Since moving to Orlando, Florida, I have continued to follow my passion for experiential storytelling by joining the inaugural cohort at the University of Central Florida's Themed Experience master's program.

Throughout my graduate career, I have enjoyed collaborating with a group of talented artists, finding I succeed most in intentionally listening to all voices in the room, melding a diverse range of concepts and ideas into a coherent narrative, and remaining agile and flexible as projects progress from blue sky to final design presentations.

As I transition into themed and immersive entertainment, I hope to continue to collaborate with an even broader group of artists, play and develop original and IP-based

entertainments that exceed guest expectations, and craft transformative experiences that underscore the best work of design, technology, and storytelling.

With Gratitude,

A handwritten signature in black ink, reading "Jordan Zauka". The signature is written in a cursive, flowing style with a large initial 'J' and a stylized 'Z'.

Synopses

Crystal Valley: Themed Land Treatment

Envisioned as a themed land expansion for a theme park, the story of this land revolves around mythic giants known as Protectors that sleep in the surrounding rocks. These beings come to life throughout the land's offerings which include two ride attractions, an immersive dome theater, an interactive retail experience, and a courtyard including two food and beverage location and a retail store.

Dreams of Discovery Boat Attraction Script (Crystal Valley Dark Ride)

One of the two ride attractions in Crystal Valley, this water-based family dark ride explores the first human child who enters this mythical land and encounters the gentle giant Protectors who sense a new kind of magic within the rumbunctious youth.

The Cottage Countryside Resort Concept

This resort complex includes single-family cottages, multifamily lodges, and a dining and entertainment complex all inspired by the storybook European cottages found in north France and beloved by holiday-seeking Europeans.

The Orlando Kaleidoscope (Disney Imaginations Competition)

Crafted as a combination public garden and community center, Orlando Kaleidoscope celebrates Orlando's past via a natural journey of native flora to the more commonly seen nonnative flora that the city's dwellers enjoy. Along the way, tributes, art sculptures, and kinetic interactive experiences dot the reflective walkway. All pathways lead to the central community center tower representing Orlando's colorful future with programming and a celebratory top-level restaurant and rooftop bar that frames the Orlando skyline.

Froogle Flyr Attraction Treatment

A media-based dark ride attraction where Test Flyers ride a newly coded flight by a recent graduate of the Froogle Company's coding bootcamp. This wild ride includes darting between buildings and witnessing a sunset central to the Coder's family memories.

This project was an assignment during the Themed Entertainment Creative Academy's (formerly Themed Entertainment Creative Workshop Series) Creative Writing Course where we were assigned a specific theme and attraction type.

Chronodale: Park Treatment

A small theme park exploring a hub-and-spoke world of areas stuck in different time periods. The central clock tower controls the time of each neighborhood, yet the Villagers collaborate in fun and interesting ways for Time Travelers (Guests) to enjoy!

Committed (Stage Play)

Bill, a married businessman, has his life interrupted by a new workplace distraction. He begins to face many inner discoveries. Yet will he accept the shift in himself or is his promised vow to Shannon more important?

NOTE: Only the first third of the full script.

Crystal Valley: Themed Land

Conceptual Overview

Enter a mythic verdant cliffside valley hidden away from the outside world. It's said giant creatures once roamed these hills, and a battle against a dark evil played out upon these lands. Today, the living crystals, which transform human imagination and emotions into tangible magic, dot the land, calling upon adventurers filled with light in their hearts to enter the realm, explore, and protect them as the Ancient Protectors once did.

Thematic Cornerstones

Living Myth

Playing upon epic larger-than-life and impossible-to-believe storytelling, Crystal Valley is a storied land founded by giants and attacked by mysterious shadows. Even now, it hides away from the outside world, only found by those with good in their hearts through the magic of the crystals. Even these seemingly impossible stories hide truth within them. Rock figures similar to the descriptions of the Ancient Protectors stand guard outside various entrances, and one looks its sleeping inside a shop. Some of the buildings were not built by the Residents but have always been there and, supposedly, were built by Those Who Came Before. The crystals themselves like to reveal truths in a way that only magic and the human imagination truly can.

Natural Wonder

This cliffside valley attracted the ancient Protectors and Shadows, and to this day, people still discover and enjoy the awe-inspiring landscape. Verdant, lush land mixes with the jagged carved cliff rock and stone-based exteriors. Most of the buildings in the village utilize natural materials, as a reminder of how the earth provides for us. The current Residents (along with the Ancient Protectors) clearly recognize the beauty of nature, such as how Daun's Fresh Hall has an entire garden upon the roof! The crystals, too, are based upon those natural minerals and gems found within the earth and mankind's universal attraction to the beauty of such objects.

Actualization

The true power of the crystals is their ability to manifest the interior life of humans and to actualize their desires and inner strength. In this land, the words of a Storyteller are painted upon the walls and ceiling of a theatre, and audiences are swept up into the story. Literally. The history of Crystal Valley's first human is played out to riders of boat ferries through crystal dust transforming the memories of a child into our present reality. Through the use of crystal-based devices and their sheer will for goodness, guests can defeat the evil Shadows and protect the land. The crystals symbolize, not only the inherent beauty of nature, but also the human spirit. Crystals embody the power of human interior life, connection, and human will.

History & Landscape

The Conflict

The Shadows, in pursuit of a place suitable for their selfish desires, came upon the Crystal Valley and sought to steal the land away for themselves. This war was short-lived (a battle mostly). The Shadows, realizing that they lacked the necessary might to defeat the Protectors, used wit instead and shrouded the land from the light of knowledge. This land, once easily accessible, became nigh impossible to find. However, the power of the crystals allows any Seeker of Light to find the land if they look hard enough.

At the conclusion of this battle, the Ancient Protectors committed themselves to a life of protecting the crystals. They abandoned the day-to-day life and instead slept besides the crystals, conserving their life energy for those moments when danger looms nearby.

Crystals

Littered throughout the valley, upon the cliffsides, and inside the caves are crystals stacked in a hexagonal prism shape (similar to columns of basalt). Infused with Light, these crystals can unleash and project the internal life force of Creatures of Light, namely the Protectors and human beings. In the presence of Creatures of Dark, they often will extinguish in

an almost explosive fashion. Even though they are unable to be utilized in a similar fashion by Creatures of Dark, the Shadows still attempt to steal and harness them, especially the Master Crystals.

Master Crystals are large crystals that concentrate power and energy. Some Master Crystals have been designated for a special purpose or given significance by both the Protectors in ancient times and the current Residents. One such example is the Master Crystal that sits at the center of the Storytelling Theatre. For many centuries, Residents have utilized this crystal to enhance storytelling by allowing it to project the human imagination upon its walls and allow audience members to experience stories in an incredibly vivid and visceral fashion. Other Master Crystals include the guardian crystal outside of Cave City, the Bountiful Crystal in the Shimmer House Restaurant that projects the joy of human companionship, and the Dream Crystal in Dreams of Discovery that recalls past memories.

Dreams of Discovery Boat Attraction Script (Crystal Valley Dark Ride)

Logline

Technical Profile: Family Boat Ride with Media Projections

In this valley, the Protector came first, but the first human followed sometime after. Illuminated by the Dream Crystal, follow the legend of the first human child to explore these cliffside caves and light up the mystery hiding within the cave walls. Through these winding cave streams, witness a child's discovery of a land unknown to man and ruled by giants. The Ancient Protectors, fascinated by this child's innate joy and curiosity, honor their guest with a creation enjoyed by future generations.

