

D [] PIONEER

the new MEDIA BASED ATTRACTION by project:syntropy]

D [OCEAN] PIONEER

There is one place where humans are not able to travel due to the high pressure and absence of light: the abyss, the deepest and most unknown part of the oceans.

Do you ever imagine that one day we could dive deep into the sea or travel in space?

project: syntropy is now able to make dreams come true by introducing D[Ocean] Pioneer.



VISUAL DISPLAY SYSTEMS - MEDIA BASED ATTRACTIONS
IMMERSIVE INTERACTIVE ENVIRONMENTS - MULTITOUCH SYSTEMS

Try Another World

D [OCEAN] PIONEER CONSISTS OF 3 SECTIONS:

1-Entrance and Pre-Show Area

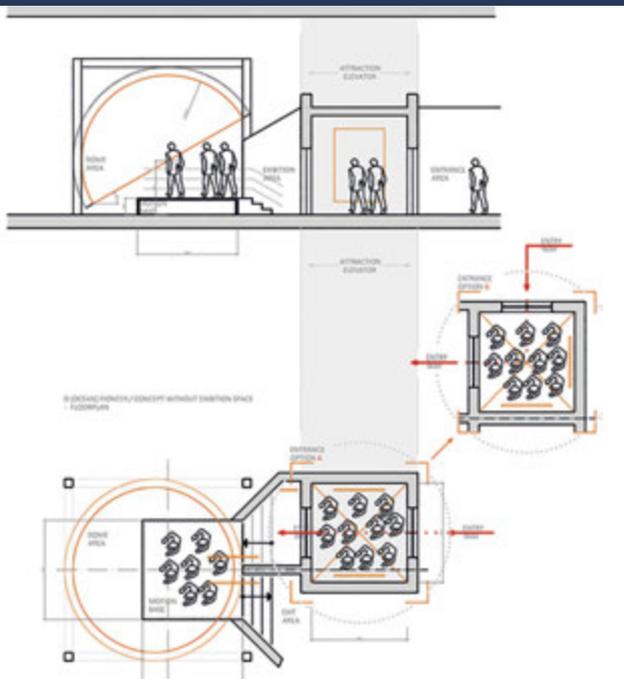
Windows made of multiple LCD panels will be placed on the walls of the cabin. When the visitors enter this area, the windows will show that the cabin is descending into the sea. Upon arrival at the underwater base visitors exit the cabin and prepare for an exciting journey... The pre-show cabin includes a motion platform to simulate a more realistic descending experience, media on all screens, and 5.1 sound system.

2-Main Show Dome Area

This is where the adventure begins! Visitors are in the submarine with a 360 degrees observation platform. They can see all the flora and fauna around the submarine: but suddenly a giant octopus attacks... When the visitors enter the main show area, the joint effect of the german-quality dome design, our 4K movie resolution and our signature motion platform will bring the most stunning and immersive experience to the visitors. Visitors will never forget the excitement of this fantastic journey!

3-Exit Exhibition Area

When the show is finished, visitors will exit the submarine by going through an exhibition area. The panel window will provide the ascending visual feeling which will bring you a complete experience of the diving journey. The motion platform is an option in this section, and a souvenir shop is always recommended for higher RO



MOTION SYSTEM

- Electric system motion platform.
- Proudly made-in-Germany

VISUAL SYSTEM

- A stunning spherical high resolution visual is covering the entire field of view of each visitor thus creating a fully immersive environment.
- The LCD panels of the entrance / exit section will have to bring the ascending / descending feeling of the journey.



Turn-key provider of next generation immersive environments

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