

LUMINOUS: THE STORY OF US

By

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The Sorcerer's Apprentice Book 8: Magic Journeys

2024

House Heimlich

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LIGHTS UP UPON THEATER ENTRANCE:

INT. A CAVE

Guests will enter the theater to find the stage looks like the inside of a cave. On the walls of this cave are various easter eggs referencing EPCOT's past and present such as a sketch of Figment, some of the EPCOT land logos, and more.

At the back of the cave, we can see an exit that looks out at a screen placed at the back of the stage. This screen is positioned in such a way that it appears to be looking out at what lies beyond the cave. We see various early humans passing by hunting, exploring, and gathering. Throughout this, we see the sky slowly changing as if the sun is beginning to set.

Once the audience is in the theater and all sat, the sun will fully set, leaving the theater in darkness.

In the darkness, we can hear the humans we've been following making their way inside the cave. They seem to be attempting to start a fire. After a little bit, they are successful. We hear an ignition of the fire and lights come up to reveal several animatronics of early humans gathered around a fire in the middle of the cave.

Lighting effects show various embers coming off of the fire, but one ember in particular is followed. A spotlight traces the wall of the cave and goes up until we see a flash of light that reveals our main character,

SPARKY.

SPARKY IS OUR PROJECTED MAIN CHARACTER WHO APPEARS LIKE A LITTLE EMBER. HE IS PROJECTED ONTO THE WALL OF THE CAVE. HIS FACE IS BLANK AT FIRST BUT SLOWLY, EYES BLINK OPEN AS IF HE IS AWAKING. ONCE HE'S AWAKE, HE LOOKS AROUND THE THEATER AND SMILES.

SPARKY

Oh! There's more!

SPARKY zooms across the wall excitedly, excitedly greeting everyone in the audience ("Hello! Hello! Hello! Hello!"). He stops back in his original position.

SPARKY

I'm SPARKY! I haven't been here very long, but this is home as I know it. I'm not sure exactly where it is that I come from, but I know that since I've been here, things seem to be different.

Things are changing so fast! More and more people keep coming and the fire keeps getting bigger and bigger. You must be tonight's new guests. You look...different though. In a good way! Just...new.

SPARKY grows larger on the wall making it appear as if he is coming toward the audience. He looks at the new kinds of humans and then shrinks back down to his original size. SPARKY looks down at the early humans gathered around the fire. Then, he looks back to the audience.

SPARKY

This is where I come from! Somehow, somehow, they figured out how to take this dark, wet cave and fill it with light and warmth. Ever since they discovered how to make that stuff, it's become the center of their whole lives. When the sun goes down, they gather around it, sleep by it, and put it out in the morning when the sun returns. At first, it was just a couple of them. But every night, there seems to be more and more coming along to see what they've found. It used to be that nighttime brought their world to a standstill. But now, it seems that the end of the day has become the start of something else. A new horizon awaits them in the brand new light of the night.

The early humans can be seen looking at the fire, but they are also interacting with each other. We hear the murmurs of

voices. They are communicating.

SPARKY

It's amazing, isn't it? They sit together and share in it. Sometimes, some of the new visitors even bring some of their things with them to share. In just a short time, that first little family has become a community. All grown around this little light.

As SPARKY continues talking, we begin to see outside of the cave other fires begin to appear. As he speaks about what is happening beyond, we see projected onto the walls of the cave we're in as well as within the fire the humans are gathered around a view of what he speaks about.

SPARKY

It won't be long until there's more of them than we've ever seen before, all in once place. Some of these new friends come from very far away, it seems. Their skills and their supplies are scarce here, but it seems they're perfectly willing to give in exchange for what they need.

We see in the projections both on the wall and in the fire a view of the early humans trading. But, not only are they now engaged in trading, some are engaged in demonstrations about hunting, and some children sitting around the fire together appearing to play, and some appear to be making clothes. We can see all around the entrances to different caves, all of which have little lights within to show there is a fire inside of them as well.

SPARKY floats around the scene for a moment, observing. He lands on another part of the cave wall.

SPARKY

This feels like the start of something, doesn't it? Suddenly, this small little world is starting to feel so much bigger. And all because of a little bit of light. I wonder just how far this is going to go...

(SPARKY looks at the audience with an excited grin on his face.)

Say...why don't we find out? What's stopping us? The whole world seems so

wide open now, so why not explore it?
Come on!

With that, SPARKY zooms off.

In an inverse of the Carousel of Progress, the stage will rotate here to the next scene. We are leaving behind the cave for somewhere different, but no less important to the journey.

