

Introducing...

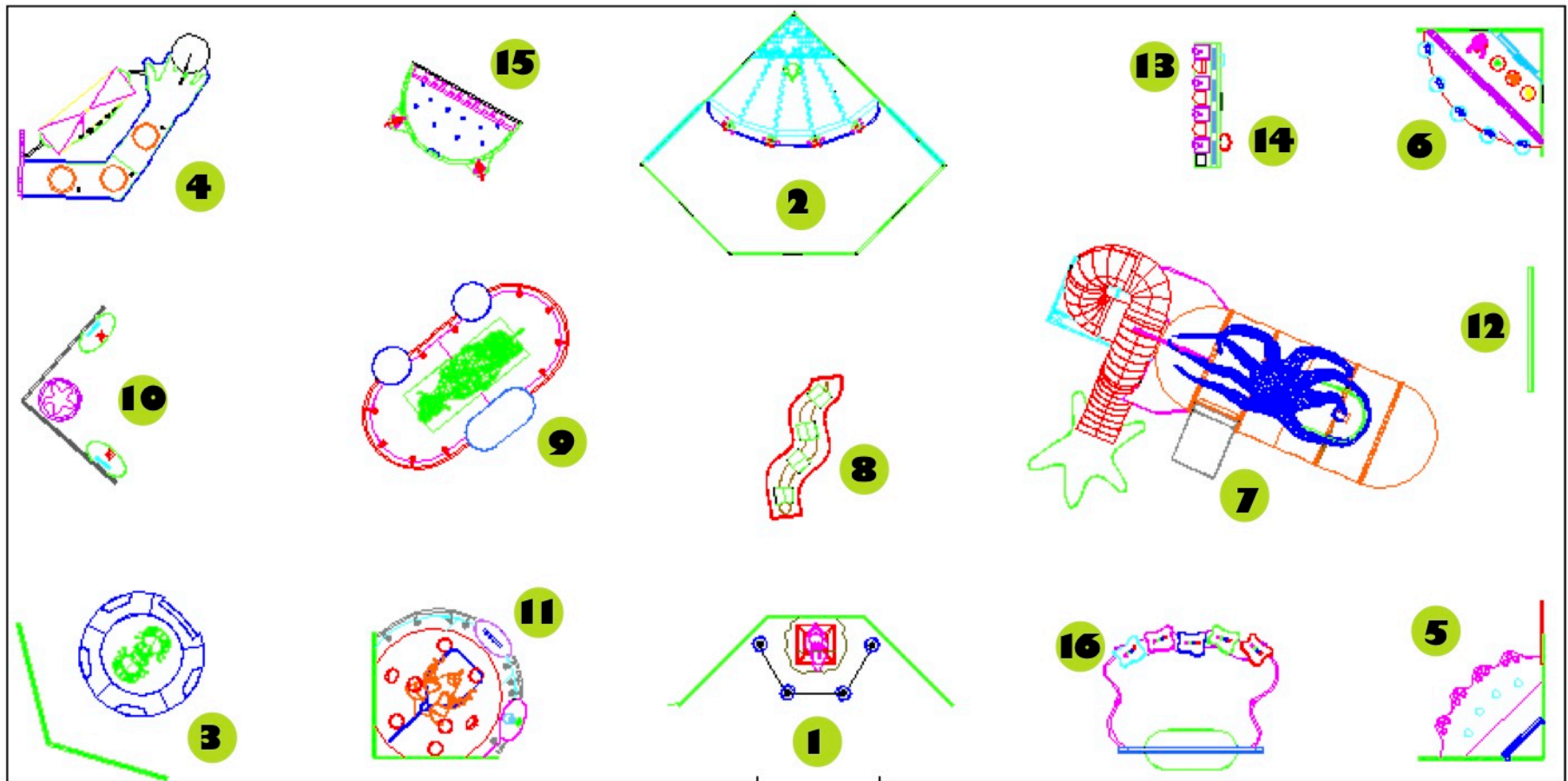


ANATOMY TM

GROSSOLOGY

Advanced
EXHIBITS
A division of Advanced Animations, L.L.C.

