

AOA - Attraction: Curse of DarKastle: The Ride, Busch Gardens, Williamsburg, VA
This attraction utilizes the latest developments in ride technology to create a unique guest experience. The attention to detail from the exterior theming and exotic gardens through the eleven scenes that tell the story of King Ludwig of Bavaria is remarkable. The combination of smart ride vehicles, richly detailed scenery, 3-D imagery and special effects create an outstanding immersive experience.

12th Annual Thea Awards **Curse of DarKastle: The Ride**



Busch Gardens Williamsburg

Executive V.P. and General Manager: Donnie Mills
V. P., Park Operations: Doug Stagner
V. P., Engineering and Maintenance: Larry Giles
Director, Maintenance: Gene Queen

Theming, Sign Shop

Director, Guest Arrival, Theming & Zoological:
Steve Carr
Sign Shop Manager: Ed Terrell

Busch Entertainment Corporation

Corporate V.P. Engineering and Creative: Jim Yust
Corporate Director Engineering: John Linn
V. P. Entertainment: Dave Smith
Director Creative Design: Jumana Brodersen
Corporate Director, Rides Engineering: Tim Viox
Director, Show Development: Alan Stein

Anheuser-Busch, Inc.

Brewing, Operations & Technology

Project Director: Joe Feldmann
(BOT Engineering) Project Manager: Ken VonderHaar
Mechanical Construction Engineer: Mike Carey
Electrical Construction Engineer: Jan Henry

Electrical Contractor: Chewing & Wilmer, Inc.

President: Bill Powell
VP/Project Manager: Art Nelson
Superintendent: Darrell Rettig

Lightning Protection:

Loehr Lightning Protection, Co.
Project Manager: J. J. Loehr

Life Safety Systems: Virginia Fire Protection, Inc.

Project Manager: Cree Carter
Lead Technician: Steve Korslund

Exterior Theming Design:

Suzanne Sessions, Incorporated
President: Suzanne Sessions
Lead Designer: Kim Wilson

Civil Engineering: The LandMark Design Group

Principal-in-Charge, Civil Design: Ronnie Orsborne
Project Engineer, Civil Design: William F. Brown, Jr.
Senior Technical/Designer, Civil Design: B. Scott Green
Survey Field Crew Construction Layout:
Michael Cooper, Joseph McQuade

Ride Systems & Show Action Equipment: Oceaneering Entertainment Systems

Director: Dave Mauck
Project Manager: Greg Bryant
Manager, Production & Installation: Jim Martin
Engineering Manager, Control System: Mike Boshears
Engineering Manager, Ride System & SAE: Tim Foster
Principal Project Cost Analyst: Nick Thomareas
Project Engineer, Ride System & SAE: Brian Welsh
Staff Engineer, Ride System: Steve Fromyer
Principal Designer: Eric King
Senior Designer: Paul Fiene
Project Engineer: Mark Pohlhammer
Project Coordinator: Renauld Washington
Chief Designer: Cliff Jennings
Mechanical Engineer: Joe Biggin
Sr. Electrical Engineers: Mike Reeves, Joel Metzger,
Andy Grant
Mechanical Engineer: Andy Sherrell
Engineering Technician: Scott Christiansen
Sr. Technicians: Ken Foley, Doug Leonard, Rob Sill
Project Analyst: Sandara Sandoval
Production Coordinator: Dick Fleshman
Technicians: Jose Leon, Tim Rigdon
Manager, Quality Assurance FL: Terry McMillian
Quality Inspector: Phil Picardt
Manager, Quality Assurance MD: George Koch

Creative Director: Falcon's Treehouse, LCC

Executive Producer and Creative Director: Cecil D. Magpuri
Previsualization Designer: Ji Hyun "Glara" Han
Digital Designer: Sue Y. Hur
Production Designer: Bryan Smith
Project Coordinator: Yvette Whittaker
Senior Set Designer: Erik Requejo
Set Designer: Sandra Capecci
Design Intern: Ryan Brusco
Senior Illustrator: Terry Shistle
Illustrator: P.J. Tamayo
Vendor Management: Rusty Rustad
Project Scheduling: Jon M Kirchens
Project Accountant: Marty M. Magpuri

Senior Show Writer: It Ain't Shakespeare

Colette Piceau



12th Annual Thea Awards

Curse of DarKastle: The Ride - 2

Lighting Designer: Lightswitch, SF, Inc.

