Tracey the pencil dog & her crew of fun-loving friends guide visitors through a magical world in *Animationland*. Hands-on interactives teach the science behind the art of animation and big, bright environmental designs create an immersive setting. Examples of professional and amateur animation inspire visitors & demonstrate the power of storytelling. Light tables for drawing & a variety of stop-motion stations allow visitors to explore how they too can use animation to tell their own stories.

*Animationland* is designed to appeal to a wide range of visitors, with emphasis on those aged 6 to 12 and their families.

**Cost:** $45,000 for 3-month venue, plus shipping

**Requirements:** 2,000 – 2,500 sq\(^2\) gallery space
Min. floor space to store carts: 400 sq. ft.
110 VAC 15-amp power
3-5 days for installation and take-down
Minimum ceiling height: 9 ft.

**Components:** Mechanical and electronic interactives
Light tables for tracing and drawing
Full-body participatory stop-motion booth
Foley Room sound effects studio

**Shipping:** Shipped in one (1) 53-ft. trailer

**Supplemental Materials**
Instruction Manual, Marketing Kit &
Educator’s Guide

**Availability:** Contact OMSI’s Traveling Exhibits Team at: 503-797-4628 | travelingexhibits@omsi.edu

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**Dreaming It Up**
Through a magical entryway lies Tracey’s bright animation studio where visitors meet the *Animationland* crew. Interactive experiences introduce the fundamentals of animation, and light tables with materials for tracing simply drawing encourage everyone to participate.

**Stop-Motion Studio**
Activity stations with lots of fun props let visitors create their own stop-motion animations. Cameras capture the action, screens at eye level play the animation, and monitors above let other visitors watch the fun.

**You’re the Star**
Visitors become the stars of an animation, capturing themselves moving around a gridded floor to make it look like they are floating or teleporting. A Foley Room packed with creative noisemaking devices encourages visitors to add sound effects to an animation clip.

An Interactive Exhibit Designed and Produced by:
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