SUGGESTED FLOORPLAN (100' x 50')



- 1. GALLERY ENTRANCE**
- 2. PARTY POOPER**
- 3. DUNG BALL RALLY**
- 4. BLOOD SUCKER BLOW-UP**
- 5. TRANSFUSION CONFUSION**
- 6. THE SLIME GAME**
- 7. UNDERWATER ADVENTURE**
- 8. SQISHY, SCRATCHY, SPINY AND SCALY**

- 9. CHEW CHEW EXPRESS**
- 10. PELLET PURGE**
- 11. STUPOR FLY**
- 12. HAIRBALLS... WHAT A DRAG!**
- 13. SENSE THE SCENTS**
- 14. TAPEWORM TUG**
- 15. BELCH-A-BABY**
- 16. LET'S PLAY ANIMAL GROSSOLOGY**

GALLERY ENTRANCE

Exhibit Description

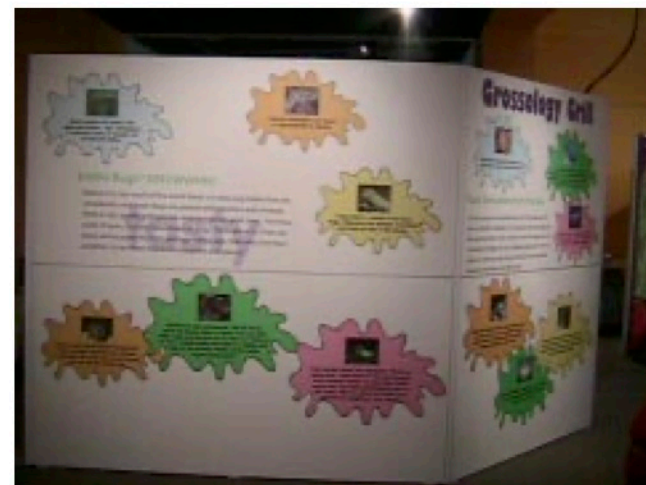
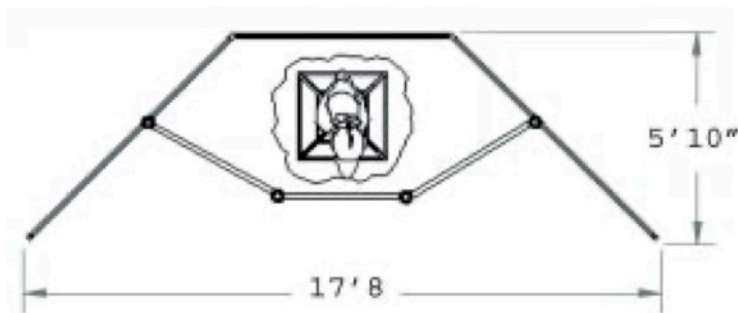
“Malcolm”, our friendly, animated parrot is perched beside a oversized ANIMAL GROSSOLOGY book greeting visitors as they enter a world of fascinating gross animals and inviting them to learn why some animals need to be gross.

Exhibit Content

Includes animated parrot perched on a simulated rock with 8' high graphic book wall backdrop.

Interactives

- Malcolm, our animated parrot



PARTY POOPER ...Who Dooed It?

Exhibit Description

Visitors enter our "Grossology" zoo featuring our Penguin Ice House and discover that Peter Penguin is very upset. He just woke up after a late-night party to find that several of his guests have spoiled his Ice Palace by leaving dookie behind. The penguin wants to know which animal guests were the Party Poopers.

Educational Message

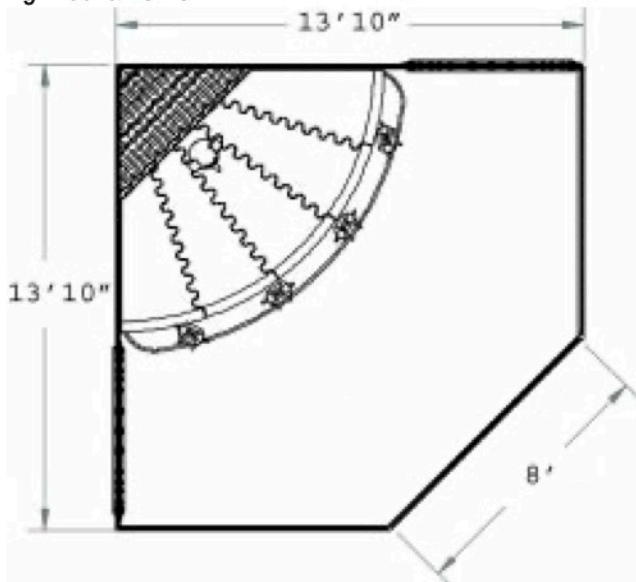
All animals make waste. Learn why scatologists study the color, texture, contents and size of an animal's dookie. What herbivore and carnivore mean, as well as that there are many names for poo depending on what animal made the poo.

