



12m 360° dome projection system with 8 multimedia terminals and multi-layered animation, multimedia content and realtime information

**project: syntropy (Germany / Sweden / Shanghai-Singapore-Taiwan)** develops immersive interactive simulation-, training- and entertainment environments. Many years of development and over one hundred projects world-wide have resulted in ground breaking user-aware immersive interactive media environments.

### Turnkey Interactive Immersive Environments

Museum-, Science Center-, Shop-, Exhibition- and Marketing Managers are always looking for new and exciting ways for their visitors and customers to explore their contents and products using interactive multimedia technologies in an intuitive way, which - at the same time - allow for group interaction and collaboration.

project: syntropy has developed (fulldome-) projection-, multitouch- and mixed reality - technologies and applications for more than a decade now and is offering a unique line-up of multimedia products which can be used to create spectacular immersive and user-aware attractions.

Our turnkey solutions are highly reliable, robust and do not invade the environment with technical gadgets, but use invisible tracking- and sensor technologies to create seamless interactive surfaces of any size and shape.

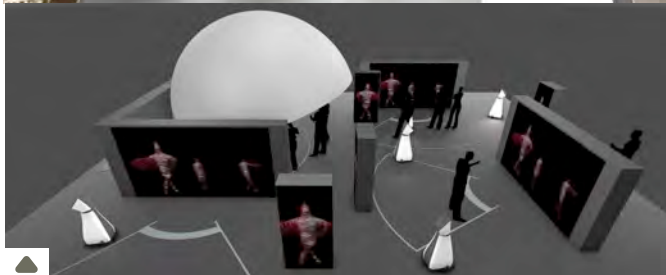
### User-Aware Intelligent Media Environments - Multi-Purpose - Human-Centered Design

Our interactive environments are created with the aim of putting the human in the center of a rich media environment like in a stage setup, in a museum, planetarium, for events or even in professional visualization environments. The intuitive interface-/surface design, interactive media and non-intrusive technologies all serve and adapt to the user and not vice versa.

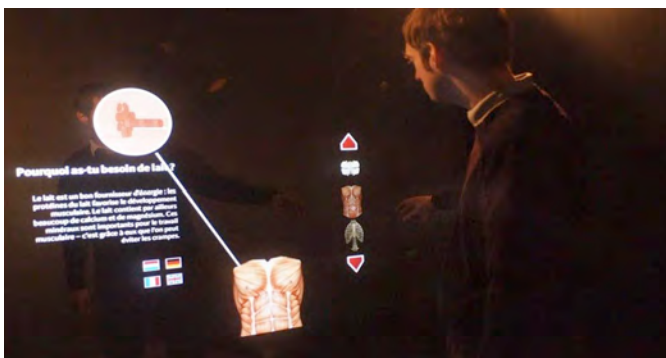
By capturing of body movements using sensors, cameras and dedicated tracking software the whole environment can sense and react to the human body and gestures of multiple users moving inside an enormous multimedia content cloud.

Cutting-edge design and innovative technologies can be linked together to create the next step in user-aware multimedia environments.

Contents can be exchanged easily by the customer without the need for re-design because our generic dynamic interactive surfaces are designed to be independent from them.



project: syntropy's Next Generation Immersive Interactive Fulldomes and iWalls with reactive Multi-User- and Multitouch-capabilities



project: syntropy's interactive mirror for virtual metabolism screening - X-ray vision of the visitor's body at Luxlait's Vitarium in Luxembourg

### Next Generation Immersive Interactive Environments

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**project:syntropy**



project: syntropy's user-aware reactive LED-Walls and intelligent content browsing interfaces for large audiovisual databases in Beijing

## Turnkey Visual Solutions for Simulation, Training and Media Based Attractions

project: syntropy offers turnkey projection solutions, tailor-made systems and full-service throughout the entire project.

- CONSULTING
- CONCEPT AND DESIGN
  - creative
  - interactive
  - media
  - engineering
  - application
- DEVELOPMENT
- ENGINEERING
- CONSTRUCTION AND INSTALLATION
- AFTER SALES SERVICES
  - training
  - maintenance and support
  - tailored service-level-agreements (SLA)
  - spareparts supply
- VISUAL SOLUTIONS FOR SIMULATION & TRAINING
  - FMS FULL-MISSION-SIMULATORS - FFS FULL-FLIGHT-SIMULATORS - CT COCKPIT SIMULATORS - HELICOPTER SIMULATORS - TARGET SIMULATION - JFST ACTION TRAINERS - JTAC TRAINERS - ATM TOWER SIMULATORS - DRIVING SIMULATORS - SHIPS BRIDGE SIMULATORS - INDUSTRIAL SIMULATORS - RESEARCH SIMULATORS - CAVES
- MEDIA BASED ATTRACTIONS
  - XD FLYING THEATRES - XD 360° & 720° ATTRACTION DOME CINEMAS & GLOBES - INTERACTIVE VISITOR ATTRACTIONS - MOTION THEATRES - DARK RIDES - PLANETARIUMS - MEDIA FACADES – IMMERSIVE TUNNELS & IMMERSIVE ENVIRONMENTS - PROJECTION MAPPING - GUN SYSTEMS
- SYNTOUCH MULTITOUCH MULTIUSER & RADAR
- MIXED REALITY ENVIRONMENTS & TRACKING TECHNOLOGY DEVELOPMENT



project: syntropy's interactive mirrors for storytelling - the visitor as interactive projection surface at Luxlait's Vitarium in Luxembourg



Interactive shoes allow selection of appropriate dance videos at Science Center Dynamikum in Pirmasens, Germany

Interactive Rooms - Interactive Walls - Interactive Floors - Interactive CAVEs - Interactive Fulldomes

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