

Star wars collectors series

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Glendale, California, isn't exactly in a galaxy far, far away, but it's here, inside a beige building where Star Wars characters hunt. Within its nondescript walls, safe from an unseasonable cold February day swirling from the outside, all eyes are on Hondo Ohnaka, the scheming pirate from Star Wars: The Rebels. His head swings up and down, shaking his long green alien tresses. His leg seems to step forward, crashing his bronze belt. His mouth curls into a broad smile before moving into a deep belly laugh. For a split second, it seems that this colorful horn is for the beard of alien flesh and blood. But Hondo is actually Disney audio-animatronic, one of the most advanced ever built, and he is preparing for his debut in Walt Disney World's Star Wars: Galaxy's Edge. He performs what is known as a bicycle, going through his predetermined movements for 120 hours before being installed at one of Disney's theme parks. This content is imported from YouTube. You can find the same content in a different format, or you may be able to find more information on your website. We've been working for years to see this moment, says Katherine Yancey, a Walt Disney Imagineering show mechanical engineer. He's been on the computer for so long when he's right in front of you... It's amazing. In December 2015, Yancey and others began to visualize, conceptualize and build Hondo. Three years later, it's no wonder why emotions are high. He's moving, he says, and personality, says Yancey. Hondo is real to us. Hondo represents 55 years of animatronic evolution, ranging from pneumatic-driven birds, graduating to hydraulic former presidents and then innovation for electrified evil witches. But Hondo is an evolution beyond anything Disney has ever tried, and offers a moving, talk peek into Disney's newest, biggest and most ambitious attraction. A1: Singing Birds and American Presidents of Disney Grand Central Creative Campus in Glendale (known to insiders as GC3) is home to Walt Disney Imagineering a full-service animated figure workshop. This is where Imagineers conceptualize, plan, build, engineer, program, paint, suit, and test audio-animatronic shapes that end up in one of 12 Disney theme parks around the world. Everything from start to finish happens in this building. Some of Disney's most closely guarded secrets live here, so access to outsiders is limited. But as the Galaxy's Edge nears its opening day this year, Popular Mechanics has been given a rare exception. The first audio-animatronic, defined as a robot that pairs motion and audio, debuted at Disneyland in June 1963. While on vacation in New Orleans, legend has it that Walt Disney bought a caged mechanical bird and Imagineer Vathel Rogers disassembled it to see how it worked. Bird became an inspiration for singing macaws in Enchanted Tiki. When the attraction opened, Disney said engineers used a new type of valve and controls designed to develop rocket, referring to pneumatics and compressed aerial rockets to create automated movements in its robot birds. They also used a magnetic tape called the Digital Animation Control System (DACS), originally invented to launch nuclear weapons, to synchronize movements with audio and music. A year later, Disney built its first human audio-animatronic: the more advanced mostly hydraulic president Abraham Lincoln. Developed for the 1964 World's Fair, the president was animated by pneumatic drives and fashioned with a 1860 Leonard Wolf life mask (they also used prostheses and glass eyes purchased from a local mortik). The result was a realistic Lincoln, which still gives history lessons to Disneyland visitors to this day. And that past is still very noticeable here in Disney's animated figures studio. The lid on the wall of the drawer that sent Mr. Lincoln to the World's Fair. Below is one of the original macaws from the Enchanted Tiki Room. Together they illustrate a huge leap forward for audio animatronics. Pneumatic allows you to travel from one end to the other, but can't really control or hang out between that range, explains Walt Disney Imagineering associate Disney show mechanical engineer Victoria Thomas. Hydraulics allow you to walk anywhere within the range and change direction. Yancey adds that hydraulic shapes have more control, which gives the illusion of fluid movement. In 1969, with the start of construction at Disney World in Florida, the development began of the next evolution of audio animatronic: a strictly hydraulic non-character specific toolkit kit that allowed standardized, regulated and efficient assemblies of dozens of animatronics that would be needed for the new park. This became known as the figure of A1. These figures were built, configured and installed in what are now iconic landmarks like pirates of the Caribbean and the Haunted Mansion. While today many of these original A1 audio animatronics have been refurbished with more advanced equipment, there are still a few left in both U.S. parks. At Disneyland, a number of pirates in the background are still A1s. In Orlando, in the presidential room, former commander-in-chief like Rutherford B. Hayes or William Henry Harrison, who just stand there and nod, are also A1s. But A1 figures are heavy, cumbersome, and difficult to adjust. So to fit all these components, animatronics need to be a little bigger, or, as Thomas put it, a tall and slightly muscular standard person. They are also limited in functions, which are determined by the points of articulation of the particular shape, which bends on one axis. Elbow movement is a function, says Thomas. Your wrist twist is a function. The typical figure of the A1 was a fully functional humanoid, but the number depended on which version of the head was installed. It wasn't as hard as the C-3PO, but it was a start. A100: Evil witches and noisy pirates pirates Disney knew they had to upgrade. The new software setup was developed under the name Compliance, which eased the pressure on the entire body during one movement, acting as a shock absorber. The combination of this software, individual hydraulic valves and hydraulic drives took the so-called shaking out of the shape. A typical robot is harsh in its movements. Mitigating that is art, says Yancey. In order to smooth out the curves of the animation, you have to manipulate the acceleration and speed curves to create this liquid, human-like movement. The order of styling functions has also been improved, i.e. how, when and in what order the different joints move. Each function affects each other, Yancey says. Your hand depends on the function of your wrist. The shoulder depends on the function of the head. It's a domino effect. But simple things such as day-to-day maintenance also need improvement. With great audio animatronics, Disney needed better ways to keep them all running. Soon the parts became replaceable and engineers limited the movements, so certain actions were worn only on interchangeable joints. This made it possible for audio animatronics to be easily maintained for years to come. The A100 debuted in 1989 in the form of The Wicked Witch of the West in the Great Movie Ride at Orlando Disney-MGM Studios (now Disney's Hollywood Studios). While the attraction has since shuttered, her movements and evil cackling have been eerily realistic. When the A100 was first released, says Thomas, it had the most dynamic performance life side we've ever done. Like the A1, the A100 does feature tools allowing engineers and builders to use certain components as needed, and there are still many fully functional A100s in parks today. Many of Jack Sparrow's Pirates of the Caribbean rides the A100s. Like George Washington and Abe Lincoln in the Orlando Hall of Presidents, so is Donald Trump. This content is imported from YouTube. You can find the same content in a different format, or you may be able to find more information on your website. Since 1989, the A100 has been adapted to meet changing needs and

