

AMUSEMENT PARK

THESIS

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Architecture degree

By

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DEPARTMENT OF ARCHITECTURE
SCHOOL OF BUILDING AND
ENVIRONMENT

SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)
Accredited with Grade "A" by NAAC
JEPPIAAR NAGAR, RAJIV GANDHI SALAI,
CHENNAI - 600 119

MAY-2021



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BONAFIDE CERTIFICATE

This is to certify that this Thesis Report is the bonafide work of **BHAVANI.G (3621018)** who carried out the thesis **AMUSEMENT PARK** under our supervision from January 2021 to May 2021.

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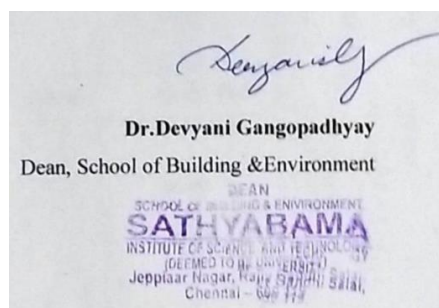
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DECLARATION

I, **BHAVANI.G** hereby declare that the Thesis Report entitled “**AMUSEMENT PARK**” done by me under the guidance of **Ar. Jhannupriya** (Internal Guide) and (External Guide). Sathyabama Institute of Science and Technology is submitted in partial fulfillment of the requirements for the award of Bachelor of Architecture Degree.

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ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to Board of Management of **Sathyabama** for their kind encouragement in doing this thesis and for completing it successfully. I am grateful to them.

I convey my thanks to **Dr. Devyani Gangopadhyay**, Dean and Head of the Department, **Dr.Suresh Kuppuswamy**, Design Chair of School of Building and Environment, Department of Architecture and providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Thesis Internal Guide **Ar.Jhannupriya**, Internal Review members and External Guide **Ar. ******* their guidance, suggestions and constant encouragement which paved the way for the successful completion of my thesis works.

I wish to express my thanks to all Teaching and Non-teaching staff members of the **Department of Architecture** who were helpful in many ways for the completion of the Thesis.

ABSTRACT

This project aims to focus on the vital role that theme parks play in the evolution of contemporary societies. Through this, an alternative model will be introduced for Mahabalipuram that would activate its role for the international tourist destination, all the while providing a new form of leisure for the locals. This project will introduce a new model of recreation and leisure, security, functionally uniqueness and escape.

The park contains four themed zones based on favorite comic character from cartoon network – Tom & Jerry House, Takeshi's Castle, Ben 10-Alien force and Looney tunes. The amusement park is generally the term used to describe grouped outdoor entertainment in the form of a fairground, and a theme park refers to an amusement park design in which the rides and promoted experience are unified by a specific idea or location. The design is an escape for people from their day to day lives towards leisure, relaxation and fun. Encouraging prolonged interaction through activity that adopt positive memory.

Amusement park give people a place to relax, talk, do stuffs of their interest and hang out with friends or just sit and watch people. These space increase public interaction. It is destination, which combines entertainment, food and beverages and shops, and an environment that is different from that found outside its gates. A theme is used to provide a focus for the design, development and operation of such park.

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CHAPTER-1

INTRODUCTION

The amusement park is generally the term used to describe grouped outdoor entertainment in the form of a fairground, and a theme park refers to an amusement park design in which the rides and promoted experience are unified by a specific idea or location. The design is an escape for people from their day to day lives towards leisure, relaxation and fun. Encouraging prolonged interaction through activity that adopt positive memory.

1.1. AIM

To combine the fun, entertainment, food and beverage and shops and environment that is different from that found outside its gates. A theme is used to provide a focus for the design development and operation of such park.

1.2. SCOPE

Amusement park give people a place to relax, talk, do stuffs of their interest and hang out with friends or just sit and watch people. These space increase public interaction. It is destination, which combines entertainment, food and beverages and shops, and an environment that is different from that found outside its gates. A theme is used to provide a focus for the design, development and operation of such park.

1.3. OBJECTIVE

To escape for people from their day to day lives and engaging them with fun and relaxation.

To engage two user groups together by framing famous cartoon themed rides.

1.4. NEED FOR THE PROJECT

The amount of leisure time available to people today is more than twice that of society a hundred years ago, with the industrial revolution, work became the means by which leisure could be enjoyed at the end. Change in family structure took place, from joint family were shifted to nuclear family. Work was no longer shared by the family member with the result the leisure time came to have great importance as the time which the family could spend together.

1.5. DESIGN INTENT

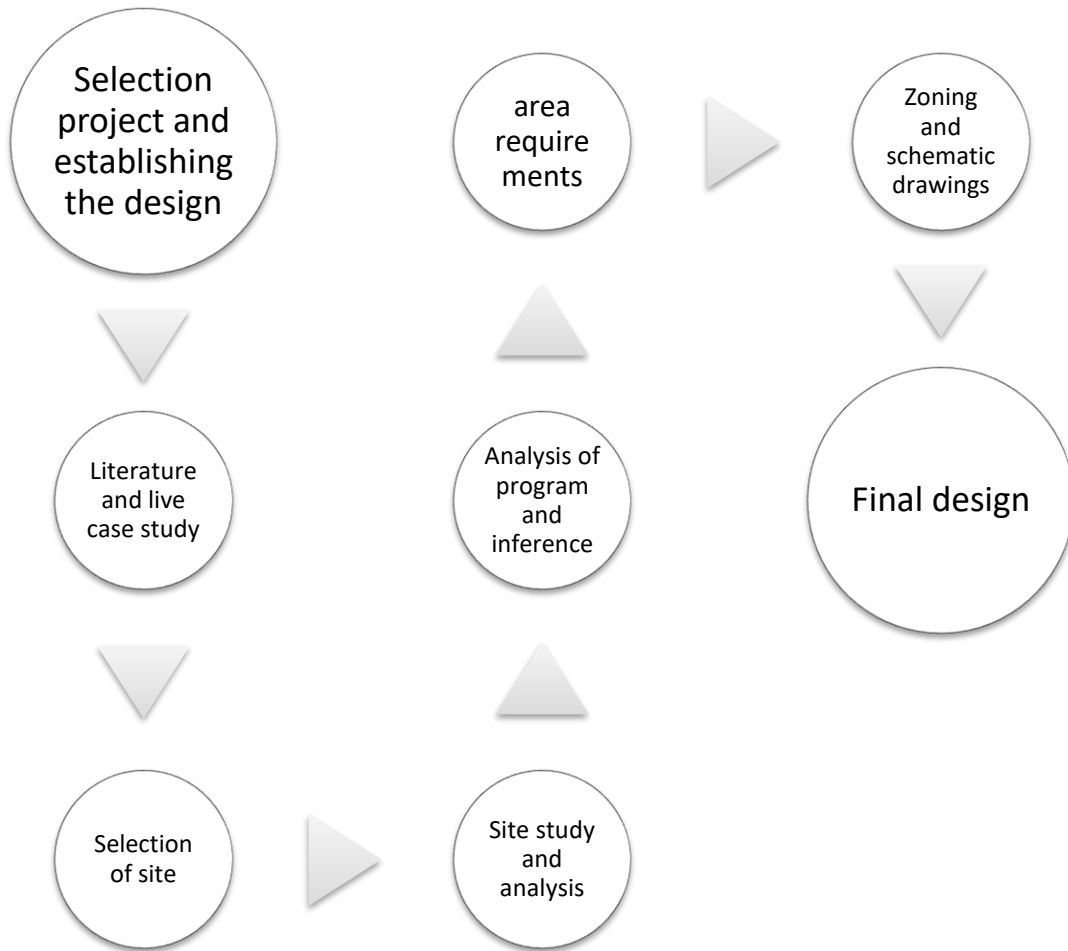
Program: Staycation

A Staycation (stay and vacation) or Holi stay (holiday and stay) is a period in which an individual or family stays home and participates in leisure activities within day trip distance of their home and does not require overnight accommodation.

We have a lot of fun things to do but we all feel like escaping the hustle and bustle once in a while. So, drop everything else and head to one of these destinations that are not too far from the city, yet away from all the chaos. Leave all your worries behind and enjoy a weekend full of fun, frisk and pampering. These staycations are sure to leave you relaxed after a long week and make your short break one worth remembering.

A Theme park typically has five to seven distinctively themed areas under a broad overall theme. Each themed area has a unique identity that is reinforced by its architecture and landscaping.

1.6. METHDOLOGY



CHAPTER-2

2. INITIAL DESIGN BRIEF

2.1. THEME 1

2.1.1. TOM AND JERRY HOUSE

- ZIP LINES

Experience the feeling of flying on our one-of-a-kind unharnessed aerial adventure. Soar down our three unique 70-foot zip lines for triple the challenge.



Figure 2. 1 Zip line game

- BUMPER CARS

Classic bumper cars are fun for the whole family, and many car designs can accommodate multiple riders in one vehicle so younger guests can enjoy the ride as well.



Figure 2. 2 Bumper car

- SUPER SLIDE

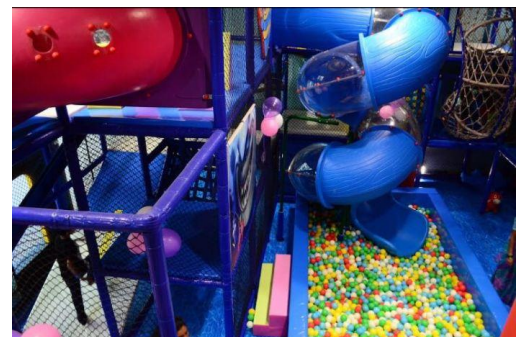


Figure 2. 3 Super slides

- TRAMPOLINE LAUNCH PADS

Combine the thrill of falling onto an airbag with the fun of jumping off a trampoline on this incredible indoor obstacle! Launch high and grab big air with a friend as you blast off into a giant space-themed airbag!

