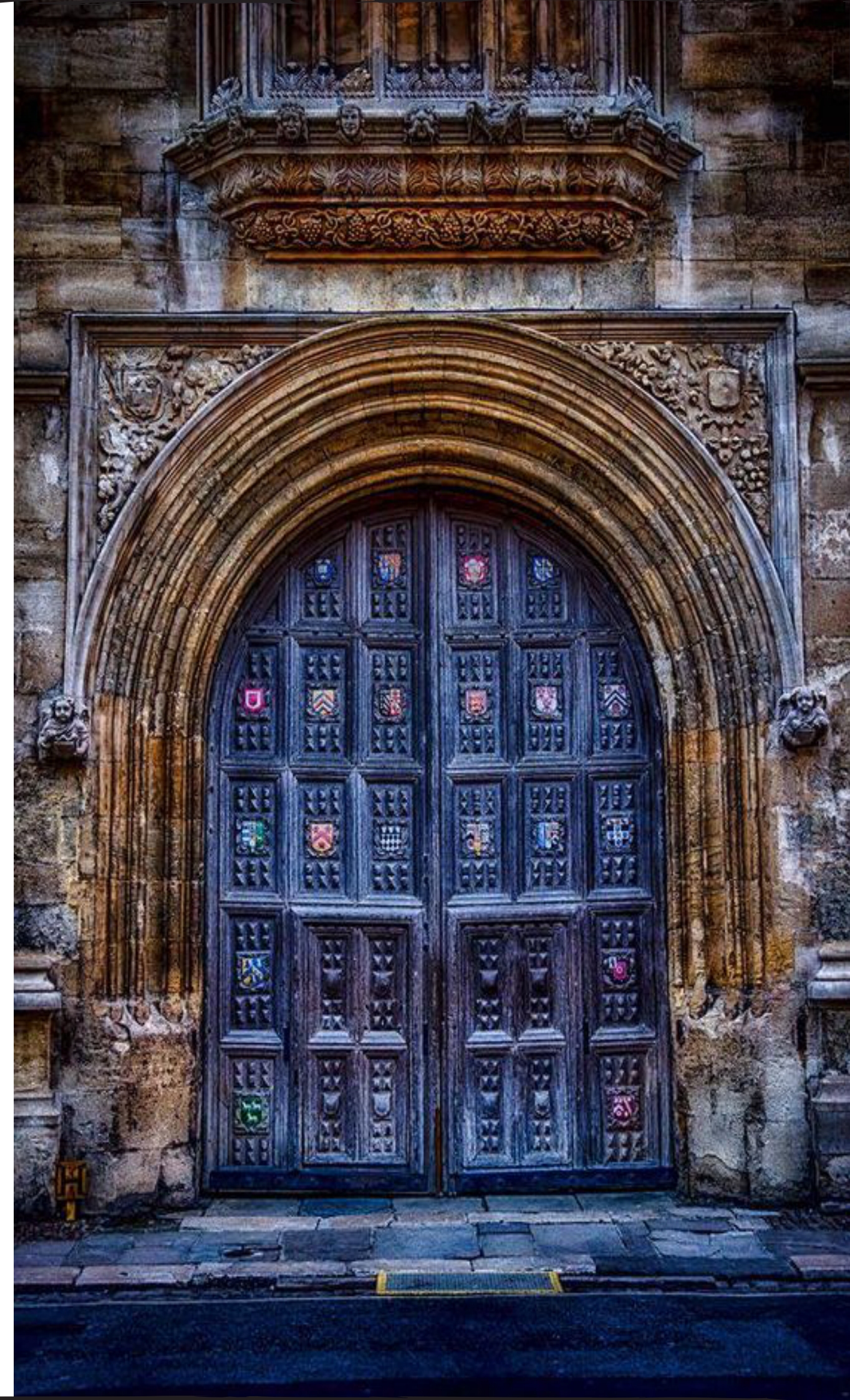


Future  
Technologies  
For  
Museums







Future  
Technologies  
**FOR**  
Museums



We work hard  
for providing the latest  
technologies and solutions  
**to make museums**  
more interesting  
and attractive