Script

INT. CAVE - LOAD IN

Boarding large raft boats, we settle in for a gentle journey. The echoes of drips give beat to the flowing air of the cave. This breeze has a musicality of its own, like a peaceful fall day.

Lighting feels dim but safe and tranquil. The blue-tinted water reflects upon the sides of the boat and the cave ceiling.

Looking up at the ceiling, the shards of crystals shimmer above. Their lights sparkle blue like the water and sometimes change color completely in the presences of humans. One may flash the color of excited anticipation or another in the color of joy with a companion. They dance like stars upon the night sky.

The raft pushes forward through the cave brook, covered by the natural barrel vault of the cave. We turn a corner...

INT. CAVE - SCENE 1

Around the corner, still covered by the cave ceiling, a large Master Crystal, the Dream Crystal, sits tall among a nest of smaller crystals. Deep inside swirls a foggy mist of energy. It pulses with a heartbeat that beats faster and faster as the boat approaches until it appears to burst from within.

Physically though, the crystal doesn't actually explode. No, it's still intact, but a collection of crystal dust emanates from it. Crystal dust rises, as well, from the cave walls and the ground, swirling and collecting together to form the shape of a body. It's an Ancient Protector in their giant rock-like form!

A look of surprise colors the face of the Protector as they look to their left where the exit to our cave is. They wave us near as if to encourage us to peek outside the cave exit.

Our raft continues toward the exit.

EXT. GROTTA - SCENE 2

The raft enters outside. The light is bright and warm. The stream curves around a small chunk of land. Green grass and lush moss cover the ground. A few dark gray rocks pierce the green earth. Upon the shore of this little strip of land sits a small canoe. It's quite decrepit and weather worn. Almost ancient in its appearance but completely undisturbed. Lastly, a medium-sized deciduous tree makes it home here, orange and yellow from the fall.

The crystal dust from within the cave drifts into this scene. Upon the strip of land which hugs the cliff exterior, a small, tiny alcove exists. An area that would be perfect for a small child to hide in the rain. And that's exactly what the dust forms into! In this alcove, a child huddles underneath. They curiously poke their head out to look at the sky. The child reaches their hand

out to feel for rain and feels nothing. They walk out, hugging the cliff walls and hear a low thud and a grumble. It's coming from the cave our raft is heading toward.

The child runs to the entrance of the cave, stops, and looks at their boat. They pause to consider, for the briefest of moments, before running headlong into the cave.

Our raft follows suit.

INT. CAVE HOME ENTRANCE - SCENE 3

We come back into another system of caves. From this entrance, we can see many different pathways. Some appear to open back up to outside, indicated by the streaming of the sunlight into the darker and dimmer space. Other cavern corridors appear to continue deeper and deeper. One even looks like it was covered over with massive rocks but almost intentionally so...

The crystal dust reveals that there are several Protectors roaming around the space. They seem to be in the middle of their daily tasks, traveling from one place to next when they all suddenly look toward where we have entered. They look almost fearful, their senses heightened. They jog to the walls and kneel, crouch, or stand against the cave walls, close their eyes, and blend in.

The crystal dust disappears from these beings, but we can see the clear outlines of where they stood still there in the rock! Are they still there to this day?

The child runs into the scene. And looks around, excited by the sense of adventure this maze of caves provides. In the ceiling, the crystals shimmer like stars as they did before for us. The child takes a few steps and peeks around. Then suddenly they dash down a cavern corridor.

Our raft continues further and curves down one of the corridors.

INT. CAVE HOME ENTRANCE - SCENE 4

The raft enters a small room of sorts with multiple cavern corridors circling its outer perimeter. The child runs in from a different cavern entrance. The outside walls of this room have larger crystals embedded into the walls but it's a particularly massive rock formation in the center that catches the child's attention.

They walk forward slowly, with anticipation and curiosity. They reach out and touch what looks to be a large crystalline formation.

Suddenly, the massive object stands in its crystal dust outline! It's a Protector! The child, shocked, staggers backward against the wall and touches a crystal which surrounds and shields the child. The Protector gapes at this scene, curious and surprised by this ability. The child, too, is shocked by this event. The Protector crouches down and reaches out a friendly hand. Before departing the area, we see the child release their hand from the crystal, the shield drops down, and they begin to step forward.

INT. CAVE HOME - SCENE 5

Our raft continues down another small cave corridor. The crystals here are far more present. The crystal dust collects to form the Protector walking beside our raft with the child upon their shoulders. The child's eyes are alive with wonder. As they walk beside us, the crystals light up

with the same joy and excitement we see within the child. The crystals hum harmoniously in the space, a sweet earthy fanfare of this child's arrival.

The Protector looks up at the child with fascination and glances around the cavern as if seeing their home anew through the eyes of this young human.

INT. CAVE HOME - SCENE 6

Our raft enters a dark space. We cannot see, but we hear the distant echo of a child's laughter, the sound far off as if a memory. It's accompanied by the joyful grunts and bellows of a Protector. The crystals alight briefly with vibrant color.

INT. CAVE HOME - SCENE 7

We enter a large clearing. Many Protectors are gathered here. The Protector with the child upon their shoulders places the child on the ground. The child, excited to meet a group of such wild, amazing beings, joyfully greets the group. The Protector points at the large crystal centered in this room, and the child, understanding, runs to go touch it.

Unlike anything before, the crystal not only alights but the crystals upon the ceiling, walls, throughout the room, alight and dance: a multicolored display, accompanied by the humming tune of the crystals in harmony together.

The many Protectors have their jaws open. They look around in shock, awe, and thrill as they watch the ability of this small child to light up the room! The child looks around happy and pleased with this effortless display.

As the lights twinkle above and around, a Protector or two dance and sway with delight. A couple others continue to gawk and stare, looking at each other with disbelief.

We exit this room into another dim corridor.

INT. CAVE CORRIDOR - SCENE 8

In another dim area, we can hear the singing of the crystals and their lights continue to pulse. Added to this symphony of sounds are the thuds of weighted feet hitting the ground. As more light enters, we see this noise belongs to the steps of the Protectors.

The raft begins to rise. Crystals that dot the shore near our raft light up, seeming to lift our raft against gravity. The crystal dust shows the various Protectors, many in number now, climbing upwards with us. Some of them carry tools in their hands and arms. These tools look like ones meant to shape and lift solid stone. They are construction tools.

The Protectors look on in excitement and the crystal hums get louder and more musical, more inspirational. Leading the pack are the original Protector and the child. Once again, the Protector lifts the child off their shoulders and places them back on the ground. Near the top of our climb, the Protector gestures broadly toward the mouth of the cave and the child, just like the beginning, looks up happily and then runs toward the cave exit.

EXT. ELEVATED CAVE RIVER - SCENE 9

From here, we are elevated above the Crystal Valley, providing an aerial view of the entire land. We're able to witness the various buildings, Firsttree, and the Seekers and Residents who walk freely around the land.

We enjoy the view of this beautifully constructed valley, a gift whose foundation was built by the Protectors for the First Human. A land that was shared at one time, before they slept. It's beautiful to behold in itself.

After our brief curve around we enter into one last cave entrance.

INT. CAVE LOAD OUT TRANSITION - SCENE 10

We enter an atrium of sorts in this cavern. From where we entered in, the crystal dust forms into the child running into this space from outside. The Protector stands tall and smiles at the child.