EXT: THE PORT HARBOR OF ALEXANDRIA, EGYPT WITH THE LIGHTHOUSE OF ALEXANDRIA IN THE BACKGROUND ILLUMINATING THE CITY IN A BEAUTIFUL GOLDEN COLOR.

The audience comes to a stop, once more at night, in the ancient city of alexandria. The scene is set on a balcony to a great palace overlooking the city made up of projection mapping. In the background, the lighthouse of alexandria sits high above it all, basking the city below in its warm glow. Here we see a few animatronics of ancient egyptians tending to the lighthouse flame, but most notably, a pharoh looking upon it and out to sea.

We can see on some of the walls is greek writing that appears to be illuminated as well. There is one man that is chiseling some new writing in using the light of the lighthouse. There's a scrim behind the balcony that fills the scene and shows what lies beyond the set, with silhouettes of ancient barges and boats bobbing in the water against the view of a cloudy night sky. Each vessel contains burning torches that light their way.

SPARKY appears to come all the way from the great fire that burns in the lighthouse, traveling through its beam to our location. His appearance has changed some, now looking less like an ember, and more like a true spit of flame.

SPARKY

Woah! That was a big fire!
(SPARKY zooms about the wall, taking it all in. He also seems to take notice of the boats in the water.)

Wow! Look at all of them! There's so many people! And they've got so many amazing things coming with them on those, those floating things! It seems they've even found a way to move around at night, I didn't know they could do that!

The pharaoh turns to speak to one of his servants as SPARKY reacts with great shock, with little bits of flame shooting off of him.

SPARKY

They don't sound anything like those other guys from before! I can't really understand them if I'm honest. Maybe I can read their movements.

SPARKY narrows his eyes and watches the movements of the pharaoh and the servants. He randomly goes "mhm" to show he's listening. Eventually, he looks back at the audience.

SPARKY

Well no wonder they're able to travel at night! Look at that giant tower lighting everything up! I can see the whole city from here, and it seems like those sailors can too! Even under the cover of the dark and clouds, the light welcomes them to the safety, security, and opportunity that this city basks in! This light isn't for warmth or for shelter, it's for travelling. It's like the key that opens the door to the whole wide world out there!

Just then, we hear the sound of something troubling beyond. On the screen, we see the arrival of much larger, militant looking boats. The scrim turns orange as if things are beginning to set on fire.

SPARKY yelps and disappears as we see plumes of smoke begin to rise. The light in the lighthouse goes out, once more casting the theater in darkness. In the darkness, the stage once more rotates.

EXT: A LONELY VILLAGE CENTER

We come up on a cold, desolate scene. There is just one animatronic here. It is an old bard who sits at a well in a lonely village center, mostly in the dark save for a single lantern. In the bard's hands is a lute that he strums melodically yet sullenly. SPARKY emerges from the lantern's light and finds a place on a stone nearby. He looks at the lonely bard and is a bit sad. His appearance has changed again. He looks like an ember again, only this time an ember that appears to be fading.

SPARKY

Wh-what happened? Where is everyone?
Why do things feel so... lost? It's so
dark.

The bard hums no particular tune, strums no particular melody. He just sits in the dark village, the moonlight barely doing anything to illuminate his face, the fire also dwindling in his lantern.

SPARKY

No, no this isn't right. Things kept changing. We were moving forward! This feels like we've gone back. That's not what light does. It doesn't lead us back, it leads us to what's next! Or...I thought so.

SPARKY looks defeated. Sad. He is light, and for the first time, he is seeing that he is not leading the way toward continued growth and positive change. In fact, things seem worse than they ever have in his whole existence. He moves from the chair to the window sill, looking at the bard, but the bard doesn't seem to notice him.

SPARKY

Maybe...maybe he just doesn't know what good the light can do. I mean, he wasn't there in the caves. He doesn't know how much darkness limits things. Maybe he just has to be reminded. Yeah... yeah, reminded.

(SPARKY smiles at the audience.)

Wait here!

Just then, SPARKY appears to zoom off the rock and heads into the lantern that sits next to the bard. A little light begins to flicker inside the lantern, properly washing the bard in the light's warm glow. There is a moment of nothing, but then the bard begins to strum a more gleeful song. He begins to sing an actual tune. It is a hopeful song that seems so out of place in this small little desolate village, but it is sung as if it is a hope that he clings tightly to.

BARD

Though dark may fall,

And wind may howl,

And cold may swallow night

'Neath hearth or fire,
My sole desire,
To rest near gracious light.

