

WALT DISNEY WORLD®

PROJECT RED

MAX

OPERATIONS AND REPAIR MANUAL



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Revision History

Date	Version	Description	Author
04/19/2024	1.0	First iteration	Bridget Reilly Beauchamp, Brieaunna Avery
06/01/2024	1.1	Addition of Comprehensive Materials	Bridget Reilly Beauchamp, Brieaunna Avery
06/14/2024	2.2	Final Iteration before installation	Bridget Reilly Beauchamp, Betsy Falk

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1 Introduction and Preface

1.1 General Project Information

1.1.1 Notes from Monkey Boys Productions

This character is designed for use in collaboration with Walt Disney World/Disney's Hollywood Studios for use in the Voyage of the Little Mermaid Theater. All information contained herein was prepared for Monkey Boys Productions, LLC and is property of the Disney Corporation and not to be used in any way without their consent.

1.1.2 From the Disney Scope of Work, section 1.2-1.4:

General Resort Overview

Movie magic comes to life at Disney's Hollywood Studios. This park features 8 sections: Hollywood Boulevard, Echo Lake, Grand Avenue, Sunset Boulevard, Commissary Lane, Star Wars: Galaxy's edge, Toy Story Land and Animation Courtyard.

General Venue Overview

Project Red will take place in the Voyage of the Little Mermaid (VOLM) Theater located within the One Man's Dream building next to Animation Courtyard in Disney's Hollywood Studios. The VOLM Theatre is a 400-seat theatre with a small, elevated stage with access between the house and backstage on Stage Left. All elements must fit through a double door at most due to limited load in infrastructure.

General Show Overview

A reimaged retelling of the classic film seen through the unique perspective of Ariel, a 16-year-old girl. Through cutting edge technology, mixed media, puppetry, and live actors, we follow Ariel's journey as she boldly pursues her dream to be part of the human world above, even if it means leaving her under the sea home.

1.2 Item Description

1.2.1 Summarized from the Disney Scope of Work, Section 4.4.1:

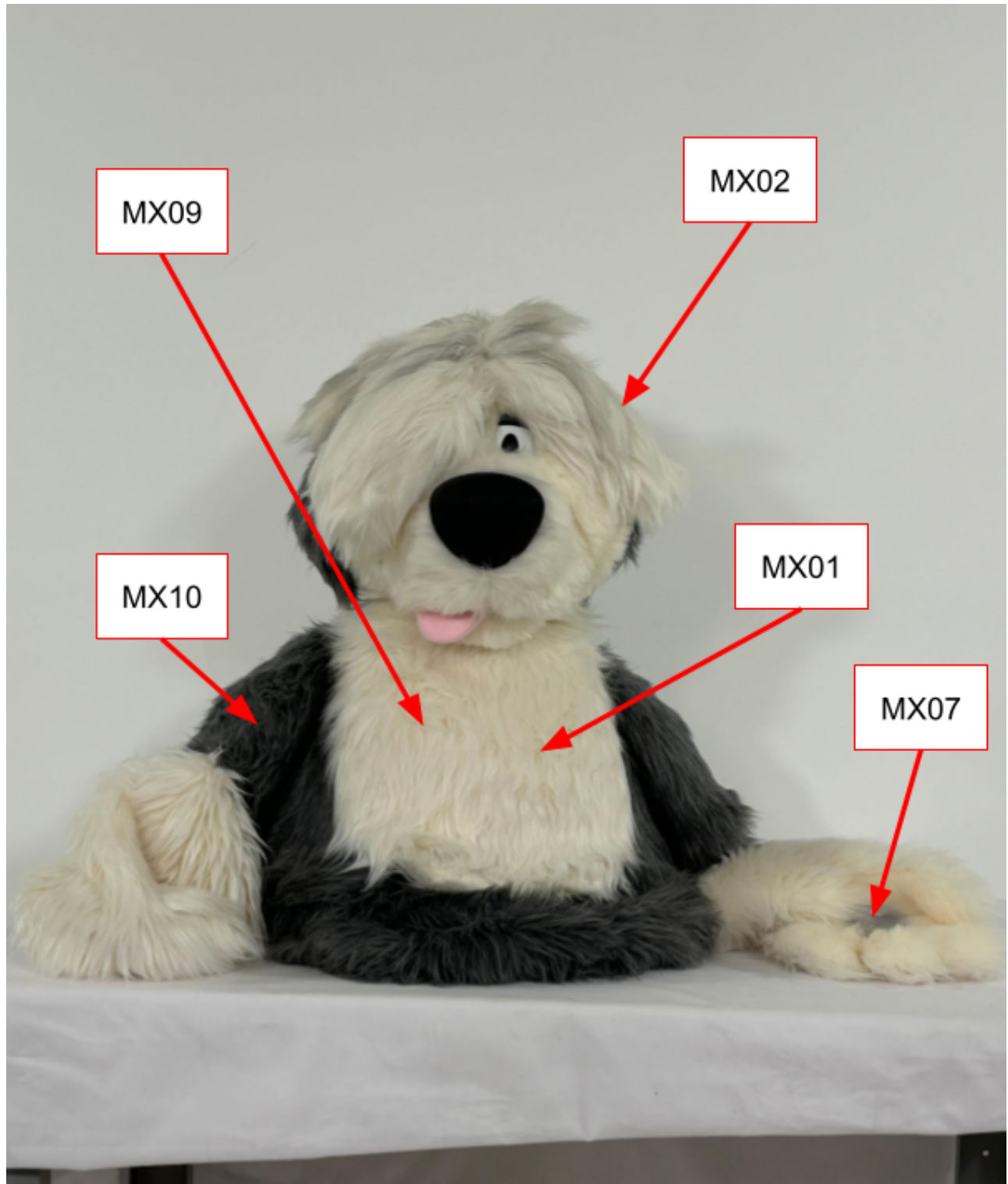
Max the dog is Prince Eric's loyal sheep dog companion. He will be a large, live-hand puppet performed by two puppeteers. He will be seen from the chest up (see illustration) peeking up over the top and side of a scenic flat.