The child runs to hug the leg of the Protector, who, as massive as they are, just smiles more warmly. The child waves enthusiastically and then runs back outside. The Protector waves back and then moves backward toward the cave wall.

The crystal dust then forms to the wall where the shape is exactly that of the Protector. The crystal dust, their story finished, blows away with the wind and settles back upon the ground. In the exact spot where we just saw the Protector, its form appears to remain, sleeping, chest rising.

INT. CAVE LOAD OUT - SCENE 11

Our raft enters a new cave clearing where Residents are there to help us. This area is different than where we began (we're technically elevated at the moment). The Residents kindly assist us toward the cave exit either through the long walkway or with the elevator.

The Cottage Countryside Resort Concept

Concept Statement

The Cottage Countryside Resort combines charming Old World cottages with sleek biophilic New World lodges to craft a storybook, Picturesque-style hamlet torn from the pages of European nostalgia and contemporary optimistic design. The resort includes accommodations with modern comfort, internal transportation, story-driven design, and a breadth of amenities.

Backstory

In the latter half of the 19th century, the Nashington Family relocated to the United States from Europe and longed to discover a new peaceful retreat for their family holidays. They searched far and wide for a place that reminded them of the home they left behind. Eventually, they found such a place upon the shores of a lake surrounded by a dense gathering of trees. It was here the family instantly felt transported to the countryside of Normandy, where they often stayed in a cottage during the summer.

Upon the shores of this nostalgia-laden lake, the Nashingtons constructed their own cottage, pulling inspiration from the Picturesque-style half-timbered cottages of the hamlets back home. Inspired by the warm memories of home, they dubbed the woods the Hearthfield Forest and christened the tranquil body of water Lyons Lake after their favorite Normandy village.

Over the years, the Nashington Family grew; the children established their own families and constructed new cottages to neighbor the original. Eventually, they invited friends and extended family to settle within Hearthfield Forest for vacations. Some of these settlers even decided to stay year-round. A tradition formed among the households to plant flowers and shrubs around the cottages, prompting the residents to name the tract Gardenside Cottages.

In fact, the cluster of cottage homes began to number quite high, and, for those staying in the idyllic woods, the time arrived to construct a town center to supply necessities and recreation for the village dwellers, along with the ability to earn a little cash for residents.

Begun by Juno Nashington and her tearoom, the citizens began to build a charming thoroughfare of shops and restaurants, officially growing into a true hamlet. Developing a swift and easy way to travel between the cottages and the central main street, boat docks were erected upon the lake shore to connect the businesses to the vacation homes.

The hamlet and the cottages saw their fair share of delightful Vacationers throughout the years. The cottages provided the perfect single-family retreat for tired Travelers who desired the sweet combination of nature and small-town life. However, those longing to enjoy the spectacular views of Lyons Lake far outnumbered the available cabins in the village! As the Residence Planners pondered how to expand their quaint hometown, they dug back to the town's European roots.

While the Gardenside Cottages embodied the handcrafted sensibilities of the past, the Designers sought to incorporate the emerging optimism of modern European design. Designating these new accommodations as the Ironwood Lodges, they fashioned sleek, modular lodgings with an environmental focus. These longitudinal suites sat staggered side-by-side with two more stacked on top creating a shape that sleekly crossed the rising trees in a perpendicular fashion and paralleled the lake surface. Accented by the overhanging plants upon the roofs, the exteriors incorporated wood paneling, giving the lodges a natural feel despite their contemporary design.

Today, the Gardenside Cottages and Ironwood Lodges hug the east and west sides of Lyons Lake bridged together by The Hamlet, forming a charming escape to a picturesque European past, sprinkled with a modern sense of optimism for the future.

Overview

The Cottage Countryside Resort is a complex of single-family cottages, family suite facilities, and a shopping and dining center filled with amenities and recreation for households on a vacation getaway.

Layout

The entire resort surrounds Lyons Lake, the beautiful body of water hosting the European-inspired retreat. On the northside of the lake, The Hamlet, the Resort's entertainment center, includes restaurants, shopping, nightlife, and a spa, all centered by the Farmhouse which serves as the check-in and concierge center for the resort.

The Hamlet, split into three separate districts, radiates south both to the east and west sides of the lake leading to each of the resorts' unique accommodations. To the east lies Gardenside Cottages, the original settlement of luxurious and spacious single-family chalets. As for the west side, Ironwood Lodges houses complexes of family suites while showcasing bold modern design.

The Farmhouse

Entering the resort, Voyageurs, the Resort's Guests, wind down a small street, gently curving through the forested path. Sweeping around one last bend, Voyageurs arrive at the official entrance to the Cottage Countryside Resort. A sign indicates that Gardenside Cottages are to the left, Ironwood Lodges are to the right, and the Farmhouse & Check-In lie straight ahead.

Pulling into the lot for check-in, the first building that greets Voyageurs is a wide half-timbered structure known as the Farmhouse. The first floor of its exterior encompasses massive stones, varying in shades of tan, brown, and dark gray. Above, the second floor has timbering that forms chevron patterns in between the vertical and horizontal beams. The plaster has been painted a light seafoam, contrasting nicely against the rich dark wood of the framing. The thatched roof, triangular in shape, bows out at a shallow angle near the end, reminiscent of a pointed hat.

Through the handcrafted wooden doors, Voyageurs enter the lobby of the Farmhouse. Light flows in from the first-floor windows and second-floor dormers, supported by the artificial

lighting from the round wooden farmhouse chandeliers in the ceiling. The air carries the scent of sweet flowers balanced by the aroma of mahogany and teakwood.

To the far left and right of the centrally located check-in and concierge desks, doorways lead to the back garden which looks over the main entertainment district known as The Hamlet. Emerging from the back doors of the Farmhouse, a short path leads toward the main thoroughfare of The Hamlet. In between The Hamlet's main walkway and the back of the Farmhouse sits a small garden allowing Voyageurs to relax while waiting to check-in or just to enjoy the sight of passersby from the garden benches. A short boxwood hedge accompanied by bright flowers lines the perimeter of this space, separating it from the main walkway.

Directly across from the Farmhouse and its back garden is the expansive view of Lyons Lake, interrupted only by the boat dock which transports Voyageurs to and from the two lodging neighborhoods.

The Hamlet

Here in the central district of The Hamlet, often referred to as the Main Village, the walkway consists of a cobblestoned road artfully constructed and designed in the arched European Fan technique. Looking left and right, Voyageurs can see the gentle curve of the walkway and shops, creating a sense of gentle anticipation regarding what might be around the corner.

Voyageurs who turn left walk into the Old Village and toward the resort's original old-world neighborhood of Gardenside Cottages. The radial cobblestones of the Main Village transform into an older, more functional design of round stones and mortar. Here a series of stores, big and small, sell memorabilia, merchandise, and convenience items. They continue the half-timbered construction and some of the buildings even have jetties overhanging their entrances.

At the start of this transition from the Main Village to the Old Village, an upscale restaurant known as the Fabled Feast Restaurant advertises its fine dining, serving three delicious meals a day. Its exterior has clean, white-washed plaster and gold painted lettering for its signage. In the windows, props signal the life of the upstairs residents while recalling and referencing well-known fairytales and children's stories. Inside, the lighting casts a warm glow over the room and the carpet has deep reds in its designs. The savory scents of various gravies from traditional British and European dishes invite hungry Voyageurs to indulge in the cuisine.

Next door to the restaurant is the Hamlet Pub with its bold black exterior and gold paint that frames the pilasters outside.

