

DESIGNERS AND BUILDERS OF INTERACTIVE EXHIBITIONS

TIMELINE OF OUR HISTORY

FOUNDING AND EXPERTISE

Emanuel Hüttinger founded an engineering consulting company in Fürth near Nuremberg in 1921. That company still bears his name to this day.



Emanuel Hüttinger 1885–1953

1921

Following the monetary reform in 1949, Lucius Hüttinger started to design and fabricate technical models as well as to create presentations and functional diagrams.

1949

Lucius Hüttinger 1913–1963



1970s

Gisa and Kurt Hüttinger 1943



This field expanded in the early 1970s. The focus changed from making individual models to fitting out complete exhibitions and information centers, notably for the energy sector in Germany.

today

Jörg Hüttinger 1968 Axel E. Hüttinger 1970



MORE THAN 100 YEARS OF INNOVATION AND QUALITY

The range of clients has constantly widened since then, and the company evolved from an enterprise which operated exclusively in Germany into a global player for prestige projects. The company is rooted in a strong family tradition.

It is a joy for us to create and build things that people truly value, that they can play with and that really fascinate them. This is the driving force that keeps us going.

OUR COMPANY PROFILE

CONCEPT TO FABRICATION, UNDER ONE ROOF

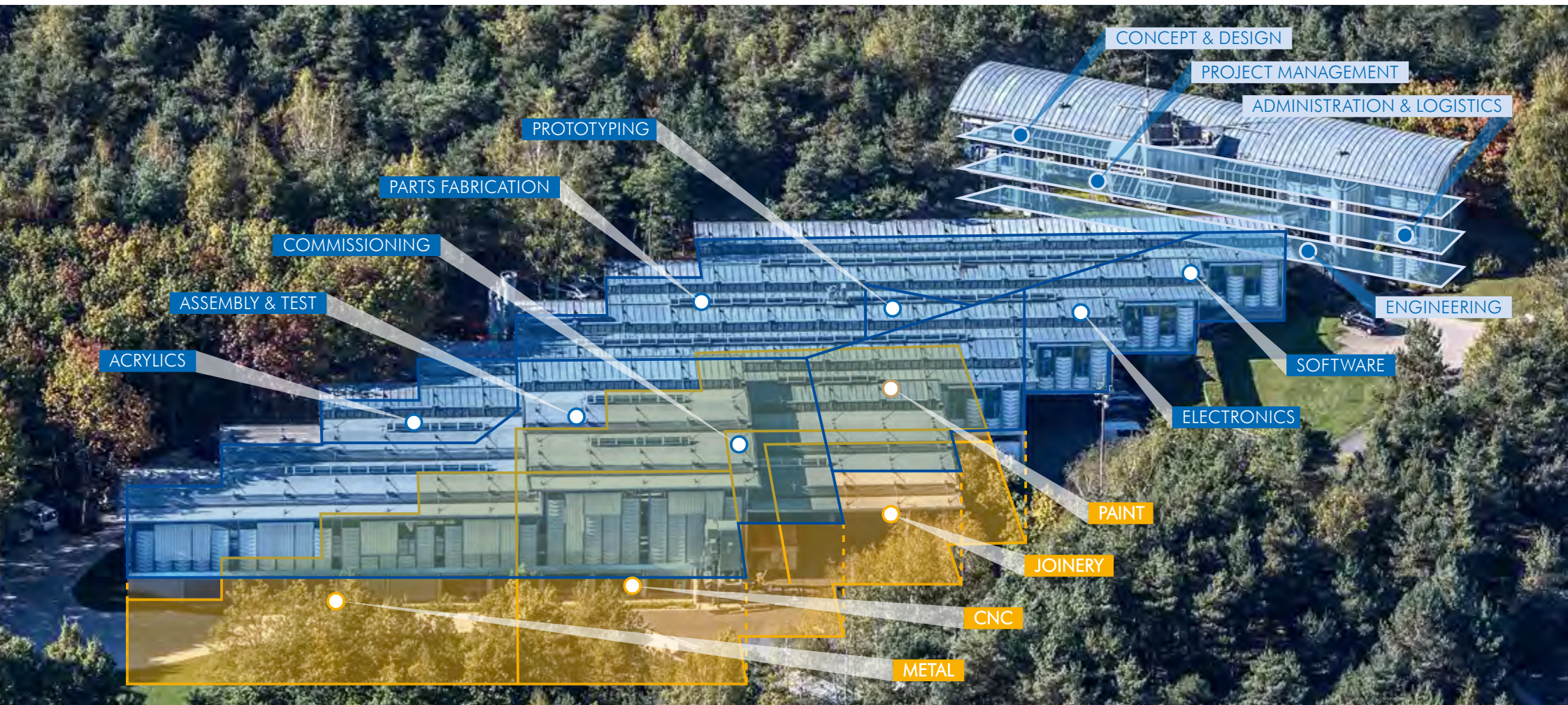


Today, Hüttinger is a one-stop shop for exhibition planning, design and fabrication, working for clients throughout Europe and on a global scale. We develop exhibitions that promote exploration and understanding through multi-sensory experience.

