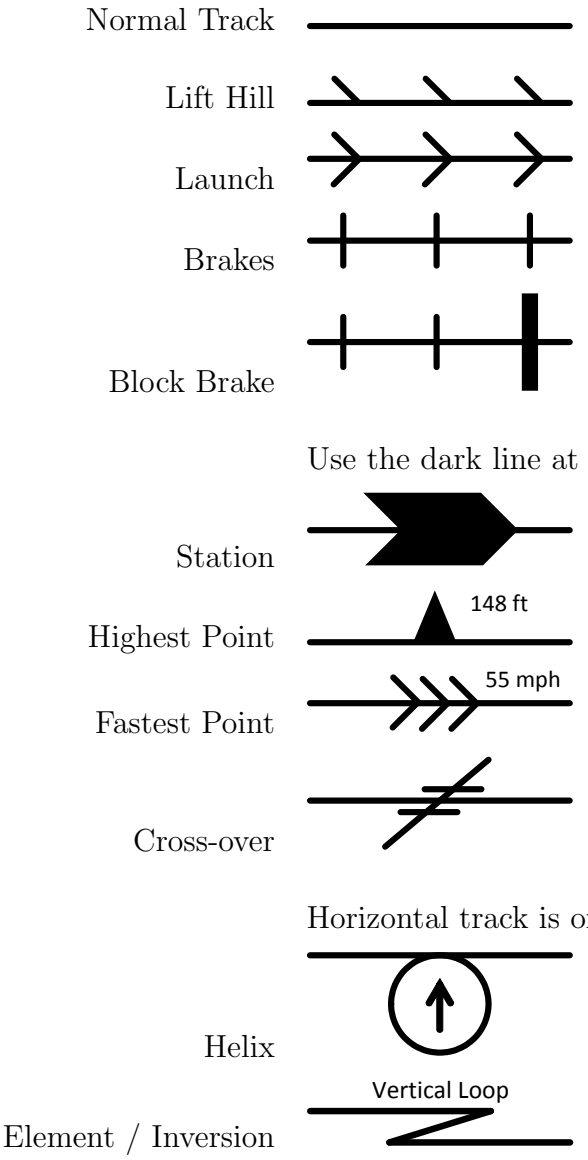
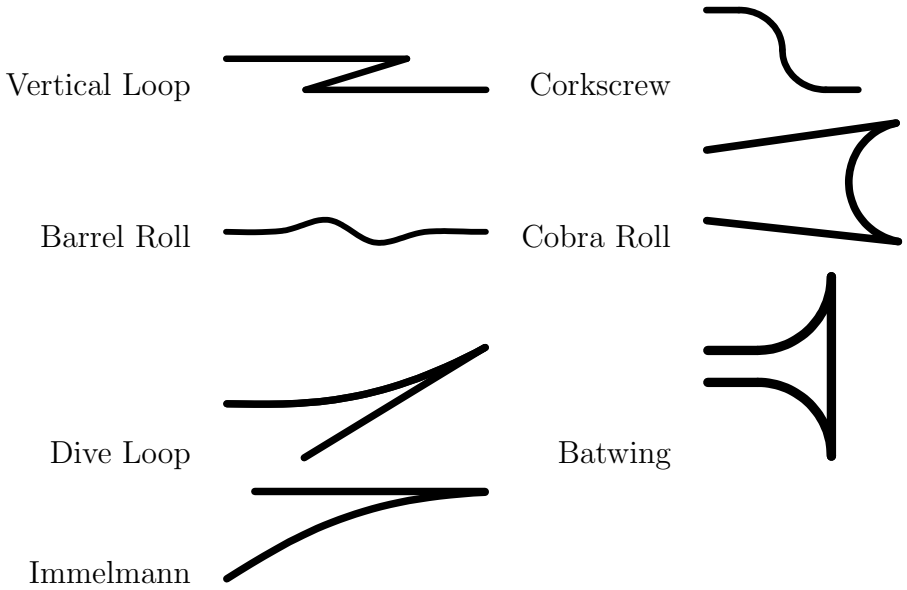
98-186 Roller Coasters S15 Layout Diagrams

Purpose: Layout diagrams should clearly convey how a coaster is laid out in enough detail that a designer can visualize how the coaster will look and feel. It need not be perfectly precise and to scale (let the architects and engineers handle that), but is meant to be viewed by another coaster designer to get a feel for the ride. Ideally, the layout should also show the coaster's relation to other park features, such as paths and other rides. Layouts will take the form of an above view of the ride drawn as a line; as such, elevation changes are not immediately evident.