1.2.2 Basis of Engineering

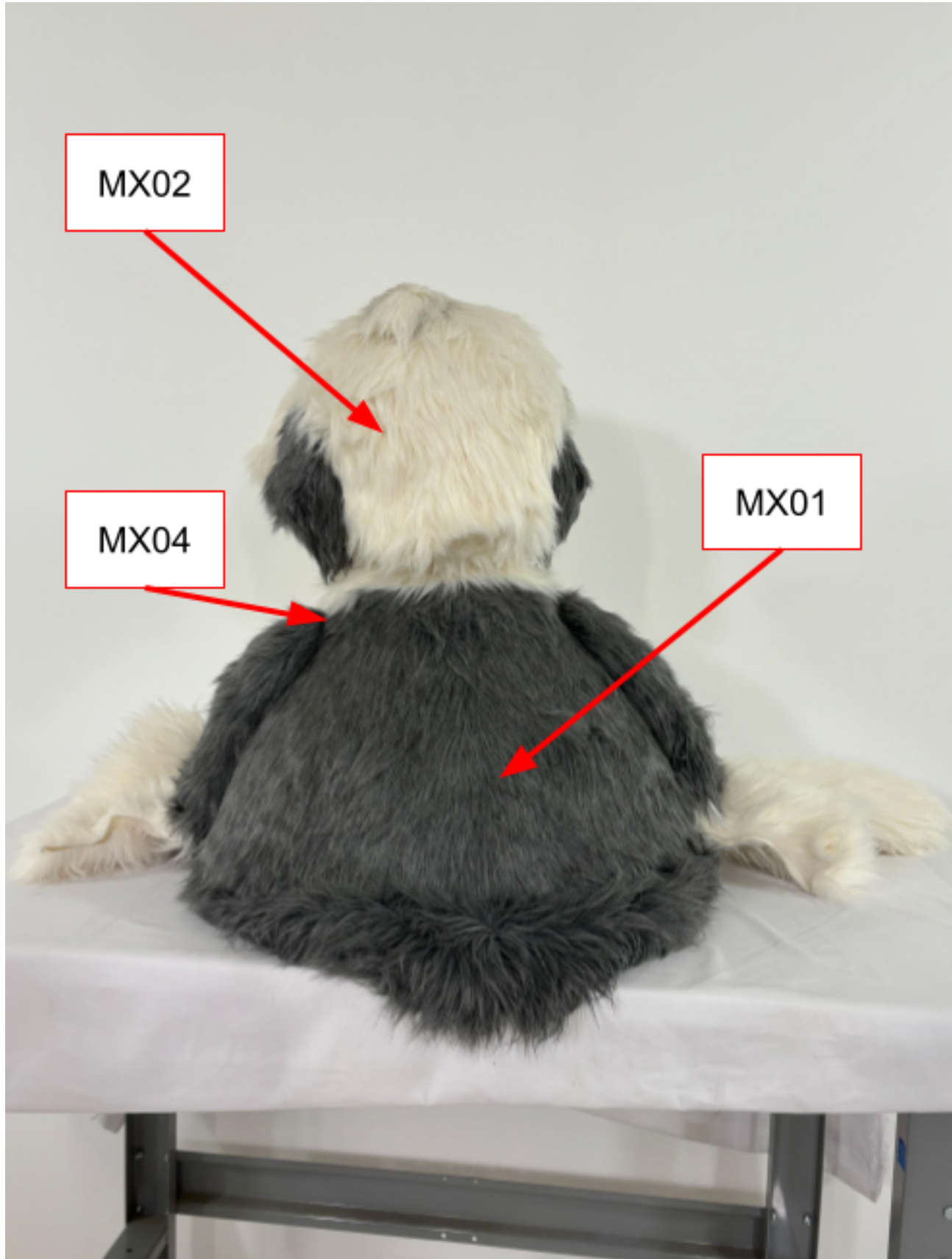
Max is constructed primarily of L200 foam with soft foam elements in the head, and a 3D printed, fabric-covered nose. The puppet is covered with gray and white faux fur with rope accents. He has no mechanical elements.