Principal: Norm Schwab
Sr. Designer: Kelly Roberson
CAD Manager: Adam Rechner
Lighting Designer: Brad Malkus
Control Systems Integrator: Jim Holladay
Programmer: Brian Evans
Specialty Fixture Installation: Warren Kong

Sound Engineer: Maverick Sound, Inc.

Sound Designer: Rick Morris
Composer: Glenn Longacre
Voice of King Ludwig: Tom Cassidy
Voice of the Queen: Sandra Cuyler
Preshow and Queue Line Voiceover: George Colonel
Guitar: Guy Walker
Canine Trainer: Lake County, FL Sheriff's Department,
Kurt Dumond
Musical Score: Prague Studio Orchestra with members
of the Czech Philharmonic

Mock Up and Modeling: JAG Collective, Inc.

President: Alan Smith
Partner: Art Millican
Mock-Up and Modeling: Tom Gardner

Animation: Shiny Red Guitar Studios

Animation: Joe Spadarro

Phase II, General Contractor: Henderson, Inc.

President: Pete Henderson
Vice President Engineering: Rick Logan
Project Superintendent: Andrew Goldkuhle
Vice President Accounting: Paul Bollinger

Phase I, General Contractor: Independence Construction Co. of VA

President: Thomas H. Watts
Sr. Vice President: Richard P. Petruny
Project Manager: Jeff Baker
Project Superintendent: William R. House

Destination Consulting:

Peckham Guyton Albers & Viets, Inc.
Project Manager: Ned Diestelkamp
Project Architect: Mariusz Bleszynski
Project Team: Jeff Havlik, Jim Wible, Terry McCoy,
Justin Stichter, Josh Rodriguez, Tom Minor,
David Jeffries, Debbie Weber

Structural Engineering: EDM, Incorporated

Structural Engineers: Gholam Masoumy, Adam Skates

MEP Engineering: GRG Consulting Engineers, Inc.

Systems Engineers: Dan Christman, Brandon Lemonier,
Matt Schoenherr, Grady Burch

Media Development Directors: Super 78, Inc.

Creative Director: Brent Young
Executive Producer: Dina Benadon
Director: Mario Kamberg
Stereoscopic Supervisor: Chuck Comisky
Digital Producer: Stephanie Taylor
Digital Supervisor: Aaron Powell
Head Technical Director: Yannick Leblanc
Network Technician: Nick Rozakis
Storyboards: Cullen Blaine
Storyboards: Vinny Delay
Character/Background Design: Graven Tung
Matte Painting & Pre-Show: Robert McKinnon
Editorial & Pre-Show: Michael "Oz" Smith
Modeling & Texturing: Frederick Gaudreau,
Raphael Lacoste, Matthew Lee, Joe Mangione,
Michael Meyers
Character Rigging: Frederick Gaudreau, Steve Guevara,
Yannick Leblanc
Animation: Jim Richardson, Jason "Spike" Stellwag,
Stanley Woo
FX: Rifat Dagher
Cloth/Hair Simulation: Zack Weiler
Lighting & Compositing: Miguel Bautista, Frederick
Gaudreau, Aaron Powell
Production Manager: Jeanny Lee
Office Production Assistants: Alberto Abril,
Brandon Walowitz

Operations and Special Effects:

Back Stage Technologies, Inc.

Director of Operations and Special Effects Designer:
Don Donohue
President and Special Effects Designer: Jeff Wade

Technical Design: Electrosonic Systems, Inc.

Technical Design Consultants: Ken Wheatley, Paul Kent
Project Manager, Show Programming: Tong Peugh
Design Engineer: Niel Overton
Installation Lead: Guy Fronte
Installer: Daric Warneke

Interior & Exterior Theming: The Nassal Company

Partners: William A. Nassal Sr., William P. Nassal Jr.,
Matthew Brown
Chief Estimator: Jeff McElyea
Superintendent: Brian Tolen
Lead Sculptor: Ken Torrence
Project Manager: Jerry Howes

Printed Graphics: Echo Artz

Owner: Chuck Yex