Inside the pub, a long wooden bar stands in front of the shelf filled floor to ceiling with various wines, beers, and liquors for Voyageurs to discover and enjoy. Tables are dispersed throughout the pub, including comfortable booth seating that lines the walls and windows. A small stage is set up in the corner where, on occasion, a band loudly serenades the audiences late into the night while Voyageurs joyfully sing along.

Continuing even further down the Old Village walkway, a small shop with a unique flavor pops up; its exterior is painted in rich browns, tans, and creams. The builder incorporated Corinthian columns supporting a portico for the café seating, lending an incredibly Classic sense to the building's architecture. Above the doorway, the swinging sign reads "Il Caffè di Casa." A past Italian resident of the village constructed their own flourishing coffeehouse in this very British-centric port! Pastries, coffee, espresso, and other delicious bites are here for eager Voyageurs in need of a caffeine boost.

The last building upon the Old Village path is Juno's Tea Room. This afternoon tea staple happens to be the first business opened in the Hamlet by a descendant of the original Nashington Family. The timbers and walls are whitewashed, giving it an impeccably clean look. Serving tea and accompanying bites, it has become the highlight of many Voyageurs to

commune with family and friends, whether inside surrounded by the wood-paneled walls and antique furniture or outside in the lakeside garden.

Past Juno's Tea Room, the pathway continues on toward the Amphitheater. This venue slopes down toward the shoreline, hosting a variety of entertainment on the evenings and weekends.

Back at the center of the Main Village, Voyageurs who turn right toward the Ironwood Lodges experience an incredibly different journey.

The European Fan cobblestones continue at first, reaching the first structure: The Central Shore Spa. The front is half-timbered in the traditional method but has a modern, glass, steel, and wood extension in the back that reaches the lake shore. At this location, full spa services are offered for Voyageurs who desire some much-needed self-care. At the back of the spa, large hot tubs gaze out over the lake and its surrounding environments.

Just past the spa, the pathway employs slate pavers arranged in a wood plank pattern. From this point, the structures maintain the scale of the rest of The Hamlet but take on modern streamlined sensibilities. This district is the New Village.

A New Village favorite, Jack's Coffee Bean Stock is designed with alternating large windowpanes and vine-covered wood panels separated by dark metal trimming. Voyageurs can stop in for a quick coffee-to-go or sit at the tables lining the windows and stretching into the outdoor patio to chat with loved ones over a breakfast bite or afternoon pick-me-up.

One of the final buildings in this recently constructed district is the Clear Horizons Gastropub Restaurant. This restaurant, planar in its design, serves farm-to-fork dishes, offering a wide variety for not only meat lovers but also for vegetarians and vegan diners. Its famous deck extends past the lake shoreline and into the lake itself. Outdoor diners enjoy warm lighting in the evening and the views of the sunset upon the lake as The Hamlet hums with the chatter of Voyageurs walking the streets. This expansive eatery includes a wraparound bar for those hoping to wet their whistle with a brew or two.

The Gardenside Cottages

Back on the east side of the lake past Juno's Tea Room and the Amphitheater, the Gardenside Cottages are perfectly peppered to ensure that, while similar in design and layout, neighboring cottages are not identical.

Each cottage's thatched roof is constructed with a dense multitude of reeds, trimmed to form satisfyingly clean curves. The painted exteriors adopt optimistic pastels such as sky blue, coral pink, and seafoam green. The windows, quaint in their simple panes, dot the walls in a storybook fashion.

Most cabins contain a single floor, allowing families up to six to comfortably reside. Cars are left in the parking lot, granting each cottage a generous amount of room for their signature gardens around the sides of each cottage.

Cottages closest to the lakeside provide luxury accommodations, boasting unique two floor designs with wide windows facing out upon the lake.

The Gardenside Cottages lodging area includes a signature swimming pool known as Channel Springs, featuring waterslides and multiple hot saunas. Accompanying the main pool is the children's water play area known as the Kiddie of the Valley Pool.

For those who find wandering the trail back to The Hamlet too laborious or who just enjoy a cruise upon the water, the Merry Ferry located at the nearby boat dock transports Voyageurs to the Main Village right across from the Farmhouse.

The Ironwood Lodges

On the west side of Lyon Lake just past the gastropub, The Hamlet ends and transitions again into the forest. Here the Ironwood Lodges reside. These modular complexes hold four suites within a single building, allowing multiple families to occupy a single property. Each suite includes a deck or balcony, each of which are staggered and placed in a way to ensure privacy for each party.

The roofs of the Lodges house wild green plant life that cascade over the awning edge, softening the straight lines with flora that contrasts nicely against the metal and dark wood of the structures.

The Ironwood Lodges area includes a pool of their own known as the Forest Lake Pool. A boat deck in the southern half also allows families who are located far away to travel easily into the Main Village to enjoy all The Hamlet has to offer.

The Orlando Kaleidoscope (Disney Imaginations Competition)

2020 Semifinalist

Written Overview

Team

Jordan Zauha, Story Writing

Alexandria Marcello, Art Direction & Concept Art

Sidney Wolf, Interior Design & Renderings

What is This Writing?

In the official submission for the Disney Imagination Competition, the first two slides include short summaries regarding the overview, story, and experience for the design.

As the story writer, I authored the copy for the slides accompanying the artwork of my collaborators along with the below text. As the slides cover many of the aspects of the writing, they have been separated to stand on their own as a visual-based pitch deck and a written narrative overview.

The text has been lightly edited for clarity but otherwise remains mostly unaltered from the text submitted for the competition.

Story Behind the Design

Through the lens of a kaleidoscope, different hues of small trinkets turn and twist to form an image of ordered beauty. Over time, Orlando has and continues to bloom into a collection of people from all around the world who come together to create a vibrant and beautiful home.

With every rotation of the earth, the city becomes more beautiful.

As a celebration of the past natural wilderness transforming into a city of the future, the Orlando Kaleidoscope guides visitors through a lush interactive garden where nature and light

play with visitors. Guests can take multiple paths showcasing local art all leading to the multicolored central structure where engaging programming and incredible views with delicious chews allow diners to reflect and celebrate.

Light and color in both their artificial and natural forms combine as a reminder of the spectrum of experiences brought together to form this city and the beauty it creates.

Overview

The growth of Orlando's urban center leaves a desire for a dedicated space of natural beauty and wonder. Not only should this place be a mecca of relaxation, but it should also be a venue to learn and celebrate the unique and multifaceted perspectives present in the city of Orlando.

The Orlando Kaleidoscope explores the past, through the perspective of nature, while lighting up the way toward a symbolic structure of Orlando's future. Flora, both native and nonnative, along with outdoor seating and décor suggest the evolution of Orlando's landscape from wetlands to the city of the future. The latter part is embodied by the twisting polychromatic tower, symbolizing the colorful and rich diversity of Orlando today and tomorrow.

Lush gardens, rotating sculpture exhibits, interactive light features, local refreshments, and exquisite dining offer all visitors a way to enjoy Orlando's transformation, always with an eye on our rich history and our ever-evolving vision of the future. In the spirit of this vision, community programming explores the entire site through S.T.E.A.M. activities that materialize in the second-floor classroom spaces, sensory friendly art exhibits, and cultural events out in the garden (just to name a few).

The Orlando Kaleidoscope rises as an icon for the disparate people and communities who have joined together to make Orlando home. Through tragedy, hardship, and downturns, the city has found that community and togetherness build a brighter future and create a place where strangers and neighbors are welcome.