Throughout the village behind the bard, we see other little lights flickering on as if there's more lanterns being lit. We don't see who carries them, but the lights flicker all throughout the village. SPARKY comes out of the lantern next to the bard and rests on the wall of one of the buildings. He appears healthier, like he's an ember on the verge of proper ignition rather than dying.

SPARKY zooms away.

This time, the stage itself is not what turns, but rather it is the floor in which the audience's seats are on that turns. It turns them around 180 degrees to face the theater's second stage that has up to this point been behind them and hidden by a wall that slides away.

As the audience turns, they can see SPARKY traveling along the wall of the theater alongside them, as if he is traveling swiftly through the ages right along with them.

When the audience is finished turning, they will now be facing the new stage. Lights come up on it's first scene.

INT: A BEAUTIFUL RENAISSANCE BUILDING

This scene is populated by the most animatronics that we've seen yet.

There is a man who stands at a canvas with a paintbrush in his hand appearing to do detailing on a beautiful painting. On a stool next to him is a lantern.

There is a man who is writing things in a little book with a quill. A candle burns on the table next to him.

There is a man who appears to be designing a sculpture. He too is surrounded by lanterns.

There is a man who appears to be composing some music while another man waits to play it, holding an instrument. Their space is lit by candles.

There is a man who appears to be a scientist, performing a rudimentary experiment on his table by the light of some lanterns.

There is another man in a chair reading what appears to be philosophy books by the light of candles.

Above the scene, there are lanterns helping to illuminate the whole space as well as burning torches on the wall.

SPARKY appears on the wall, this time appearing like a more fine rounded ball of light not unlike what you'd see burning on the wick of a candle. He looks down on the scene before him with a large smile on his face.

SPARKY

Now that's more like it!

We hear the men down below communicating in Italian, sharing a laugh as they all work on their various projects. It is a very different tone and atmosphere than that of the dark ages village.

SPARKY

They never stop coming up with new things to use light for, do they? Warmth, community, trading, navigation, inspiration. And now, the fuel for creation! Have you ever seen such beautiful things? The art, the literature, the music. These are the sorts of things I was hoping to see! This is what is going to change the world. By the light of the flame and the flickers, they're birthing a whole new era of thinking and expression. We're back on track, folks!

When SPARKY finishes singing, the musician animatronic gently raises his violin and appears to play a melody, the same as the bard was yet more jovial and inspirational. As the music plays, SPARKY takes off, and this stage, like the other, begins to rotate to the next scene.

EXT: A BUSY CITY STREET

This scene is in darkness at first until we see a lamp come on in the window of a building. This is done via projection. We see a silhouette of a woman walk away from the lamp.

All at once, we begin to see street lamps illuminating to reveal what all sits along this street (that is achieved via a combination of actual set facades and projections on a backing scrim).

There are some some buildings with lamps shining in their windows. There is the front of a factory with it's door open so we can see inside and see some people working on machines using the lights inside. In the distance, we can see a train traveling (achieved via projection) and it has some headlights on it.

We also can see beyond that what appears to be a steamer cutting through the water with a light of it's own on top. Alongside it in the water is what appears to be a passenger ship, it too with it's own set of lights.

The animatronics present here are some people sitting outside enjoying the night.

There is a young boy who is playing jacks in the light of one of the street lights. There is a man standing in the light appearing to be setting up to take a photograph of the factory. We also see a couple sitting on the steps outside of the main building looking at all of the lights.

SPARKY appears, projected above the scene. He appears this time now more like a bolt of electricity than a little ball of flame. His form is more jittery and less stable as the electric form is new and unrefined.

SPARKY

Now this is what I'm talking about!

SPARKY lets out a giggle and appears to move around the scene before returning to his beginning location.

SPARKY

Welcome to the age of electric light!
 All those amazing ideas from those
 guys we met have taken the world a
 long, long way. Science, expression,
 thought, invention, all of it has
 brought us here to this age of growth
 and change. Light shines bright on the
 progress of mankind. To think, not
 that long ago, we sat in the dark,
 cold and unsure of what was next. But
 now, with the flick of a switch or a
 pull of a cord, light fills every
 corner of space as far as the eye can
 see! It guides the ships on the water,
 the great big steam machines on their
 tracks, the people making the new
 machines in the factory, and the
 people in their everyday lives. The

world isn't dark anymore. It's BRIGHT!

SPARKY buzzes with excitement, letting out a powerful laugh that briefly causes the lights to surge all around him. He notices this, letting out a little electrical blush.