Our preferred working method is the design & build approach. This, together with a large in-house capacity, enables us to plan and provide turnkey solutions within a single project cycle, resulting in time saving, cost efficiency and, ultimately, a far more satisfactory and successful exhibition. The essential prototyping is integral to the entire process. The bottom line is: our clients get the best value for their money. Where the design & build approach is not the preferred option, we are happy to work as designers or fabricators, bidding separately for the individual project phases.

OUR COMPANY PROFILE

100 % IN-HOUSE DESIGN & BUILD



PLANNING



DESIGN &
FABRICATION



INSTALLATION &
TRAINING



AFTER-SALES
SERVICE

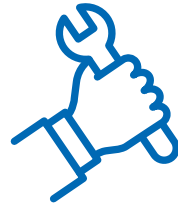


The Management System
Standard certified by DNV
conforms to ISO 9001:2015

QUALITY CERTIFICATION

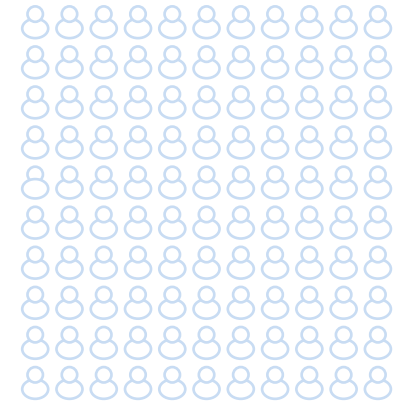


1,700
sq. m OFFICE SPACE



4,300
sq. m WORKSHOP SPACE

110



PERMANENT STAFF



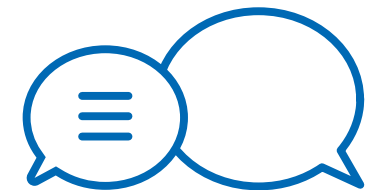
MEMBER OF



Kurt Hüttlinger GmbH & Co. KG
Mittelbühlweg 90
90571 Schwaig bei Nürnberg
Germany



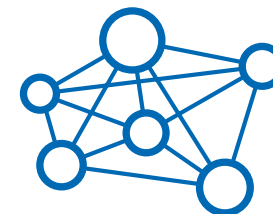
NATIONALITIES



MORE THAN
1,000
PROJECTS



IN
60
COUNTRIES



 info@huettinger.de

 www.huettinger.de

 [@huettinger.de](https://www.facebook.com/huettinger.de)

 [@huettingerexhibits](https://www.youtube.com/huettingerexhibits)

 [@huettinger.de](https://www.instagram.com/huettinger.de)

 [@h-ttinger-interactive-exhibitions](https://www.linkedin.com/company/h-ttinger-interactive-exhibitions)

OUR BENCHMARK



OUR KNOWLEDGE DATABASE

In 2010 we began the construction of our WIKI database of knowledge. This was started with a simple idea in mind, how can we as a company share information with not just each other but clients in a way that is easy, quick and effective? With this in mind we began the creation of our database.

More than 12,000 exhibits have been collected and improved so that our clients can profit from a huge set of experiences in all stages of exhibit development.

We use our WIKI for many applications internally. Management of projects, sharing of ideas and cataloguing processes to name a few. One main use for this database is to manage data in projects to ensure that all information is readily available to all involved. Another main use for this is to work as a tool in ideation of creation of new projects and value engineering.

With the help of our database we can find the best exhibits for any kind of contents within very short time.

THE BIGGEST EXHIBIT COLLECTION AVAILABLE FOR ALL



Selection of exhibits for a new exhibition can be a daunting task for any institution. When clients approach us with an idea, we open our database for them making this task tremendously less difficult. A collection of hundreds of thousands of interactive experiences that have been seen, thought of, fabricated or quoted for inspire us in our work. We are open to share this knowledge and if a client gives us any kind of topic, we can come up with plenty of possibilities within very short time.

This, together with the records of our prototypes and formative evaluations helps us to avoid failures and re-inventions and to focus our creative resources on the improvement of ideas and innovative concepts which serve to the uniqueness of exhibitions. Ultimately our clients will profit from our increasing learning curve by saving time, money and trouble.

