DEAD HOUSE DESIGNS
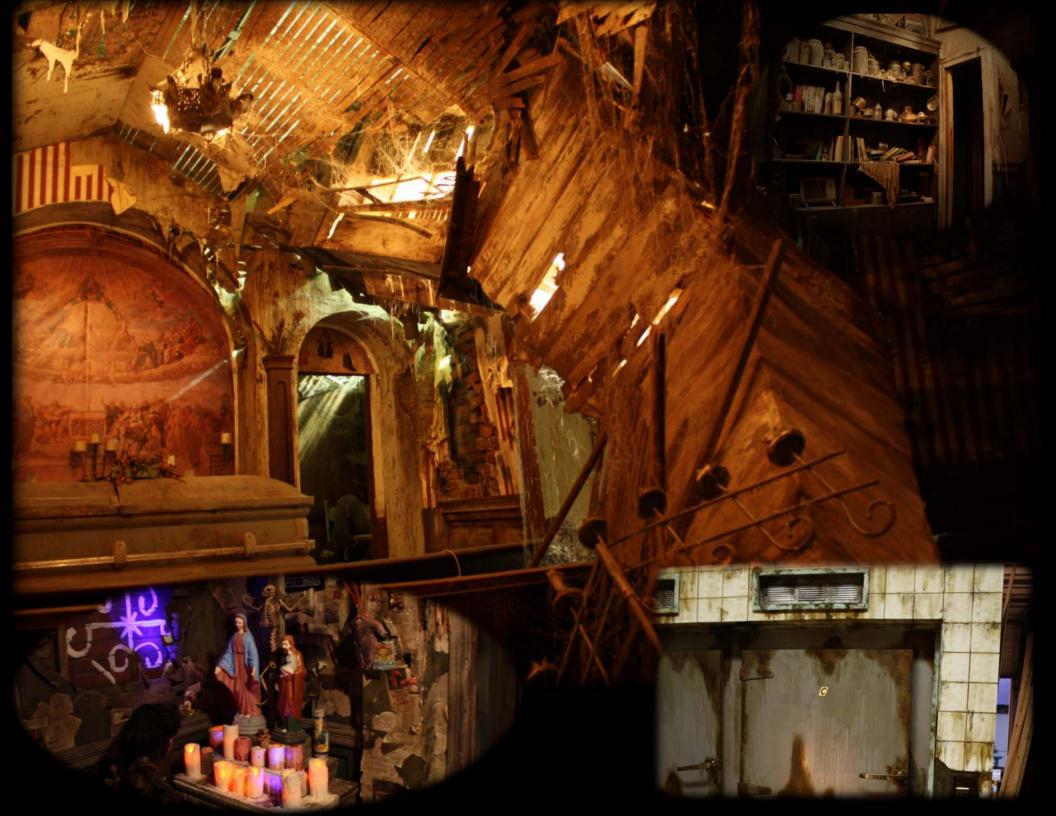
DHD

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Wall Panels

The idea behind our wall panel system is that you can get a ready built scene at the highest level of detail, which you can install in your attraction in a few hours.

The panels are designed to fit your needs and desired. Starting from one of our base ideas our head designer will work with you on every little detail. We then fabricate them at our facility, and when you receive them you simply bolt them together.

Starting from each base panel you can add any additions you want, specify the amount of distress, gore, etc… add windows, doors, specialty items for a particular base, lights, actor pop outs, and pretty much anything else you can imagine. As many panels can be chained together as you want, angles can be made, and even whole scenes erected. Obviously the more panels adds to the uniqueness of your particular order. Whatever you are ordering will be designed as a whole. We are not peddling standard walls you can add together, instead we are showing you some standard ideas we can use with you to create something that fits your style of attraction.

The materials used will be based on your needs. So for a mobile haunt we will use the lightest materials possible for easy assembly, for an outdoor haunt we will take special care to waterproof everything.

Insects

The insect projection system is an effect that is being rendered in real time. A computer is running a mathematical model of the insect and its movement. The program also contains a model of the scene the insects are being projected into, as well as a lighting model. The coupling of these three effects together is what creates the jaw dropping of insects on the wall.

Because the effect is rendered in real time and not pre-rendered each individual insect is making decisions based on its current state at a rate of about 60 times per second. The high frame rate allowed by computer games also gives them a very fluid motion across the screen. External triggers can allow for any number of effects. Bang on the wall and all the insects scatter, open up new areas for them to crawl in, basically any behavior you can imagine an insect having can be turned on or off on the fly.

The program contains a dynamic model of the scene it is being projected into. This allows interactions between the insects and the actual elements in the scene. The primary two functions are avoidance and occlusion. We can add areas the insects will avoid, and elements the insects will run under.

The lighting is dynamic as well. The lights can be actively dimmed actively to simulate electrical shorting. The system allows for RGB mixing of the light color, selection from a variety of different pattern, and turning the dimming function on and off.