- **SLACKLINE**

Hands down the most fun way to improve your balance and develop core body strength. The slackline is set up a few feet above a giant airbag and features colorful theatrical lighting to heighten your experience.



Figure 2. 4 Slackline

2.2. THEME 2

2.2.1. BEN 10-ALIEN FORCE

- **3D ROCK CLIMBING WALLS**

Burn off some energy building strength as you feel the rush of unharnessed climbing on three one-of-a-kind 3D climbing walls or horizontal climbing routes. Walls offer challenges for various skill levels.



Figure 2. 5 3D Rock climb

- SKYTUNNEL

This obstacle requires a spirit of adventure as you climb up a ship's cargo net to the see-through rope tunnel suspended 18 feet above airbag.



Figure 2. 6 Skytunnel

- MONKEY BARS

These aren't your ordinary playground monkey bars. Swing forward, backwards, and side-to-side as you develop both upper body and core strength while dangling above a airbag.



Figure 2. 7 Monkey bars

- Laser frenzy game

Laser mazes combine the highly immersive environment of a laser tag arena with the quick throughput and functionality of an arcade game, making them perfect hybrid attractions for entertainment facilities.

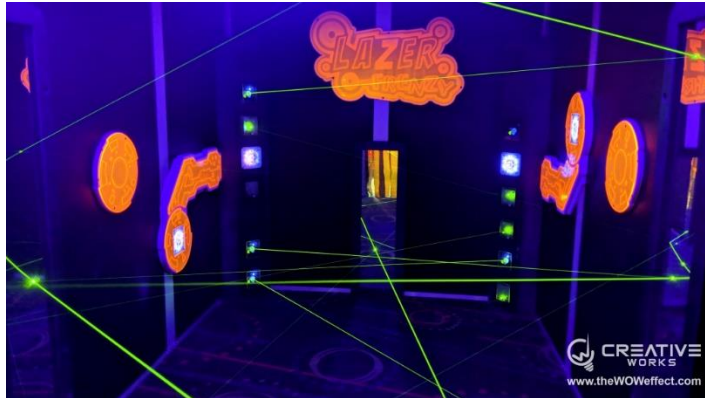


Figure 2. 8 Laser frenzy game

2.3. THEME 3

2.3.1 TAKESHI'S CASTLE

- ROLLING BARRELS**

Test your eye, hand and foot coordination as you swing across barrels that spin underneath your feet while hanging from circus-like silks. Challenge your agility by weaving through obstacles across the tightrope.

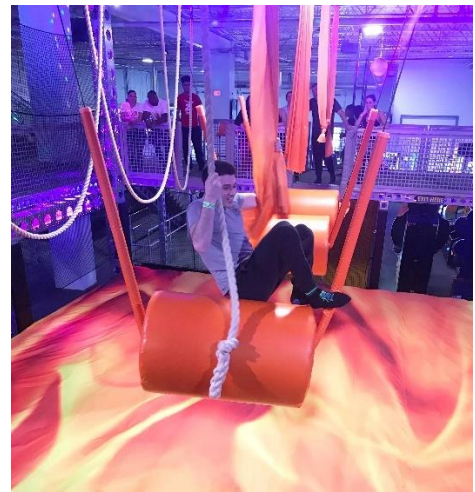


Figure 2. 9 Rolling barrels

- ROPES COURSE**

Unleash your inner ninja above our giant inferno-themed airbag. Build grip strength and increase flexibility as you swing from rope to rope.



Figure 2. 10 Rope course

TRAPEZE HOOPS

Feel like you're the star in the circus! Fall in love with flying as you grab big air while swinging from hoop to hoop over airbag.



Figure 2. 11 Trapeze hoops

TARZAN ROPES

The trampoline launch pads just got even more exciting! Complete your aerial maneuver with a tangled twist! Launch, catch, swing and grasp before you plunge into airbag.



Figure 2. 12 Tarzan ropes

FLYING SAUCERS

Our newest obstacle requires all the balance, agility and coordination you can muster to successfully cross the lava-themed airbag. It gets harder and harder as you advance from platform to platform. See if you can make it across!



Figure 2. 13 Flying Saucers

SWEEPER

One of our most fun and epic obstacles! Your mission is to make it across the beam without falling as you jump, duck and crawl under the rotating arms of the sweeper as it tries to push you off! You'll need every ounce of balance, agility, speed and coordination you can muster for this incredible challenge. It's just as much fun to watch as it is to do.



Figure 2. 14 Sweeper

HONEYCOMB MAZE

Contestants make their way through a blind maze made of hexagonal rooms, shaped as a honeycomb, whilst chased by henchmen, and with many fake exits that lead into water.



Figure 2. 15 Honey comb maze

ROLLING LOG

One of our top attractions. Take on the challenge of getting across a rolling log and dodging weighted bags without falling off. Develop balance and a sense of timing on this exciting two-story obstacle. It's not as easy as it looks.



Figure 2. 16 Rolling log

2.4. THEME 4

2.4.1. LOONEY TUNES

TODDLER'S PLAY AREA

Balloon city, Rock climb, Slide, Trampoline, Mini train, Castle slide, Maze, Mini rides



Figure 2. 17 Toddler's play area

2.4.2. OUTDOOR RIDES



Figure 2. 18 Observation tower



Figure 2. 19 Water coaster



Figure 2. 20 Ferris wheel



Figure 2. 21 Roller coaster



Figure 2. 22 Rope car



Figure 2. 23 Carousel

2.5. USER ANALYSIS

An amusement park is a place where people go on thrill rides, roller coaster, water rides, transport rides and rides that are gentler for children and older people.

It is a relaxing space for all age groups- kids, adult and older people.

Kids 5-12

Teenagers 13-20

Adults 20-45

2.6. ELEMENTAL ANALYSIS

Interactive spaces focus on creating spaces that offer an field for human interaction. Places that break down both physical and psychological barriers and encourage engagement and interaction with others.

These interactive spaces have some elements to connect people with spaces.

2.6.1. Natural light

Light and shadow give different type of soulfulness of different angle. And they are used to interpret the geometry and form of the buildings. Shadows in the building helps break up a vast amount of space. It also gives a building three-dimensional feeling. Natural shadow cast by natural light, create a space with dynamic appearance as the shadow changes as the sun moves, gives life for the space.



Figure 2. 24 Natural light

2.6.2. Colour

Colour alone can make space look bigger and brighter. Painting walls is an inexpensive redesign. Children areas should use bright attractive and inviting colours.



Figure 2. 25 Colour

2.6.3. Access

Design that help an individual to live or access spaces without any restriction.
Creating a good ambience when entering a building.

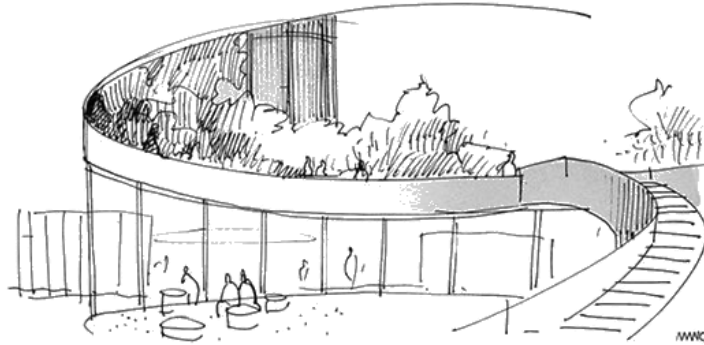


Figure 2. 26 Access

2.6.4. Views

Incorporating the natural environment into building can have a positive influence on psychological, physical and social well-being. Trees and outdoor gathering places are associated with increase social interaction and sense of community in urban area.



Figure 2. 27 Views

2.6.5. Have open and modular areas

Open spaces like seating area, multi-functional areas, etc. Larger, open areas allow people to rearrange space easier. Let the community define the space.

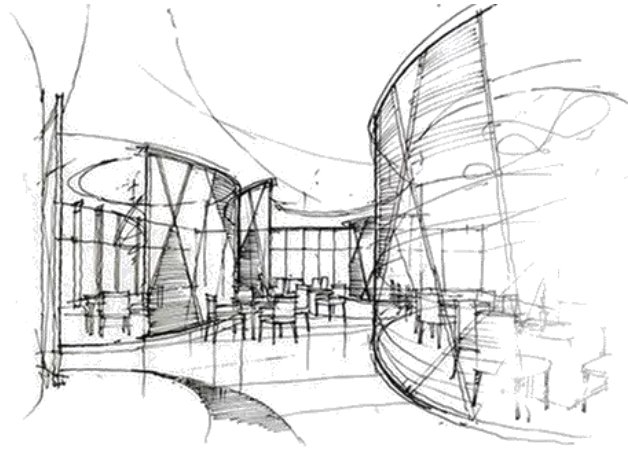


Figure 2. 28 open modular areas

2.6.6. Landscape

Landscape is an active area, a unifier, a healer. It is where memories are made and life enjoyed. By leading with the landscape, and by adding people first, we create better connected, healthier and happier places where lives can easily join.



Figure 2. 29 Landscape

2.6.7. Technology

Installation that gets the visitors to a different environment, where they finally interact with the product. It can be a light, sense of touch and feel or smell.

CHAPTER-3

3. CASE STUDY

3.1. MGM DIZZEE WORLD

Location:

Site area:

Site access: Bus stop - in front of the entrance

Circulation: They actually had more of circulation around the park so that people can easily walk without any interrupt.

