

Lucky The Dinosaur Walt Disney Imagineering Research & Development



The first fully autonomous, walking audio-animatronic figure capable of interacting with guests inside and outside of a theme park environment, Lucky the Dinosaur is a milestone in themed entertainment technology. This audio-animatronic figure represents both the creative development and blending of numerous technologies. From an ultra-light composite skeleton and the unique application of the electric actuators, to a new skin technology and sophisticated software, Lucky is truly cutting edge. He is completely self-contained and is operated by a single cast member who controls forty animated functions. All of the controlled movements can seamlessly blend with numerous pre-programmed show sequences at the press of a button. Guests can interact with Lucky as he breathes, walks, snorts, winks and even burps in response to his environment. Lucky represents a bold step forward in bringing themed show systems within arms reach of smiling guests.

WDI Research & Development, Inc.

Bruce Vaughn, Vice President, WDI R&D Akhil Madhani, Project Lead/Mechanical Engineering Holger Irmler, Electrial Engineering Alexis Wieland, Software Engineering Bryan Tye, Mechanical Design/Skin Tony Dohi, Design/Theming Shelley Short, Creative Lead/Design/Theming Amy Van Gilder, Design/Theming Steve Kadar, Sound Design John Paragon, Scriptwriting/Acting Susan LeBer, Project Coordinator

WDI Model Shop

Mike Bishop, Paint Scott Goddard, Sculpting Gene Wiskerson John Mauvesin, Eyes

VENDORS/CONTRACTORS

Skin Development: David Barrington Holt (Jim Henson's Creature Shop, Inc.) Phil Jackson (Jim Henson's Creature Shop, Inc.) Karl West, Sculpting Aarin Richard, Sound Design