

Alison
Thomas-Visgar

Writer | Director | Choreographer

**Original Theme Park Concept:
The Great Library Adventure Park**

Contact:

Phone: (631) 327-5465

Email: atvisgar@gmail.com

www.atvisgarcreative.com

THE GREAT LIBRARY ADVENTURE PARK

Step Inside the Page

Overview: A speculative theme park translating classic literature into immersive worlds of play, performance, and exhilaration.



Note: Crest imagery is used as a visual marker for land identity and tone.

Snapshots:

- **Prospero's storm, weathered together**
Guests endure Prospero's storm as he chooses forgiveness over vengeance (*The Tempest: Through the Storm*)
- **Repressed longing, at 60 miles an hour**
Jane Eyre's emotional journey reimaged as a literal roller coaster (*Jane Eyre: Flight from Thornfield*)
- **Dystopian rage, but make it choreography**
An Orwellian immersive dance experience (*1984: Two Minutes (The Ritual)*)
- **Too many kings. All named Henry**
A spinning ride about the chaos of royal succession (*Henry! Henry! Henry!*)
- **Mythic glory, before the fall**
A large-scale stunt show exploring glory, pride, and ruin in the Trojan War (*The Iliad: Wrath of Achilles*)
- **Bureaucracy as competitive sport**
Guests compete to survive rules, forms, and procedural absurdity (*Please Proceed*)
- **The River Styx with bottle service**
Hades' premium cocktail lounge hidden beneath the River Styx (*The Meeting Place*)
- **Get in your dancing shoes**
A music-driven, shoe-themed ride choreographed by unseen elves. (*The Shoemaker's Whirl*)
- **Stories worth protecting**
A discreet retail space dedicated to the preservation of stories (*The Keepers' Shelf*)

From Alison:

My work centers on accessibility without simplification, inviting newcomers into classic literature while rewarding devoted readers with layered nuance and thoughtful adaptation. I am drawn to themed entertainment for its power to thrill, spark joy, and foster connection, while quietly leaving guests with lasting reflections on art, autonomy, and human nature.

EXPERIENCE INDEX (Clickable)

Story Street (Entry/Central Hub)

3

The Secret Bookshop (*Walkthrough Environment*) · Literature Alive (*Outdoor Theater*)
· The First Line Café (*Quick-Service Café*) · The Blank Page (*Retail*)

The Shakespearean Coast

4

The Tempest: Through the Storm (*Water Dark Ride*) · A Midsummer Night (*Gentle Dark Ride*) · Henry! Henry! Henry! (*Spinning Ride*) · The Globe on the Sea (*Outdoor Theater*) · Fool's Way (*Streetmosphere*) · Ophelia's Lookout (*Atmospheric Lookout*) · The Boar's Head Harbor House (*Table-Service Restaurant*) · Fair Is Foul Apothecary (*Bar*) · The Quill & The Compass (*Retail*)

Victorian Village

5

Jane Eyre: Flight from Thornfield (*Story-Driven Roller Coaster*) · Sherlock Holmes: A Lecture in Deduction (*Interactive Live Show*) · Nevermore Manor (*Atmospheric Dark Ride*) · Dickens' London: The Great Tangle (*Walkthrough Attraction*) · The Fogbound Lane (*Atmospheric Walkthrough*) · The Tea Room (*Quick-Service Café*) · The Inkwell (*Retail*)

Classics Cove

6

The Iliad: Wrath of Achilles (*Outdoor Stunt Show*) · The Field of Champions (*Interactive Activity Area*) · The Race for Glory (*Chariot Thrill Ride*) · Myths Unstrung (*Puppet Show*) · The Hall of Heroes (*Walkthrough Gallery*) · The Feast of Olympus (*Table-Service Restaurant*) · Under the Styx (*Bar*) · The Meeting Place (*Hidden Premium Lounge*) · The Thread & The Loom (*Retail*)

Modern Metropolis

7

Modernism: A Perfect Day with Mrs. Dalloway (*4D Theater*) · The Green Light (*Restaurant/Bar/Live Music*)

Late Modernism: The Carousel in the Rain (*Carousel Ride*) · Please Proceed (*Interactive Thrill Ride*) · Absurdist Alley (*Walkthrough Environment*)

Postmodernism: If on a Winter's Night... (*Multi-Launch Roller Coaster*) · You Can Trust Me (*Premium Escape Room/Lounge*) · Under Construction (*Interactive Art Installation*)

Dystopian District: 1984: Two Minutes (The Ritual) (*Immersive Nighttime Experience*) · Soma Pavilion (*Dark Ride*) · The Improper Expression (*Quick-Service Bar*) · The Soma Lounge (*Quick-Service Restaurant*) · The Keepers' Shelf (*Retail*)

Fairy Tale Hollow

10

Hansel & Gretel: The Great Candy Dash (*Dark Ride/Family Coaster*) · Through the Woods with Little Red (*Classic Dark Ride*) · Jack's Beanstalk Bounce (*Vertical Ride*) · The Shoemaker's Whirl (*Music-Driven Ride*) · Story Grove (*Interactive Play Area*) · The Gingerbread Kitchen (*Quick-Service Restaurant/Candy Shop*) · Happily Ever After (*Retail*)

NOTE: Follow the orange boxes for Anchor Attractions & Alison's Favorites!