Parking facility: Car park is ideally located opposite the park's main entrance, having 24 hours security and wash room facilities. It has the capacity of parking 500 cars, 50 buses, and 750 two wheelers. And school children have a separate entry to the park from the main gate.

Building material: Concrete structures

Services: Every ride has a service area / room. All other service like water, EB, first aid is been located at one area. First aid booths are been placed in between the park.



Figure 3. 1 First aid room



Figure 3. 2 Toddler's play

Vegetation: It had more of green spaces which acts as the buffer zone for one ride to another. And landscape also played major role in segregating spaces.

They had a smaller number of indoor games, and kids had most of the rides.

Every ride had a gazebo structure for the ride operator.

Here and there in between the park, it had some food and gift stalls.

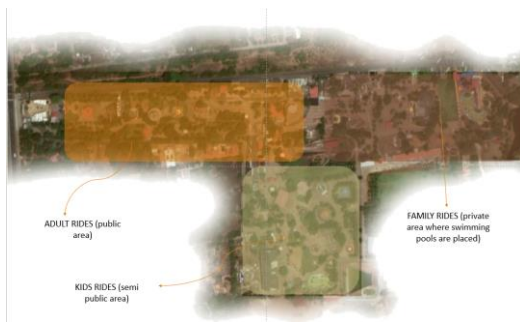


Figure 3.3 Public, Private zone



Figure 3.4 Access and services

3.2. WONDERLA

Location: Mysore road, Bangalore.

Site area: 80 acres.

Typology: Amusement park.

A common area for entrance and exit reduces confusion. Lost and found and souvenir shop can be accessed at the end of the day on the way out.

The crazy cars and mini pirates ship attraction have a possibility of being missing out since they are not high and not visible from a distance. Hence they are placed along the path of natural mountain.

The crazy wagon is a tall ride which is visible from outside the park. This urges guests to move towards the ride.



Figure 3. 5 Site plan

Location of the changing room and other facilities at the main plaza enables guests to access them at the last moment.

The dungeon ride and termite coaster have interesting facades. They are enclosed and creates a sense of mystery urging guests to enter.



Figure 3. 6 Water ride

The wonder splash ride is the first ride seen from the entrance plaza. It represents both land and water rides the castle which is a part of the ride is interesting as well as inviting.

All buildings have projecting fins, which give it a castle like appearance. The corner most fins are projected slightly above the rest forming a tower like structure at each end.



Figure 3. 7 Rides

WASTE AND RECYCLING SYSTEMS

Segregation of waste is done on site.

Hazardous waste is disposed every month through registered holders.

Two reverse Osmosis plants treated water reused soiled water used for irrigation.

3.3. ISLAND OF ADVENTURE

Location: Orlando, Florida, U.S.A

Total area: 101 acres

Owner: NBC Universal

Opened: May 28, 1999

Concept: The parks overall theme is that a journey of exploration, where guests depart from a main port on an island sea to visit five islands, each having its own distinct theme, but all emphasizing fun and adventure.

About Island of Adventure:

It is a part of universal Orlando resort, which also houses universal studios Florida. Island of adventure consists of five islands plus the port of entry, arranged around a lagoon. The islands are presented in clockwise order, starting at the park entrance (as if you were standing with your back to the main entrance).



Figure 3. 8 Site plan

3.3.1. PORT OF ENTRY AT ISLAND OF ADVENTURE

An ancient light house marks the park's entrance. The Port of Entry at Universal's Islands of Adventure is a pirate's playground, with plenty of whimsical shops to plunder and an air of adventure spiced with a dash of mayhem.

A mix between renaissance Venice and Moorish architecture, with Caribbean accents and the occasional chalet thrown in for weirdness, it caters to the architecturally mischievous. Look up. It's a magical skyline and if you listen carefully, you can hear people laughing, arguing and conversing from the rooftop windows.



Figure 3. 9 Port of entry

The Port is awash in Mediterranean colors—ocher, lemon, burnt orange—and faded and dilapidated building materials. Cracked walls expose stone beneath the peeling plaster. The battle-blasted rampart above the weathered stone entrance arches are topped with tiny cannons, possibly for defense against the villains over at Super Hero Island next door. Vines snake around hidey-holes high up in the walls. These are either bat lodgings or cave residences for tiny monks. Spanish tiles abound. Look for the staircase with painted tiles of birds on each step.

The best parts of the Port of Entry are by far the signs advertising businesses, many of which reference other rides or islands in the park such as Seuss Landing, the Wizarding World of Harry Potter, and Jurassic Park.

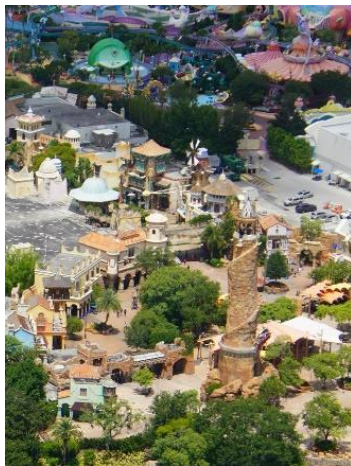


Figure 3. 10 Entry tower

3.3.2. MARVEL SUPER HERO ISLAND AT ISLAND OF ADVENTURE

Theme: Pre-Disney marvel comics

Designer: Universal creative.

Opening date: March 27, 1999.

One of the most thrilling lands at Island of adventure, Marvel Super Hero Island is home to four attractions, including The Incredible Hulk coaster and the revolutionary Amazing Adventures of Spider-man.

The architecture and theming is straight-up comic book-style, with a cartoonish color scheme, amplified angles, and larger-than-life cutouts of the most popular Marvel characters. Guests can meet Spider-Man and other superheroes throughout the day, or stock up on Marvel-branded souvenirs.



Figure 3. 11 Marvel super hero island

MARVEL SUPER HERO ATTRACTION

- The incredible hulk
- Storm force accelerin
- Doctor doom's fear fall
- The amazing adventures of spider-man.



Figure 3. 12 Street view

MARVEL SUPER HERO ISLAND – DINING

- Captain America diner
- Café 4
- Marvel character dinner
- Auntie anne's pretzels



Figure 3. 13

MARVEL SUPER HERO ISLAND – SHOPPING

- Marvel alterniverse store
- Spider-man shop
- Marvel boutique
- Comic book shop

Other facilities:

- Restrooms, Lockers, First aid, ATM's

3.3.3. **TOON LAGOON AT ISLAND OF ADVENTURE**

Toon Lagoon largely serves as the water-park area of , with three attractions where guests will find it very difficult to stay dry.

Apart from the cacophony of images, sculptures, and visual gags spread throughout the land, the main attractions here for older kids are a Rocky and Bullwinkle-inspired log flume ride (with an immense lift hill and drop) and a Popeye-themed river-raft ride, while the younger ones can cool off in the water play area of Popeye's ship, the *Olive*.

The food locations are nothing to write home about, but if you find yourself hungry in this area, Blondie's has made-to-order sandwiches, while comic strip café and Wimpey's serve burgers and more. The shopping in Toon Lagoon spotlights merchandise featuring the characters that you'll see around the land (such as Betty Bop and Rocky and Bullwinkle) but also includes newer Universal franchises, like The Secret Life of Pets.



Figure 3. 14 Toon lagoon

TOON LAGOON – ATTRACTION

- Popeye & Bluto's Bilge-rat Barges

- Me Ship, The Olive
- Dudley Do-right's Ripsaw Falls
- Toon lagoon games



Figure 3. 15 Toon lagoon Rides

TOON LAGOON – DINING

- Comic strip café
- Blondie's service
- Wimpy' service
- Cathy's ice cream



Figure 3. 16 Water rides

TOON LAGOON – SHOPPING

- Toon extra
- Betty boop store
- Wossamotta U
- Gasoline alley

Other facilities:

- Restrooms, Lockers, First aid, ATM's

3.3.4. JURASSIC PARK AT ISLAND OF ADVENTURE

Set in the time of the Jurassic park movie. The area has some thrilling rides and has discovery-based exhibits. Attraction includes a highly themed water-based attraction, a low speed suspended roller coaster which takes 2 rides at a time around the sky above camp Jurassic park which houses educational and interactive exhibits.



Figure 3. 17 Jurassic park

3.3.5. THE LOST CONTINENT AT ISLAND OF ADVENTURE

This island is themed to ancient myths and legends, and is roughly divided into two smaller sections. The first section is ancient arabian, while the second is mythological Greece. It contains several live action shows. This land is also home to three themed restaurants attraction include roller coaster and live show areas. The area includes Sindbad's Bazaar, a Middle Eastern marketplace, and The Lost City, a ruinous Grecian city that is home to gods of old.



Figure 3. 18 Entry for lost continent

Although there are no rides in Lost Continent, it is one of the most richly themed lands of Islands of Adventure, and guests will enjoy sampling the exotic cuisine, exploring the shops, stopping to chat with a mischievous fountain, and uncovering ancient heroes in Poseidon's Fury.

POSEIDON'S FURY

In this innovative indoor experience, enter the Temple of Poseidon on an archaeological expedition with your live guide, only to find yourself caught right in the middle of a timeless battle between good and evil. Guests walk through several show scenes that combine live action with screens, water effects, and pyrotechnics.



Figure 3. 19 Poseidon's fury

MYSTIC FOUNTAIN

Kids and grown-ups alike will get a kick out of The Lost Continent's Mystic Fountain. Although it seems like a plain old bubbling spring, watch out for the glowing eyes to come alive, and listen for a voice to beckon you closer for a little chat – but beware of the gushing water jets, or you just might get splashed (and splashed).



Figure 3. 20 Mystic fountain

3.3.6. SEUSS LANDING AT ISLAND OF ADVENTURE

Location: Orlando U.S

Total area: 101 acres (Total Island of Adventure)

Concept: Seuss Story. The area is themed on the whimsical world of Dr.Seuss and includes rides attractions, live shows and dinning that brings the beloved books and stories of life.