# Our Mission



Future  
Technologies  
**FOR**  
Museums

# SOLUTIONS

**Panoramic Projection** Transparent Display  
Virtual Mobile Guide  
Interactive Walls  
**Augmented Reality**  
Creative Solutions  
Virtual Reality  
Touchscreen Systems  
Holographic Cube  
**7D Cinema**  
Robot Guide  
3D Mapping  
Moving TV



Future  
Technologies  
**FOR**  
Museums



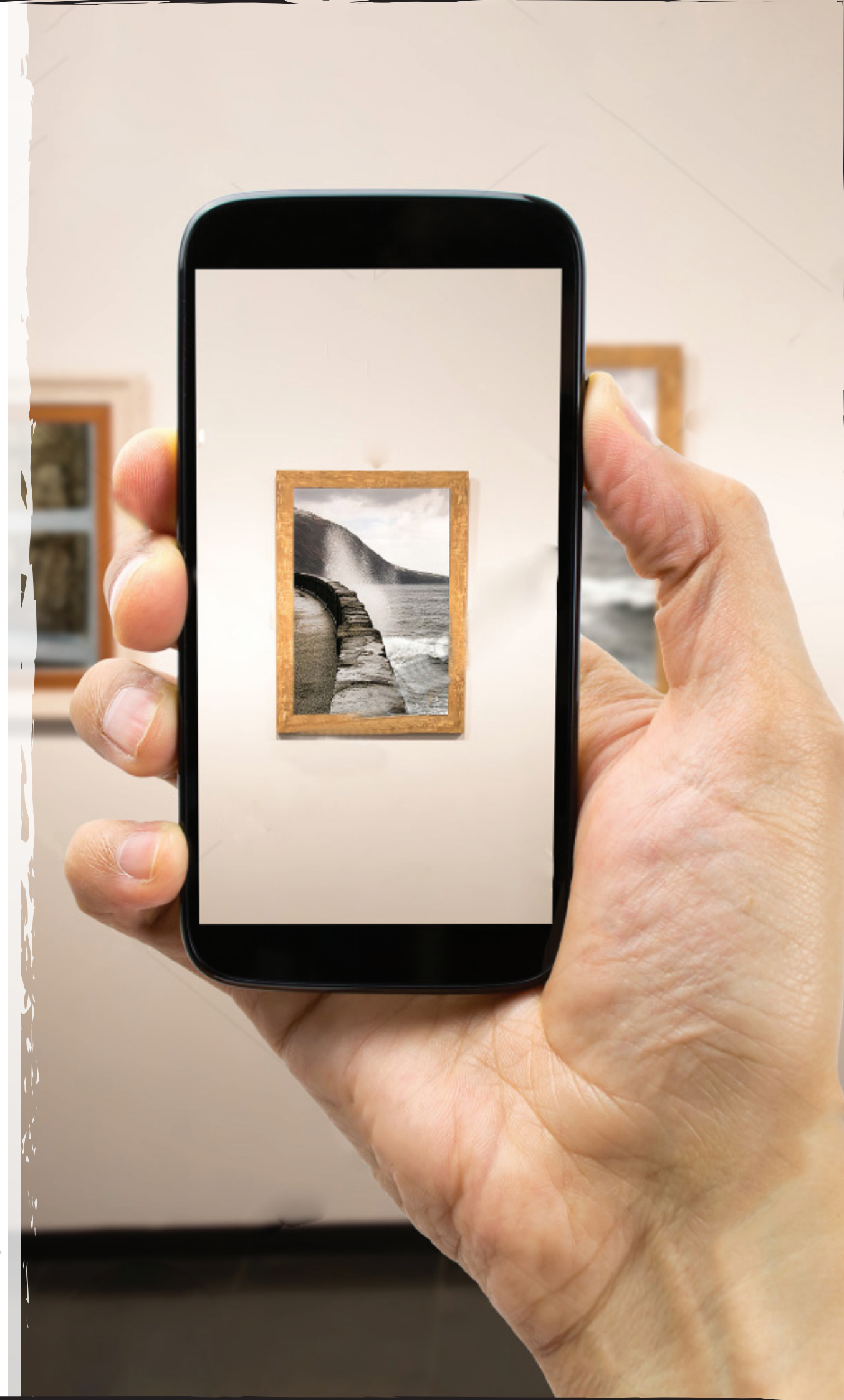
# **VIR** TUAL **MO** BILE **GUIDE**

THE BEST AND NOTHING ELSE



# VIR TUAL MO BILE GUIDE

This tool is aimed to make every visit to the museum an exciting tour with your personal guide. The experience shows that lots of visitors prefer mobile guide as it gives complete freedom of actions, and provide more useful information. As well it can be customized for any purpose.





