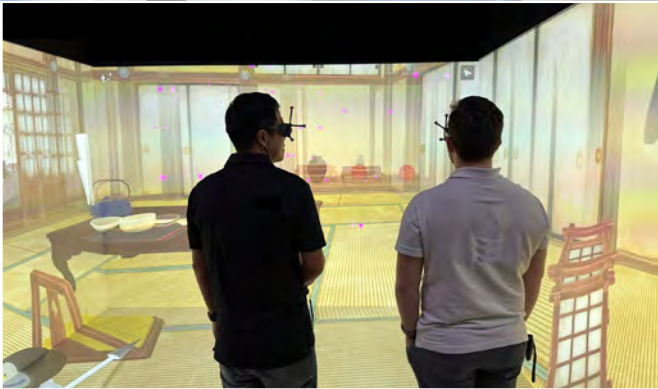




**project: syntropy (Germany / KSA / Sweden / Singapore)**  
 creates dvLED- / projection-based visual technologies and solutions for professional simulation and training environments, immersive XR environments, XR-CAVEs, media based attractions and much more.



**Project**

**XR-CAVE HSIM Facility HTX Agency Singapore – 3D Holographic Projection System**

**Customer**

Home Team Science and Technology Agency (HTX), Singapore, on behalf of Prescient Systems & Technologies Pte. Ltd.

**Project**

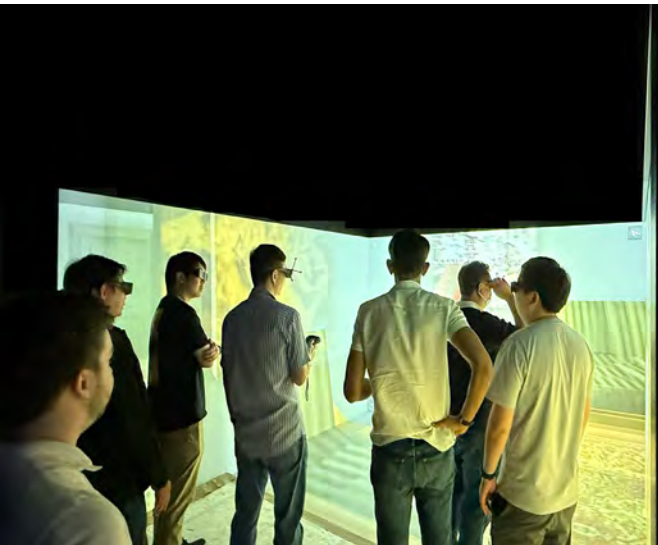
Development and delivery of a 3D holographic projection system (XR-CAVE) for the Human Simulation, Instrumentation, and Modeling (XSIM) Facility in Singapore. 4-sided rear-projection XR-CAVE (ft. Barco UDM 4k30 projectors), dimensions 3.5 m x 2.2 m, dual-eye-point support. Integration of an ARTTRACK6/M tracking system, Vioso ProjectionTools auto-calibration, Barco Clickshare, and TechViz XL software.



**Project Details**

For the “3D Holographic Projection System” project, we supplied and integrated a high-performance four-sided XR-CAVE measuring 3.5 x 2.2 meters on behalf of Prescient Systems & Technologies, Singapore, for the end customer Home Team Science and Technology Agency (HTX). Four Barco UDM 4k30 projectors and Volfoini 3D stereo equipment enable high-resolution dual-eye-point 3D displays for two users. An ARTTRACK6/M system for medium-sized environments supports comprehensive interactions within the virtual training environments. Barco Clickshare provides the intuitive infrastructure for video conferencing and presentations.

One of the primary objectives of the XR-CAVE is to train Home Team Department Officers in time-critical operations and scenarios. The integrated TechViz XL 3D visualization software for the CAVE’s rendering cluster enables the development of immersive, realistic training scenarios, strategic planning, risk assessment, mission training, remote collaboration, joint decision-making, and much more.



Leading Provider of Next Generation immersive XR-Environments

**project: syntropy GmbH**  
 D-39112 Magdeburg/Germany, Klausenerstrasse 47  
 T: +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>

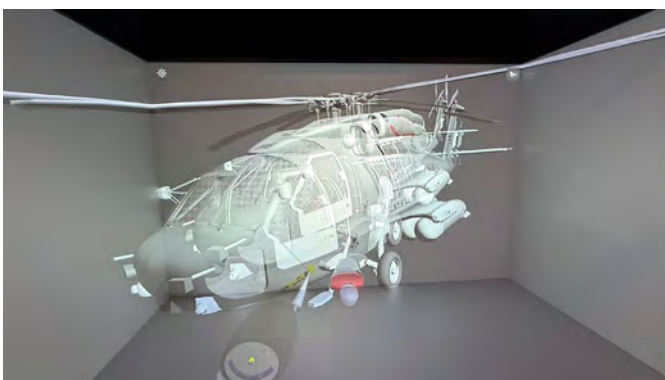
**project:syntropy**



### About the XSIM-Facility of the Home Team Science and Technology Agency

The Human Simulation, Instrumentation and Modelling (XSIM) Facility is a specialized research and development center in Singapore managed by the Home Team Science and Technology Agency (HTX). XSIM is the first facility of its kind in the world dedicated specifically to public safety and “Home Team” operations (such as the police, civil defense, and immigration forces). The facility’s primary goal is to “force multiply” Singapore’s Home Team by using science and technology to optimize human performance.

The facility is located within the HTX ecosystem in Singapore and serves as a central hub for collaboration between local public security agencies and international partners from the US, UK, and Europe.



### 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

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project: syntropy GmbH  
 D-39112 Magdeburg/Germany, Klausenerstrasse 47  
 T: +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