Basic Features: The following are basic layout features (all are shown with the train coming in from the left)

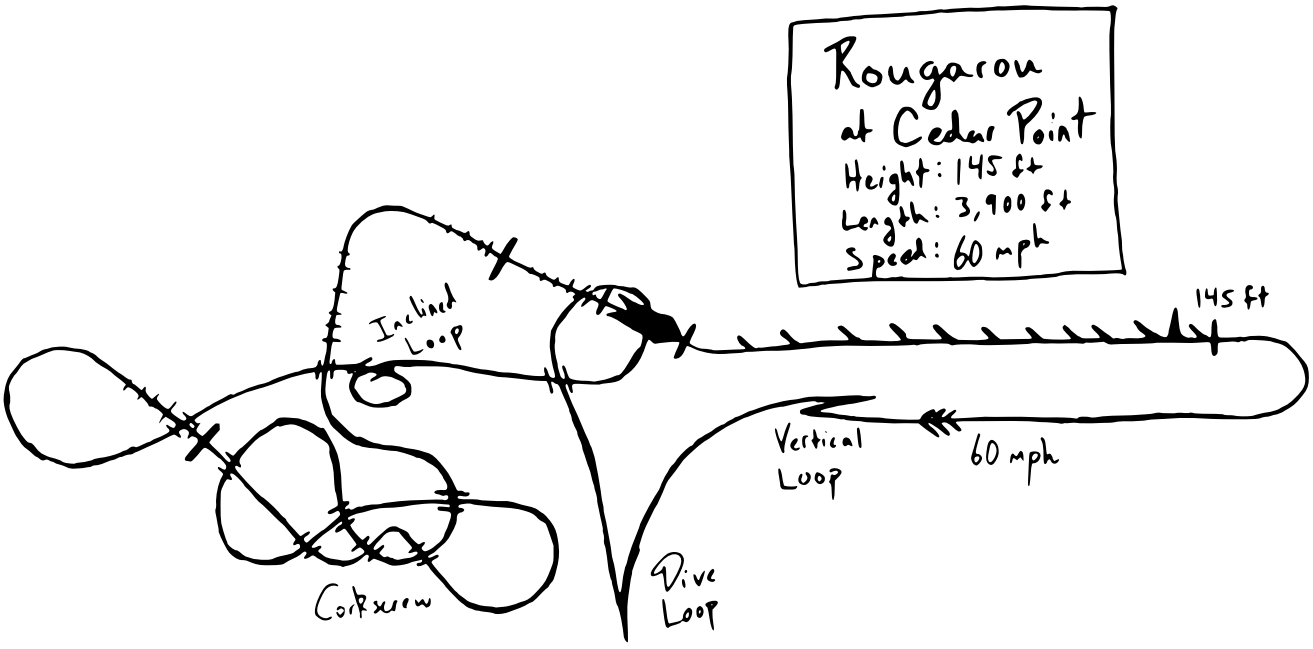


Inversions: Inversions can sometimes be hard to visualize from above, so here is a table of common inversions and how they should look.



Info Box: Include an info box in your layout diagrams which has at least the following information: name, park, height, length, speed. In addition, include any other relevant or important information, such as number of inversions, max vertical angle, number of trains, etc.

Example - Rougarou: Here is an example layout diagram for Rougarou (formally Mantis) at Cedar Point.



Example - Vortex: Here is an example layout diagram for Vortex at Kings Island.