

project:syntropy]

COMPANY PROFILE



DOMES CINEMAS 3D | 4D | 5D | 6D - FLYING THEATRES - MOTION THEATRES - INTERACTIVE
FULLDOMES - DARK RIDES - PLANETARIUMS - MEDIA FACADES - IMMERSIVE TUNNELS
& IMMERSIVE ENVIRONMENTS - INTERACTIVE DOME ATTRACTIONS - PROJECTION MAPPING

SUMMARY

COMPANY INTRODUCTION

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WE SUPPORT IN THE FULL DEVELOPMENT PROCESS

PRODUCTS

- DOME CINEMAS 3D | 4D | 5D | 6D
- FLYDOME
- D [OCEAN] PIONEER
- INTERACTIVE RACE TUNNEL
- TECHNOLOGY FOR INTERIOR DESIGN
- TECHNOLOGY FOR EXTERIOR DESIGN



ABOUT US

project: syntropy - ORIGIN

project: syntropy was founded in 2002, in Magdeburg (Germany) with the objective to bridge the gap between creation and technology. We are a turnkey provider with more than 17 years of experience in worldwide projects, from training & simulation to entertainment and beyond.

project: syntropy – WHY SYNTROPY

According to Erwin Schrödinger syntropy is understood as a process which exists in parallel to entropy. Whereas entropy is the „negative“ force, which leads to formlessness and rigor in our universe, syntropy is the „positive“ creative force, which leads to increasingly complex life forms and thus to systems of higher order.

project: syntropy's EXCELLENCE

We are proud to bring our extensive experience and know-how in design and implementation of professional simulation environments to build awesome attractions for leisure and entertainment in unprecedented quality.

We always deliver top-class quality in time and budget using latest available technologies and our in-house concepts, solutions and developments.

project: syntropy - WHAT WE DO

We develop mind-boggling entertainment attractions by using latest technologies, a highly creative design team, and an experienced technical team. Project: syntropy combines deep knowledge of cutting-edge media and interactive and robotics technology to create high-end entertainment venues that stand out of the crowd.

Based on our background in interactive environments and exhibits combined with our decade long experience in the serious simulation market we know how to entertain but also to simulate close to reality. Immersion is the keyword here: overwhelm your visitors by creating a perfect “another world”.

We create scalable attraction concepts, technologies and solutions beyond the state-of-the-art for professional interactive immersive media based attractions, simulation- and training environments as well as multimedia experiences according to custom demands and budgets.



PROJECT REFERENCES

project: syntropy - BEST IN SHOW

project: syntropy has left footprints almost everywhere in the world where immersive systems are installed: we successfully implemented entertainment as well as simulation & training projects in Europe, Scandinavia, Middle East, Asia and in the USA. As one of the most innovative cutting-edge system integrators, we have completed more than 150 renowned turnkey projects. Among them are works for TEA-award winning attractions such as Transparent Factory Volkswagen AG in Germany and Dragon's Treasure, City of Dreams, Macau.



Taiwan Lantern – HsinChu, Taiwan



3D Planetarium – Gimcheon, Korea

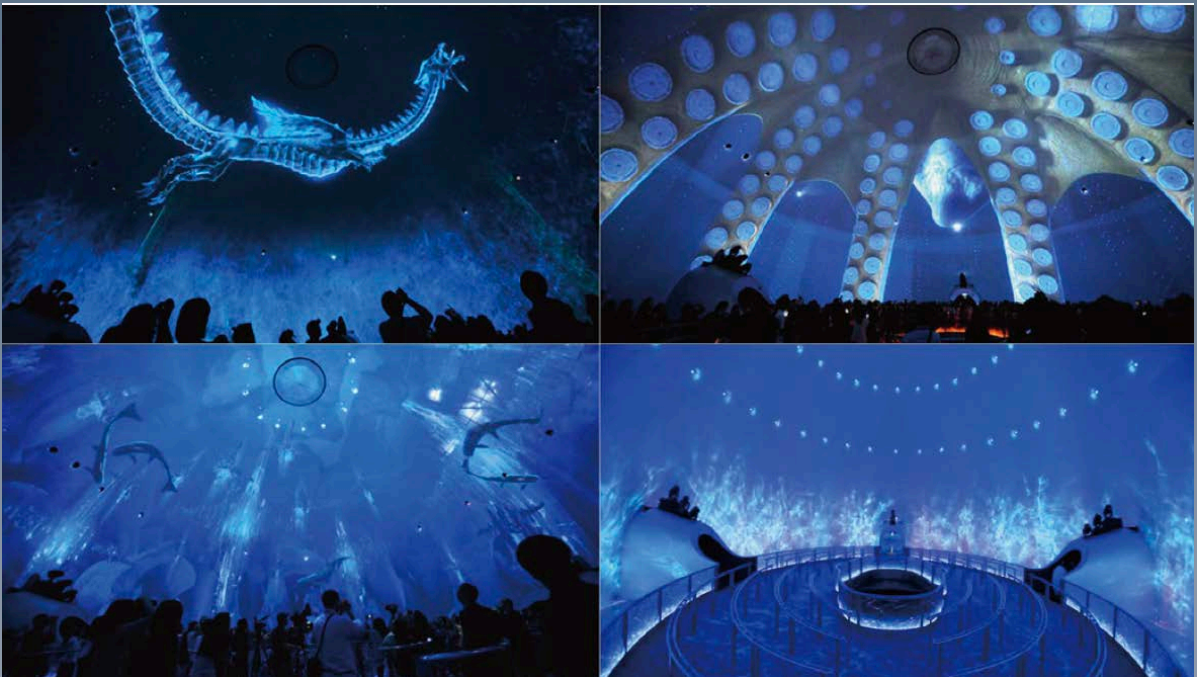
Example below: EXPO2012 Yeosu/South Korea, Korea Pavilion