CONCEPT AND DESIGN



CONCEPT AND DESIGN



OUR SERVICES

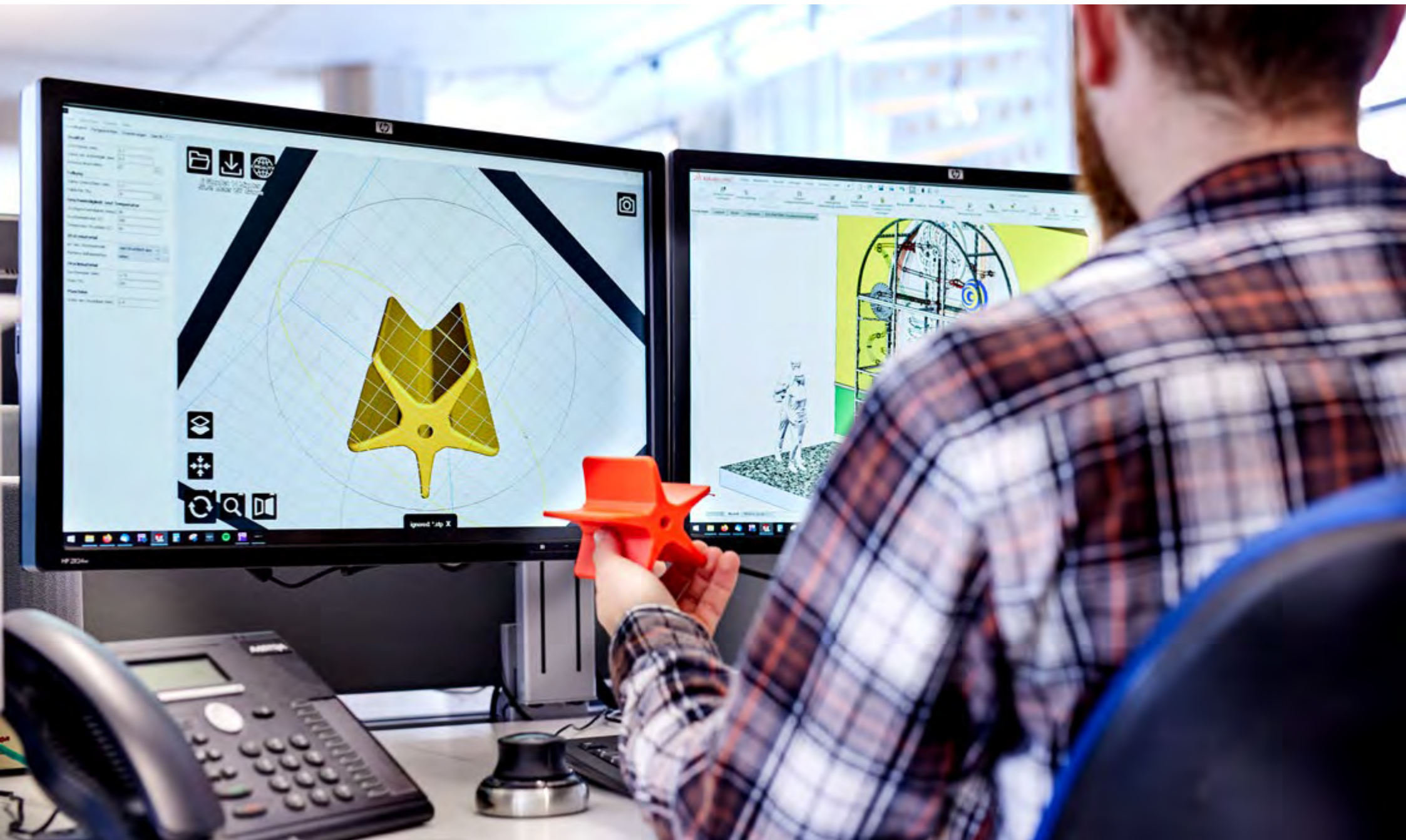
- Blue sky charrettes and consultancy
- Benchmark analysis
- Feasibility studies
- Trade literature research
- Conceptual master planning
- Interpretive (storytelling) design
- Exhibit consultancy
- Interactive media development
- Interior architecture and scenography
- Space layout and visitor-flow studies
- Exhibit plans and specifications
- Light and acoustics consultancy
- Material and colour studies
- Fabrication supervision
- Content development
- Graphic and screen design
- CGI visuals and fly-through 3D models
- Operational planning
- Budget planning

