

ScreenTime New Zealand are New Zealand's premier producers of Entertainment and Television content. Part of the world's largest independent production group Banijay who are specialists in film, television, live and sporting events and sensory experiences.

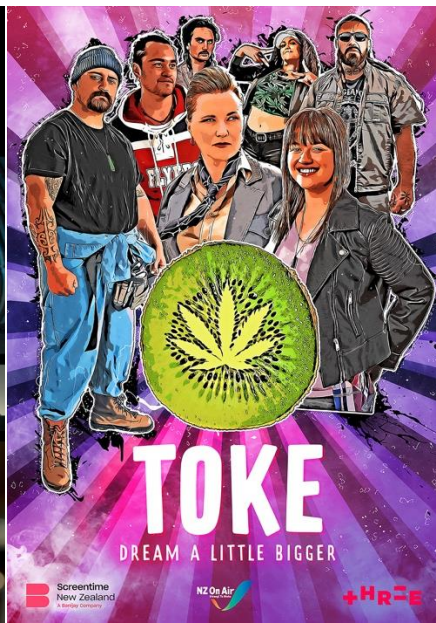
<https://www.screentime.co.nz>

<https://www.remarkablestudios.co.nz>

<https://www.banijay.com>

We have been in business in New Zealand since 1996, and our most recent productions include live event television, drama series A Remarkable Place to Die (filmed in Queenstown), adventure reality series The Summit (filmed in Wanaka and Glenorchy), Off The Grid with Colin and Manu, My Kitchen Rules, Eat Well for Less, Cold Case, I Am, Location Location Location, Masterchef NZ (filmed in Queenstown), Love It or List It, and The Lost Boys of Dilworth.

Known and awarded for our premium entertainment offerings, we have also just opened Queenstown's first film and television studio Remarkable Studios.





Our highly skilled team at Screentime have noticed the significant lack of night time offerings in Queenstown, It is our intention to open a short-term annual night walk light show in Queenstown, as a family activity offering, in the early evenings (4:30pm – 10:30pm) during the winter months. 31 May – mid October.

Our award-winning creative team are already well underway with the narrative and physical design of our Enchanted Forest with a uniquely New Zealand story and spin, and the plan, the structures, creature design, and a sound and light scape that will surprise and delight visitors. (in order to be ready for a 31 May opening).

We have scouted the wider Queenstown basin in with input from QLDC and have narrowed down to the Kiwi Park.

Our plan is to create a night light walk the tells a story of New Zealand's native and introduced animals in an abstract, surreal and fun, whimsical 'enchanted' way.

It's fun, and magical. Temporary artistic structures and light and soundscapes will be built offsite and transported to the site for the duration of the event and then packed down and taken away.

The site is already in use for commercial purposes so there is precedence and this is a short term project.

We will not operate outside of the terms of the Kiwi Park lease.

We will meet Kiwi Park's obligation to council and pay 7.5% of ticket sales to QLDC

We will contribute to KiwiPark's conservation, and nature efforts by paying them a fee and percentage of sales.



To work harmoniously with the public, we aren't proposing loud dance music or strobing lights, but rather playing with the subtleties of light, and darkness, silence, rustles and sensory surprises that will not be able to be seen or heard from the road or nearby buildings.

ScreenTime is fully insured for Public Liability, and we take out specialist insurance for each of our projects as required. We also employ a Health and Safety team on each project we produce and adhere to the strictest Health and Safety standards.

We would need to access the site from May and require 3 weeks pack down into November.



Most structures will be lighting projections, or wire frames with lights wrapped around them, and some Perspex tunnels. We don't envisage any artistic structure being more than 8 feet tall.

1. Entrance

Looking in to the tunnel, that is the entrance off Brecon St, we see a large eye of Tuatara, that blinks at us

(NB: Potentially hanging some sort of material off ceiling of tunnel, with eye projected on it. Maybe Tuatara talks "You woke me up. I was dreaming...")

LED screen? Walk thru mesh with eye on it – draw child and parent into the park.

2. Path from tunnel to Ticket Office

A sprinkling of fruity lights, to light up the path and lead our audience into ticketing booth. Also sounds of birds and a distant growl.

(NB: Possible lighting effect of water running down the path with associated sound fx) Lanterns

3. Purchase tickets

Create entrance way - Change lighting to adjust eyesight for entrance to the park. Red light

4. Tuatara in the trees

As our audience emerge from the office their attention is drawn to the huge trees in front of them. Lights swirls around the giants of the forest. We see glimpses of a giant tuatara scurrying around the trunks. Possibly talks to the audience. Tuatara disappears into the canopy, lights on trees fade, as our attention is drawn to a nearby pond...

