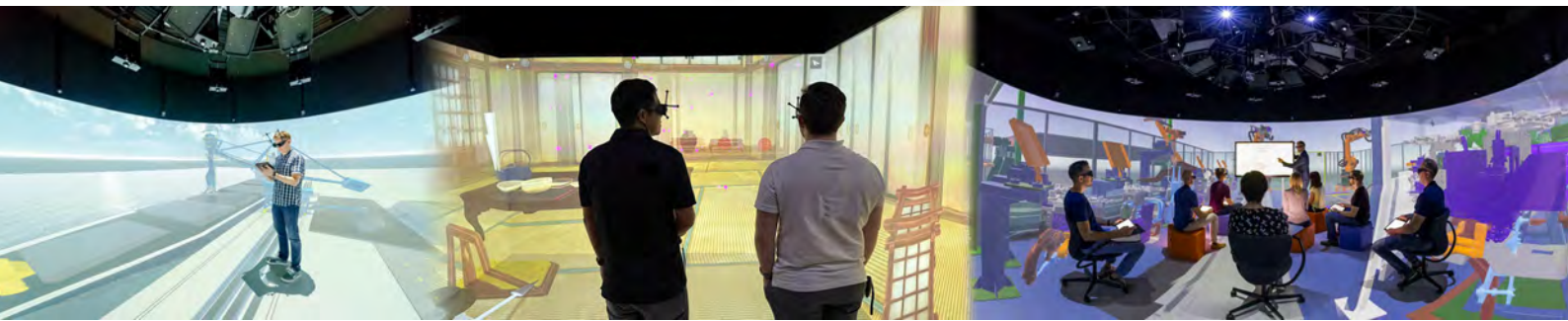


dvLED and Projection Systems for Simulation, Training & Entertainment



XR-CAVE - Immersive XR Spaces - Digital Twins - LED Volumes



Media Based Attractions - Flying Theatres - Dark Rides



Fulldome-Attractions - Interactive Spaces - SYNtouch RADAR



project:syntropy

Try another World



project: syntropy (Germany / KSA / Sweden / Singapore) creates audiovisual technologies and solutions for professional simulation and training environments, immersive XR environments, XR-CAVEs, media based attractions such as flying theaters, dark rides, and much more.

Our media technology products and services are used in a wide range of fields: professional simulation and training of all kinds, universities and research institutions, entertainment simulations and attractions in theme and amusement parks, brand experiences, boardrooms, museums, expos, and much more.

project: syntropy's business sectors

project: syntropy is a solution provider and system integrator in the following lines of business:

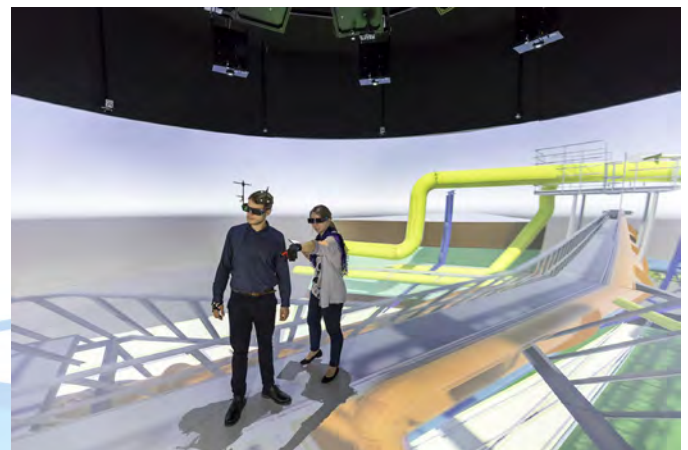
- Simulation and Training (Civil, Research, Military)
- CAVEs, Powerwalls, dvLED- and Projection Systems
- Virtual-, Augmented- and Mixed Reality
- Media Technology, Media Façades and Show Control
- Media Based interactive Attractions
- XR-Technologies & Digital Twins



Visual Display Systems by project: syntropy

Our developments are based upon the combined expertise of over 250 successfully implemented projects in two and a half decades.

- Display Systems for Simulation, Training & Entertainment
- XR-CAVEs and Immersive XR Spaces
- Flying Theatres, Dark Rides
- Interactive immersive Environments
- Immersive Fulldomes and Planetariums
- SYNtouch RADARtouch for any non-interactive display



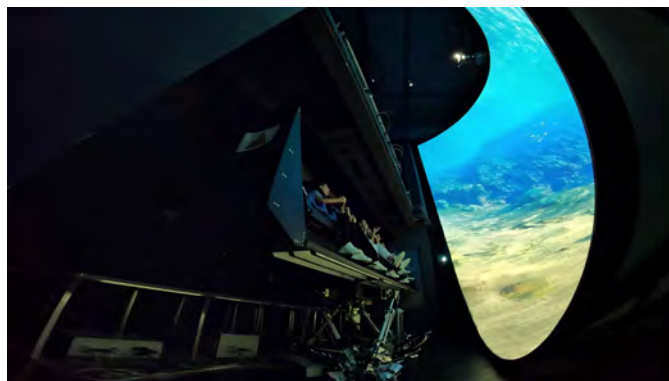
Visual Display Systems for Simulation & Training

We develop and integrate dvLED- and projection-based visual systems for professional simulation and training environments (civilian, military, research) up to Level D certification. We also offer dedicated components for simulation and training, such as virtual reality tracking systems and rendering hardware & software. We develop and integrate complete systems with our partners: flight, driving, and procedure simulators, including those with vibration and/or motion platforms.