User/Guest Experience

Entering through a series of swirling gateways, guests view the entire estate via this twisting lens. A promenade of sturdy rough-barked live oaks transports visitors into a natural past filled with a multichromatic collage of native plants and symbolic markers of Orlando's past. Multiple paths fraction off with interactive stations, local coffee stands, sculpture, and a variety of seating.

Through the colorful plant life, unique lighting features, and seating accommodations inspired by both the past, present, and future, the Kaleidoscope illustrates movement from wetlands to a sophisticated city. Every step of the way, locally sourced art and refreshments continue the cycle of elevating the city and its creations.

Within the building, families can create their own kaleidoscopic masterpieces and experience programming highlighting the bright future of Orlando. Journeying forward, guests are lifted up to experience views of the lights and beauty of the garden below along with the emerging Orlando skyline. Cuisine features local favorites and multihued drinks to light up the night with celebration.

Rights and Ownership

The project was conceived by the University of Central Florida Team and created for the 2020 Walt Disney Imagineering's Imaginations Design Competition.

The project is the sole property of Walt Disney Imagineering and all rights to use these ideas are exclusive to Walt Disney Imagineering.

The competition is a way for students and recent graduates to showcase their talents and for Walt Disney Imagineering to identify new talent.

Full Visual Pitch Deck

You can view the pitch deck with artwork and visuals [here](#).

Froogle Flyr Attraction Treatment

Project Info

Client: TEC Workshop Series/Robert Coker

Ride System: Kuka Arm Dark Ride

Theme: Futuristic Technology

Logline

Welcome to Froogle. The world's best tech company that you may have read about in an article on the Internet. Froogle pushes boundaries or at least puts it on the market first which is basically the same thing. Today, you can ride a newly programmed self-piloting aircraft as an (unpaid) test flyer! Experience the thrill of innovation while diving into country fields, avoiding a collision with a paperboy, flying through a city building, and soaring toward the edges of the atmosphere, possibly while upside down at any point in your journey. It's completely safe because our legal department told us to say that!

Thematic Design Filters

- Awe: Both in the spelling of this word and a little of the "ahhh" meaning as well.
- Family: First, creating a ride that generates a fun and slightly thrilling experience for most members of the family to enjoy and, second, creating a story that reflects family at its heart
- Parody: The thematic humor (especially of Froogle) falters if taken too far away from this reminder. If any part of the company takes itself too seriously or tries to be sincere where it should not, the story falls apart.

"We attempted to book Frank Gehry, the world-renowned architect. One of our executives said they had his number. We called him up and found out it was Frank Gary, an architecture

student from Nebraska. We gave him the job anyway, and we're pretty happy with the results."

–**Branson Henderson**, CEO of Froogle

Treatment

Entrance

The exterior of the Froogle Visitor Center embodies the contemporary bold minimalism of today's apps and digital graphic design, integrating them into a tall yet enchanting entrance. Bold metal framing with glass exteriors creates a shining glint, as if freshly built, and its exterior shape indicates the tech company's focus upon aesthetic branding and exterior perception. Banners outside the structure and around the open walkways advertise the Froogle Flyr program with statements such as "Fly Froogle. Fly Free!" and "Test tomorrow's technology today!"

Inside Atrium

Immediately upon entering, a wraparound LED screen reception desk presents flashy hip digital graphics decrying the innovative greatness of Froogle. At the desk sits a sleek metallic robot named Penny. They move with grace, elegance, and agility and speak almost if in a perpetual wink to the audience.

"Froogle built me to replace the last guy. They used to have to give him benefits.

Did you hear that?! Benefits! Ha!"

–**Penny**, Froogle Reception

Three painted lines, one bold purple, one sky blue, and one light orange, begin at the entrance near the foot of the front desk. From this point, they shoot around the floor, walls, and ceiling of the eggshell white interior, crisscrossing and forming geometric patterns. Along the

way, they lead to color-filled displays showcasing highlights of the company's past, present, and future, illustrating the historical timeline of Froogle in all its nonlinear strangeness.

Displays and Advertisements

Throughout, displays and monitors tout the achievements of Froogle's tech past. We see pictures from the "romantic" early days of CEO Branson Henderson's creation of Froogle. We even see an early demonstration of driverless vehicles created by Froogle in which two cars are driving nearly head-on and stop instantaneously. The car doors open, and the two drivers give a thumbs up, one with a comically unrealistic black eye.

Another display includes a wall of "Patents Froogle Almost Had." These are napkins sketches and typo-filled patents that were late or denied by the patent office. Next to them are plaques decrying how close they were to being accepted first.

The display before the first preshow room describes the creation of FroogLED, Froogle's education department, whose mission states that they teach "customers to be what they pay to think they are."

Preshow 1 - The Company and the CEO

CEO Branson Henderson, a charismatic, outside-the-box thinker, formally introduces himself through an overly produced video with multiple shot, different outfits, and lots of marketing jargon. Branson introduces FroogLED's philosophies and its newest offering: the 4-Hour Coding Bootcamp. At the bootcamp, customers...I mean, students learn not only the practical knowledge and language of coding but aid in pushing forward the next great transportation innovation: the self-piloting aircraft. After self-driving cars, this felt like the natural next profit-making product!

Queue Part 2

Between both preshows, the queue and displays go over more of the Froogled-specific programs and some of 4-Hour Coding Bootcamp's earliest students and ventures. Audio advertisements for various classes play over the loudspeakers, enticing ride testers to sign up now!

Preshow 2 - The Craft and its Craftsman

After being split up into a boarding group, members of each ride vehicle meet their coding student. Here is where riders meet Bob the Mechanic: lovable, overexcited, reassuring, family. Bob chats with the riders via a live video feed and will have the opportunity to communicate with riders during their flight via radio. Here Bob gives a short bio:

“My parents adopted me at the age of 8. We lived outside the city. My dad worked in HR for an office in the city, and my mom taught at the local high school. I’m a mechanic. Froogle wouldn’t hire me to fix their cars, so I took this course to code them instead!”

-Bob, Mechanic and Coding Student

Before the safety instructions begin, CEO Branson Henderson drops into the live feed to say that Bob’s instructor was impressed and implored Branson to experience this ride (from the safety of Froogle Headquarters, of course). Branson will also be communicating to the riding party through a live radio feed. Before departing the room, Branson asks Bob where the riders will be heading. Bob exclaims proudly, “To meet my family!”

The Ride

Boarding

Riders board the ride vehicle with the help of a Froogle employee. Just as the ride begins and the vehicle enters the track, the voices of CEO Branson Henderson and Bob can be heard through the sound system.

“No worries: the takeoff is always smooth! It’s our Froogle guarantee!”

- **Branson Henderson**, CEO of Froogle

Takeoff

We take off and Branson’s promise is kept. The campus lies out in less developed land and a body of water is spotted nearby (a setting like the far reaches of Long Island, NY). Here we establish an unearned trust from the guests as we start. That trust is quickly extinguished. An automated voice indicates that the safety features have been overridden. Bob indicates that he found them to be restrictive. Branson feigns staying calm.

In our line of sight, further pointed out by CEO Branson, another Froogle flight is seen. The aircraft we spot shakes for a second and then nose dives out of our sight. Bob chuckles and informs the group that he has coded the same diving maneuver. Our ship gains a burst of speed over a high hill and then sharply points down toward a country field. It gains speed as it approaches the ground and suddenly rights itself to face the horizon. We see the beauty of the mountain valley! A beautiful sight after a close call.

