

## Molly of Denali Takes Visitors on a Virtual Animation Adventure at Science World



*Animation Adventure with Molly of Denali™ is coming to the award-winning Creative Technology Gallery*

**VANCOUVER, B.C. (September 26, 2025)**—Science World’s award-winning Creative Technology Gallery, developed in partnership with DigiBC and co-presented by RBC and Beedie, is excited to announce its newest exhibition: [Animation Adventure with Molly of Denali™](#), opening to the public on October 10, 2025.

Inspired by the acclaimed animated series, *Molly of Denali*®, produced by GBH Kids and Vancouver studio Atomic Cartoons, this exhibition invites guests to step into the magical world of animation, guided by the show’s 10-year-old heroine, Molly Mabray, who is part of several Alaska Native Tribes. The featured episode, “Light Up the Night,” follows Molly and her friends as they navigate the triumphs and stumbles of learning something new. The exhibition pulls back the curtain on the role of a creative technologist, from early storyboards to dazzling final effects, all while celebrating the Alaska Native values and cultures that inspired the show.

"*Molly of Denali* celebrates curiosity, community, and culture," said Tom Cummins, Director of Exhibits at Science World. "*Animation Adventure with Molly of Denali™* will allow our visitors to engage directly with the art of animation, while highlighting the vibrant creative technology sector right here in British Columbia. Through the world of Molly, visitors will discover how science, technology, art, and storytelling come together to create something truly special, inspiring the next generation of creative technologists."

The exhibition is divided into three immersive rooms:

- **Dream:** Visitors will be welcomed into the fictional village of Qyah, where the show is set. This room is a peaceful introduction to the series' world, featuring rustic postcards and breathtaking landscapes that reflect Alaska Native values such as "All Things Are Related."
- **Build:** Here, visitors become the animators. Interactive kiosks guide you through three stages of animation: Storyboard & Timing, Animation, and FX and Compositing. Guests will also hear directly from the creators and animators through Developer Diaries, gaining a deeper understanding of the artistry and storytelling behind the series.
- **Play:** This grand finale places visitors inside the "Light Up the Night" episode. Surrounded by a 360-degree projection accented by the Northern Lights, guests can "skate" across snowballs that burst into colour and watch as delicate snowflakes drift around them, immersed within the episode's magical closing scene.

"The exhibition is more than just a show; it's a powerful tool for connection," said Caroline Phelps, local Indigenous liaison for Science World. "By bringing Alaska Native values to life, we're not only celebrating Indigenous culture but also showing children everywhere that principles like sharing, respect, and patience are universal. It's about helping every young person see themselves in these stories and understand that we are all part of a larger, interconnected community."

"*Molly of Denali* has been an incredible opportunity for all people to learn about Alaska Native people and our way of life," said Yatibaey Evans, Creative Producer for *Molly of Denali*. "Through the exhibit at Science World, we are sharing that storytelling and making cartoons are amazing jobs that kids could strive towards. I'm excited to see more lives positively impacted by the world of Molly!"

This exhibition was co-created by Science World, GBH and Atomic Cartoons and brought to life with the help of Moment Factory, a Montreal-based, multidisciplinary entertainment studio specializing in the creation, design and production of immersive environments.

Science World has welcomed over a million visitors since the award-winning Creative Technology Gallery, developed in partnership with [DigiBC](#), opened in 2023. The gallery is co-presented by Beedie and RBC, with support from Pacific Economic Development Canada and the participation of

Creative BC and the British Columbia Arts Council. The gallery aims to inspire the next generation of creative technologists and cultivate homegrown talent across British Columbia.

“As long-time supporters of Science World, RBC is delighted to be co-presenting partner of the award-winning Creative Technology Gallery. This interactive space is an important part of our commitment to help equip youth with skills for a thriving future by showcasing the fascinating role of a creative technologist,” said Martin Thibodeau, Regional President, British Columbia, RBC Royal Bank. “We are proud to support the excellent work the Science World team is doing to promote STEAM careers in British Columbia and we thank them for this visionary exhibit that invites children of all ages to experience Molly’s exciting world of creativity and community.”

“The Creative Technology Gallery is a wonderful world of imagination and inspiration, and this new interactive exhibit perfectly reflects the spirit of this vibrant space,” says Ryan Beedie, President of Beedie. “We are excited to play a role in bringing the *Animation Adventure with Molly of Denali*™ to Science World and hope being immersed in Molly’s world brings joy to many.”

### **About Science World**

Science World is a charity that provides engaging and playful STEAM (science, technology, engineering, art & design and math) learning experiences. Visitors to the iconic dome in Vancouver explore interactive, hands-on exhibits, galleries and events that nurture discovery and inspire connection with their natural, physical and built environments. Beyond the dome, outreach programs inspire students, teachers and families in every region of British Columbia through virtual and in-person visits and programs. Science World’s mission is to ignite wonder and empower dreams through science and nature. And their vision is a sustainable future filled with critical thinkers, problem solvers and wonder seekers. Learn more at [scienceworld.ca](https://scienceworld.ca).

### **About MOLLY OF DENALI®**

MOLLY OF DENALI is produced by GBH Kids and its animation partner, Atomic Cartoons. MOLLY OF DENALI involves Alaska Native and Indigenous voices in all aspects of the production, both on screen and behind the scenes. Every Indigenous character is voiced by an Indigenous actor, including Molly, voiced by Alaska Native Sovereign Bill (Tlingit and Muckleshoot).

### **Media Contact**

Larissa Dundon  
[larissa@the-tea.co](mailto:larissa@the-tea.co)  
604.649.5506

MOLLY OF DENALI® is produced by GBH Kids and Atomic Cartoons. MOLLY OF DENALI is a trademark or registered trademark of WGBH Educational Foundation. ©2025 WGBH Educational Foundation. All rights reserved.