

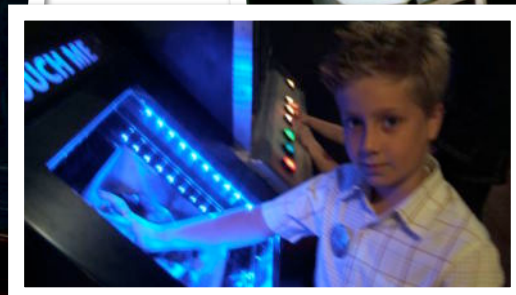
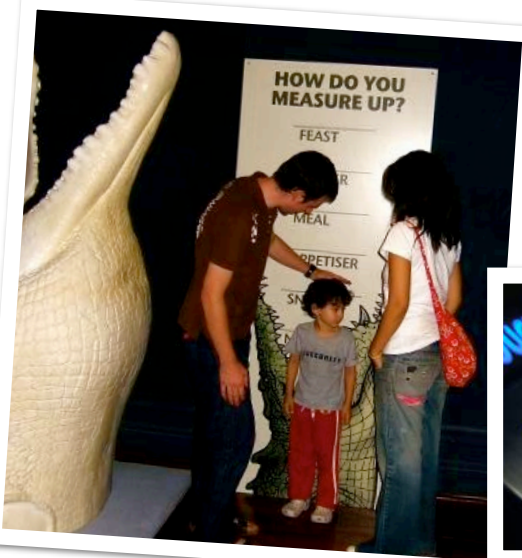


Now showing at the Western Australian Museum!

With a full program of public lectures and cult movies 'How to Make a Monster - the art and technology of animatronics' is now showing at the Western Australian Museum, Perth. After staging their biggest ever staff event at the Monster exhibition the WAM launched 'How to Make a Monster' to the public on Sunday 19 March. It will run for 12 weeks through to the Queen's Birthday holiday, Monday 12 June 2006. Check it out - www.museum.wa.gov.au

Be an on-set animatronics puppeteer!

Recognizing this unique opportunity to experience the 'behind the scenes' skills and processes involved in bringing creatures from the written page to the silver screen, 44 schools have already booked to attend. With 38 exhibits - including 10 interactives - visitors have the opportunity to get hands on. Touch the alien guts from 'Pitch Black', manipulate a Megalania, inspect Inspector Gadget's gadgets, direct a dinosaur, control the crocodile from 'Peter Pan', and do other cool stuff.



How to Make a Monster

- the art and technology
of animatronics

Booking Schedule:



2004-6

Queensland Museum, Brisbane
Australian Museum, Sydney
Western Australian Museum, Perth
Science Alive, New Zealand
Te Manawa, New Zealand

23 Dec 2004 - 25 April 2005
29 Oct - 5 March 2006
15 March - 12 June
1 July - 22 Oct
2 Nov - 14 Jan 2007

2007

ScienceWorks, Melbourne
America Tour Venue 1 available

5 February - 15 July
October 2007 - January 2008

2008

America Tour Venue 2 available
Odysium, Edmonton, Canada
St Louis Science Center, USA

February - April
6 May - 1 September
21 September - 4 January 09

2009

America Tour Venue 5 available
Europe Venue 1 available

February - April
June-September

Fun for everyone!

Fascinating and informative, 'How to Make a Monster' is popular with people of all ages. Featuring the work of 1995 Visual Effects Academy Award winner for 'Babe' - John Cox and his Creature Workshop, you'll engage in the arts of creative writing, creature design, storyboarding, computer effects, engineering, and so much more. 5,000 sq ft of monster magic!

Don't miss out!

Limited spaces still available. To enquire email julie@johncox.net