2 Construction and Assembly

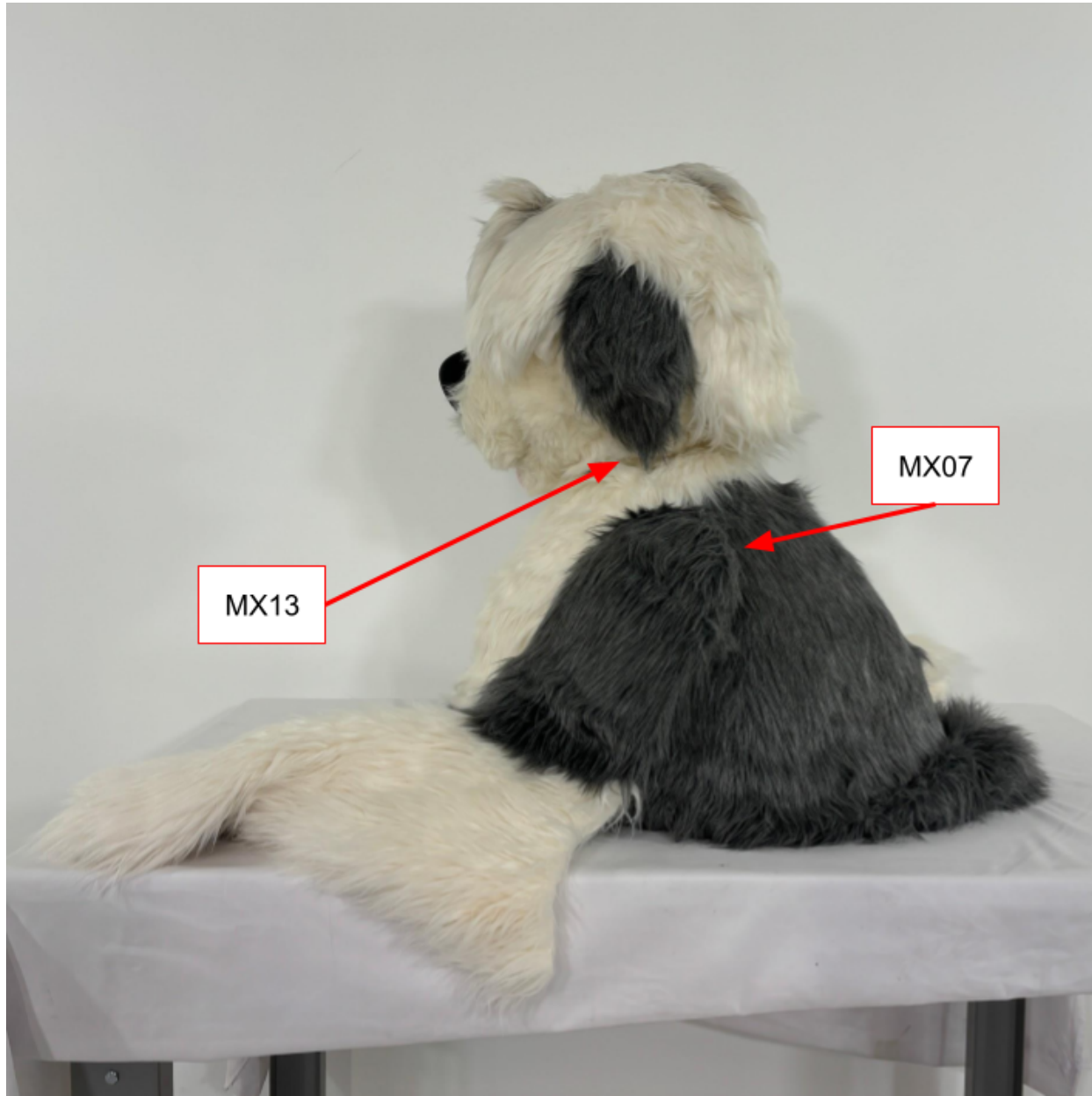
2.1 Front View



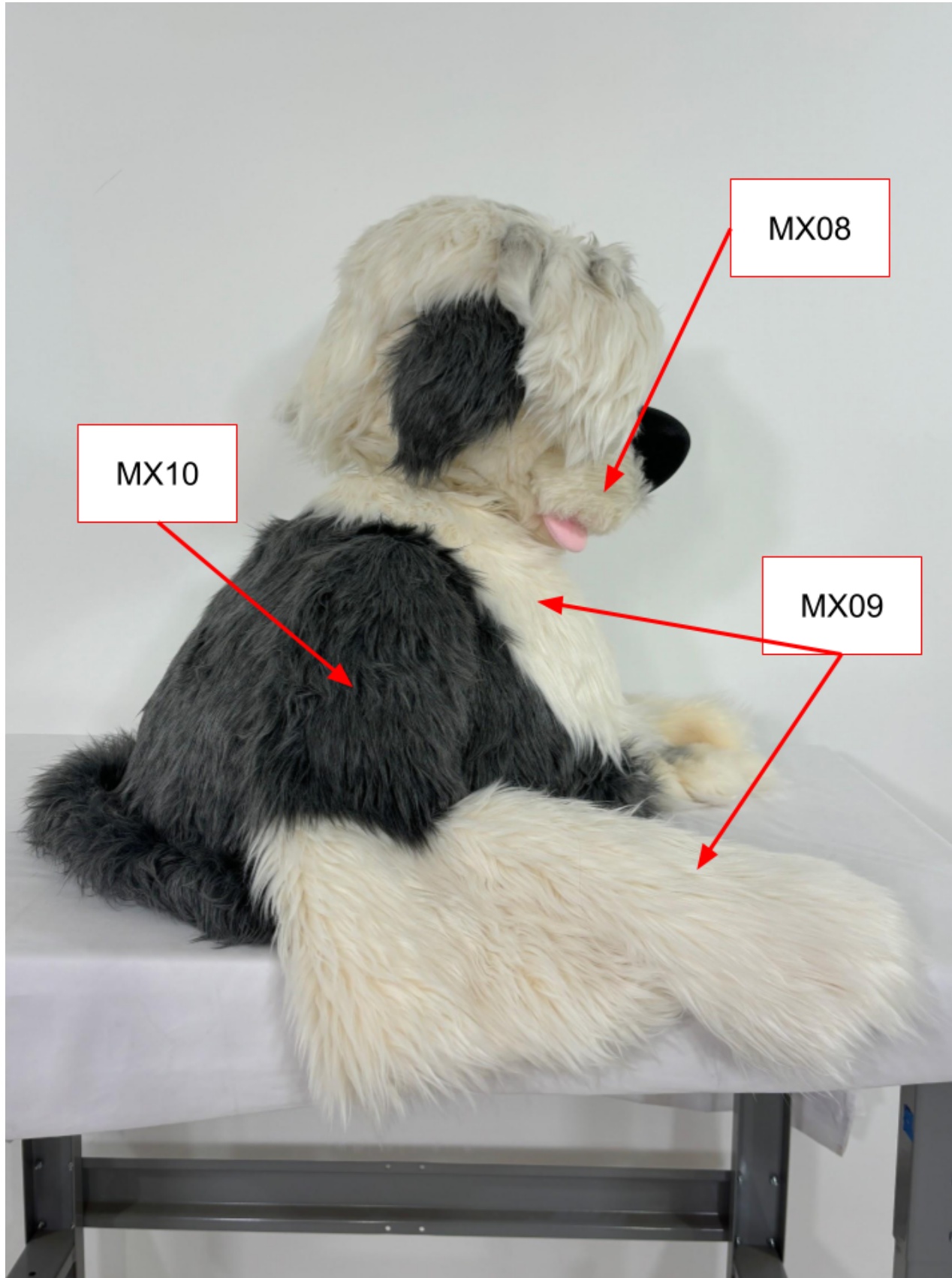
2.2 Rear View



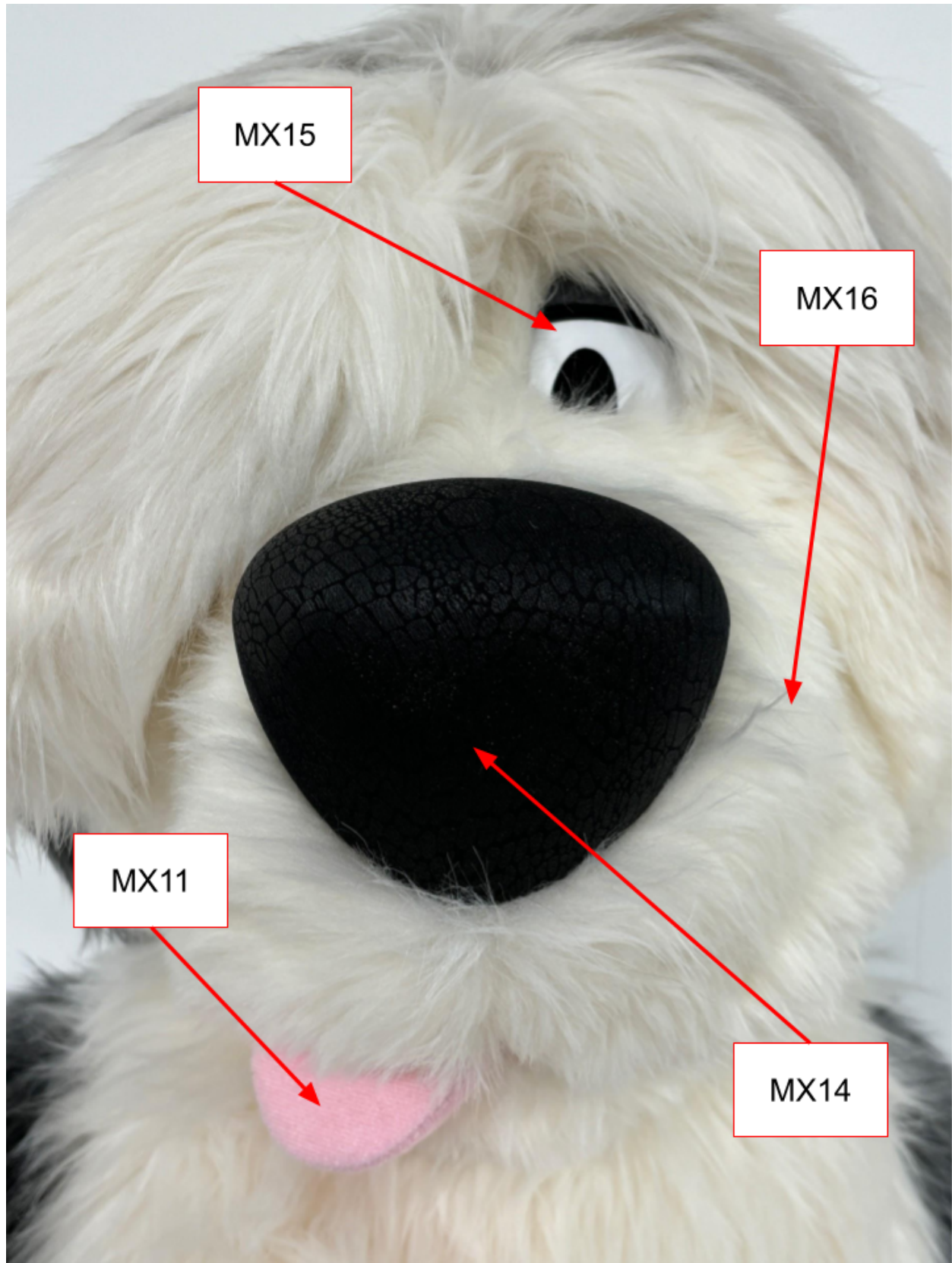
2.3 Left view



2.4 Right View



2.5 Closeup of Face



3 Description of Operating Modes

3.1 Operating Modes

3.1.1 Storage

The puppet will be stored on a stand during the show.

Between performances, the puppet should be covered with its custom cover in order to protect it from the elements.

At no point should a puppet be stacked on top of or underneath another puppet or prop.

3.1.2 Performance

The puppet can be operated by one or two performers. Ideally this puppet is puppeteered by two performers at all times—one puppeteering the head and left arm, the other puppeteering the right. In situations where only one performer is available, Max's right arm can be pinned to his chest or stuffed.

3.2 Operating Procedures

3.2.1 Removing the puppet from the stand

Please ensure that you have clean hands before handling this puppet.