Interactives

- Four activity stations

Exhibit Content

Grossology zoo walls, staging, animated penguin, four target viewing mechanisms



DUNG BALL RALLY

Exhibit Description

Visitors will become a “scarab beetle” in a retro “Atari-type” world as they compete against each other in a challenging rolling dung-ball race! If it weren’t for the dung beetle the world might be overloaded with, yep, you guessed it, doo doo! It’s more fun than an Easter egg hunt!

Exhibit Content

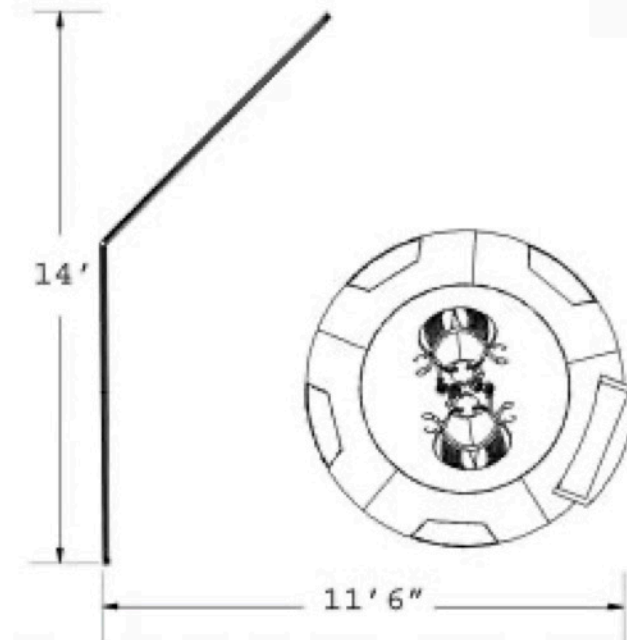
Two animated scarab beetles are fighting each other atop a giant dung ball that contains one large monitor for general visitor viewing and four player stations. Players watch a video screen and use large directional push buttons to guide their dung beetle through a maze competing against the other players. The first beetle to get its dung ball to the nest, wins! Graphic book wall backdrop.

Educational Message

To some animals, dung is their entire life! Students will learn that some animals depend on poo for their survival: they eat it and it serves as nurseries for their young. Scarab beetles actually mold the poo into a ball, and then roll the poo to a safe spot and save it.

Interactives

- Four activity stations



BLOOD SUCKER BLOW-UP

Exhibit Description

A long table designed to replicate a human arm holds large-scale models of a tick, a mosquito and a leech. Pumping stations allow visitors to fill these blood-drinking creatures to see how they store blood anatomically. Learn how they suck blood, what happens and where it goes.

Educational Message

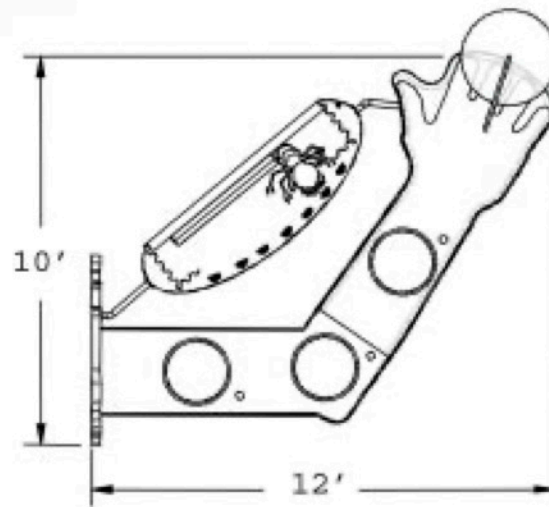
Learn about the eating habits of ticks, leeches and mosquitoes. Why these blood-sucking critters (in the words of Bela Lugosi) "Want to drrrink your blaahd." See how they suck blood, what happens and where it goes. Also, learn ways to avoid diseases such as Lyme or West Nile.

Exhibit Content

Includes staging, human arm graphic with character, three large critter models with blood pumping stations, animated emcee, and video monitor in a circus tent kiosk.

Interactives

- Three activity stations
- Animated Flea



TRANSFUSION CONFUSION

Exhibit Description

Nurse Grossness is in a quandary about which color blood will be needed in the blood transfusions for some ailing animals. Your job is to assist her by learning which animal has what color blood. Each station's blood tube will fill for each correct answer.