Hometown

We climb another hill and run into a patch of clouds. We emerge from the clouds into Bob’s quaint small town and enter, not from above, but within! We’re incredibly close to the street and a car or two zoom around our aircraft. Meanwhile, Bob goes into an incredibly excited rush of explanations: “There’s our local market owned by Rita Beck. Bought a candy bar there

every Friday. There's the local school Mom taught at." It's hard to hear or decipher as we skirby past each structure at high speed.

We enter a residential neighborhood taking hairpin turns! Suddenly: "Oh there it is! Hi mom! Look! I graduated from the bootcamp!" From the window of a house, we spot Bob's mother, mouth agape at the fly saucer traveling down her street. Our attention pulls back forward where a paperboy nearly collides into the ship, and we rise up to the skies once more toward...

A looming thunder cloud hangs in the distance and we head straight for it. A clap of thunder interrupts a small argument between CEO Branson and Bob as we head in for a turbulent side venture. Lightning narrowly misses the vehicle, and we shift around and jumble a bit. We soar out of the cloud after a short time and emerge above the city!

The City

Almost immediately, we start diving and weaving between skyscrapers and large buildings. Bob, almost to himself, mumbles that each narrowly missed skyscraper is not the one they hope to find. Suddenly, there in the distance, Bob has found it! That's the one! We zoom forward and curve around the building until we spot a man look up from his desk wide-eyed! Bob shouts, "Look Dad! Meet my new friends! I designed them to meet you!" Dad waves sheepishly and we turn around on a dime into another skyscraper! This one has an outdoor patio garden, and we fly through open doors into the building itself! We emerge on the other side with passengers and, luckily, building residents safe.

Prep for Finale

An automated voice interrupts our breath of relief: "Vehicle off course. Sunset eminent." Bob rushes to say that we can't miss this final moment. It's his favorite place in the entire world! The computer indicates that recalibration will take effect. The aircraft faces upward and zooms

up, up, up. We stop and it shifts positions and we are high up. Like REALLY HIGH UP! The landscape below is spread out like a map below us. The computer announces it has calibrated and that we are “headed to Family Point.”

The craft flies down through clouds and birds and near a plane, but the sensation is exhilarating not sickening. We finally approach a beach (something like Montauk) where families, formerly enjoying an evening on the beach, scatter away from the incoming craft as we settle in and land for the sunset. As the aircraft gently sits into the crunching sand below, Bob declares, “Here is where my parents told me my adoption was final. This is where my family was born!”

The sun sets in a beautiful and fantastic fashion, as if the sun and earth bear hug the entire world. In the distance, the smoke trail from our descent spells out Froogle high in the sky. As we enjoy the sunset over the beach, CEO Branson Henderson sighs blithely, “Oh, wow, that’s beautiful... Free marketing!”

Return

It is time to make our return to the Froogle Visitor Center. The craft lifts and flies into the Froogle hangar (which is luckily nearby the beach), and guests return to the load off area. As we fly in, CEO Branson Henderson says, “Wow, Bob! That was impressive! And much more stable than most of our other flights!” Guests return down a hallway and enter a mini lobby that leads to the Froogle Store. As soon as we step into the lobby area, an LED display shows off Froogle’s newest employee: BOB!

The Froogle Store

Mimicking tech store aesthetics, the store’s merchandise lives on large slat walls repeating merchandise with some long tables showcasing tech-based and/or premium priced

merchandise. Screens can fill the outside wall both advertising the products in the store and the fictional FroogLED offerings for guests to enjoy!

Chronodale: Themed Land

Backstory

The quiet village of Chronodale, tucked out of the way from the rest of the world, ran in a very orderly manner and always on time. The Central Clock Tower, a five-sided structure housed in the courtyard of the village, marked the rhythm and pace for each and every Villager with its perfectly spanned ticks of its second hand. The Central Clock Tower was built by an odd eccentric man, a wizard of machinery. When the town underpaid him for his work, he imbued the tower with a powerful magic. The real world no longer determined the time; instead, the tower itself ran the village. As long as the clock ran in perfect rhythm, the village continued to exist in real world time. The bearded old man warned the clock's caretakers to always ensure the clock tower ran perfectly and without incident. A command they heeded.

Despite their vigilance, fate plagued Chronodale with a ferocious storm that shook the village foundation. The savage winds twisted the straight lines of the brick pathways and the stone pillars of the buildings. The rains eroded the surface of the roads into miniature canyons and valleys. But most noticeable of all, a loud crack from the sky signaled a bright, thick bolt of lightning that struck the Central Clock Tower!

It was at this moment that four out of the five faces of the clock began to twirl around and around. The lightning strike somehow broke the internal gears and motors, causing each clock face to run backward at different speeds. The clock's caretakers desperately attempted to stop the tower from malfunctioning. Eventually, they succeeded and, upon emerging from the clock tower, discovered that each of the neighborhoods had reversed in time. Before this climactic event, all of Chronodale flourished in the same present as the rest of the world; now each neighborhood lived in its own era.

From this Great Storm emerged four distinct neighborhoods: Gnarly Park, a haven of hard rock and metal hair living in 1985; Innovation Station, a Second Industrial Revolution-era (also referred to as the Gilded Age) railway boomtown stuck in 1882; Late Baroque Estates, a

settlement displaying the finest luxuries and most excellent rococo architecture beyond Versailles in the year 1744; and lastly, Flower Hills, a heavily gardened village inspired by both the Bohemian sensibilities and mod fashion sense heavily present in 1967.

The only clock face that was unaffected by this Great Storm was the one pointed toward the entrance of the village. From this direction, time continues to run forward an even pace with the rest of the world. Time Travelers, visitors to the village of Chronodale, come far and wide to gaze upon this oddity in time and space. The Villagers are more than happy to accommodate and entertain their newfound friends who marvel at their new normal...or is it actually the old normal? In fact, Villagers noticed that these eager newcomers bounced from neighborhood to neighborhood so quickly and enthusiastically they were virtually time traveling!

Overview

At the entrance of Chronodale, the Great Clock Tower, a five-sided brick structure, rises above the central village courtyard. At the clock tower's base, the courtyard brick pavers initially radiate outward in straight lines and perfect circles; the clock base sprouts up from the ground in perfect and classical shapes and forms.

However, as the lines move further, they twist and turn. The clock tower bends on its way upward, mimicking the undulating movements of a vine climbing up a wall. The clock face aimed toward the entrance displays the appropriate real-world time and slants downward slightly as if looking down upon the Time Travelers entering the village.

The courtyard bricks also curve and zigzag as they branch away from the ordered center, so that the outermost bricks and pathways mimic the waves of the ocean.

Through the manifestation of the courtyard and the tower, the history of this town from its measured unified origins to its more eccentric and quirkier present play out in its architecture.

The courtyard houses the main entrances to each village neighborhood. The clock tower has a face for each entrance. For the clock faces pointed toward the neighborhoods, the minute

hand wobbles in place from time-to-time unable to move forward. From the entrance pathway facing the center of the courtyard and going clockwise, Chronodale's neighborhoods are as follows: Gnarly Park, living in 1985 with big hair and loud guitar riffs; Innovation Station, celebrating the Technological Revolution while stuck in 1882; Late Baroque Estates, a luxury neighborhood boasting the frilly craftwork of the rococo period in the year 1744; and Flower Hills, a laidback garden retreat celebrating the mod and Bohemian fashion of 1967.

