

**ANIMATRONIC
LEMUR TAIL
INTERACTIVE**

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WHAT IS IT?

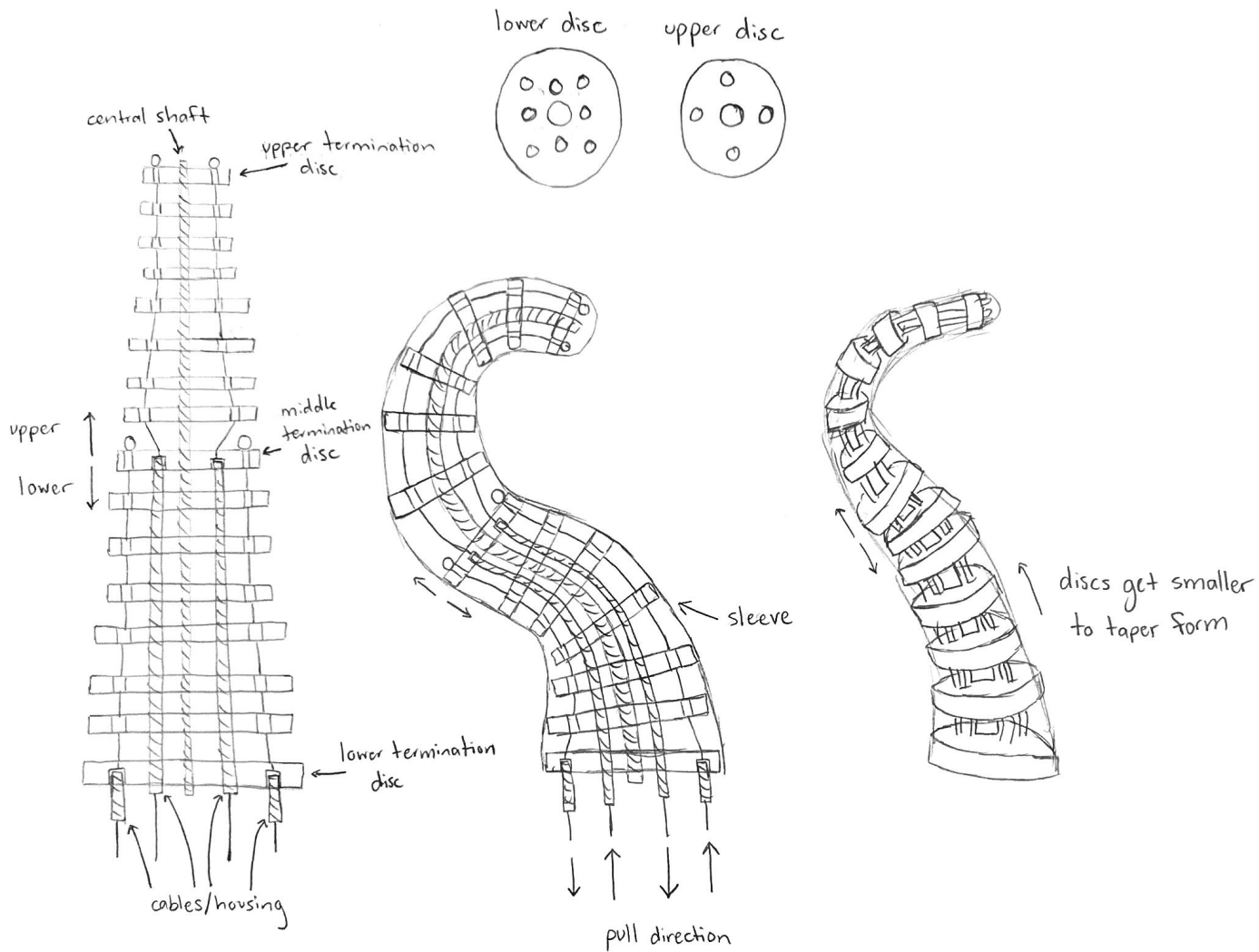
Animatronic tail with skin like sleeve and fur to replicate a lemur's tail

WHY?

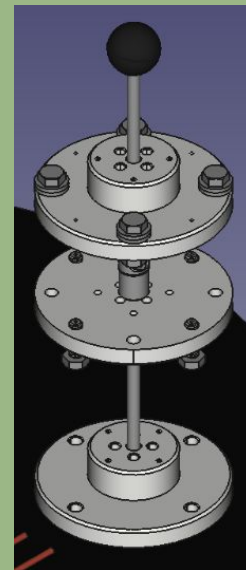
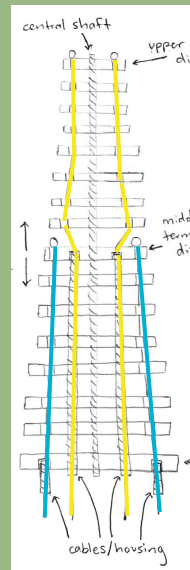
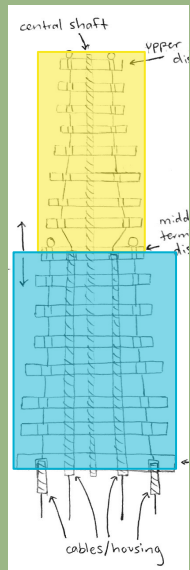
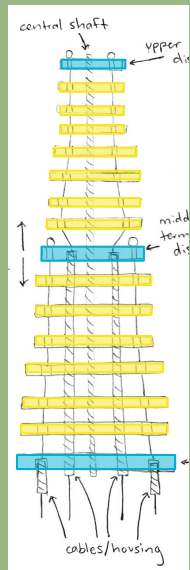
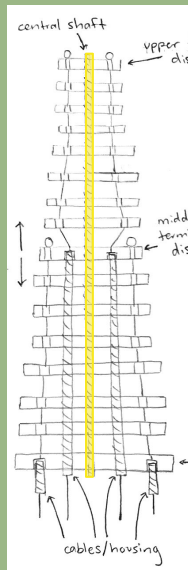
- Bring a part of the lemur closer to the guest for them to interact with and learn from since actual lemurs will have to remain distant
- Engages sense of touch within exhibit
- Diagrams will show how lemur emotion affects tail movement and guide guests in how to replicate those motions

WHERE WOULD IT GO?

1. Isolated interactive (preferred): controls for tail are mounted to a panel for guest use and tail is either directly behind controls in a themed space (e.g. coming out of a log) or further away in a themed space (e.g. coming out of a hole in a tree)
2. Wearable: guest is given a belt with tail on back and controls on front so it looks like they have a lemur tail; there would be mirrors so that they can watch themselves move it



ELEMENTS



**CENTRAL
SHAFT**

DISCS

**TAIL
SEGMENTS**

**CABLE
ACTUATION**

**THEMED
SLEEVE**

**CABLE
CONTRO-
LLERS**



















CHALLENGES

- Sourcing
 - Pin and block u-joint replaced with car phone holders
 - Cables too thin to acquire traditionally, switched to fishing leader line
- Themed sleeve
 - Cut due to time constraints