Exhibit Content

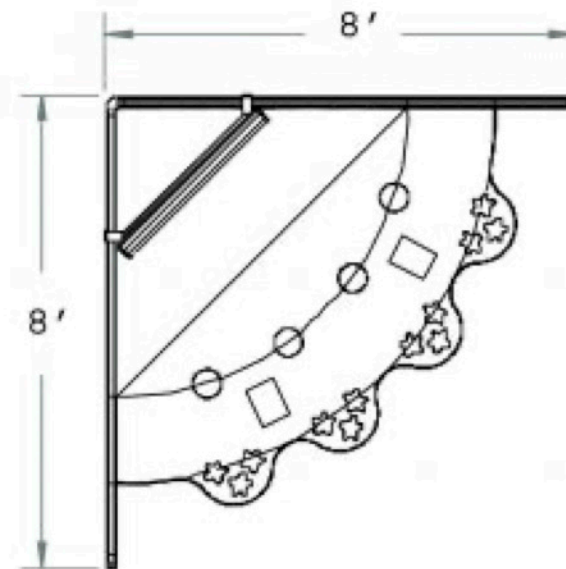
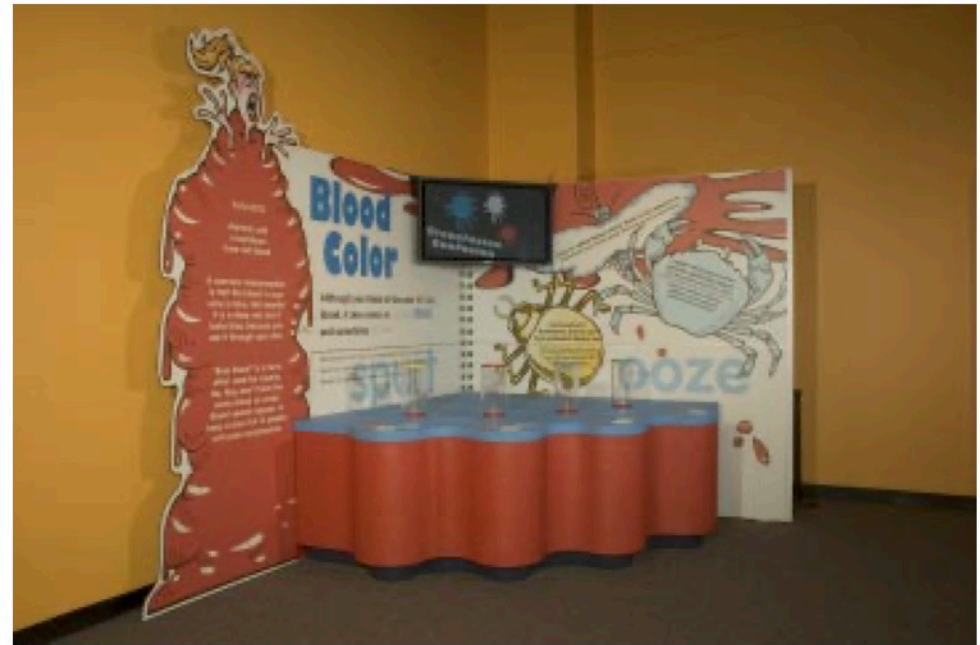
Includes staging, video monitor, blood tube scoring mechanisms and graphic book wall.

Educational Message

Do you know that blood color is different among animals? Although you think of the color red for blood, it also comes in clear, blue and yellow! Learn which animals have what color blood and why.

Interactives

- Four activity stations



UNDERWATER ADVENTURE

Exhibit Description

Children enter a submarine engulfed by a friendly octopus. Once inside the sub, the underwater adventure begins as children look through portholes and discover the many unusual marine creatures. Marine life from all depths of the ocean will be explored. Voyagers exit the sub through an eel-shaped slide.