Technical conception of 30m cylinder + dome projection, design, setup and calibration of 21-channel projection system equipped with domeprojection.com auto-alignment system (pat.).
Technical Planning, Integration, Installation, Auto-Alignmentsystem, Media Mastering



PROJECT REFERENCES

Example below: Dragon Treasure Experience, City of Dreams – Client: Crown Macau, Macau
 Calibration and Geometry Correction of a „Virtual Aquarium“ equipped with 16 SXGA+ Projection Channels (elliptical Rear Projection) using the domeprojection.com auto-alignment tools
 Technical Consulting and Planning, Testprojection, Calibration, Installation, Media-Mastering
 Calibration and Geometry Correction of a 360° ellipsoid with 36m diameter equipped with 15 2K Christie Projection Channels with fixed installed domeprojection.com auto-alignment tools
 Technical Consulting and Planning, Testprojection, Calibration, Installation, Media-Mastering



Example below: Dark Ride, Germany – Client: Sturmflutenwelt



PROJECT REFERENCES

Some Project References

- Dragon Treasure Experience, City of Dreams – Macau
- Taiwan Lantern – HsinChu, Taiwan
- EXPO 2012, Korean Pavilion Main Show Dome – Korea
- EXPO 2010, Shanghai City Pavilion – Shanghai
- EXPO 2010, Shanghai Urban Planet Pavilion – Shanghai
- 3D Planetarium – Gimcheon, Korea
- Sino Wonderland – Longyan, Fujian Province
- Interactive Media Façade – Museion Bolzano, Italy
- Reception Area & VIP Room – Max Screen, Beijing
- Adi Dassler Brand Center – Adidas
- Visitor Center Volkswagen Transparent Factory
- Dark Ride – Sturmflutenwelt, Blanker
- BASF Visitor Center
- ...and more!



Reception Area & VIP Room – Max Screen, Beijing

WE SUPPORT IN THE FULL DEVELOPMENT PROCESS

We cover all aspects of the design phase of your media based attraction project. We are designing and engineering high quality attractions and awesome experiences in the most cost-efficient manner while maintaining a high reliability.

- ▶ attraction design
- ▶ creative design
- ▶ interactive design

■ ENGINEERING

project: syntropy is not only able to deliver serial products but also to plan, engineer and develop customized solutions which will distinguish your attraction from those of your competitors and deliver an unique experience.

■ DEVELOPMENT

Extensive continuous research and development in innovative technologies (interactive, multi-sensory and more) allow us to define trends in visitor engagement and interactive attractions.

- ▶ interactive entertainment applications
- ▶ gun systems
- ▶ multi sensor tracking

■ TURN-KEY DELIVERY

More than 15 years experience with 150+ projects in challenging environments with sometimes extreme quality requirements (military-grade, Level D simulation etc.) - project: syntropy stands for flawless delivery.

- ▶ manufacturing
- ▶ installation
- ▶ commissioning
- ▶ training

■ AFTER SALES SERVICE

We have an established powerful network of local partners in many countries throughout Asia and Europe who will - together with our subsidiaries abroad - provide efficient and reliable services and support for your project.