DESIGNING THE INTERACTION

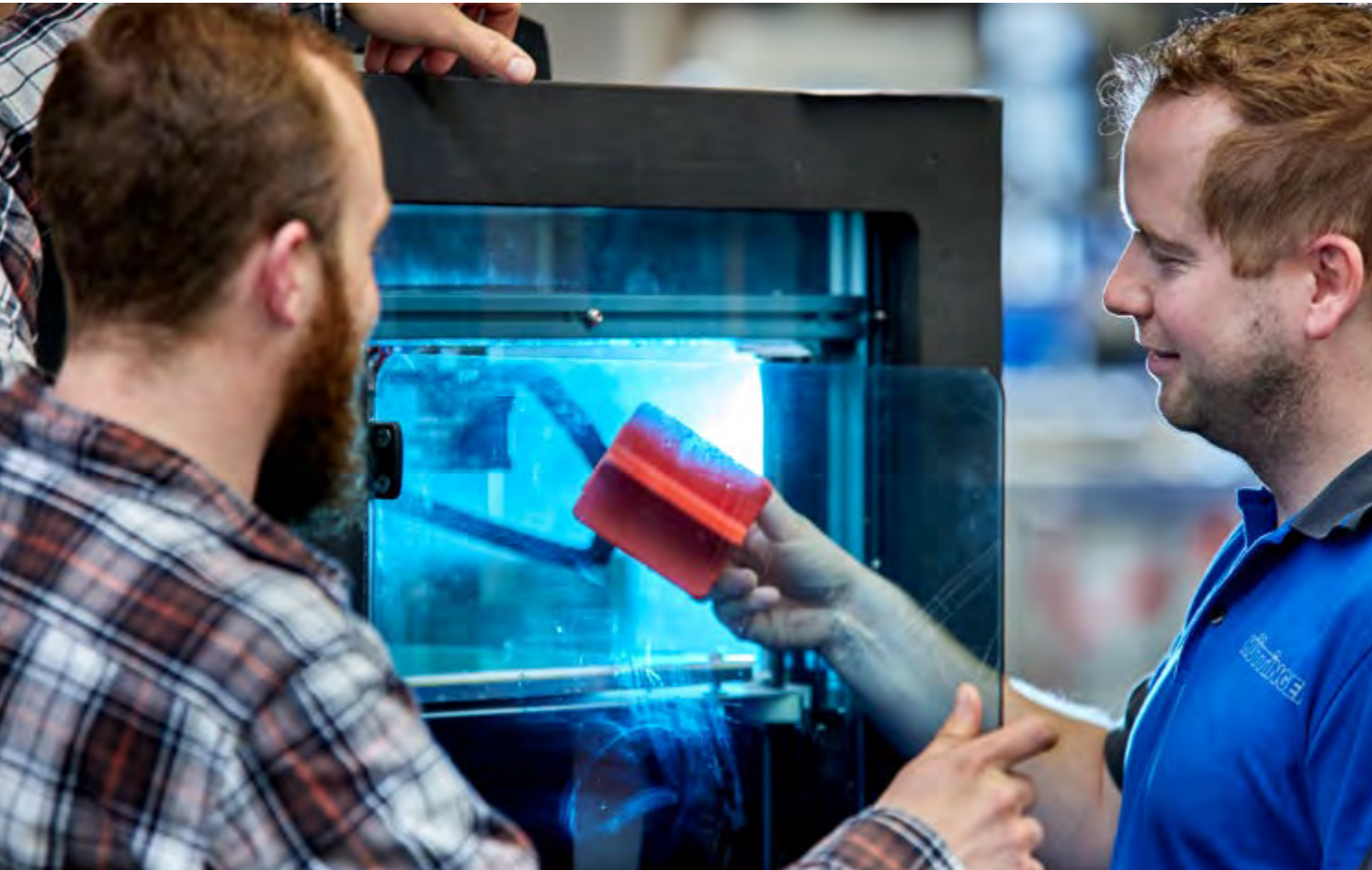
Our team of interior, product, media and graphic designers work to integrate scientific topics, product features, and complex content into impactful experiences using our governing principal of real things and real processes in a novel environment.

Our designers are involved in all phases—conceptual, schematic, detail and construction documents—and support our experienced project management team, thus ensuring the seamless transformation of project vision and values throughout our design & build approach. Our planning methodology is comprehensive and strategic, building visions around clearly defined goals that ensure sustainable funding and models that operate to the customer's complete satisfaction.