Tuatara's dream?

5. Eels in the Pond

We see flashes of light in the pond, realise it is something resembling eels, they build up in number, a crazy mash up of swirling lights, until there is a sound (a large splash) and all 'eels' disappear. We see something huge in the water, the slow and lazy splash of a taniwha's tail ? The pond transforms in to a beating heart, ripples emanating from the heart across the pond, forming crazy patterns, then fading away into the darkness / Sound fx – speaker in water / Pos mesh in pond



6 Moa walking in the distance

Through the trees we see something large walking on 2 legs, we hear the strangest squawk of a bird (deep and throaty), as we are drawn towards them, we realise it giant Moa cruising through the forest. (NB: Possibly put scrim over cyclone fence in distance, to project on to) Other ideas – Flame idea / animation

7 Dragon Flies over Pond

We hear the sound of the gentle hum of a dragon fly, and see a giant dragon fly hovering over a pond, as we get closer we see more and more dragon flies, they turn in to a kaleidoscope of patterns and colour as they dance over the pond. Suddenly they all stop and then dart away, we see something large and ominous in the pond, cue 'Jaws' music, as suddenly the pond erupts, we hear a guttural growl, as water flies everywhere!! (NB: Potential air cannon in the pond) CREATURE – how to do dragon flies

8 The Locals

As screams die down from the Taniwha jump scare, the gentle chorus of our birds of the forest can be heard. We are led in to the forest where we are surrounded by NZ native birds, in full voice, diving and darting around us. Here we can wander around getting closer to the birds, changing our vantage point.

As the sound and activity build up, we can see a pair of red eyes popping up in the distance, as we make out the low rumble of the growl of the panther...

9 Cheeky Locals

As we continue down the track, we are confronted by the squawk of a parrot, as a giant kea flashes it's wings before us. We see Weka, Tui, Karearea (native falcon), all making a huge racket as they appear to start arguing with each other. The squawks start to morph into words that we recognise. The Tui asks the audience to do their best Tui impersonation – then the Tui repeats what the audience have whistled, and all the birds go into fits of laughter... (NB: Sound gag – being able to replay Tui impersonations to the audience)

