

Damien Montanile

Creative Effects & Technical Designer

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Project Highlights – Technical, Effects, & Design

Exterior Ship Battle Shows & Effects

Magic Castle - Hollywood, CA

Scope of work:

- Technical, creative, & special effects design
- Show & dialog script writing & direction
- Prop, animatronic, & effects fabrication
- Sound & lighting design
- Installation supervision, show control design, & programming

Project Synopsis:

Working with Magic Castle leadership to design an exterior, multi-show (7), and multi-zone experience encompassing animatronic cannons and ship crew pop-up figures, with surround sound, lighting, fog, and water effects. The entire show environment will house over 35 mechanical functions

Researched necessary logistical parameters including weight limitations, show electrical requirements and existing availability, sound ordinances, and staff coordination

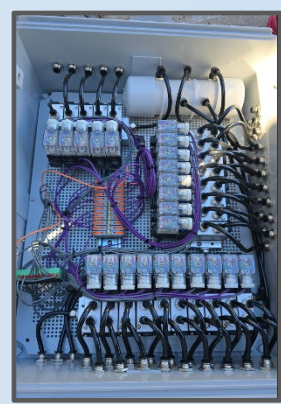
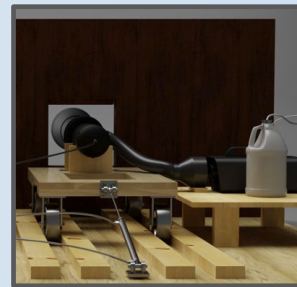
Show consisted of multiple zones networked via custom wireless fluid mesh for synchronized surrounded splash and lighting effects it

Created CAD design concepts, fabrication and wiring of cannons, gun carriages, and animation and effects mech, with assistance for molding and casting pop-up figures. Collaborated with musical composer and voice artists for custom scoring and dialog

Performed all show control design work, main and sub-system box builds, and programming

Viewable Media:

- [Video 1](#)
- [Video 2](#)
- [Video 3](#)
- [Video 4](#)
- [Video 5](#)



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Projector Monster Animatronic

Knott's Berry Farm – Buena Park, CA

Scope of work:

- Technical & systems design
- Mechanical fabrication
- Aesthetic sculpt & fabrication
- Installation supervision & programming

Project Synopsis:

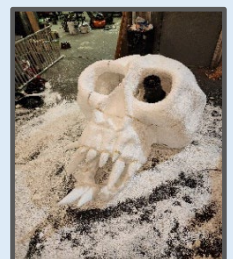
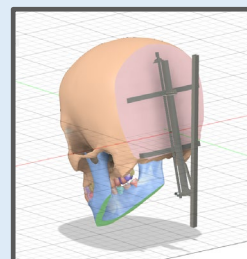
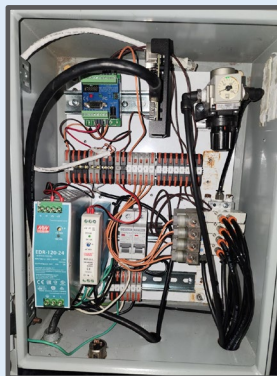
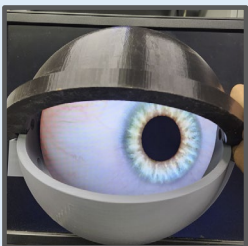
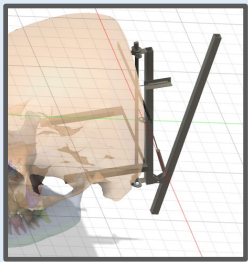
Collaborated with creative leadership to design and build the finale monster encounter for *Cinema Slasher* horror maze. Adhered to scenic and technical parameters to achieve existing goals while keeping safety and maintenance considerations in mind to meet a short, three week turn-around from concept to final installation.