Future  
Technologies  
**FOR**  
Museums

# TRANSPA RENT DISPLAY SYSTEMS



# THE BEST AND NOTHING ELSE



**T**his solution is perfect for object performances. It gives an advantage of displaying any kind of information and video or photo content directly at the front glass of the exponent, and at the same time the object can easily be seen behind the glass. It can also have a touch system which allows easily control the content.

# TRANSPARENT DISPLAY SYSTEMS





# TOUCH SCREEN SYSTEMS

THE BEST AND NOTHING ELSE



A very loved and effective system for providing of any kind of information in a very interesting and shiny way. The visitor can choose things he is interested in by just touching the surface.

It also allows to make very different varieties of mini games and quiz systems for better understanding of the provided information.

# TOUCH SCREEN SYSTEMS





Future  
Technologies  
**For**  
Museums

The logo for Interactive World, featuring a stylized 'W' composed of four colored segments (red, yellow, green, blue) and the text 'INTERACTIVE WORLD' to its right.

# HOLOGRAPHIC CUBE

THE BEST AND NOTHING ELSE



# HOLOGRAPHIC CUBE

Exponents are very fragile and often damaged. This solution is perfect if you want to show them in their full beauty from different angles. Having a small part of a very interesting artefact you can place it in the cube and next to it you can place a realistic copy of the full object as it used to be thousand years ago.





# VIRTUAL REALITY

Future  
Technologies  
**For**  
Museums  
 INTERACTIVE  
WORLD

THE BEST AND NOTHING ELSE



It gives you advantage of creating a full environment depending on your special goals. You can move your visitor to the heart of any historical event, make him part of it and see everything from insight. Or you can show any abject in its natural environment. You can create very unique worlds and place your visitors there.

# VIR TUAL

# REALITY





# INTER ACTIVE WALLS



# THE BEST AND NOTHING ELSE



**This** is a special place there graphic environment can be easily changed with simple moves. The visitor just walks or waves his hands and the surrounding graphics react to his moves by different beautiful effects and new information appears all around. It makes the visitor feel involved in the events.

# INTER ACTIVE WALLS





# ROBOT GUIDE

Future  
Technologies  
**FOR**  
Museums



# THE BEST AND NOTHING ELSE



# ROBOT GUIDE

This is a custom designed robot, which can be a guide for everyone, can talk, tell the visitors about anything you wish, make jokes, move, dance and do lot's of funny and interesting things. From other side it is exciting, interesting, needs no salary and is never tired. Be sure it's next months best worker.





Future  
Technologies  
**For**  
Museums

# AUGMENTED REALITY

THE BEST AND NOTHING ELSE



Augmented reality is a tool which adds some interesting actions to the real world. For example you can make a statue move, and do whatever you want. Or you can add the missing parts to any historical artefact without changing it. Or you can make the written information appear in any language.