Exhibit Content

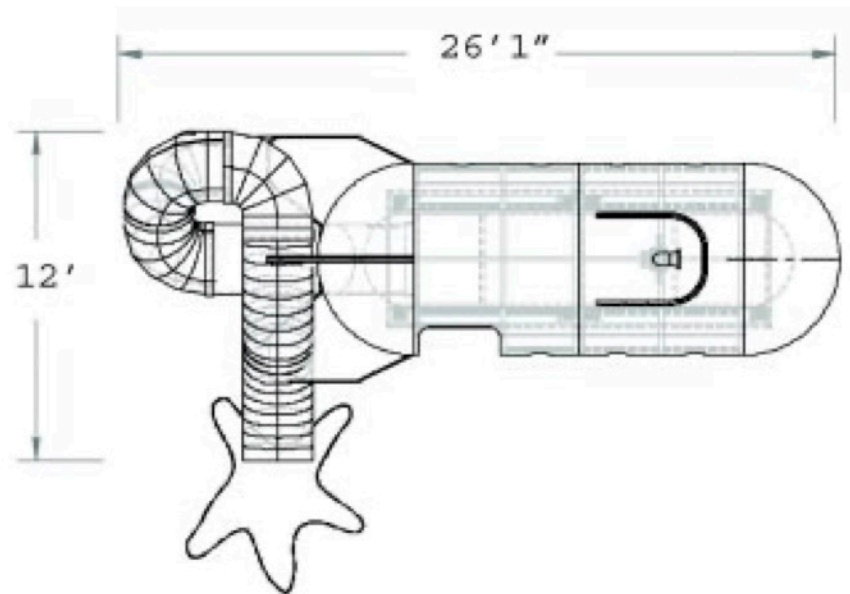
Large interactive sub with inflatable octopus on top, video monitors and sonar lookout device inside, play slide and animated sea creatures in simulated rocks surrounding base of sub.

Educational Message

Many gross and interesting critters live in the ocean.

Interactives

- One sonar viewing station
- Six ocean viewing monitors
- Animated sea critters submerged in rock base
- "Eel" playscape slide



SQUISHY, SCRATCHY, SPINY AND SCALY

Exhibit Description

Exhibit features four different “touch experiences.” Visitors feel different hidden textures and determine the type of animal.

Exhibit Content

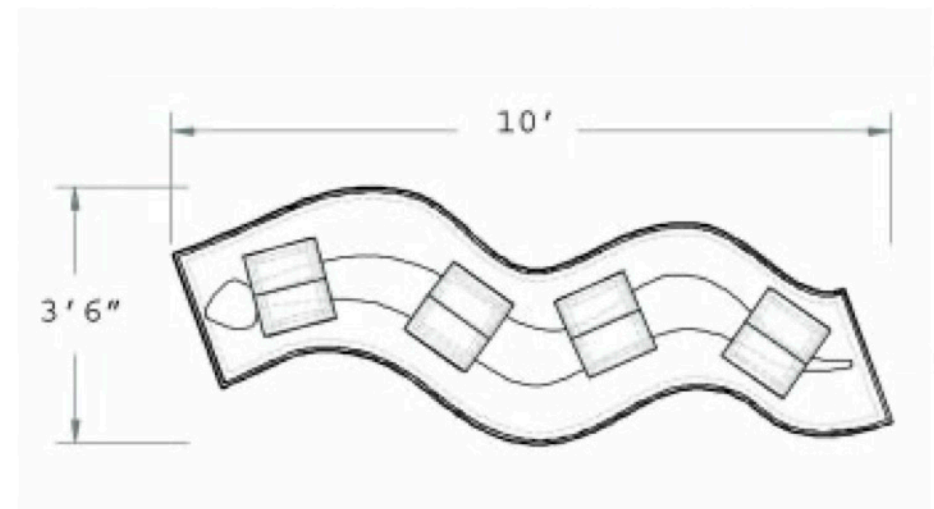
Includes a kiosk with four integral “touching” experiences, with two stations for each.

Educational Message

Different animals feel differently and not how you might expect they would.

Interactives

- Kiosk with eight “touch” stations



CHEW CHEW EXPRESS

Exhibit Description

A life-sized cow, with animated head and tail, stands on a platform peacefully chewing her cud. Her mid-section is a clear plastic bubble, revealing a mechanical model of her digestive tract. Exhibit explains the various steps of "ruminant" digestion, highlighting her four stomachs.