ENGINEERING AND PROTOTYPING



ENGINEERING AND PROTOTYPING



OUR SERVICES

- Exhibit prototyping and evaluation
- Materials and samples production
- Material and component research
- CAD-based exhibit design
- Fabrication drawings and parts lists
- Static calculations
- Electronics, IT and light planning
- Control-unit programming
- Circuit diagrams
- Component purchase and logistics
- Quality control
- Fabrication supervision
- Exhibit manuals and documentation
- Cleaning instructions
- Safety and risk analysis

GREAT EXHIBITS BEGIN WITH GREAT ENGINEERS

The engineers design each exhibit based on the visual design supplied by the client or our in-house design team, using a large database of exhibition-grade standard components. During the engineering process they work closely with our prototyping department and service team members as well as with feedback from workshop staff and formative evaluations to constantly improve the quality of our exhibits. These improvements relate directly to visitor experience, durability, safety, sustainability and cost efficiency.

SOFTWARE AND MULTIMEDIA



SOFTWARE AND MULTIMEDIA



OUR SERVICES

- Software storyboards and concept developments
- Wireframes for media kiosks
- Content development
- Hardware research, consultancy and configuration
- Digital infrastructures
- CMS and tracking systems
- Administration tools
- Real-time animations and simulations
- Robot programming
- Gesture recognition software
- Multi-touch applications
- Linear and non-linear multimedia programs
- VR and AR applications
- Image-processing software
- Web-interfaces
- Game programming

CREATING REALITY FROM IDEAS

Our technical planning unit is rooted in the design, development, testing and final production of original electronic and digital media experiences. Our software engineers create multimedia applications, gesture-based installations and unique interactive solutions, using technologies such as RFID and our CMS and tagging system called xtag. On the hardware side, we design and build customized sensors, microcontrollers, digital displays and LED lighting systems that a leading-edge exhibition requires—all the resources that our unique design & build approach can provide.

PROJECT MANAGEMENT



PROJECT MANAGEMENT



PROJECTS DELIVERED ON TIME AND ON BUDGET

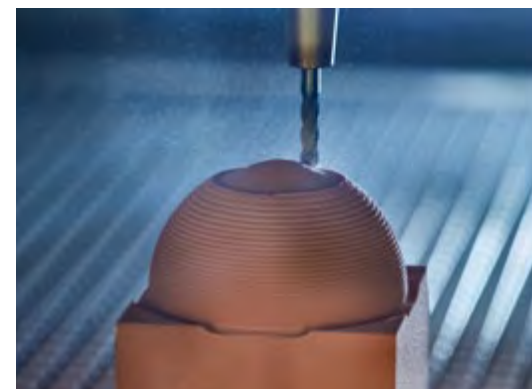
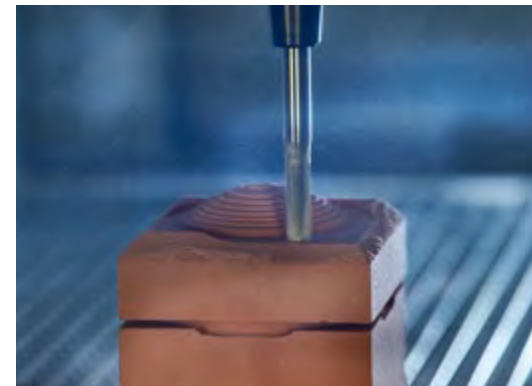
Our team of project managers is the focal point of communication between client, consultants and our in-house staff. Employing modern project management tools, the project manager is responsible for meeting the client's requirements on time and on budget. As well as having procedures for in-house design and production, we also advise specialist contractors, with whom we have long-standing relationships.

Our results-oriented approach and flexible project leadership for assignments of any size and duration and our creative project management guarantee the seamless transformation of project visions and values throughout our collaboration with the client organization. Our vast in-house resources, combined with our extensive experience in this field, allow our project management team to cost any project accurately. All prices are stated up-front so that the clients are not surprised by any hidden costs further down the line.

FABRICATION

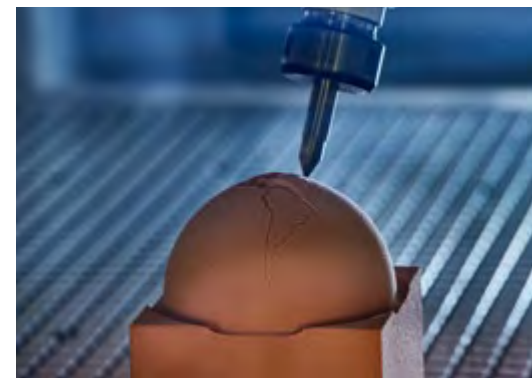


FABRICATION



FABRICATION IS THE HEART AND SOUL OF OUR COMPANY

We have an experienced team of highly skilled craftsmen in many trades, all working together to create your one-of-a-kind exhibit. Maintaining the highest standards across all stages of the project, our craftsmen work hard to produce exhibits which are beautiful, durable, safe and appealing.