The system is programmed using dialogs, the keyboard and the mouse. The user can select the parameters desired using a simple dialog. The scene is then programmed using the keyboard and mouse to draw directly onto the object being programmed.

The program contains three insects. Roaches, Spiders, and Scarab Beetles.

Augmented Reality

The Augmented Face effect works by identifying a face within the camera region. Finding 15 points on the face. Calculating a transform based on the location of the 15 points.

Applying this transform to a mask. And finally blending the mask with the detected face. As one can imagine this is a rather complex process, and even using the very best of available computer systems cannot be maintained at a steady rate of more than about 15 frames per second for an HD image. While this lag can be annoying the effect is still very impressive. It is possible to change the mask being applied to the face. There will be an upcharge involved based on the complexity of the mask that is desired.

The Tile Wall effect is being generated by graphing a cg wall on top of an identical real wall. This effect is commonly referred to as video mapping. However since we are rendering this effect in real time using a controller we are able to add additional reality based effects on top of the digitally projected effect. Sometimes this is referred to 4D effects. For example with the existing tile program we could fire an air cannon when the tiles explode, or bring a butt kicker into the mix. The pricing on the Tile Program and system are as the effect currently stands. If any changes are desired an upcharge will apply that will be based on the nature of the changes. Changing the video that appears behind the wall when it explodes for example is the simplest change and therefore will be the least expensive.

The Clown House effect is utilizing the engine we developed more thoroughly. The effect is made up of 6 separate videos being held in synch, positioned, and transformed by the software. This allows precise alignment to the scene regardless of projector location. Dynamic content was minimized in an effort to keep the cost down. More can certainly be added, again at an additional upcharge based on the content desired.

Custom Augmented Reality setups. There is no good way to estimate pricing on one of these setups. We are really going to have to get into the details of what you are looking for to start to understand the costs involved. The underlying software package is very flexible and should be able to accommodate any effect you have in mind. Don't be scared away by thwarts of unobtainable costs, and massive projectors that have to be positioned far away from the effect. Smaller effects can be very affordable, and with ultra-short throw projectors they can fit in some very tight places as well.

Scenic Elements

Fireplace. The fireplace utilizes the Augmented Face effect. It is an all-inclusive setup. You can specify the wall façade around the mantle to fit your scene if so desired.

Boiler. The Boiler is offered as a standalone unit, with pipe racks, and with pipe racks and water fog effects.

Table. The Table setup is offered with the chandelier holding two maggots systems.

Bathroom. There are three bathroom setups. The first is a sink with the Maggots in the sink. The second is a toilet with the Maggots in the toilet, and the third is a bathtub with the Maggots in the bathtub. The body in the bathtub is an upcharge.

Effects

Water Haze Effect. The Water Haze Effect is exactly that, a water haze. There is no fog juice or glycerin involved in any way. Think of it as a humidifier gone horribly out of control. Because of this is does not contain any odor and will evaporate considerably faster than fog effects. The effect is sold stand alone as the haze generator in a container. The container can be designed to your size specifications to fit where it is needed.

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PRICE SHEET

Wall Panels

Basic	$500
Decorative	$875
2 ½ D	$1250
Custom	$1500

Projections

Maggots Software	$750
Maggots System	$1750
Roaches Software	$1000
Roaches System	$2250

Augmented Reality

Face Augmentation	$3750 w/ 32' TV $4000 w/ 50' TV $6000 w/70' TV $3000 w/ no TV
Tile Software	$1500
Tiles System	$3400
Clown House (exact effect as seen at show)	$12500
Custom	Call for pricing

Scenic Elements

Fireplace with Face Augmentation	$6000
Boiler w/ no effects, no side pipes	$3000
Boiler w/ effects, and side pipes	$5000
Table w/ Maggots	$4500
Bathroom w/ toilet or sink, and Maggots	$2000
Bathroom w/ Bathtub, and Maggots	$2750

Effects

Water Haze Box	$500

Volume Discounts do apply and must be worked out at time of purchase. Fifty percent payment and contract are necessary to being work unless otherwise stated in the contract. Progress will be updated through email and pictures. Estimated ship date will be given at time of contract. Rush orders are available. Orders delivered before October are only guaranteed if the order is placed before Aug. 1st. Shipping and remaining balance are billed on final invoice. All work to be performed will be included in the contract. Artist rendering will be matched as closely as possible within reason. We will work with you on any grievances on the product received within the bounds of the contract. Leasing is available and will be handled through a leasing contract. Maintenance contracts are available. If necessary design fees for custom work will be outlined through a separate design contract. Installation is available and will be handled through an installation contract. Consultation is available. Turnkey events are available and will be handled through a compilation of previous mentioned contracts.

Prices shown are as individual elements only. In the context of a larger system pricing will vary based upon the design.