Designed and fabricated mechanical frame and movement to accomplish predetermined animation requirements

Designed and constructed sub-system animatronics controller for all figure motion, lighting, and media display control

Integrated synchronized audio through external QSYS system and show control collaboration via dry contact trigger

Performed fabrication, sculpt, installation/supervision, and figure programming



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Project Highlights – Technical, Effects, & Design

Enchanted Smuggler's Hold

Undertow - Gilbert, AZ

Scope of work:

- Story, technical, creative, & effects design
- Dialog script writing
- Prop & animatronic fabrication
- Sound & lighting design & effects
- Installation supervision, show control design, & programming

Project Synopsis:

Worked with building architects, electricians, project management to plan, design, and build a 32 minute, ambient preshow for Undertow's entrance, consisting of custom props, pneumatic and electric animatronics, narration, and sound and lighting effects

Design and dialog creation for "The Lantern Keeper" character who serves as narrator and an unseen catalyst and motivation for multiple effects. Supervised voice talent for dialog recording

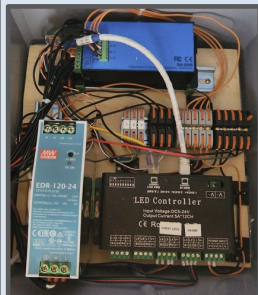
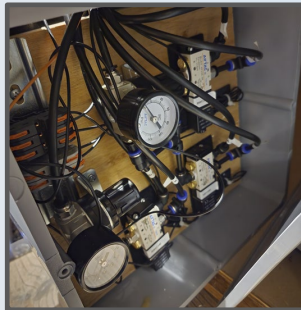
Collaborated with musical composers to develop custom musical pieces and synthesized vocal effects

Show control and pneumatic valve systems are securely hidden within props for ease of service access

Triggered diagnostic "show" created for ease of effects troubleshooting and maintenance

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- [Video 1](#)
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- [Video 5](#)

Venue Show / Effects Design

Strong Water Anaheim – Anaheim, CA

Scope of work:

- Story, technical, & systems design
- Sound, projection, & lighting effects
- Show & effects network design
- Infrastructure wiring & cabling
- Dialog and script development
- Installation & programming

Project Synopsis (In Progress):

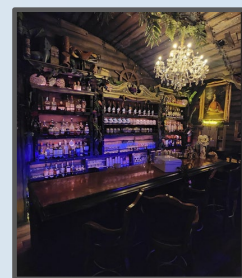
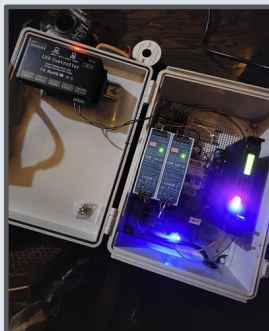
Wrote the base storylines, backstories, and scripted dialog that serve as motivation for all venue shows and effects, later used for an award-winning short-subject film, *The Zombie King of Balacombé*

Setup show/effects zones to operate simultaneously throughout the venue, all from central show control main "hub" that triggers sub-system components and peripherals

Show / Effects elements are triggered via tablet, switch panel, or as part of a curated show schedule

Incorporated a variety of sensory elements for key show effects experiences including projection, sound, water, scent, and lighting effects, as well as some stand-alone gags

Ambient effects are designed to change with the time of day and undergo subtle transitions from daytime to nighttime



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Project Highlights – Technical, Effects, & Design

Remote Triggered Noose Reveal/Drop

Knott's Berry Farm – Buena Park, CA

Scope of work:

- Effects design
- Prop fabrication
- Electrical wiring
- Installation & execution

Project Synopsis:

Worked with entertainment leadership and show designers to fabricate the finale reveal for 2023's *Knott's Scary Farm Reveal* consisting of a crate with a triggered trap door that drops a 30' noose, stopping 5 feet 3" above the stage. Effect used to announce the return of *The Hanging: Uncancelled*

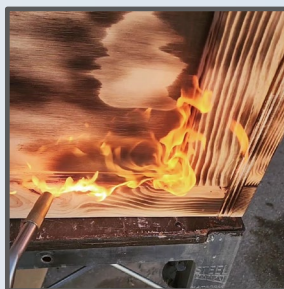
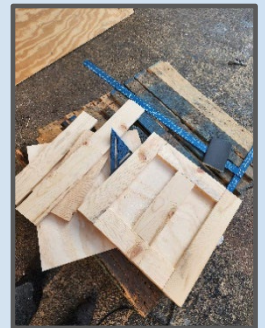
Fabricated crate from existing wood stock based on CAD design concept plan. Tied noose to realistic spec.