technologies. Electric has become preferred about hydraulic mainly because it provides even greater control over functions and drives do not deteriorate as much over time. A good example of a highly advanced electric animatronic is the shaman at Na'Vi River Journey at Animal Kingdom in Orlando, whose beta prototype is a few feet away while we talk. It has the most functionality of any figure we've ever made, says Thomas. And it's just from the waist up. The only downside to electric is that it requires a lot of internal structures, cables and engines. The notion of packing comes into play, that is, as the figure is costumed built to hide all the necessary components they need. So fewer characters, like Elsa's Frozen Ever After ride on Epcot, can be a particularly daunting task. But complex challenges give rise to creativity The whole attraction is scaled, says Thomas, so Elsa ... Looks proportionate, but still large enough to fit a mechanical design that was robust and supportive. A1000: Galaxy Far, Far Imagineers ignore testing of Hondo Ohnaka A1000 audio animatronic. Work on the next evolutionary step in audio-animatronics - the A1000 - was already on the move (so to speak) before the announcement of the Star Wars in 2015. Yancey and Thomas say their team worked on eight different sizes of the A1000 for a year before they were asked to take what they learned and apply it to the creation of individual Star Wars figures. It was the perfect time. The aim of the A1000 program was to create a family of standardized electrical shapes that provide more control and repetitiveness for both assembly and maintenance purposes. So Disney pioneered proprietary software that provide predictive visualization and pre-visualization that help in everything from seeing how a figure moves in a suit to predicting when components need replacing. But the ultimate goal is to get as close to realistic performance as possible. You will talk to animators who have mirrors on their desks and watch themselves move, laughs Yancey. We use each other as inspiration. Enter: Hondo Ohnaka. When installed as part of the Millennium Falcon: Smuggler's Run, Hondo will be one of the most advanced audio animatronics in any Disney park. He has 51 overall functions, including ten in his head alone-a great evolution from his ancestor A1. It also has a speaker in its chest to provide a directional sound (first made with a rocket raccoon at Disneyland Guardians of the Galaxy Attraction), and has a bend in the knee, creating the illusion that Hondo can walk. Imagineers in California worked alongside engineers and designers in Florida to develop these new A1000 figures. With the skin of a realistic silicone mix, Hondo's voice and movements look just as real as Imagineers watching it. You see his beautiful face, Yancey says. He is such an amazing and dynamic character. While Hondo won't be the only A1000 in Star Wars: Galaxy's Edge, Disney is silent about what other beloved Star Wars characters will come to life. But for the first time since Lucas conquered the world 40 years ago, Star Wars has never felt so real. If you're physically audio-inimantics, you're in their history, says Yancey, and you have them. This content is created and supported by a third party and is imported to this page to help users provide their email addresses. You may be able to find more information about this and similar content on piano.io piano.io star wars collectors series han solo. star wars collectors series luke skywalker. star wars collectors series darth vader. star wars collectors series lego. ultimate lego star wars collectors series. star wars ultimate collectors series. star wars classic collectors series. star wars black series collectors guide

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