Media Based Attractions

We develop revolutionary immersive media attractions, such as dome theaters featuring 2D or 3D visuals, with or without motion platforms, and XD special effects. These can be implemented as projection- or dvLED-based systems in any size or shape. Our highly scalable flyDOME flying theatre systems combine high-resolution 2D or 3D imagery with state-of-the-art motion systems, 3D audio and XD effects, tailored precisely to the available budget. Interactive spaces like our racing tunnel blend play with learning experiences for museums, science centers, and brand centers.



XR-CAVEs and Immersive XR-Spaces

On the one hand, immersive XR spaces can serve as next-generation CAVEs (Cave Automatic Virtual Environment) used for research, product and process development, as well as education and training. A common scenario is urban planning with UDTs (Urban Digital Twins), which are used, for example, in Singapore, Shanghai (our SUPEC project), and Zurich for a wide range of modeling, simulation, and analysis applications. Immersive XR spaces go far beyond applications in culture, entertainment and gaming and are making inroads into professional fields: training & simulation applications (civilian and military), AI-powered digital twins, and collaborative work environments. project: syntropy is involved in complex reference projects which push the boundaries for the creation of large immersive XR spaces: We have implemented XR environments for UDTs and virtual factory planning, as well as XR CAVEs.



SYNtouch RADAR

SYNtouch RADAR transforms ANY non-interactive projection or dvLED display into an interactive attraction by using one or more laser distance sensors and our flexible SYNtouch RADAR calibration software. It doesn't matter whether it's a front or rear projection, a flat-panel display, an LCD/dvLED display, a media facade, or a curved, cylindrical, or 360° projection: SYNtouch RADAR software calibrates any projection surface and transforms it into an interactive, multi-touch, and multi-user-capable interface by supporting not only Windows Multi-touch but also the powerful TUIO-protocol.



Turnkey Display Solutions for Simulation, Training, Immersive XR-Spaces, XR-CAVES, Media Based Attractions

project: syntropy offers turnkey projection / dvLED-based display solutions, tailor-made AV systems and full-service throughout the entire project:

- PROJECTION- OR dvLED-BASED SYSTEMS
 - DEVELOPMENT
 - ENGINEERING
 - CONSTRUCTION AND INSTALLATION
 - AFTER SALES SERVICE
 - Training
 - Maintenance and Support
 - tailored Service-Level-Agreements (SLA)
 - Spare Parts Supply
- VISUAL SOLUTIONS FOR SIMULATION & TRAINING
 - FMS FULL-MISSION-SIMULATORS - FFS FULL-FLIGHT-SIMULATORS - CT COCKPIT SIMULATORS - HELICOPTER SIMULATORS - COMBAT SIMULATION - JFST ACTION TRAINERS - JTAC TRAINERS - ATM TOWER SIMULATORS - DRIVING SIMULATORS - SHIPS BRIDGE SIMULATORS - INDUSTRIAL SIMULATORS - RESEARCH SIMULATORS
- MEDIA BASED ATTRACTIONS
 - XD FLYING THEATRES - XD 360° & 720° ATTRACTION DOMES, CINEMAS & GLOBES - INTERACTIVE VISITOR ATTRACTIONS - MOTION THEATRES - DARK RIDES - MEDIA FACADES - IMMERSIVE TUNNELS & IMMERSIVE ENVIRONMENTS - PLANETARIUMS - PROJECTION MAPPING
- DIGITAL TWIN XR-SPACES (e.g. UDT Urban Digital Twins)
- XR-CAVE - XR VOLUMES
- SYNTOUCH MULTIUSER RADAR TOUCH
- MIXED REALITY ENVIRONMENTS & TRACKING TECHNOLOGY DEVELOPMENT



Authorized Dealer:

Leading Integrator of next Generation dvLED- and Projection-based Visual Systems

project: syntropy GmbH
 D-39112 Magdeburg/Germany, Klausenerstrasse 47
 FON: +49 (0) 391 63 60 66-44 | FAX: +49 (0) 391 63 60 66-45
 M: syntropians@project-syntropy.de <http://www.project-syntropy.de>

project:syntropy