Exhibit Content

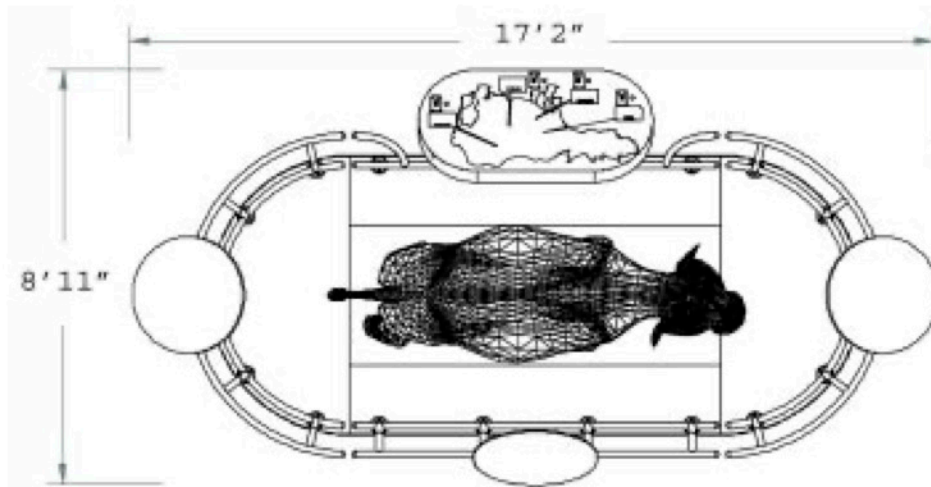
Oversized animated cow with mechanical insides activated by visitor at the signage kiosk placed in front of the cow.

Educational Message

Cows have four stomachs. There is one "true" stomach and three compartments (the Rumen, the Reticulum and the Omasum). See how they work together to digest food.

Interactives

- One activity station



PELLET PURGE

Exhibit Description

Visitors are challenged via a computer game to reassemble the skeleton from an owl pellet to learn about what owls eat. Includes three challenges: a bird, a rabbit and a frog. Visitors can also view several “real” pellets up close through a magnifying glass.

Exhibit Content

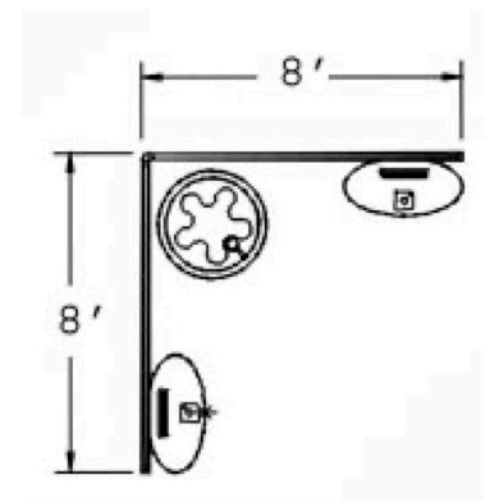
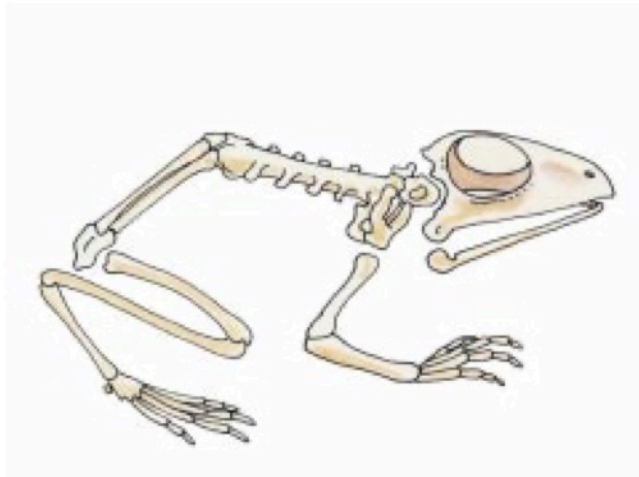
One pellet viewing kiosk and two computer activity stations. Graphic book wall backdrop.

Educational Message

What do owls eat?
Students will learn that owls can't digest fur and bones, so they ball up in their stomach. Owls hurl out waste balls called owl pellets.

Interactives

- One pellet viewing station
- Two computer activity stations



STUPOR FLY

Exhibit Description

Alit on a giant cookie, our animated, larger-than-life fly will explain why he flies from one thing to another taste testing, or should we say barfing, on the food you are about to eat!!! A kiosk located in front of the fly invites visitors to push one of five buttons activating the animated fly.

Visitors may select questions from such topics as table manners, favorite foods, hygiene, fly facts and hanging out! For each selection, our "Rodney Dangerfield" of flies will explain the many myths of the fly world! It's a sticky mess!

