



PROJECTION COLUMN

interactive + passive

Premiere for our newest product was the **Exponatec trade fair in Cologne, 2013.**

Analogous to our large **interactive models**, we have unveiled a compact presentation unit in the form of a projection column, which can be realized in terms of costs significantly cheaper. It follows the familiar principle of front projection on both terrain models as well as other objects of any kind

We understand the new projection column as a complete module that is freely placed as a single element or may be integrated into existing exhibition architecture. It is fully pre-configured, adjusted and with dedicated multimedia software loaded that is built to customer specifications. For operation in the simplest, yet fully functional variant only one power connection is required.

So far the foreseeable future versions may, in addition to the **robust console** and the next **long-life LED projector**, be equipped with:

- an additional **screen** (optional as touch screen),
- a **media player** or **micro-pc**,
- **touchless interactive elements** like buttons or active areas,
- and other common mechanic **buttons**.

Thematically, this unit is completely open. Also with regard to the desired media (animations, movies, stills) there are no limits. Equipped with a micro-computer it can even reach the full functionality of the larger interactive terrain models.

Also the choice of presented objects on the projection table is unlimited. The classic application would be the animation of **relief and city models**. However, it would be also feasible to animate other objects such as artefacts, archaeological finds and much more.

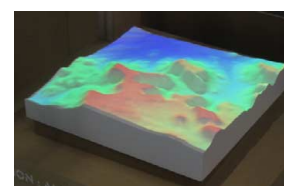
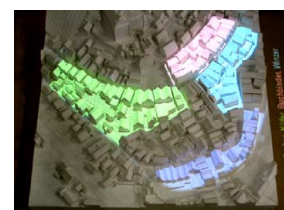
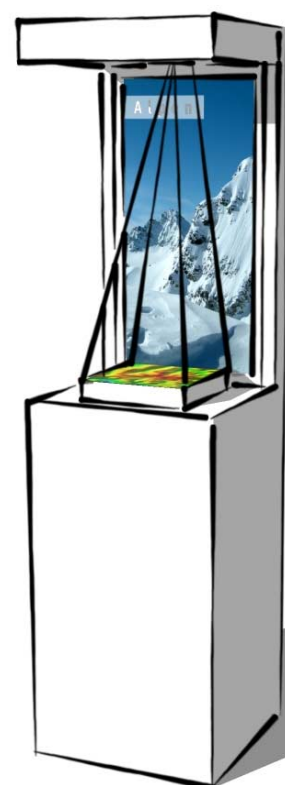
Unravel complex content and distribute it to multiple interactive projection columns. This allows you to create clarity, focus on the essentials and enhance the exploration factor of an exhibition.

Example: Animated explanation of the regional history based on a terrain model of the relevant landscape section.

Example: Interactive development of a city's history on the basis of an existing or newly created architectural model.

Example: Animated story of an archaeological excavation site based on displays of the locality of the finds and the finds itself.

Compact – Cost-efficient – Flexible Impressive.



above
Animated city modell, Herrenberg
Altitude levels of a terrain modell, rim of Swabian Alb