Holding the puppet with both hands around its head, lift the puppet straight up and off the stand. Performer 1 can then place their hand inside Max's head, around the mouth palate and their left arm in Max's, with fingers in traditional puppet placement. Puppeteer 2 is the "right hand person" and should situate themselves accordingly.

3.2.2 Action: Moving Mouth

Character's mouth is closed in a neutral position. To open Max's mouth, the puppeteer should grip the speed bump on the top of the mouth palate with their fingers, and move their thumb downwards, as in a traditional hand puppet.

3.2.3 Action: Moving Head

To move the character's head from side to side, swivel your right wrist. To move Max's head up and down, tilt your right hand forward and back.

3.2.4 Placing puppet on stand

To place the puppet on its stand, reverse the actions described in section 3.2.1

3.2.5 Storage

To store the puppet ensure that the puppet is stable on the stand and lower the cover over the top. Draw the string around the bottom of the puppet and pull the cord lock to secure it in place. The cover does not need to be cinched completely closed around the stand.



4 Detailed Diagrams of Mechanisms and Hardware

N/A

5 Safety and Hazards

5.1 Safety Precautions and Hazard Identification

As is the case with any puppet, care must be taken when handling this item to make sure that the item does not become damaged beyond normal expectations.

- Care should be taken that the puppet and its accessories do not crash against walls, doorframes, other props, or other items. This could cause the puppet to become damaged or soiled.
- If the hardware on the puppet becomes loosened, pieces of the puppet will be likely to behave erratically. Care should be taken to ensure that all hardware is present and properly tightened at all times.
- All electrical systems should be regularly checked and maintained to the utmost safety standards.

5.2 Hazard Mitigation Strategy

There is always a chance of breakage and small injury when handling puppets and props, but Monkey Boys Productions has done their best to keep these chances low and keep both performers and technicians safe. All items have been built to be safe to handle with little chance of injury when handled correctly.

- All carbon fiber parts have been sanded to a smooth surface and sealed or covered.
- All wires and other such electrical parts have been assembled in the most safe and logical way to avoid injury and avoid becoming a hazard to performers or technicians.
- Weights and distribution of weight have been thought through to make the carrying and handling of the props easier on the performers to avoid muscular injury or strain.

These puppets are not a hazard to the environment or the performance location.

6 Repair & Service

6.1 Daily Checks and Inspections

The following list is provided as a basis for daily inspection of the puppet. Items may be added to or removed from this list as the on-site technical director sees fit.

Check Point	How to Inspect
"Fur fingers" of hair	manually & visually check that they're still tacked in place
Hands	visually check for dirt

6.2 Periodic Testing

The following list is provided as a basis for periodic testing of the puppet. Items may be added to or removed from this list as the on-site technical director sees fit.

Check Point	How to Inspect	When to Inspect
tongue attachment	manually & visually	weekly
eye attachment	manually & visually	weekly

6.3 Routine Corrective Maintenance

The following list is provided as a basis for routine maintenance of items that will commonly need replacement or adjustment. Items may be added to or removed from this list as the on-site technical director sees fit.