Exhibit Content

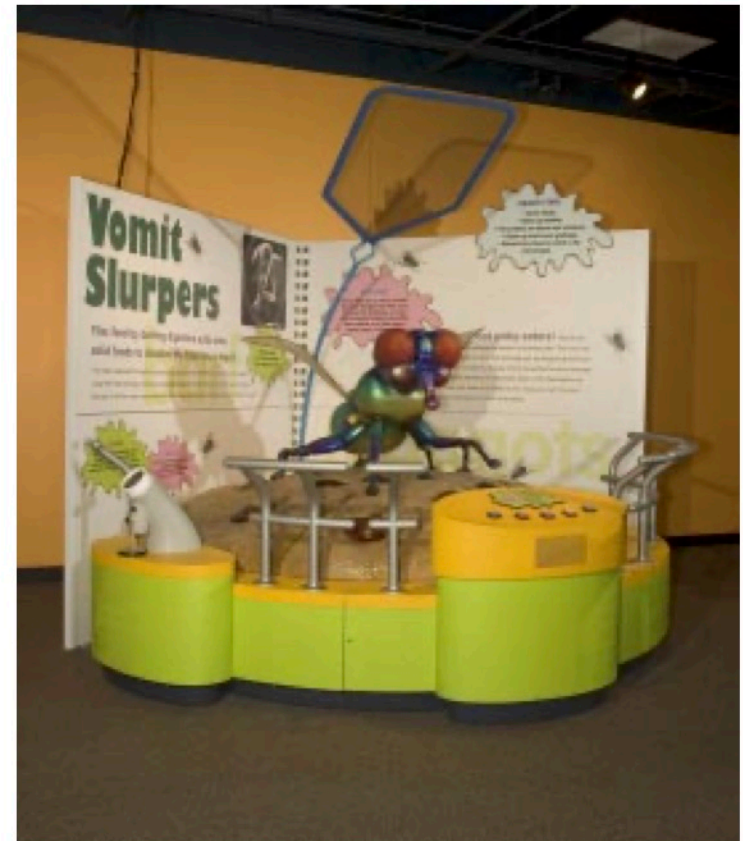
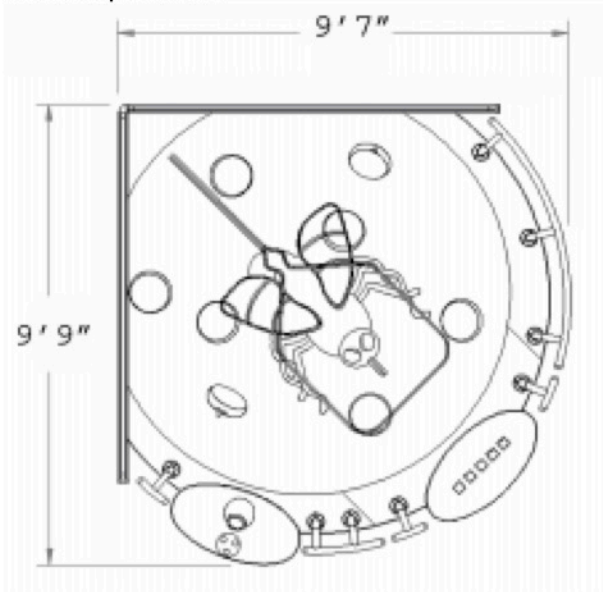
Animated fly sitting on a cookie supported by staging. Oversized flyswatter above animated fly. Push-button kiosk. Graphic book wall backdrop.

Educational Message

Learn about a "fly's" life!

Interactives

- Animated housefly activated by pushing one of five subject buttons located on kiosk in front of exhibit
- Microscope station



HAIRBALLS... WHAT A DRAG!

Exhibit Description

Visitors choose either a particle of food or a hairball and track it through our cat's very small and curvy intestinal tract.

Exhibit Content

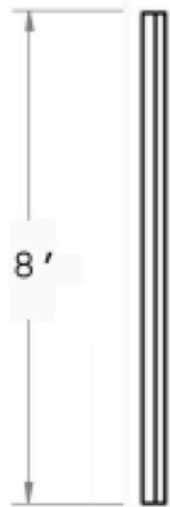
Visitors move food particle through cat's digestive tract which is built into the graphic book wall.

Educational Message

Cats swallow their fur when they clean themselves, but they can't digest fur – so they hurl hairballs out. Learn why a cat's anatomy is the reason why cat's spit up hairballs.

Interactives

- One activity station



TAPEWORM TUG

Exhibit Description

Tug on the tape to learn how long a tapeworm is. See 3-D cgi footage of this fascinating creature inside an intestine.