Adapted quickly to project scope changes for successful turn around of 2 weeks from concept to installation.

Utilized 2 electromagnets rated for 600 and 1600 lbs. each with redundant power supplies to allow for the trap door release and quick-release rope disconnect from suspended crate for last minute scope change, show changes, and safety.

Viewable Media:

- [Video 1](#)
- [Video 2](#)



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- [Video 4](#)

Hedley L. Marr Interactive Animatronic

Anaheim, CA

Scope of work:

- Character design
- Dialog & script writing
- Animatronic design & fabrication
- Interactive effects design
- sound & lighting design & effects
- Show control programming
- 3D printing & finishing

Project Synopsis:

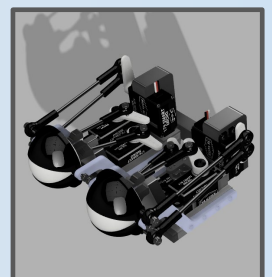
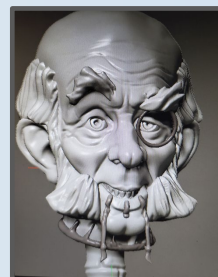
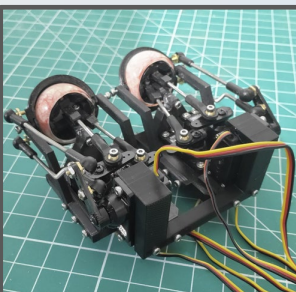
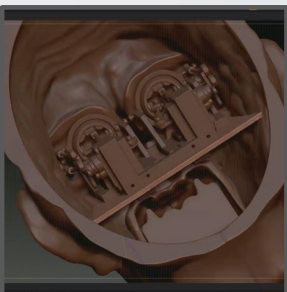
Performed character and mechanical design, fabrication, assembly, 3D print, paint, hair application, woodworking, sound design, control box design/assembly, and programming

CAD designed eye and mouth Mechanism with 8 independent movements

Head/Face organic digital sculpt was a collaboration based on given sketches and discussed specifications

Wrote dialog and supervised the recording process for a total of 13 different interactive show sequences.

Designed display to house multiple effects for lighting, fogging glass using dimmable smart glass, and spray mechanism effect gag



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Project Highlights – Technical, Effects, & Design



The Silent Sentinel Triggered Mask Effect

Anaheim, CA

Scope of work:

- Interactive effects design
- Wiring & cabling
- Mounting frame fabrication
- Sound design & mixing
- Coding/programming & multiple controller synchronization

Project Synopsis:

Designed a customized interactive, rendered mask effect utilizing multiple controllers, open source, off-the-shelf eye-rendering libraries, motion sensor show trigger, standard TCP IP networking protocols and custom designed audio soundtrack

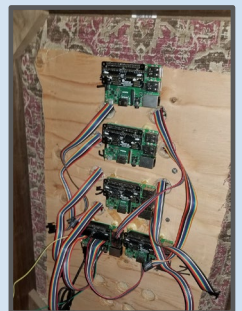
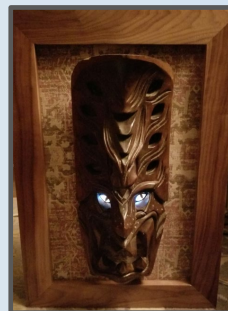
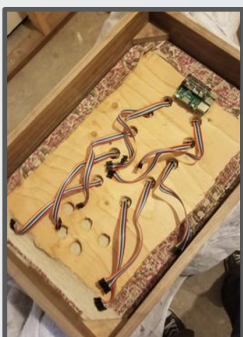
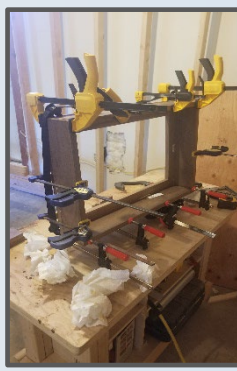
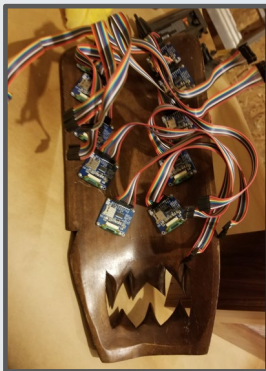
Consists of 10, one inch, OLED displays for the eyes, and five Raspberry Pi controllers; one master controller and four secondary controller for load efficiency and rendering needs.