Figure 3. 21 Site plan

- This Seuss landing is located in the island of adventure theme parks which along with its sister theme park universal studio, volcano bay water park, the city walks shopping and entertainment district and as of 2019, seven on site hotels and resorts make up the universal Orlando resorts.

- It gives the youngest kids their own delightful 10-acres zone. The fun get better at grinchmas time.



Figure 3. 22 Seuss landing

The theme park claims that no straight lines exist in its design even plant trees left bent by hurricane Andrew were re-planted at the park to advance this theme.

- Kids will love,
The cat in the hat side.
High in the sky seuss trolley train rides.
The caro-seuss-el.
One fish two fish, red fish, blue fish. Kids steer their fish with a joystick while they get direction on how to fly.
If I ran the zoo - interactive play area.
The once-ler's book - from the lorax book.



Figure 3. 23 Cat in the hat

Dine in the circus tent of circus mugurkus café stoo-pondous as the high in the sky seuss trolley train rides circus overhead.



Figure 3. 24 Seuss trolley train ride circus overhead.

3.3.7. THE WIZARDING WORLD OF HARRY POTTER AT ISLAND OF ADVENTURE

Location: Orlando U.S

Total Area: 8.1 Acres

Theme: Harry Potter

Designer: Universal Creative

The Wizarding World of Harry Potter takes you into 2 immersive lands based on the famous Harry Potter series, with its combination of rides, sets and experiences.

Enter through the towering castle gates and make your way down the familiar passageways and corridors of Hogwarts School of Witchcraft and Wizardry. Visit

iconic locations such as Dumbledore's office, the Defence Against the Dark Arts classroom, the Gryffindor common room, the Room of Requirement, and more.

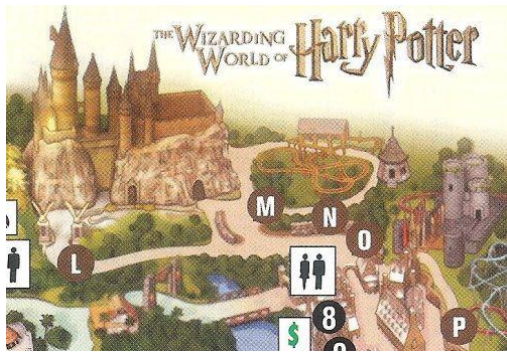


Figure 3. 25 Harry potter

Then get ready to soar above the castle grounds as you join Harry Potter and his friends on an unforgettably thrilling adventure. This amazing attraction uses groundbreaking, state-of-the-art technology (and a little magic) to create a one-of-a-kind ride.



Figure 3. 26 Wizarding World

Islands of Adventure is home to several Wizarding World of Harry Potter Hogsmeade attractions including the Harry Potter and the Forbidden Journey motion-based ride, the Flight of the Hippogriff rollercoaster and the Hagrid's Magical Creatures Motorbike Adventure rollercoaster ride.

When you reach Universal Studios Florida, you'll land at Wizarding World of Harry Potter-Diagon Alley, where you get the chance to experience thrilling 4D rides, including the memorable Gringotts Bank experience. You can also choose your very own wand in Ollivanders. You can also try some British pie, washed down with butterbeer. Don't forget to shop for your very own cloak and ride the impressive rollercoaster.



Figure 3. 27

3.4. DISNEYLAND

Location: Anaheim, California

Concept: A place where children and parents could have fun together. A place where the Disney cartoon characters could come alive.

Walt Disney was inspired by various children's parks and gardens around the world. He visited several parks and started to visualise a park in an 8 acres plot near the Disney studio. The dream grew in scale and its feasibility was questioned initially. The park was opened to the public July 18, 1955.

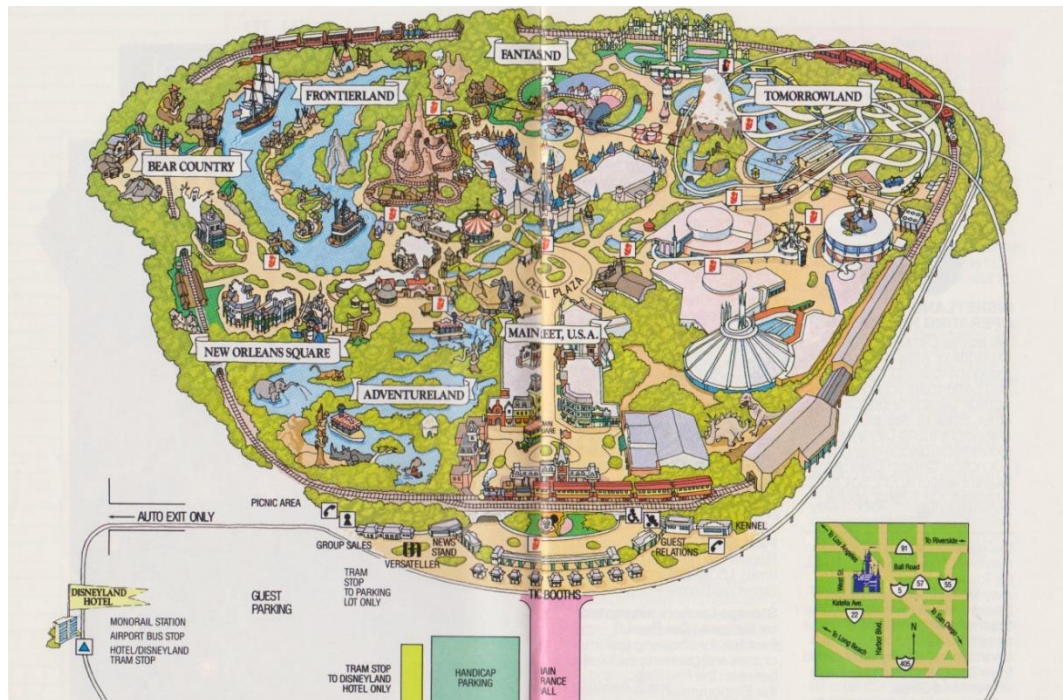


Figure 3. 28 Disneyland Site plan

Park layout:

The park is divided into realms, which radiate like the four cardinal points of the compass from central plaza, and well-concealed backstage areas. On entering a realm, a guest is completely immersed in the environment and is unable to see or hear any other realm. The idea behind this was to develop theatrical stages with seamless passages from one occupy approximately 85 acres (0.344 km²).

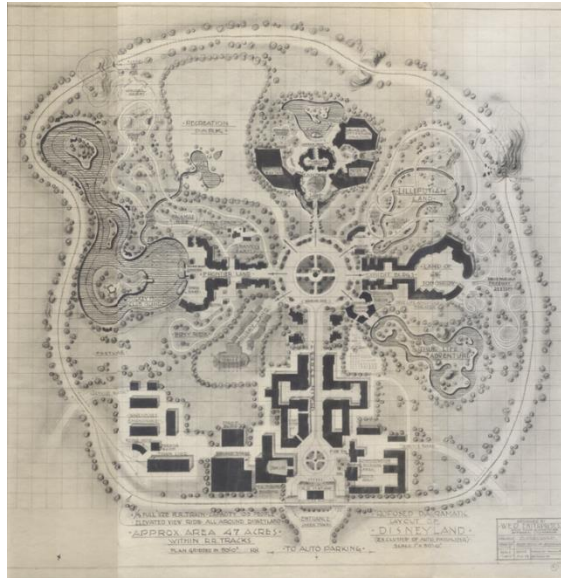


Figure 3. 29 Old Site plan

Disneyland consists of eight themed areas:

Adventureland

Exotic regions of Asia, Africa, India, and the South Pacific, featuring the thrilling attraction, Indiana Jones adventures.

Critter country

A down-house, backwoods setting for splash mountain and the country bear playhouse.

Fantasyland

A happy kingdom of storybook enchantment awaits beyond sleeping beauty castle.

Frontierland

An exciting realm of pioneers and a return to the old west. Main street, USA.

A composite of small-town America, circa 1900

New Orleans square

The jazzy home of quaint shops, and the classic pirates of the Caribbean and haunted mansion attractions.

Tomorrowland

A launching pad for space age attraction into imagination and beyond.

Mickey's toon town

A three-dimensional cartoon world, hometown to mickey mouse and his friends.



Figure 3. 30 Views

3.5. THE RAVIZ KOVALAM BEACH RESORT

Location: Kerala

Architect: Charles Correa

The assigned area was much larger, So Correa grouped the activities of the resort, to increase future growth options. The resulting concept was a large mass, sloping towards the sea, ensuring each room had a frame to the breathtaking view that lay in front of each room and a frame to the breathtaking view that lay in front.

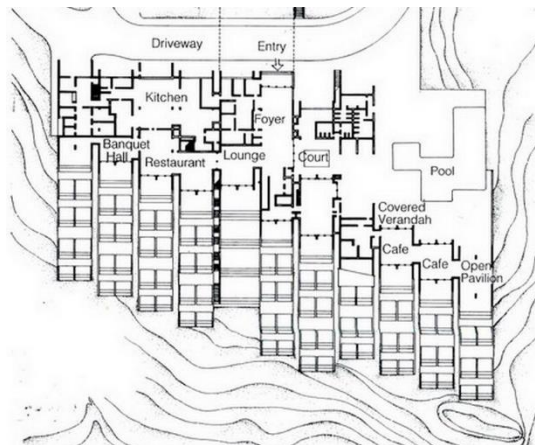


Figure 3. 31 Plan

Exploiting the limitations of the site, Correa designed 3 room configurations- the kudils, at the edge of the beach, which was designed for longer stays and featured its own cooking space.