ENTRY/CENTRAL HUB: STORY STREET

A book-lined main thoroughfare that serves as the heart of The Great Library Adventure Park, blending architectural styles, literary references, and hidden details to invite guests to quite literally step inside the page. Pathways to the park's themed lands branch organically from Story Street, reinforcing the idea that stories are connected, cyclical, and in continual conversation with one another.



WALKTHROUGH ENVIRONMENT: The Secret Bookshop

An explorable library filled with towering shelves and hidden passages where guests can browse, linger, hear daily story times, and discover a concealed secondary entrance into Fairy Tale Hollow.

OUTDOOR THEATER: Literature Alive

An outdoor performance space featuring rotating short-form adaptations, readings, and musical moments that bring classic literature off the page and into the open air.

QUICK-SERVICE CAFÉ: The First Line Café

A welcoming café where menu items are inspired by iconic opening lines of classic literature, celebrating the shared moment when every story begins.

RETAIL: The Blank Page

A retail space devoted to possibility, imagination, and authorship, inviting guests to consider themselves not just readers of stories, but creators of them.

LAND 1: THE SHAKESPEAREAN COAST

A seaside world where Shakespeare's canon and enduring themes are unexpected, playful, and alive.



WATER DARK RIDE: The Tempest: Through the Storm

A water-based dark ride that carries guests through Prospero's conjured tempest, blending practical effects, projection, and character-driven storytelling. Storms will pass, but grace endures.

NOTE: Read full Narrative Concept for this attraction in Portfolio

GENTLE DARK RIDE: A Midsummer Night

Guests settle in glowing toadstools for a gentle ride through a moonlit forest where fairies make their mischief in a whimsical introduction to the magic of Shakespeare.

SPINNING RIDE: Henry! Henry! Henry!

Guests spin and tilt in oversized jeweled crowns in a fast-moving romp through Shakespeare's histories where there are just too many kings named Henry and their wild reign descends into a swirl of ambition, repetition, and royal absurdity.

OUTDOOR THEATER: The Globe on the Sea

An open-air playhouse where actors rehearse and perform rotating scenes from Shakespeare's canon, allowing guests to witness the process of storytelling in motion.

STREETMOSPHERE: Fool's Way

A roaming performance corridor where jesters and fools from across Shakespeare's plays engage with guests in riddles, improvised banter, slapstick, and sly commentary.

ATMOSPHERIC LOOKOUT: Ophelia's Lookout

A quiet tower overlooking the coast, its stones etched with sonnets and mournful soliloquies from Shakespeare's tragedies. A space to pause and reflect on love, loss, and stories cut short.

TABLE-SERVICE RESTAURANT: The Boar's Head Harbor House

A lively harbor-side tavern inspired by Shakespeare's most famous comedic gathering place, The Boar's Head Harbor House is a place for hearty meals, shared laughter, and the joy of gathering with loved ones.

BAR: Fair Is Foul Apothecary

A shadowy, intimate coastal apothecary-bar inspired by witches, queens, and schemers who shape Shakespeare's world while lingering on the edges rather than from the throne.

RETAIL: The Quill & The Compass

A shop for players, poets, and wanderers. A nautical-literary shop celebrating Shakespeare's full canon.

LAND 2: VICTORIAN VILLAGE

An elegant yet unsettling neighborhood where tensions simmer beneath Victorian refinement.



STORY-DRIVEN ROLLER COASTER: Jane Eyre: Flight from Thornfield

A thrilling roller coaster that traces Jane Eyre's emotional journey toward autonomy. The ride moves through the interiors of Thornfield Hall and bursts into motion with the revelation of the fire and Jane's choice to flee.

INTERACTIVE LIVE SHOW: Sherlock Holmes: A Lecture in Deduction

An interactive live show that begins as a special lecture led by Sherlock Holmes and Dr. Watson and transforms into a real-time mystery, inviting the audience to uncover the truth.

ATMOSPHERIC DARK RIDE: Nevermore Manor

Drawing on the mood of *The Tell-Tale Heart*, *The Raven*, and *The Fall of the House of Usher*, guests board library style benches that guide them through a decaying Victorian home. Faint heartbeats and whispers follow, and illusion, sound, and atmosphere do not leave guests in terror, but instead with a nagging discomfort that the house will not let them go.