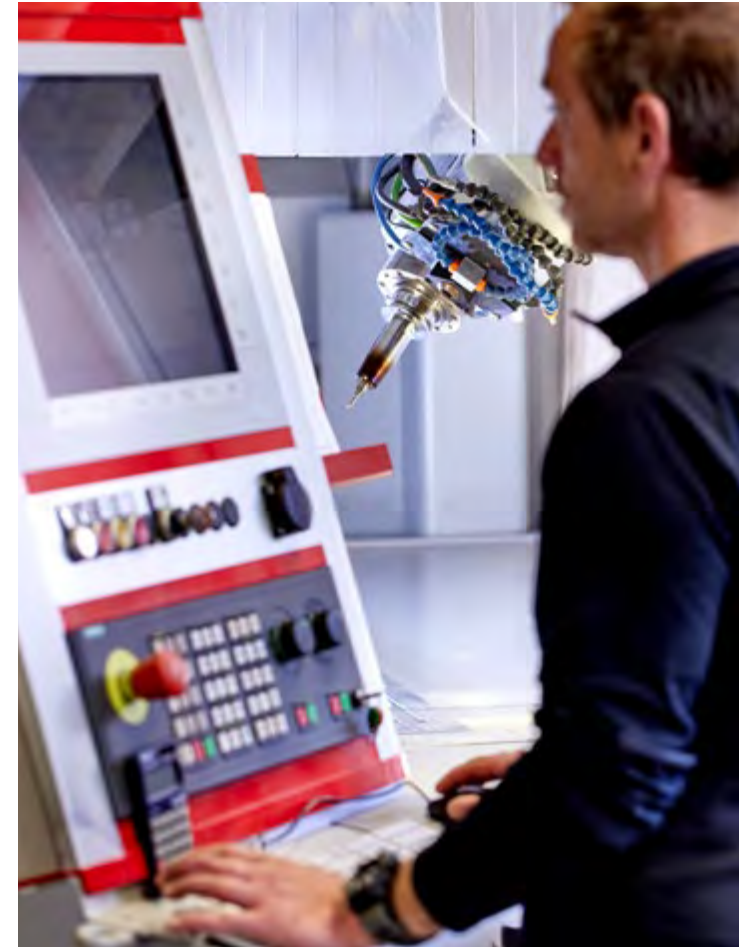


FABRICATION



METAL WORKSHOP

Thanks to our skilled metal working craftsmen, our metal shop is up for any challenge. Kinetic sculptures, water tables, or ball machines, these are a few of our favorite things.



CNC & PARTS FABRICATION

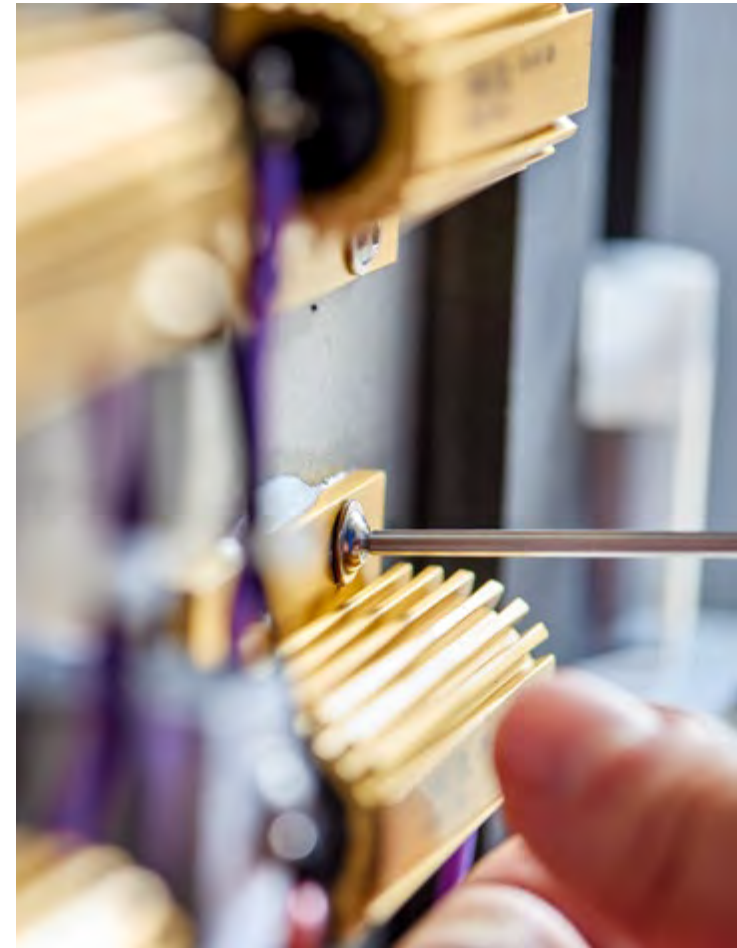
After the engineers, our machine park including two CNC mills is the heart of our fabrication process. From metal to foam and three-dimensional relief maps to bending laminate panels, there is nothing that this department cannot do.