The main hotel is layered above, around 100 guest rooms overlooking the sea, while detached units are placed between the kudils, at higher densities.

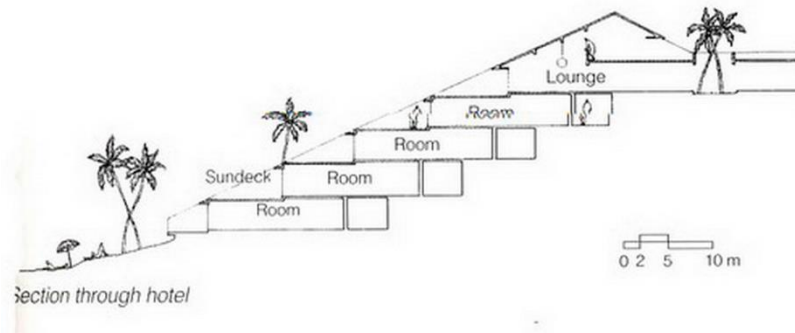


Figure 3. 32 Section

Though at first glance the unit may be very simple, its brilliance is seen in the section of the entire structure. Here, each unit below is countersunk with the unit on top, creating privacy for the inner part of the room, while the sundeck is flushed into the massive sloped surface- giving a view of the beach. With this pragmatic technique, Correa can provide all 100 rooms with a stunning view and an abundance of natural light and ventilation.

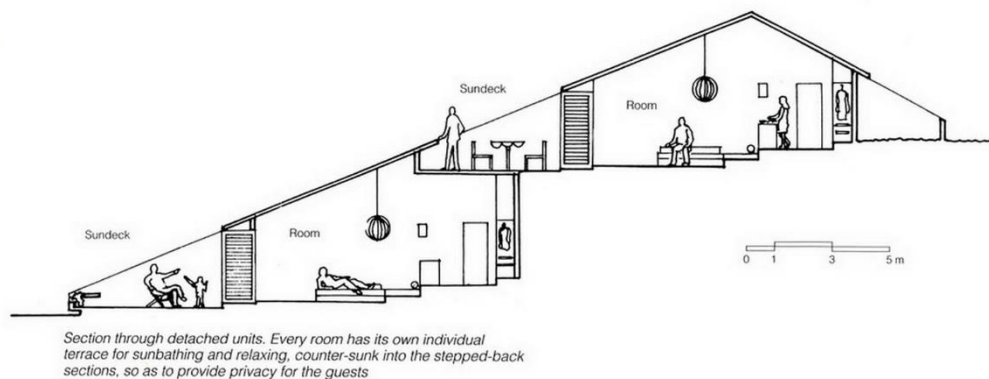


Figure 3. 33 Section

Building into the slopes, Correa not only utilizes the view and flush into the natural slope but manages to blend into the thick green that has been retained on site. The simple element of a framed view being a constant feature gave rise to an underappreciated structure, one that can be regarded as one of the best in Correa's attempt to link the built and unbuilt. Chosen

by many architects as a concept relying on the natural topography and contextual gravitas, a certain mastery has been observed in this massive structure.

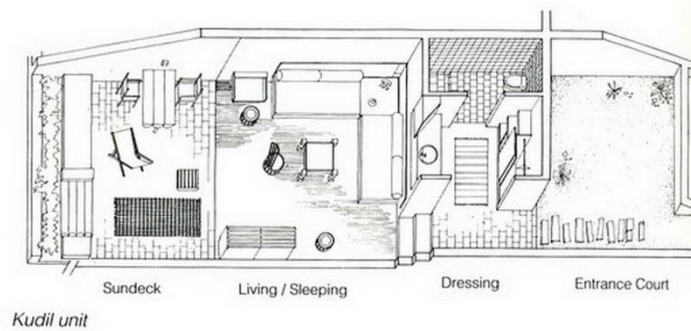


Figure 3. 34 Suit room plan

Utilizing the contours to his advantage, Correa's resourcefulness doesn't end here. The master plan is a plan worth studying for the dexterity shown in effectively zoning circulation, activities, and spaces without compromising on the view or overall aesthetic borrowed from Kerala's vernacular architecture. From the driveway and entry is the central buffer that is the restaurant's foyer, which leads to the lounge and rooms. The lounge extends into the restaurant and kitchen on the East, whereas the West has a covered verandah and pool. In overview, these 4 spaces are united by an undivided floor plate that once again exploits the view of the sea.

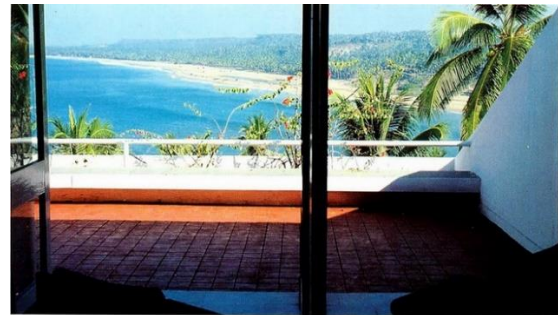


Figure 3. 35 Views from room

CHAPTER-4

AREA ANALYSIS

Table 4. 14.1. Area requirements

PROGRAM	AREA PER PERSON	HEIGHT	AREA PER MODULE	USERS PER MODULE	NO. OF MODULE	TOTAL AREA
AMUSEMENT PARK						
<i>ADMINISTRATION</i>						
Entrance gateway	0	0		0		0
Ticket counter	3	0		3		9
Admin block	8	0		10		80
Technical block	14	0		10		140
Service block	14	0		10		140
Enquiry desk	6	0		10		60
Parking						3500

Table 4. 2 Area for outdoor rides

<i>FAMIL THRILL RIDES</i>						
Roller coaster	100	15	300		1	300
Log ride	7.6	10	150	24	1	150
Ferris wheel 36 mts	18.3	18	150	150	1	150
The Haunted mansion					1	0
Carousel	8	4	50	32	1	50

Table 4. 3 Area for Tom & Jerry Themed zone

<i>TOM & JERRY</i>						
Zip lines		10	50	4	2	100
Trampoline pads		10	50	4	2	100
Bumper cars		10	75	8	1	75
Super slides		10	50	4	4	200
Jumping towers		10	30	4	2	60
7D theatre		5	50	15	1	50
Shops / Stalls	1.6	2.5	15	3	5	75
Tom and Jerry house –		4	75		1	75
Carnival games		4	50		1	50
Toilet	1.5	2.5	1.5	5	4	6
Service room		4	20		6	120

Table 4. 4 Area for Ben 10 – Alien Force Themed zone

<i>BEN 10 - ALIEN FORCE</i>						
Slackline		10	50	4	2	100
Sky tunnel		10	50	4	2	100
3D rock climbing walls		10	50	4	1	50
Monkey bars		10	50	4	2	100
Lazer Frenzy game		10	75	8	2	150
7D theatre		5	50	15		0
Shops	1.6	2.5	15	5	5	75
Ben 10 bus – Exhibition hall		4	75		1	75
Carnival games		4	75		1	75
Toilet	1.5	2.5	1.5	5	4	6
Service room		4	20		6	120

Table 4. 5 Area for Takeshi's Castle Themed zone

<i>TAKESHI'S CASTLE</i>						
Sweeper		10	50	4	2	100
Rolling log		10	50	4	2	100
Rope course		10	50	4	2	100
Flying saucers		10	50	4	2	100
Tarzan ropes		10	20	4	2	40
Trapeze hoops		10	50	4	2	100
Rolling barrels		10	50	4	2	100
Honey comb		10	50	4	1	50
Castle & lazer car			75	12	1	75
Shops	1.6	2.5	15	5	5	75
Tom and Jerry house – Exhibition hall		4	75		1	75
Carnival games		4	75		1	75
Toilet	1.5	2.5	1.5	5	1	1.5
Service room		4	20		6	120

Table 4.6. Area for Looney Tunes Themed zone

Toddlers play		10	50	4	1	50
Ballon city		10	50	4	1	50
Spin zone bumper car		10	50	4	1	50
Rock climb		10	50	4	1	50
Jump around / Trampoline		10	20	4	1	20
Mini train		10	50	4	1	50
Maze		10	50	4	1	50
Jumping tower		10	50	4	1	50
4D theater			75	12	1	75
Kids interaction space			50		1	50
Café			50		1	50
Shops/ Stalls	1.6		15		5	75
Photo booth			50		1	50
Service room		4	20		6	120

Table 4. 6 Area for Water Rides

WATER RIDES						
Adult dual wave pool						500
Log flume ride	85	15		24		350
Kidz pool house & aqua play area						315
Family raft ride						560
Master blaster						425
Spacebowl						625
Children wave pool						144
Body slide cyclone						1500
Children slide						315
						4734
					PARK TOTAL AREA	12976.5
						8242.5
					RESORT AREA	4706
					TOTAL BUILDUP	12948.5

Table 4. 7 Area for Resort

PROGRAM	AREA PER PERSON	NO. OF USERS	FLOATING POPULATION	TOTAL AREA
Reception	1.89	3	20	5.67
Office	11.6	10	20	116
Manager room	9.2	5	10	46
Staff room	14	10	20	140
Store room	6	30	40	180
Lounge	2	30	50	60
Banquet hall	1.4	150	150	210
Café	10	50	75	500
Restaurant	6.2	50	75	310
Kitchen	0.9	20	20	18
Dining	1.5	50	75	75
Common area	8	50	150	400
Rooms	30	30		900
Villas	150	10		1500
Saloon/spa	13	10	20	130
First aid	23.2	5	10	116
Activity area				
Kids play area				
Swimming pool				
			TOTAL AREA	4706.67