Hugging the neighborhoods' entrances in the courtyard, food and retail stands with their respective Villager owners greet newly arrived Time Travelers. Getting close to a neighborhood entrance means you begin to smell and hear the sounds of each area and time period.

Above each neighborhood, Art Nouveau-style archways with their signature whiplash line decorations bear the name of each neighborhood. The buildings and perimeter structures, like garden walls and fences, that hug the courtyard directly still twist and swell in an unnatural manner, but as Time Travelers walk deeper into each neighborhood, the architecture solidifies into its specific time period and the pathways underneath follow suit. Each neighborhood boldly embodies the art, architecture, and cuisine of their respective time periods.

Before even crossing the threshold into Gnarly Park, Time Travelers can hear the drum solos and riffing guitars played around the neighborhood. Flashy signage with bombastic color schemes and phrases lure Time Travelers to visit the various food shops, music stores, and even a hair salon to achieve that perfect blowout hair style. Villagers living in Gnarly Park style their looks with jean jackets, jewel-tone dress and shirts, and geometric patterns that pop.

Innovation Station, a booming little town bordering a railroad station, mixes natural building materials with new-fangled, at least new to these Villagers, steel and metal technologies. Many things, including the food stands, run on steam, the most popular form of power, and nearly every Villager in Innovation Station fancies himself an inventor.

Filled with the extravagant and decadent art and metalwork of the rococo period, Late Baroque Estates orderly lines the well-paved streets with embellished stone architecture with

golden glories galore. Cuisine in the Estates includes feastworthy drumsticks of chicken and turkey seasoned with the finest spices. The Villagers in town wear intricately tailored clothing, finely sewn together with attention-to-detail. Their attire often has silver or gold lining with pastel-colored fabrics that shine similar to silk.

Flower Hills, this far-out gardened neighborhood, blends bright colors to decorate the facades of the buildings and the Villagers themselves. Here, tie-dye and mod furniture reign supreme. Also, gelatin is all the rage! So many different flavors and you can even encase your favorite food in it!

Neighborhood traversal occurs not only within the main courtyard but internally between neighborhoods as well. These blended areas where two different neighborhoods meet create some of the most interesting areas to explore!

Villagers from separate neighborhoods collaborate or clash in entertaining ways. In fact, Joanne, one of the many inventors and tinkerers of Innovation Station met an enthusiastic mulleted Gnarly Park Villager by the name of Slater. Inspired by the fast-paced lifestyle and love of guitars of Slater and his Gnarly Park friends, Joanne got an idea for a fun merrymaking machine for Time Travelers and Villagers alike: a fast-paced steam-powered cart that zoomed upon bended steel! Slater provided the guitar licks and gave some ideas for the wildest and craziest bits! Now people line up far and wide for this Rockin' Cart Ride!

Along with shops, restaurants, and attractions, evergreen stories exist within the neighborhoods, ready for Time Travelers to uncover. One includes a story of two star-crossed Villagers: Henri from Late Baroque Estates and Robin of Flower Hills. Time Travelers can see their story play out in an attraction the two have kindly created for Time Travelers and Villagers. Through the story of the lovers, their struggles, and the building of their own home upon the borders of their neighborhoods, visiting families rediscover the age-old tale of how opposite qualities attract and how our unique talents complement one another to create a more vibrant life.

The magic of Chronodale's clock tower restores a fun whimsical exploration of different tastes, sounds, and time periods, allowing Time Travelers to play and interact with the eccentric Villagers who revel in their fashion and interests and even learn a thing or two about collaborating with one another no matter how different they are.

Committed

Produced by UCF Project Spotlight, November 2021

Video of Production: <https://youtu.be/kZeYOilMWVo>

NOTE: The below represents the first third of the script.

A Play

by Jordan Zauha

Characters

BILL (he/him), 30s	Believes staying true to your word is essential
SHANNON (she/her), 30s	Believes humor lightens life's problems
JONATHAN (he/him), late 20s	Believes in love despite pain
DR. (nonspecific), 30s	Believes everyone deserves to live their truth

Setting

The script encourages a free flow of movement, set, time, and place. Many scenes involve characters occupying the stage at the same time despite existing in different settings and times. For the most part, scenes will take place in DR.'s office, SHANNON and BILL's home, and JONATHAN and BILL's workplace.

Ellipses

To encourage a sense of thinking and dead air, especially during conversations with DR. and BILL, ellipses are inserted as dialogue. While undefined in their length of time, they are meant to encourage a sense of space, a desire to speak or cue the other person to speak, and represent self-dialogue/thinking. So often in a therapy, there are two dialogues: that between the patient and therapist and that between the patient and themselves.

Bill. So there's this guy at work.

Dr. ...

Yeah?

Bill. He's in the office next to mine.

Just got hired about two weeks ago.

Dr. ...

Bill. ...

Does our accounts payable.

Dr. ...

Bill. He walks by my office all the time.

He's polite. Friendly.

He smiles. Likes he's my neighbor.

I mean, he technically is my neighbor.

My work neighbor.

Dr. ...

...

Bill. ...

Dr. Is he conducive to a good work environment?

Bill. Yeah.

I mean, he's good at his job.

Dr. That's good.

What else about him?

Bill. ...

Dr. ...

Bill. The other day at lunch. We have this small little kitchen where we eat. I time it so that I eat alone, but in comes Jonathan.

He doesn't know this is my time to eat lunch. My time when no one else comes in.

Anyway, he comes in. He wore his slate grey slacks, his dress shirt, that fits him perfectly, it has to be tailored. Well, at the same time, it's just a little small for his—

Bill awkwardly gestures around his chest area.

Anyway, he sits down next to me. With his humble little sandwich. I'm eating a three-course meal from last night's leftovers.

He sits down next to me and points to my ring finger.

He says.

Jonathan. Get some sun this weekend?

Bill. ...

Jonathan. ...

Bill. ...

Jonathan. You have a tan line on your ring finger.

Bill. ...

I wear a ring on it usually.

Jonathan. Oh.

Bill. ...

Jonathan. ...

Bill. The tan on your hand looks—

pretty even.

For you.

Jonathan. ...

Bill. ...

Jonathan. Thanks.

Bill. ...

Dr. And?

Bill. That was it.

It was pretty awkward.

But I, uh...

Dr. Is Jonathan unmarried?

Bill. He didn't really say. I'm assuming so.

Dr. Why?

Bill. He's young.

Smiles a lot.

Dr. Married men smile.

And you're not that old.

Bill. Yeah.

I guess.

Dr. Does he remind you of anyone?

Bill. No.

Yes.

Kinda like me.

Well, not like me when I was younger.

He's more in shape. He's healthy. He's smart.

Dr. You seem quite observant of Jonathan.

Bill. ...

Dr. ...

Bill. ...

Dr. ...

Bill. Am I— What does it mean to be a good man?

Dr. Some argue that good-bad judgements aren't helpful in our daily lives.

Bill. Well, like, integrity.

Most agree that integrity is a good thing?

Dr. Yes. Well, that it's instrumental to a sense of wholeness. Integrity is like a fabric that doesn't tear because each fiber is whole, complete, and holds the other fibers tightly in place. But a single hole in the cloth ruins it. Does that make sense?

Bill. I want to be whole.

I came here when I was starting to be late at work.

And I wasn't keeping my promises with my wife.

And this has helped so much.