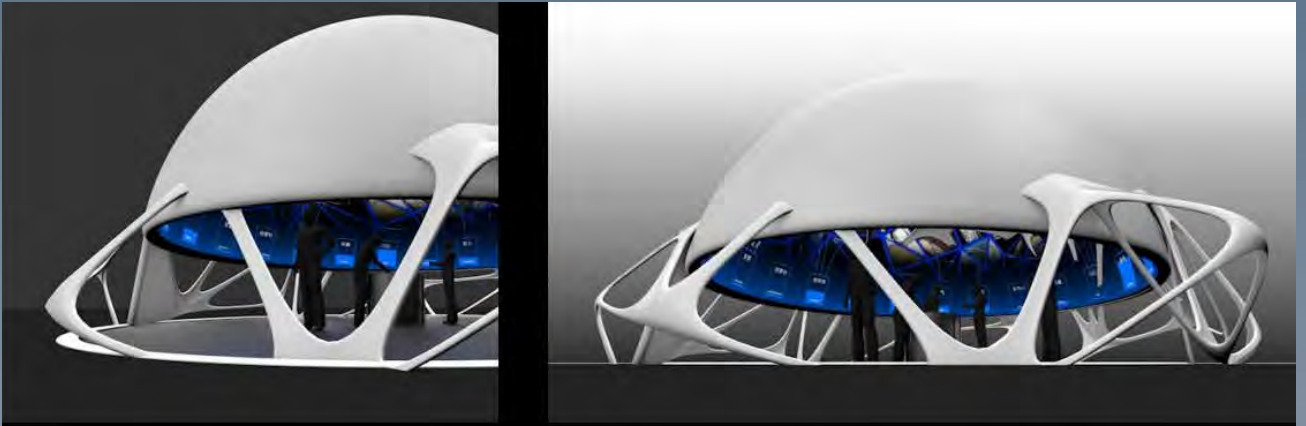
- ▶ maintenance and support
- ▶ tailored service level agreements
- ▶ spare parts supply

PRODUCTS

DOMES CINEMAS 3D | 4D | 5D | 6D

From classic dome cinemas to immersive fulldomes with embedded interactivity: project: syntropy has been pushing the limits of the existing technology for years. Choose the level of attraction for your experience by adding

- ▶ 3D stereo projection
- ▶ 4D effects like fog, water, wind etc.
- ▶ 5D motion chairs, pods or big platforms
- ▶ 6D interactivity using various sensor systems



PRODUCTS

FLYDOME

Based on a decade long experience in professional flight simulation, project: syntropy – together with its partners - has developed a true flight experience which is universally scalable in size and features to perfectly fit in various budgets and capacity demands from small FECs to big theme parks.

A unique set-up allows interactivity for bigger groups in a riding system never seen before... Contact us for flyDOME to learn more!

flyDOME is the first attraction that not only gives your visitors the spectacular feeling of a real flight but also allows for interactivity! It is the first flying theatre concept to allow interactivity on a larger scale and for a large audience. The attraction features a sophisticated modular design to be scalable from a 16-seat system to an 80- or even more seats venue.

The flyDOME ECO mini is especially designed for smaller attraction facilities where budget are tighter. Even this economic budget-version is available with the (optional) interactive feature.



PRODUCTS

FLYDOME

MOTION SYSTEM flyDOME's iconic 6-DOF motion includes a heave affect of 800mm!

VISUAL SYSTEM A stunning spherical high resolution visual is covering the entire field of view of each visitor thus creating a fully immersive environment.

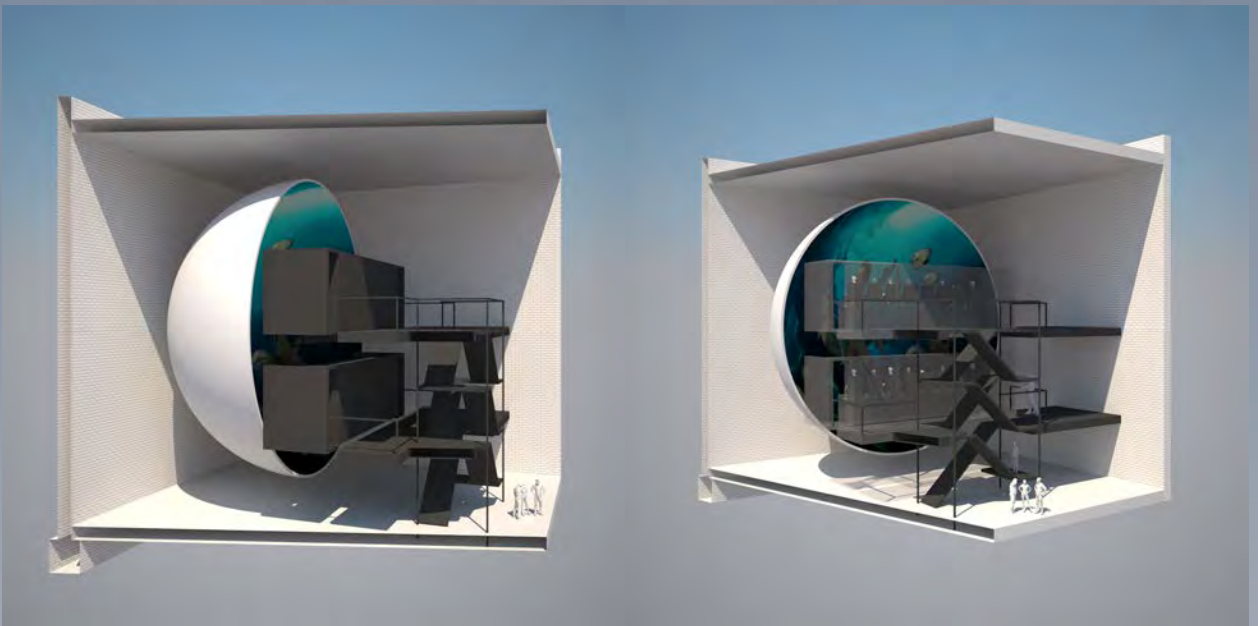
MODULAR DESIGN The modular design allows the attraction to be customized from 16 to 200 visitors.