Custom audio track was comprised using inspiration from the beauty and intimidation of Zulu chants mixed with additional atonal score pieces

Ability to control eyes direction using external control peripheral as well as button triggers for blinking. Show trigger can be from master control system, switch, beam break, or any other related mechanism

Viewable Media:

- [Video 1](#)



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Project Highlights – Technical, Effects, & Design

Miscellaneous Effects Concepts



4D Interactive Phone Booth

Scope of work:

- Concept, systems, & technical design
- Show & effects design
- Telephony customization & programming
- Sound & visual media effects design
- Dialog script development

Project Synopsis:

Groundbreaking phone booth effect concept that redefines the traditional experiences of telephony, by utilizing any combination of multisensory immersive elements via sight, sound, and scent effects to vary from simple messages to full on in-booth experiences and possibly choosing your own adventure!

Viewable Media:

- [Video 1](#)
- [Video 2](#)



Capable of customizing and scaling to hundreds of different show experiences and can be used to trigger external sub-systems and zones for larger show integration

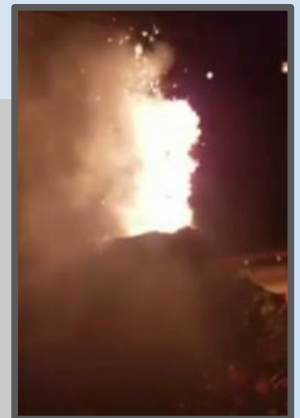
Anak Krakatau / Ancient Reflections

Scope of work:

- Concept & systems & technical design
- Construction, electrical, & landscape design
- Multisensory Special effects design
- Show writing & development
- Dialog script development
- Show control rack build & programming

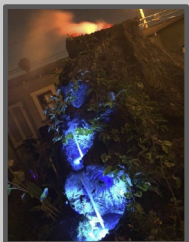
Project Synopsis:

What began as a fully-functioning, 10 ½ foot-tall volcano effects build, utilizing a 1000 watt sound system and pyrotechnics that captivated guests with its fiery display and awe-inspiring presence, has transcended into a show of deeply immersive storytelling called Ancient Reflections, a planned nighttime fountain show utilizing fully surrounded water, pyrotechnic, lighting, scent, projection, and other special effects elements



Viewable Media:

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Project Highlights – Technical, Effects, & Design

Miscellaneous Effects Concepts



War Against the World

Scope of work:

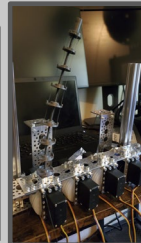
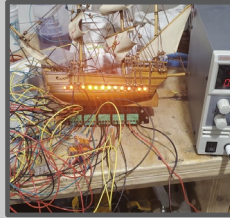
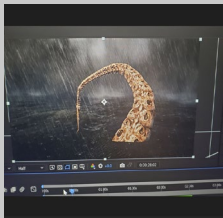
- Concept, systems, & technical design
- Show & effects design
- Mechanical design
- Sound, visual media, & lighting effects design
- Dialog script development
- Show control build & programming

Project Synopsis:

Planned as part of a larger, 3-minute show, this completely custom concept takes the "sinking ship in bottle" illusion and puts it at the forefront of an entire in-room, miniature cannon battle experience encompassing a combination of completely custom mechanical, practical, theatrical, and rendered effects. The ships also battle a hybrid-effect kraken that magically moves between bottles! In addition, a mechanical cannonball effect/gag will volley harmless miniature cannon shot toward guests as fun keepsakes.