FABRICATION



JOINERY

Beginning with precision cut parts from our CNC machines, the Joinery department is able to deliver furniture, displays and decorative elements, from a wide array of materials, that integrate smoothly with the mechanical working elements.



ELECTRONICS

Bespoke electronic design and production, in-house development of hardware solutions and control-system programming. Our creative approach to electronics has contributed many innovative aspects to exhibit design and functionality.

FABRICATION



PAINT SHOP

In this department we work hard to ensure the highest finish qualities possible. Our unique method enables us to retain the beauty of our exhibits for many years in even the most hostile environments.



ACRYLIC SHOP

Our custom Acrylic shop has the capability to custom-mill and polish any acrylic parts required for fabrication. This results in very high quality with no back and forth regarding outside suppliers, thus helping us to maintain an efficient work flow.

FABRICATION



ASSEMBLY AND TESTING

Our assembly team collects all parts coming from the various fabrication departments, assembles them into working elements and then installs these elements in furniture together with electronic and media components. Two big halls serve as temporary exhibition halls for testing and evaluating exhibits in the presence of customers before shipping.

Each and every assembled exhibit is tested personally by one of our directors as part of our total quality management system.

FORMATIVE EVALUATION



WITHOUT EVALUATION YOU CAN NEVER IMPROVE

We learned many years ago about the value of evaluation in exhibit fabrication. We use formative evaluations to help us identify barriers to visitors' use of, interaction with, and understanding of the exhibits.

These formative evaluations provide a wealth of information about the projects that we work on. Working with local schools and kindergardens, we regularly invite groups into our exhibit hall where exhibits are arranged into a layout as similar as possible to their final locations. We are then able to observe the way children and adults work with the exhibits to gain knowledge to improve exhibits.



The Management System
Standard certified by DNV
conforms to ISO 9001:2015



SCIENCE CENTERS

Science Centers • Experimentation Centers • Education Centers • Discovery Centers • Hands-On Galleries



SPARKOHI!, BELGIUM

From the tiniest drop of water to terrifying tsunamis—the *Geo'Dynamic!* exhibition in Frameries, Belgium presents an exciting journey of discovery through meteorological and geophysical phenomena that occur within and on the surface of the Earth. Inside the gallery space, visitors can explore and discover exhibits about rain, storms, clouds, earthquakes, and wind.



GOULANDRIS NATURAL HISTORY MUSEUM, GREECE

Working to bring a better understanding of climate change to the people of Athens is the goal of the Goulandris Natural History Museum. The exhibition *Climate Change and US* brings hands on, minds on exhibits to the museum to help visitors understand how they can directly affect climate action. What choices do you make daily that can really make a difference?



DANVILLE SCIENCE CENTER, USA

Being a smaller regional science center, it is extremely important at the Danville Science Center to fully engage visitors time and time again. You can discover the principals behind movement and energy through the sports themed exhibition *Go!* and you will also find yourself immersed in water from the personal to the global scale with the exhibition *Water*.



PAVILHÃO DO CONHECIMENTO – CENTRO CIÊNCIA VIVA, PORTUGAL

As a great example of how relevant interactive exhibitions can be, *Water—An unfiltered exhibition* gives voice to the basic right to safe drinking water with the help of science, technology, and the commitment of all. In a positive, appealing, and particularly conscious tone, it invites to discover the multiple aspects of the availability and use of this essential good.



ALMETRIKA, RUSSIA

TATNEFT built the interactive center in Almetyevsk with the aim of awakening a lasting interest in scientific and technical professions among children and young people. As interaction experts, we made our contribution by developing exhibits that help illustrate complex physical concepts clustered in the basic units such as time, mass, length, light, electricity, temperature, and matter.



GLASGOW SCIENCE CENTRE, UK

Since the conception of the Glasgow Science Center in 1999, we have worked with their team on many exhibitions over these 20 plus years. From recent exhibitions theming classic science and engineering exhibits to earlier exhibitions theming biology and everything in between, GSC has proved a great partner for developing world class exhibitions.