It does not matter how many visitors you plan for: the quality of the immersion and the interactivity can be provided in all sizes.

ULTRA REALISM While the dedicated motion system design provides already a real flight feeling additional effects

like wind, light, haze or snow will immerse your audience even more in any story being told...

INTERACTIVITY As a first of its kind the flyDOME flying theatre can come with a fully interactive feature.



PRODUCTS

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.

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.

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!



PRODUCTS

INTERACTIVE RACE TUNNEL

The interactive race tunnel by project: syntropy is a family-friendly mixed reality fun attraction for each FEC or - as part of a themed science exhibition - an attraction for any Science Center.

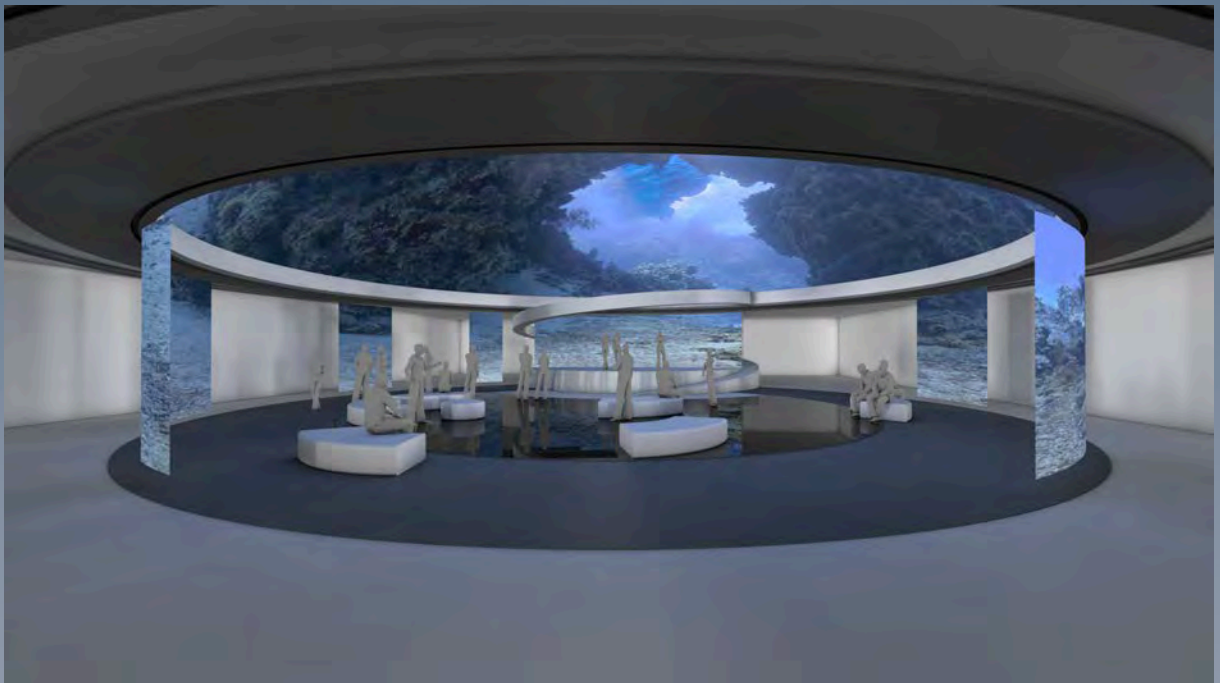
Run on a real track against a virtual animal and learn which animals can be beaten and which you will never be able to outrun - you will be surprised!



TECHNOLOGY FOR INTERIOR DESIGN

You dream it – we build it! Immersive environments and interactivity has always been a major domain of our work leading to many outstanding installations in the past years. Turn your space into a fully immersive multi-sensory environment - allowing group interaction and experiencing non-linear storytelling.

Example below: malIDOME



TECHNOLOGY FOR EXTERIOR DESIGN

Thinking outside the box! Turn your architecture into epic fantasy spaces, add interactivity - make it a living environment.

Example below: media facades - projection mapping



YOU DREAM IT, WE BUILD IT!



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