WALKTHROUGH ATTRACTION: Dickens' London: The Great Tangle

A walkthrough attraction that uses forced perspective, playful visual gags, and classic funhouse illusions to bring the bustle, humor, and contradiction of Dickens' London to life.

ATMOSPHERIC WALKTHROUGH: The Fogbound Lane

A narrow alley inspired by Gothic Victorian classics like *Dracula* and *Frankenstein*, rich with detail. Fog lingers, tall buildings press inward, and subtle details in abandoned windows suggest haunting stories unfolding just out of sight.

QUICK-SERVICE CAFÉ: The Tea Room

A bustling tea counter with shelves of stacked teacups, ticking clocks, and steaming kettles, which allows guests to relax with the family or curl up in a quiet corner with a good book and a delicious slice of cake.

RETAIL: The Inkwell

A refined stationery shop themed around correspondence and written secrets which reminds guests that, especially in the Victorian world, the written word holds exceptional power.

LAND 3: CLASSICS COVE

A realm of ancient myth where heroism, pride, and the cost of glory are staged at monumental scale.



OUTDOOR STUNT SHOW: The Iliad: Wrath of Achilles

An outdoor stunt show that brings the Trojan War to life through combat choreography, acrobatics, and practical effects. Centered on the conflict between Achilles and Hector, the show explores how pride and honor drive heroes toward greatness and ruin.

INTERACTIVE ACTIVITY AREA: The Field of Champions

An interactive training ground to test strength, balance, and agility through myth-inspired physical challenges.

CHARIOT THRILL RIDE: The Race for Glory

Guests board two-horse chariots and race along a sunlit stone track inspired by the ancient hippodrome until the chariots cross in a triumphant finish, where glory is claimed in the roar of the arena.

PUPPET SHOW: Myths Unstrung

A traveling puppet theater that presents Greek myths in short, handcrafted performances emphasizing wit, wonder, and consequence.

WALKTHROUGH GALLERY: The Hall of Heroes

A walkthrough gallery honoring mythic heroes through sculpted reliefs and symbolic displays celebrating courage, sacrifice, and ambition.

TABLE-SERVICE RESTAURANT: The Feast of Olympus

A monumental dining hall featuring lush Mediterranean fare inspired by the feasting place of the Gods. The hall is divided into distinct seating zones, each shaped by the influence of a different god. *The gods observe, debate, and feast, while mortal lives unfold below.*

BAR: Under the Styx

A rough wooden shack set along the river's edge- a waiting room for souls ready to cross the river Styx. Everyone waits, drink in hand, listening for the ferryman to finally call their name.

HIDDEN PREMIUM LOUNGE: The Meeting Place

A clandestine lounge reserved for guests who possess a special coin which acts as proof of passage into the sumptuous chamber of shadow and stone where Hades conducts his most discreet negotiations in uncompromising style.

RETAIL: The Thread & The Loom

A retail space inspired by the Fates who spin, measure, and cut the threads of mortal lives.

LAND 4: MODERN METROPOLIS

A shifting urban landscape where guests move through physical space as the eras of modern literature seamlessly evolve around them.



Modernism

Early 20th-century cityscape inspired by Art Deco/early modern design.

4D THEATER: A Perfect Day with Mrs. Dalloway

An uplifting, 4D theatrical experience inspired by Virginia Woolf's *Mrs. Dalloway* that guides guests through a single day of memory and sensation, exploring time, inner life, and fleeting beauty.

RESTAURANT/BAR/LIVE MUSIC: The Green Light

An elegant Art Deco lounge, bandstand, and dining room inspired by *The Great Gatsby*, celebrating the glamour, ambition, and fragile promise of the Jazz Age.

Late Modernism

Architecture slowly becomes institutional, with muted palettes and repetitive forms.

CAROUSEL RIDE: The Carousel in the Rain

A subdued carousel inspired by *The Catcher in the Rye*, where muted colors, gentle rainfall, and looping music create a quiet moment of reflection. *She was riding the carousel, and I was watching her.*

INTERACTIVE THRILL RIDE: Please Proceed

A fast-paced, interactive ride inside an endlessly efficient and infuriatingly beige office setting. From moving ride vehicles, guests compete to confirm, revise, and submit an avalanche of bureaucratic tasks, earning points for speed and accuracy. *Effort is rewarded but meaning is optional.*

WALKTHROUGH ENVIRONMENT: Absurdist Alley

A street inspired by *Waiting for Godot*, *The Stranger*, and *The Metamorphosis*. Through repetition, indifference, and shifting scale, the environment slowly adjusts to an implied insect size, culminating in a quiet exit sign that reads: *You were always this size.*

Postmodernism

A fragmented city shaped by competing narratives, media noise, and unstable reality.