Viewable Media:

- [Video 1](#)
- [Video 2](#)
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- [Video 4](#)



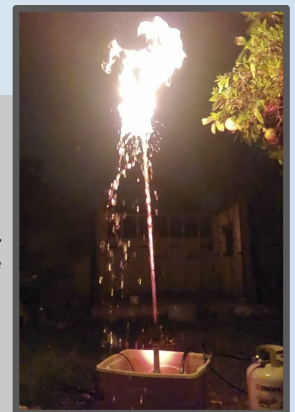
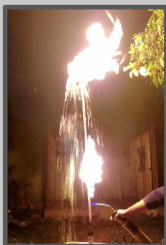
Gas Encapsulated Fire Fountain

Scope of work:

- Concept & technical design
- Fabrication, assembly, and adjustments

Project Synopsis:

The Fire Fountain was born out of an existing product by Oase, to see if it was possible to make a custom, reliable, and safe version for incorporation into the *Ancient Reflections* show mentioned previously. The initial concept was a huge success with a flame height reaching around 17 feet. Also as part of the concept is an auto-ignition system and a series of safety valves for safe integration into a show experience.



Viewable Media:

- [Video 1](#)

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Project Highlights – Education

Lectures, Symposiums, & Panel Discussions

Mechanical Magic III: Imagination, Invention, and Innovation

Magic Castle - Hollywood, CA (Aug 18th, 2024)



Panelists:

- **Garner Holt** – Animatronic design and fabrication
- **Bill Butler** – Animatronic design and fabrication
- **Chris Crump** – Theme park production and creative design
- **Larry Nikolai** – Theme park production and artistic design
- **Tom Morris** – Theme park production and artistic design
- **Daniel Joseph** – Special effects and illusion creation

Event Synopsis:

Bringing it all together, how do the multitude of creative and technical departments work together to bring about some of the world's most beloved theme park attractions? Notable themed entertainment veterans discuss their work, trials, tribulations, pitfalls, possibilities and their time spent working together to realize your favorite theme park attractions past and present from concept to reality!

Role:

Concept, writer, producer, host

Mechanical Magic II: From Servos and Circuits to Animatronics and Beyond

Magic Castle - Hollywood, CA (Jan 24th, 2024)



Panelists:

- **Chris Crump** – Theme park production and art design
- **Garner Holt** – Animatronic design and fabrication
- **Doug Mobley** – Show control & figure animation

Event Synopsis:

An in-depth historical look at the world of theme park mechanics from mobiles, to early animation, to animatronics and the extreme work that goes into bringing an attraction experience and to life as well as the relationships between art and tech roles during production.

Role:

Concept, writer, producer, host

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Project Highlights – Education

Lectures, Symposiums, & Panel Discussions

Mechanical Magic: A Look at Robots, Droids, and Animatronics in TV, Film, and Theme Parks

Magic Castle - Hollywood, CA (Aug 3rd, 2023)

Panelists:

- **Garner Holt** – Animatronic design & fabrication
- **Fon Davis** – FX designer for Film & TV
- **Michael McMaster** – Droid builder for film & TV
- **Matt Hobbs** - Droid builder for film & TV and engineer

Event Synopsis:

This introduction takes a look into the world of TV, film, and theme park mechanical manifestations, From hero droids, robotics, and puppeteering, to state-of-the-art theme park animatronics and AI, with surprise appearances by some very well-known mechanical friends

Role:

Concept, writer, producer, host



Scripted Deceptions: Designing Special Effects to Elevate Your Own Personal Paradise

Tiki Kon - Portland, OR (Jul 2nd 2022)

Tiki Oasis - San Diego, CA (August 4th 2022)

Role:

Concept, writer, producer, lecturer

Event Synopsis:

A look at the history of special effects in Tiki and tropical locales going back to the 1930s, how theme park influence has changed the scope for immersive hospitality and how to create your own theme park quality special effects to elevate your home bar.