# AUGMENTED REALITY







# 7D

# CINEMA

Future  
Technologies

For  
Museums

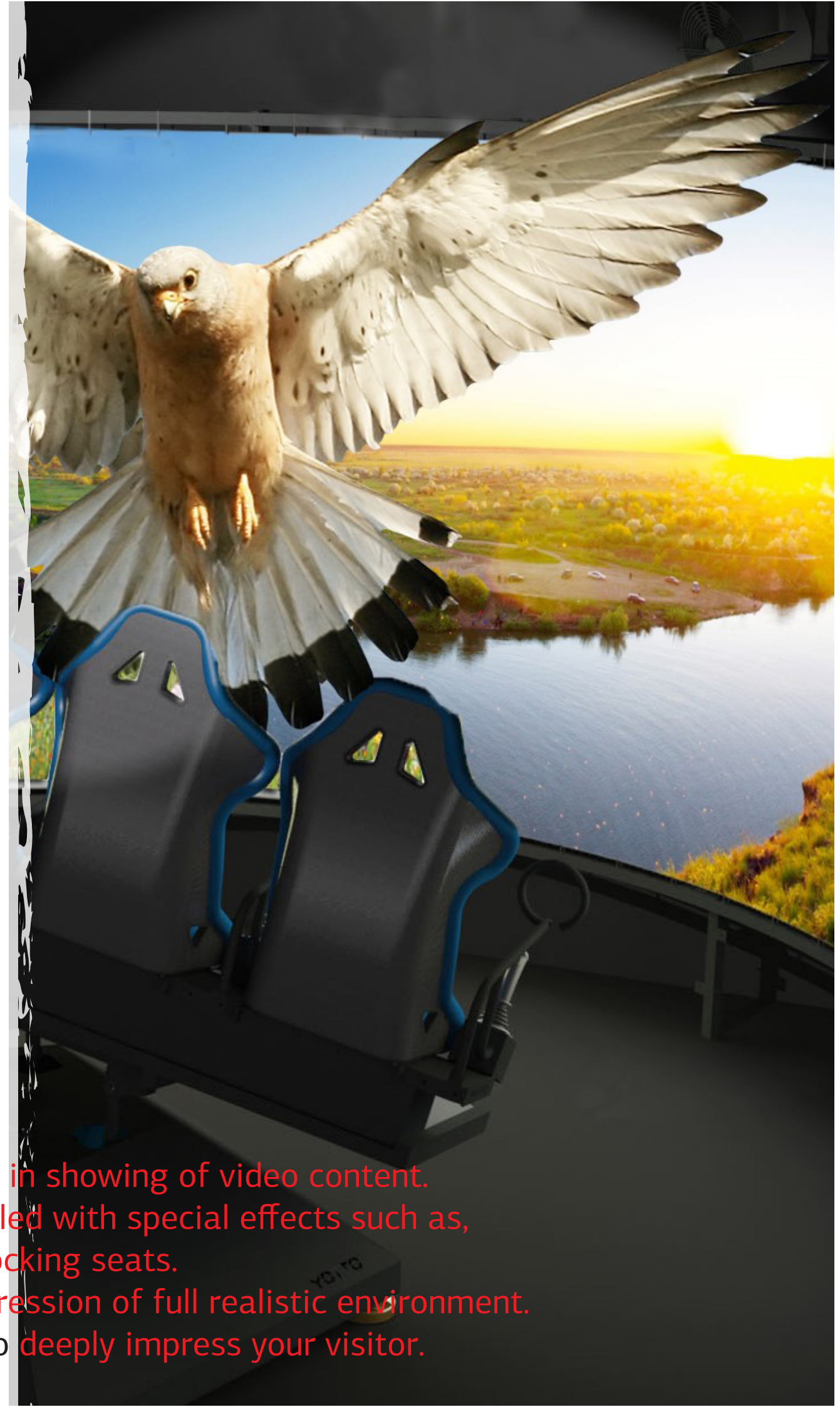


# THE BEST AND NOTHING ELSE



# 7D Cinema

This is the latest innovation in showing of video content. It uses special 3D movies filled with special effects such as, real wind, rain imitation shocking seats. All this together makes impression of full realistic environment. You can use it if you want to deeply impress your visitor.







Future  
Technologies  
**For**  
Museums

# MOVING **TV**

THE BEST AND NOTHING ELSE





Do you believe a TV can dance?  
 Yes it can. This solution can be  
 used in almost any exposition.  
 It is a combination of multiply  
 screens which move using custom  
 design tracks. It brings action and  
 innovation to your place. At the  
 same time the video content also  
 keeps moving and the overall composition  
 is rather a piece of art, but not only technologies.

# MOVING TV



Future  
Technologies  
**FOR**  
Museums

# 3D MAPPING



THE BEST AND NOTHING ELSE



# 3D MAPPING

**Th**is is a 3D projection on any shaped surface. It allows to use the architecture of buildings, different shapes of walls and transform them into screens. Special 3D content allows to play with impressions: make the surface move, appear, enlarge, burn, fill with water and anything you can imagine.





# PANORAMIC REJECTION



Future  
Technologies  
**For**  
Museums

THE BEST AND NOTHING ELSE





# PANORAMIC PROJECTION

Panoramic projection allows to transform the visitor into the projection without using any other equipment.



# CREATIVE SOLUTIONS For Museums



Future  
Technologies

THE BEST AND NOTHING ELSE