Exhibit Content

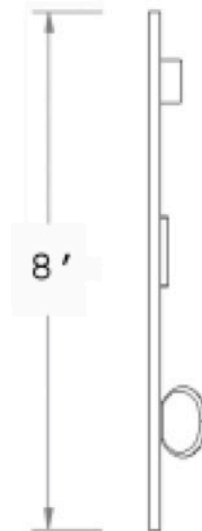
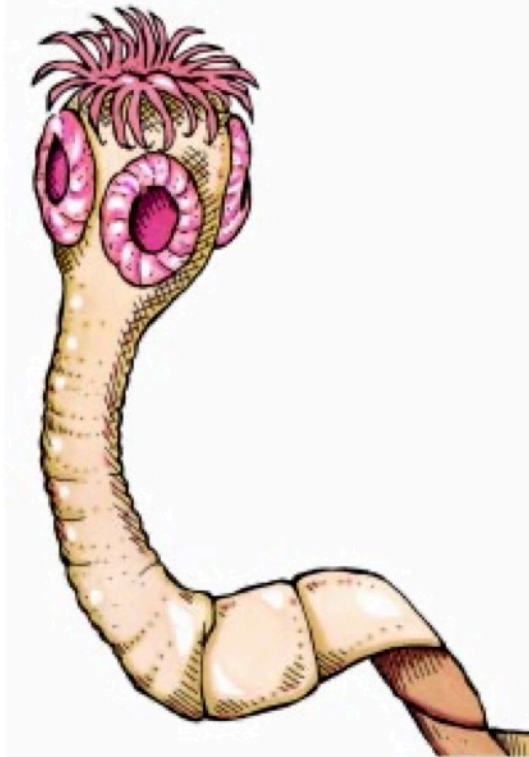
Includes rope pulley mechanism for measuring 60', video monitor showing actual tapeworm swimming through digestive tract. Elements are built into a large graphic book wall.

Educational Message

Learn the mystery of this incredible animal and just how long it can be!

Interactives

- Two activity stations



BELCH-A-BABY

Exhibit Description

In this arcade-like game, visitors will “barf” a baby frog out into a river/forest environment and try to land their frog in the safe zones.

Exhibit Content

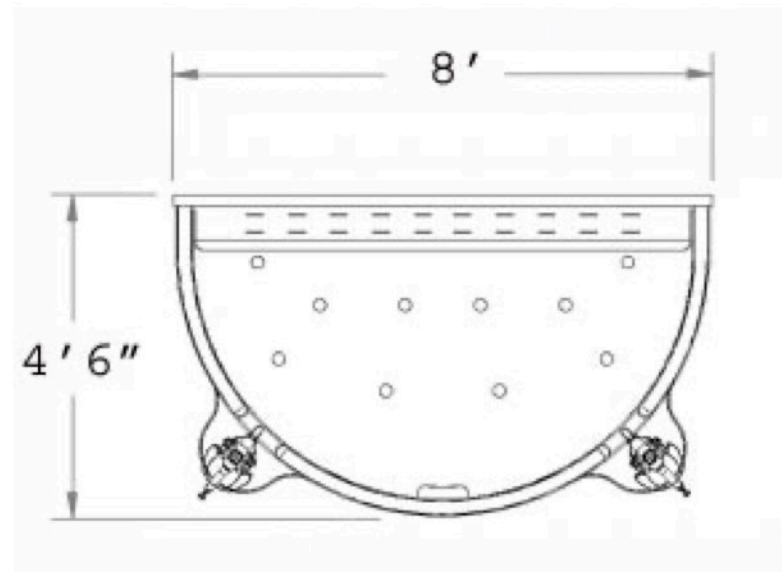
Includes staging with two frog launchers, game board and graphic book wall backdrop.

Educational Message

Animals give birth in different ways. Some frogs actually give birth by “belching” little froggies! Learn about male Darwin frogs that store their frog eggs in their vocal sacs and barf them out as baby frogs.

Interactives

- Two activity stations



LET'S PLAY ANIMAL GROSSOLOGY

Exhibit Description

Visitors watch a video presentation and select an answer while competing against four other players in this trivia challenge.

Exhibit Content

Includes large kiosk with video monitor and five answer stations.

Educational Message

Find out what you learned (or didn't learn!) in this exhibition by participating in our very popular "trivia test".

Interactives

- Five activity stations