Dr. I'm glad to hear that. And you seem much happier than that first meeting.

Bill. I have been.

Dr. Do you feel you are out of integrity about something?

Bill. No.

...

I'm afraid of making mistakes.

Dr. What kind of mistakes?

Jonathan. Hey Bill. Good morning!

Bill. I don't know.

Shannon. Bill, good morning.

Shannon kisses Bill.

Bill. Morning, babe.

Shannon. So tomorrow...

Bill. Saturday?

Shannon. Well, yes, but it's not *just* Saturday.

Bill. Oh! Did you have a surprise in mind?

Shannon throws look.

Shannon. Why do you hate your birthday?

Bill jokingly winces.

Bill. It's just a Saturday. I don't need attention on a random Saturday.

Shannon. It's not random.

And it's a day of celebration.

Of you. Of who you are.

Flaws and all.

Bill. It's not me who needs to be thanked. You can thank Mom and Dad for that. On all accounts.

Shannon. *(not laughing)* You're hilarious.

Bill. Just you and me tomorrow, okay.

Shannon. Babe, I—

Bill. I hate it. I hate it I hate it I hate it.

Shannon. I wanted a few friends.

Bill. Babe! The one thing I hate more than birthday parties are surprise birthday parties!

Shannon. Well, surprise, it's not a surprise anymore.

Bill ...

Shannon. I don't want to cancel on them.

Bill. But it's my birthday. Why can't we?

Shannon. ...

Grab the honesty hats.

It's a ritual for them. It makes these moments bearable.

Bill sighs. He pretends to give her a hat.

Shannon takes the hat. Bill puts one on himself.

Shannon. You seem a little down lately.

Bill. I'm fine.

Shannon. You and I both know fine means bad.

Bill. That's not what I'm *saying*.

Shannon. The American equivalent to great is good. Good is fine. Fine is bad and bad is SHIT IS TERRIBLE!

Bill. Well I'm one step up for that last one at least.

Shannon. I wanted people who love you to be here. Can we let that happen?

Bill. ...

Shannon. You'll love it. I promise. You're always the social butterfly once friends are around.

Bill. I think I'm the furthest thing from a butterfly.

Shannon. Well, you're my butterfly, my husband, and that's all that matters to me.

Bill. Babe, you're my world. I love you.

They kiss.

Shannon. Now, coffee's in the mug and food in the fridge.

I packed the leftovers and a few extras for ya so it's ready to go.

I gotta run. Already late.

As usual.

Bill goes to the fridge and grabs the lunch.

Bill. God never made a better woman than you!

Shannon. Love you!

Bill. Love you!

He puts the lunch on the table.

As soon as he does, Jonathan enters.

We're at work.

Jonathan. Good morning, Bill!

Bill looks at his watch.

Bill. It's 12:46.

Jonathan. Back in New York we used to joke that morning wasn't over until 1 o'clock.

Bill. Did people laugh at it?

Jonathan. Well, joke as in the not laughing kind.

Bill. Oh.

Jonathan. ...

Bill. It's funny in its own way.

Jonathan. It's funny how no one eats now. It's like everyone waits before or after this time.

Bill. We... all have our own routines here.

Jonathan. Ah!

Jonathan throws something in the microwave. One step above ramen. Nothing compared to Bill.

As it warms, he wheels around, leaning on the counter in his cool sort of way.

Jonathan. Thank you.

Bill. What for?

Jonathan. Just being friendly.

Bill. It's one of the only things that doesn't cost a penny.

Bill sounds like his parents.

He winces.

Jonathan. You're right. Well, I'm grateful.

I promise to return the favor someday.

Bill. ...

Jonathan. ...

Bill. ...

Dr. Why did you find it hard to speak?

Bill. Because I instantly started thinking of how he could return the favor. And none of them met standard work guidelines of behavior.

Dr. Bill, no one can read your thoughts. The pressure we put on ourselves to hold something in or to try *not* to do something sometimes causes the opposite effect. It can perpetuate undesired activity.

Bill. No, I think Jon can read my thoughts.

Jonathan. (*still waiting for Bill's response*) Bill.

Bill. Yes...

Jonathan. Typically *new* hires are the nervous ones but *you* seem a little tense.

Bill. Oh, well...

Jonathan. ...

Bill. ...

Jonathan. Do you—

Bill. My mom is not well and it's really weighing on my mind.

Jonathan. Oh.

Bill (*to Dr.*) My mother passed away 7 years ago.

Jonathan. Oh! I'm so sorry. How bad is it?

Bill. I mean, it's...fine. Ish. She's in the hospital but totally stable. It's just the idea of it all. You know.

Jonathan. Yeah. Totally.

Bill. So, yeah. Sorry if I seem distant.

Jonathan. You're fine. You do you!

Bill. *(to Dr.)* And somehow, I thought that was sweet. That he would comfort me.

Dr. Despite lying about your already deceased mother.

Bill. Well, yeah, but he had no clue. He's just...

He's just a sweetheart.

Solo light.

Shannon. So, I hate that earlier you saw that I prepped Bill's stuff for work. Because there's a whole ecosystem you'll never get to see.

You'll never get to see that he made last night's dinner while I stayed late for a work project.

Or that I introduced him to his boss where he now works.

Or that he plans our vacations because I can't see past tomorrow.

I just— Even now.

You tell a story about your spouse or your boyfriend or whatever and people peg you as—.

I remember for our first anniversary, I was sick.

Really sick. Just out cold.

Bill woke up next to me that morning, saying,

“Babe, I’m so sorry you feel like this. How can I help? What do you need?”

He was doing everything right. His voice was sweet and he brushed my hair out of my face.

But I was like,

“All I fucking want is a cold washcloth and to be alone.”

It was—. It was pretty bad. I felt terrible.

But he did it.

He got up gingerly and got the washcloth, put it on my head.

“Anything else, babe?”

“Noooooooo.”

And he left.

But he kept the door cracked.

Our apartment bedroom at the time connected straight into the living room.

And I was so annoyed he didn’t just shut the damn door but I knew it was so he could hear me.

That if I finally did ask for help, he was there.

And I kinda love that.

That two independent people can choose to help each other out. To be there for someone else,

not because they need to or are supposed to or were taught to.

But because they want to.

Solo light.

Bill. This next part is incredibly excessive. I apologize.

It may make you laugh, but it's, unfortunately, necessary.

What you witness. Has not. Did not. and Will not ever happen.

But I see this so clearly in my head, I can slow it down and fast forward it.

It's like a home video that I've seen too many times, but I still push play and watch it over and over.

Again, you may find it funny, but in my head, I don't find it funny.

It's pure id gone crazy and I don't know how to reel it in.

I try to change the details or ruin it, but it never sticks.

It always comes back.

Okay. I'm gonna let it happen.

Feel free to laugh.

It's okay.

I don't find it funny. Just to remind you.

Jonathan does a sexy strip tease for Bill. All variations are allowed: from the incredibly lewd and risqué to the innocently sexy.

The music is stereotypically hilarious. Pulsing beats. Monotone EDM vocals.

It borders on everything from romantic to comic to sexy.

He is all things in this moment. Sex, romance, flirtation, tenderness.

At the conclusion, Jonathan comes face-to-face with Bill.

They're so close; Bill finds it hard to bear.

Jonathan. I want you.

Bill. ...

Jonathan. I know what you're thinking.

Bill. ...

Jonathan. Just say it.

Bill. ...

Jonathan. You're safe here. Say it.

Bill. I want you too.