5.1. CONTEXTUAL ANALYSIS



Figure 5. 1 Contextual Analysis

5.2. SITE ANALYSIS

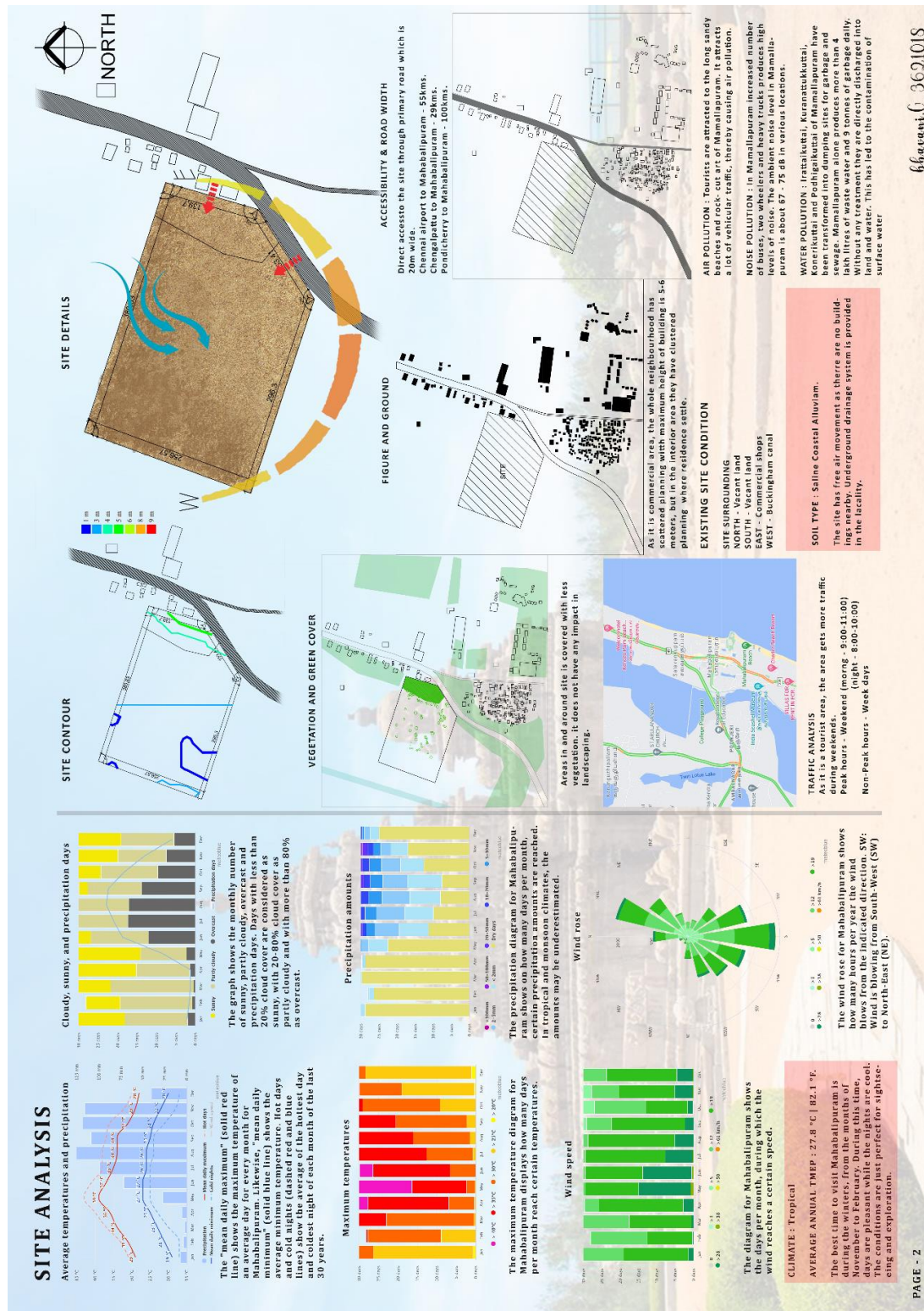


Figure 5. 2 Site Analysis

CHAPTER – 6

CONCEPT

CONCEPT

Interactive spaces focuses on creating spaces that offer an field for human interaction. Places that break down both physical and psychological barriers and encourage engagement and interaction with others.

These interactive spaces has some elements to connect people with spaces.



➤NATURAL LIGHT

Light and shadow give different type of soulfulness of different angle. And they are used to interpret the geometry and form of the buildings. Shadows in the building helps break up a vast amount of space. It also gives a building three dimensional feeling. Natural shadow cast by natural light, create a space with dynamic appearance as the shadow changes as the sun moves, gives life for the space.

Also light work in space influence moods and emotions. It turns of colour, lines, forms. It is very sensitive to the balance of light.

➤ACCESS

Design that help a individuals to live or access spaces without any restriction. Creating a good ambience when entering a building.



➤HAVE OPEN AND MODULAR AREAS

Open spaces like seating area, multi functional areas, etc. Larger, open areas allow people to rearrange space easier. Let the community define the space.



➤VIEWS

Incorporating the natural environment into building can have a positive influence on psychological, physical and social well being. Trees and outdoor gathering places are associated with increase social interaction and sense of community in urban neighbourhood.



➤COLOUR

Colour alone can make space look bigger and brighter. Painting walls is an inexpensive redesign. Children areas should use bright attractive and inviting colours.



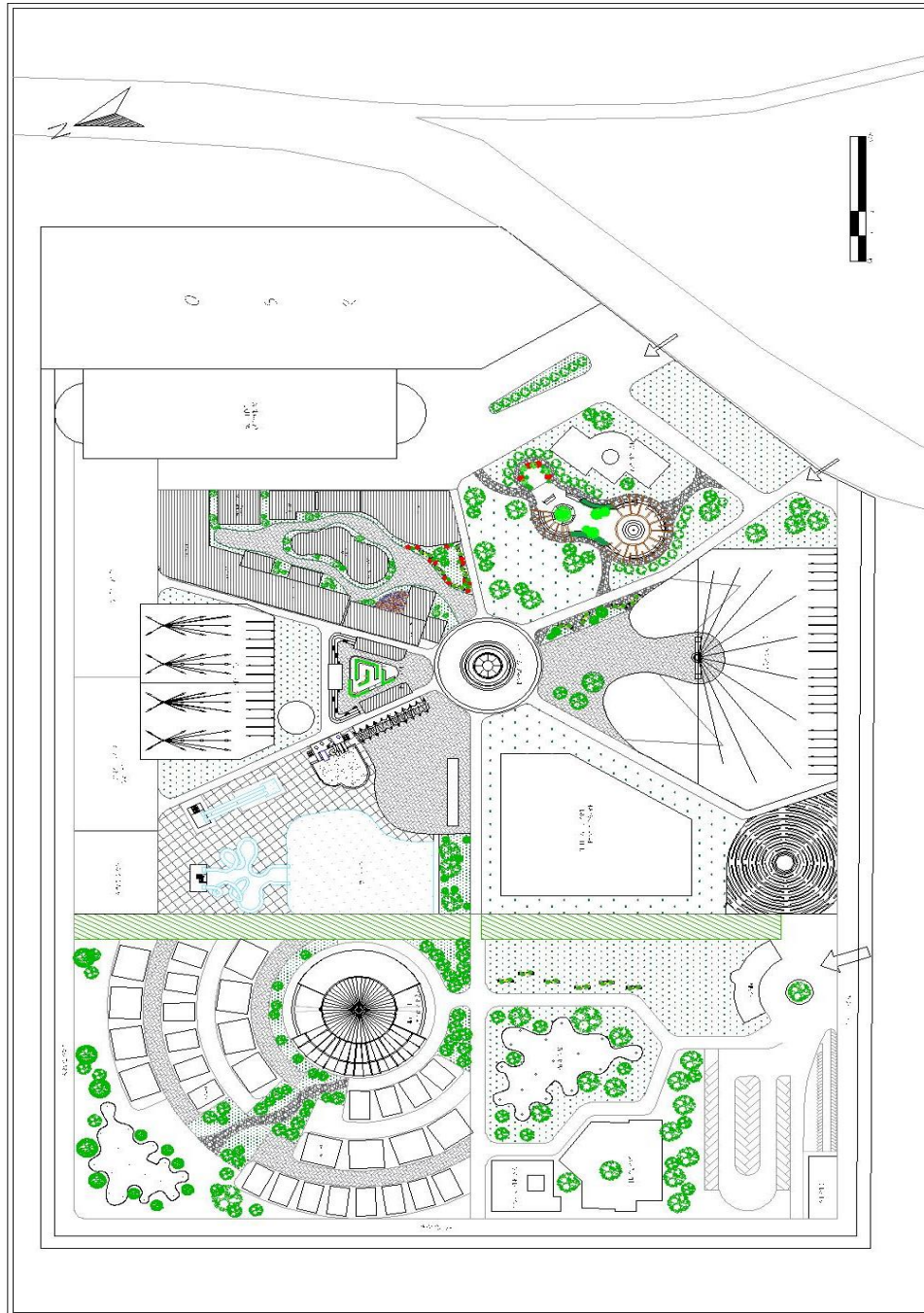
➤TECHNOLOGY

Installation that gets the visitors to a different environments, where they finally interact with the product. It can be a light, sense of touch and feel or smell.