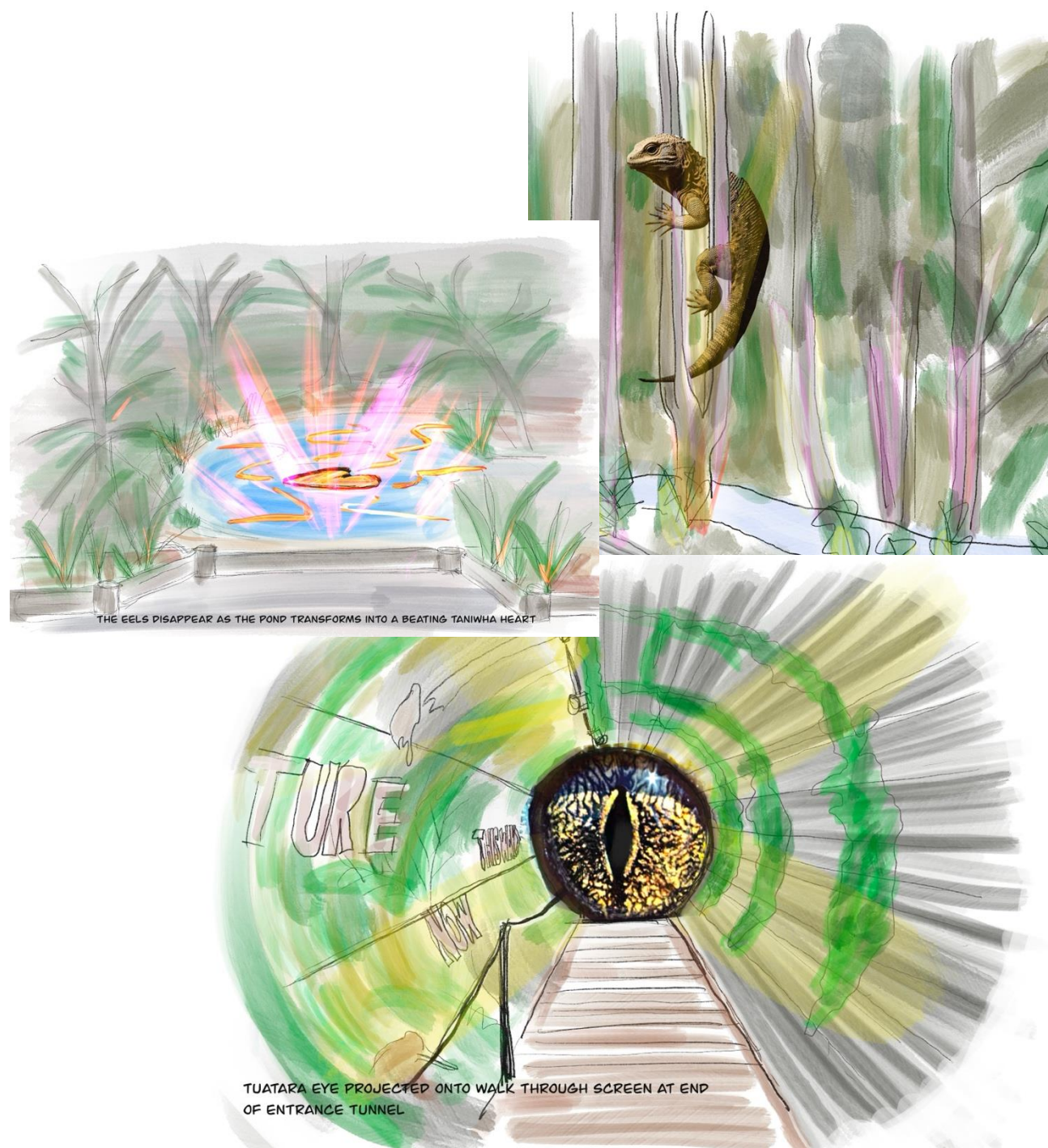
10 Foreigners

We are drawn towards a clearing from the sound of a number of foreign accents, mumbling away to each other. We discover a number of introduced animals, who each speak with accent of the country they came from... The Aussie Possum, the English Rabbit, the Canadian Moose, the Scottish Deer etc.

We see their numbers multiplying rapidly.

Ends with the roar of the panther... (NB: Pioneer dressing – bush camp, idea of chopping down trees etc. Humans are also one of the introduced mammals) Perspex silhouette of animals

Panther scare... Hidden trigger with delay



11 The Ruby Mine

As we come round a corner in the track we come across a rocky cave, with light permeating out of a number of small holes, that our audience can poke their head in to.
 Inside they are bedazzled by see the inside of ruby cave, fully lit by glow worms.
 Light pours out of gemstones and crystals, giant snails (powelliphanta) adorn the walls, as do the occasional oversized cave weta...
 (NB: Potential for air gag on people's faces, as we hear the sound of scurrying weta.
 Also potential for a smell gag here)

12 Panther scare

Lure the audience along the track, lovely bird song again, false sense of security. Take them to a dead end where audience are looking in to the darkness, they hear a distant growl and see some tiny red eyes in the distance, the eyes are suddenly closer, and closer again as there is a huge growl as the black panther leaps at the crowd!!

Hidden rock

13 Ice Waterfall

A change of pace after the panther scare as we are drawn to beautiful ice water fall, in rainbow colours. We feel the cool breeze coming out of a ice tunnel opening nearby...

Laser curtain – through the waterfall.

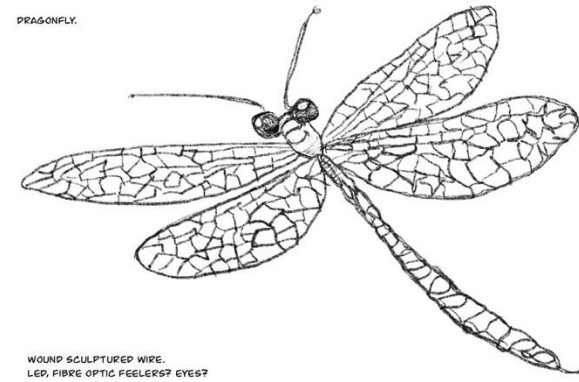
14 Ice Tunnel

We go through the Ice tunnel, with it's crazy reflective surfaces, the cold wind blows snowflakes through the tunnel, which are lit up from the laser lights above
 (NB: Potential wind machine, snow machine)

15 Winter Wonderland

As we burst out of the tunnel, we come in to a clearing in the trees, which is a full winter wonderland. Through use of haze and lasers, bubble machines and everything else we can throw at it, build up to a big climax. The birds all come back to the fore in full voice.
 End on the Tuatara – saying some etched in wisdom.

THE END



DRAGONFLY.

WOUND SCULPTURED WIRE.
LED, FIBRE OPTIC FEELERS? EYES?



DRAGONFLIES BY THE POND