Check Point	Corrective Action	When to Address
general grooming	brush out	as needed
airbrushing	touch up	as needed

6.4 Puppet-specific Service Items

A basic service kit has been supplied for use with this specific prop. Refills of the items in this kit can be handled by direct purchase from the source or by emailing contact@monkeyboysproductions.com. A full manifest of these items is supplied inside the kit and is included on the final page of this manual.

6.5 Cleaning Fabrics

6.5.1 Spot Cleaning

- Spot clean as soon as dirt and grime are noticed.
- Gently wipe with Shout or Tide wipe.
- Dab product into deeper stains.
- Blot and gently wipe with a clean, white towel.
- Make sure that the area dries well.

6.5.2 Deep Cleaning Option 1 for widespread stains

- Dilute a drop of Woolite detergent in room temperature water.
- Dab on with a white cloth.
- Gently wipe & dab with clean white towel.

6.5.3 Deep Cleaning Option 2 for deep stains

- Spray Bissell Pro Carpet Cleaner on worst of spot.
- Allow it to rest for 1 minute.
- Carefully dab and wipe with a clean towel, being mindful that fabric doesn't pull away from the material beneath.

6.5.4 In all cases

- DO NOT rub, twist, or pull when cleaning
- DO NOT use heat, steam, or pressure
- DO NOT use bleach or other harsh chemicals
- DO NOT immerse in or saturate with water

6.6 Cleaning Hard Surfaces

- Hard surfaces (Carbon fiber, plastic, aluminum, grip tapes, etc.) can be wiped clean with water or a mild cleanser such as Dawn dish detergent diluted in water.
- Always use a soft cloth and work carefully to avoid scratching or damaging any coatings or paints.
- Always wipe all surfaces dry immediately after cleaning to avoid leaving water spots or otherwise damaging finishes.

7 Detailed Maintenance Procedures

N/A

8 Comprehensive Parts List

8.1 Understructure and Base

Part #	Part	Usage	Vendor	Vendor Part ID
MX01	L200 Body pattern structure 1 inch	Body pattern structure 1 inch	FoamFactory	
MX02	L300 1/2 inch	Head Skull pattern structure 1/2 inch	FoamFactory	
MX03	Baltic birch plywood	mouth plate		

8.2 Hardware

Part #	Part	Quantity	Usage	Vendor	Vendor Part ID
MX04	Ball end Bungee cord	2	The attachment of shoulder to body	Mcmaster	
MX05	Nylon finger bolts	2	Securing cheek domes	McMaster	94323A841

8.3 Fabric and Fibers

Part #	Part	Usage	Vendor	Vendor Part ID
MX06	Wine Craft Velour	inner mouth plate cover		
MX07	Light Grey fur	Grey paw spot		
MX08	Stock Off-White fur short pile	Dog face and paws		
MX09	Stock Off-white fur medium pile	Dog forearms, chest, neck, head		
MX10	Pewter long pile fur	shoulder fur, body front/side/back, ears		
MX11	Shocking Pink Craft Velour	Dog tongue		
MX12	Coral Minky		big Z	
MX13	Spacer mesh	bottom edge of L200 body and internal neck		

		ring		
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8.4 Custom Made Parts

Part #	Part	Quantity	Usage	Vendor	Filename
MX14	Nose Shell	1	nose of dog face	David Valentine	All Max 3D files are here: https://disney.box.com/s/7rvp-bp1ad17c1ta9glht9ipirwd4sdaf
MX15	Max eye	2	One eyed dog	David Valentine	
MX16	Cheek Inserts	2	Dog cheeks	David Valentine	
MX17	Max Teeth	2	dog teeth	David Valentine	

8.5 Paints and Dyes

SDS sheets are available in the separate SDS Project Packet.

Part #	Part	Usage	Vendor	Vendor Part ID
MX20	Airbrush paint	darken down fur fingers		

8.6 Glues, Treatments, Coatings, and Chemicals

SDS sheets are available in the separate SDS Project Packet.

Part #	Part	Usage	Vendor	Vendor Part ID
MX18	Barge		Frankford Leather	BAPCPAR
MX19	Insta-Shield Flame Retardant	Fire treatment	Northeast FireShield	N/A