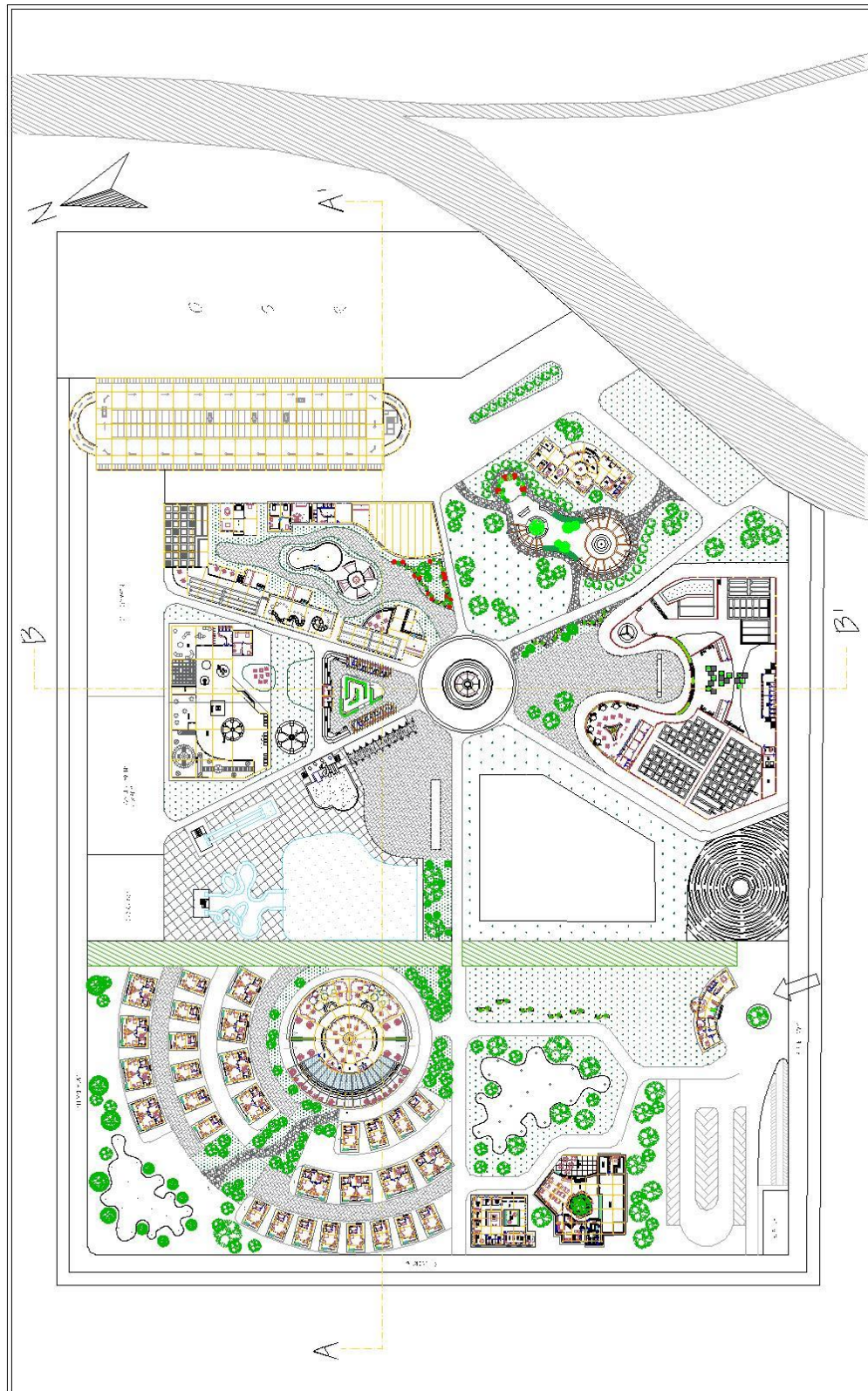
CHAPTER – 7

DESIGN AND PLANNING

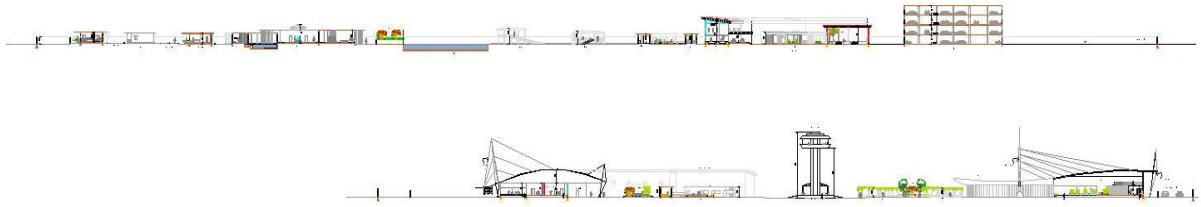
7.1. SITE PLAN – ROOF DETAIL



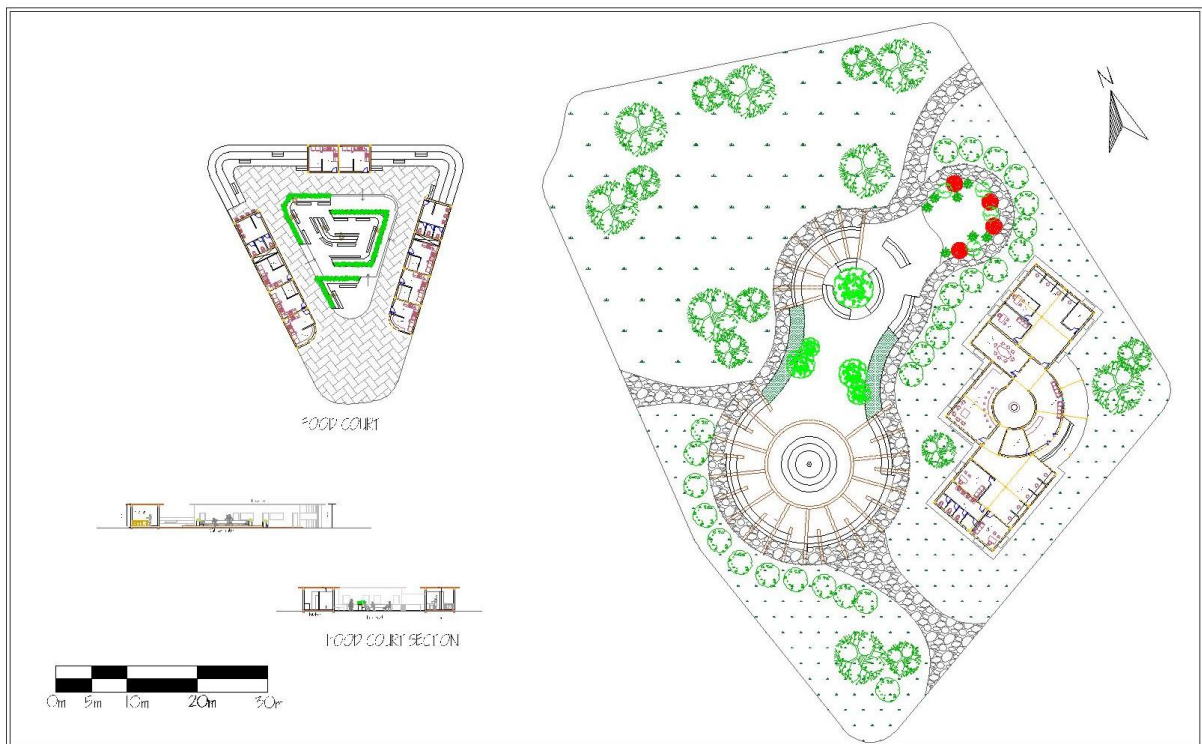
7.2. SITE PLAN – FLOOR DETAIL



7.3. SITE SECTION



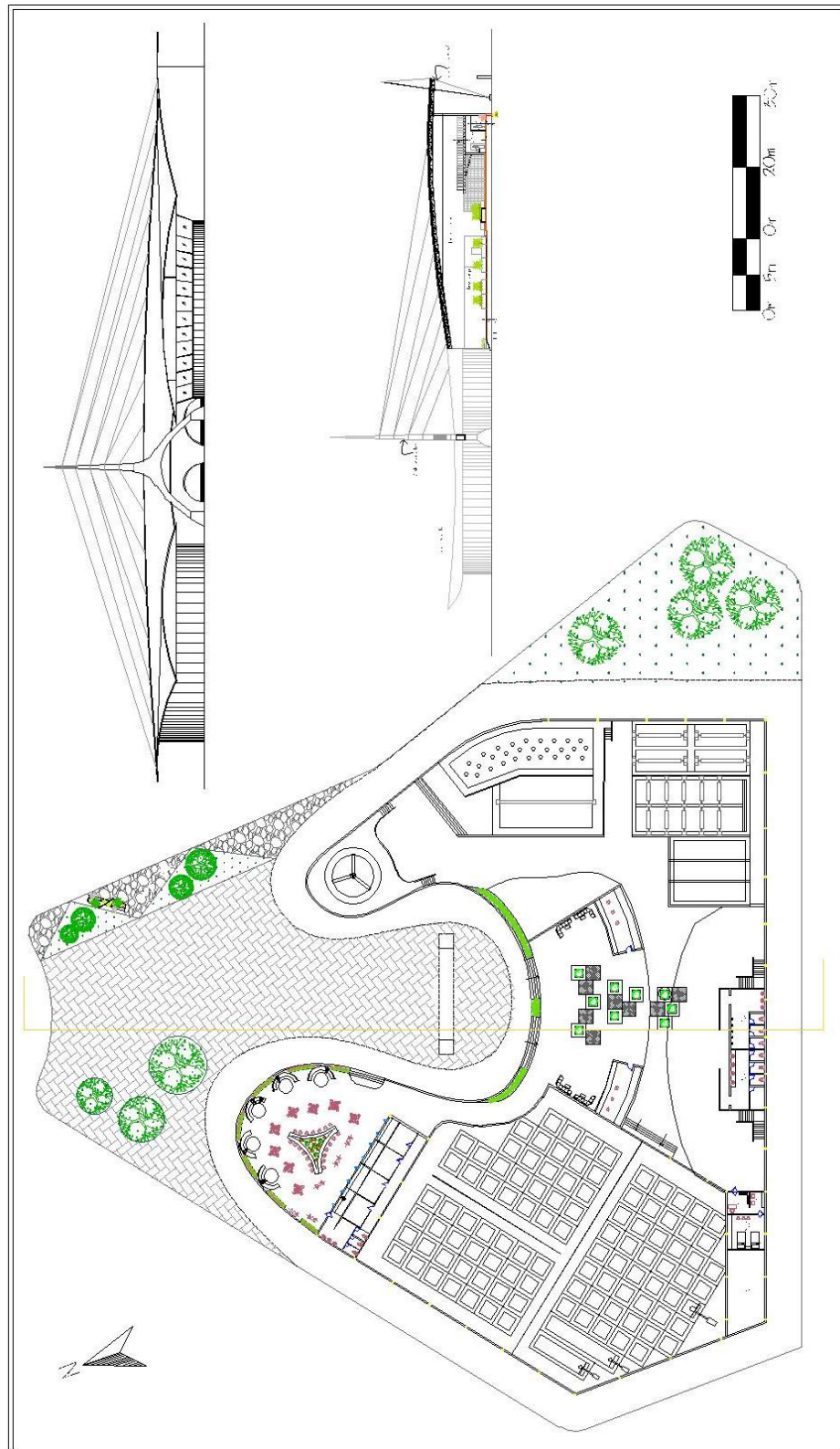
7.4. ADMIN AND FOOD COURT



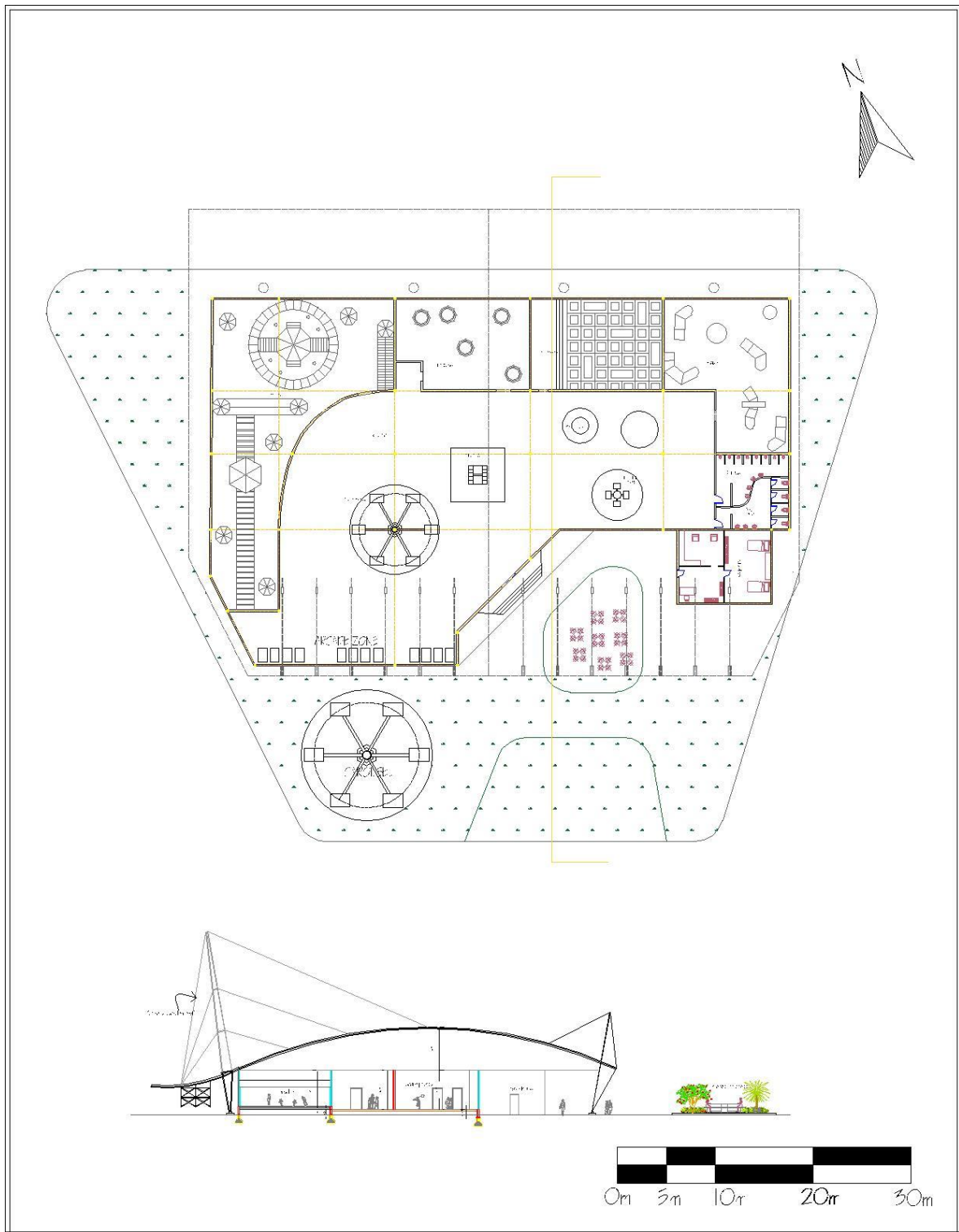
7.5. TOM AND JERRY ZONE



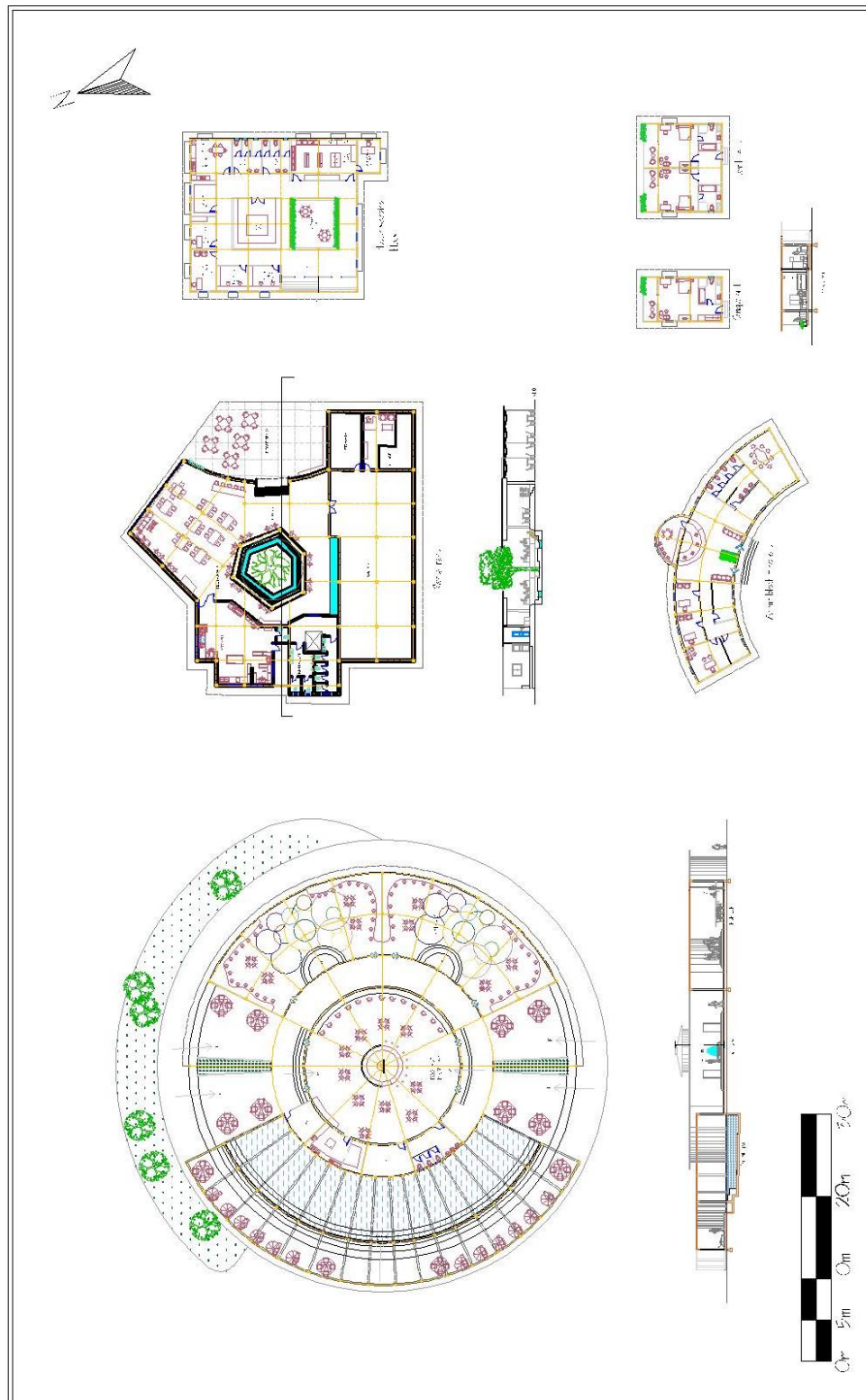
7.6. TAKESHI'S CASLTE



7.7. LOONEY TUNES



7.8. RESORT BLOCKS



CHAPTER – 8

CONCLUSION

Amusement park give people a place to relax, talk, do stuffs of their interest and hang out with friends or just sit and watch people. These space increase public interaction. It is destination, which combines entertainment, food and beverages and shops, and an environment that is different from that found outside its gates. A theme is used to provide a focus for the design, development and operation of such park.