SPARKY

As amazing as all of this is, I'm sure it's not the end. There's still so much more to come! Light is an unstoppable force, illuminating the way forward for whatever is next. Come on, what are we waiting for? No dillying! No dallying!

Again, SPARKY takes off.

INT: A MODERN DAY WORKSHOP

We arrive now at the inside of a modern day workshop. Though it does not specifically say exactly where we are, there are a lot of clues that indicate we're in the workshop of Walt Disney Imagineering.

There are some animatronic imagineers that are working on some other animatronics. There is one sitting at a computer designing what looks to be the layout for an indoor roller coaster, perhaps Cosmic Rewind. There are blueprints on the wall for an attraction that looks like it could be Rise of the Resistance. There is a skinless animatronic in the shape of Sulley from Monsters, Inc. holding a flashlight that flashes on off, yet another hint at a popular Disney attraction.

SPARKY appears on the front of a turned off computer monitor, this time appearing like a little ball of electricity.

SPARKY

Woah! This is so cool!

Suddenly, the computer comes to life and begins to search through the web on its own. SPARKY giggles and hops out of the computer, moving now over to hang out by a power outlet on the wall.

SPARKY

That thing over there just told me all about where we are. We're in the here and now! The absolute pinnacle so far

of what light has done and where it has brought humanity. I always thought that light came from that little fire in that dark, cold cave, but it turns out, light has been here long before mankind was able to follow it. One day, out in the deep expanse of space, nothing suddenly became everything. A boom, a crash, and then there was light. And every day since, light has been pushing the universe ever onward toward the grand pursuit of what it is next.

SPARKY moves now up above the scene as we see the imagineers continuing to work with the animatronics and design their rides.

SPARKY

This is the culmination of everything that we've seen. These people are creating. They're creating a joy that can be traded with a community of people just like you who come from far and wide-just like the Egyptian sailors-to see what beautiful things they've created. A lot like the early humans! They create with the knowledge gained from those guys we saw ages ago. They create from the music of the bard and the composer. They design with the inspiration of the painter of the sculpter. They wield the tools of the industrialist. They see under the lightbulb, search for ideas with electricity, and even use the light to give life to creations that wouldn't exist without it.

Just then, one of the animatronics that the Imagineers were working on starts to move, its eyes lighting up to show pupils and irises that look around the space.

SPARKY

Follow me!

Once more, SPARKY zooms off. The scene goes dark, as the stage rotates one more time.

EXT: SPACE

In the darkness, we see a giant recreation of Earth appear center stage, surrounded by lights that appear as stars. It slowly rotates as SPARKY appears projected onto some hidden black surface to make it look like he's a star in space.

SPARKY

The world is forever turning. It has been here for millennia and will be here for many millennia more. From the very beginning, light has been the force that created everything we know and love. It grew the plants. It warmed the seas. It allowed mankind to be born. It allowed them to find warmth. It allowed them to build community. It allowed them to travel. To trade. To create. To revolutionize. To prosper. It inspired them to press on even when things seemed impossible. And you know...I think that we may only just be getting started. There's still so much to see, to do, to create, to share. All there is to do is follow the path before you.

SPARKY smiles at the crowd as he begins to grow larger, and larger, and larger to fill the space. The space becomes bright, bathing the crowd in light.

As Sparky grows larger, the seats begin slowly turning on their turntable, circling around and around getting a view at both stages. Music begins swelling as projection mapped characters from throughout the show and beyond begin appearing, seemingly there as they look side to side at one another. A caveman, a pharaoh, an Imagineer, a bard, an astronaut, a renaissance painter, a ship captain, a pilot, a nurse, two parents with a child, people from all walks of life gathered together through the one thing that unifies them: light. Light that gives hope, light that gives safety, light that leads us into a grand future.

The music swells and a voice begins singing "I'll Light the Way" the show's theme song that has been teased throughout the show in the different musical segments.

SINGER

Hush now darling,
no need to fear,
Night has fallen,

It's safe still here
 Far from danger
 safe and sound
 I'll light the way
 to dreams unbound

Just take my hand
 and we'll try
 With just one step
 the years fly by
 Though storms may rise
 we'll sail for sunny skies
 In darkest days
 I'll light your way

The projection mapping fades as darkness returns to the theater. The seats slow to a complete stop as they face the first stage. One final time, Sparky appears, beaming with both light and with pride.

SPARKY

Now it's your turn to go out and
 experience the wonderful world we
 share! A world of beauty and community
 and opportunity, and if you're ever
 lost, just look for me and I'll light
 the way.

Sparky winks and disappears as the theater lights return and the exit doors open, ushering guests back into EPCOT.THE END

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