MULTI-LAUNCH ROLLER COASTER: If on a Winter's Night...

A multi-launch roller coaster inspired by Italo Calvino's novel propelling guests through a series of unfinished story beginnings across multiple genres and celebrating narrative structure itself

PREMIUM ESCAPE ROOM/LOUNGE: You Can Trust Me

Guests enter the private library of an enigmatic millionaire known only as H., obsessed with the nature of truth. To escape, they must sift through unreliable narrators, conflicting documents, recordings, and footage, choosing which version of H.'s rise to wealth they believe. The narrator they follow shapes the experience and unlocks access to a lavish lounge reflecting H.'s conviction that truth exists only in belief.

INTERACTIVE ART INSTALLATION: Under Construction

An art installation disguised as an active construction zone with modern steel frameworks, scaffolding, translucent panels, images of speculative worlds, and fragments of modern classics. Guests contribute story pieces to an ever-evolving literary landscape, reinforcing that stories are never finished.

Dystopian District

A tightly wound offshoot Postmodernism shaped by surveillance, propaganda, and conformity.

IMMERSIVE NIGHTTIME EXPERIENCE: 1984: Two Minutes (The Ritual)

A high-intensity immersive dance experience reframing Orwell's Two Minutes Hate as a controlled civic ritual. Guests enter a hall of concrete, loudspeakers, and towering screens as a disciplined pre-show of propaganda and choreography unfolds. The beat intensifies. Structure loosens. The space fractures into sanctioned release. When the music cuts, the screens glow: *THANK YOU FOR YOUR PARTICIPATION. Happiness is Mandatory.*

QUICK-SERVICE BAR: The Improper Expression

An officially sanctioned refreshment counter where drinks are themed not by flavor, but by approved ideals. *To wear an improper expression on your face... was itself a punishable offense.*

DARK RIDE: Soma Pavilion

A serene wellness complex inspired by *Brave New World* where guests drift in slow-moving spa chairs through softly glowing chambers calibrated with light, scent, sound, and motion. Soothing "treatments" promise balance and containment, ending with a gentle confirmation: *You are happy now.*

QUICK-SERVICE RESTAURANT: The Soma Lounge

A calm café offering bowls, smoothies, and herbal drinks named for approved benefits like *Calm*, *Balance*, and *Vitality*, reinforcing the promise that nourishment (and happiness) has already been optimized.

RETAIL: The Keepers' Shelf

Inspired by *Fahrenheit 451*, this discreet workshop tucked behind an ordinary storefront is dedicated to the preservation of stories through carefully curated books and keepsakes. Stories endure if someone is willing to carry them forward.

LAND 5: FAIRY TALE HOLLOW

A bright, playful storybook village designed as young guests' joyful entry into narrative.



DARK RIDE/FAMILY COASTER: Hansel & Gretel: The Great Candy Dash

This dark ride and coaster hybrid begins as a cozy storybook journey and then bursts into a playful escape through candy-coated hills, gumdrop trees, and oversized baked goods, culminating in a sweet, celebratory ending.

CLASSIC DARK RIDE: Through the Woods with Little Red

This ride follows Little Red through a bright forest, where she meets iconic fairy-tale characters who offer simple, playful advice inspired by their own stories. When Little Red finally encounters the Wolf, she uses what she has learned to outwit him, turning a familiar tale into an empowering adventure.

INTERACTIVE PLAY AREA: Story Grove

An open-air play area where young guests can imagine and move through fairy tales at their own pace as they explore musical steppingstones, pop-open story panels, gentle climbing structures, and magical props. *Little readers, big imagination.*

VERTICAL RIDE: Jack's Beanstalk Bounce

A bouncing ride that lifts guests in rhythmic hops along a towering beanstalk, mimicking Jack's climb, accompanied by playful music, drifting clouds, and glimpses of golden treasures among the vines.

MUSIC-DRIVEN RIDE: The Shoemaker's Whirl

A cheerful, music-driven ride inspired by *The Elves and the Shoemaker*, where guests ride inside oversized storybook shoes that glide and "dance" along in coordinated patterns to a playful score as if choreographed by the elves' nighttime magic.

QUICK-SERVICE RESTAURANT/CANDY SHOP: The Gingerbread Kitchen

A quick-service restaurant and candy shop inspired by fairy-tale cottages, offering warmth, sweetness, and shared delight.

RETAIL: Happily Ever After

A cheerful retail shop celebrating classic fairy tales through toys, books, and keepsakes designed to extend the story beyond the park.

THANK YOU FOR READING!