DUNDEE SCIENCE CENTRE, UK

Connection to the public is the ethos of any great science center, and here in Dundee we have worked over the years to help them achieve this goal through exhibitions. In *Medical Marvels* visitors can experience first-hand some of the amazing things being done in the world of medicine, while in the exhibition *Connect* visitors find experiences related to the natural sciences.



ABERDEEN SCIENCE CENTRE, UK

The themes around which we developed the interactive exhibits for the ASC's large-scale renovation project are energy, aerospace, engineering, mathematics, as well as life sciences. The exhibition is designed to be intuitive for all ages including the youngest visitors. All in all, we developed, designed, and fabricated 60 exhibits for ASC.



TECHNIQUEST, UK

On the *Science Capital* project we worked with Techniquist to design and build galleries in which visitors are welcomed to explore a variety of topics from biology to space exploration. As part of a massive redesign and expansion, we contributed concept, design, and fabrication of their interactives. The thematic focus was on highlighting the role of STEM technologies in shaping the future of our society.



EXPERIMENTA – DAS SCIENCE CENTER, GERMANY

Working closely with staff and partners, we developed *ForscherLand* (Researcher's Land) for experimenta. In addition to a large waterscape, we designed and built over 80 interactive exhibits which are waiting to be discovered in *ForscherLand*—the unique adventure playground for experimenting, tinkering and creating.



ΙΔΡΥΜΑ ΕΥΓΕΝΙΔΟΥ – EUGENIDES FOUNDATION, GREECE

An interactive exhibition as a contribution to the scientific and technological education of young Greeks was the goal for this exhibition. We did our best to reach that goal while designing and fabricating over 50 exhibits that provide interactive experiences on subjects like physics, chemistry, biology, mathematics, computer science, and robotics.



QUEENSLAND MUSEUM, AUSTRALIA

SparkLab is sophisticated, inviting, thought-provoking, and inspiring for adults and children alike. The namesake *spark* ignites visitors' interest in science, technology, engineering, and maths. Live shows as well as interactive experiments or creative maker space experiences make it possible for visitors to follow their curiosity and make exciting discoveries.



VIDA! SCIENCE CENTRE, CZECH REPUBLIC

Together with our Czech project partners AV Media and Projektíl Architekti Studio, we were commissioned to plan the exhibition areas of the VIDA! science centre. Four exhibition areas as well as a separate toddler area, consisting of a total of over 150 interactive exhibits, were designed and arranged on a total exhibition area of almost 5,000 square metres.



FOR MORE SCIENCE CENTERS VISIT
WWW.HUETTINGER.DE



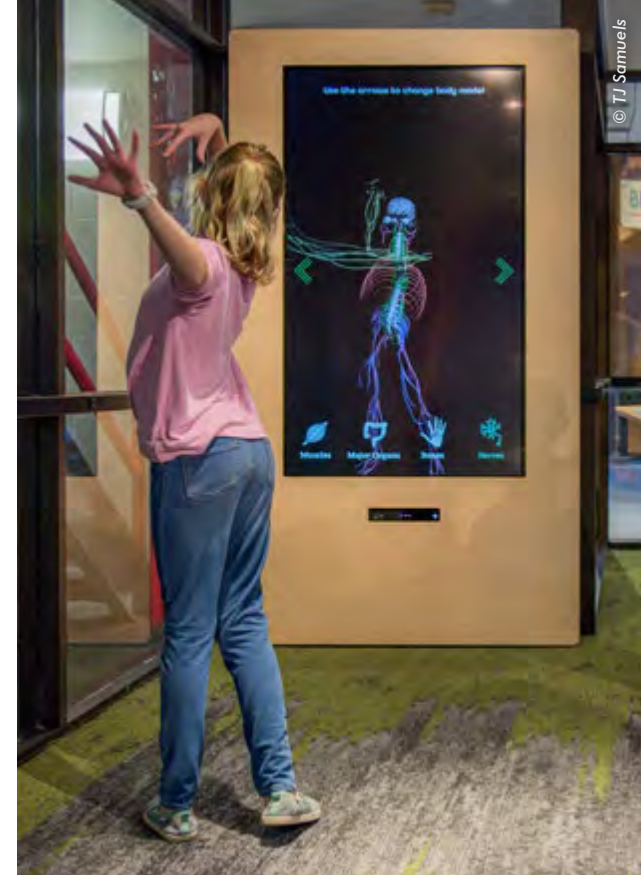
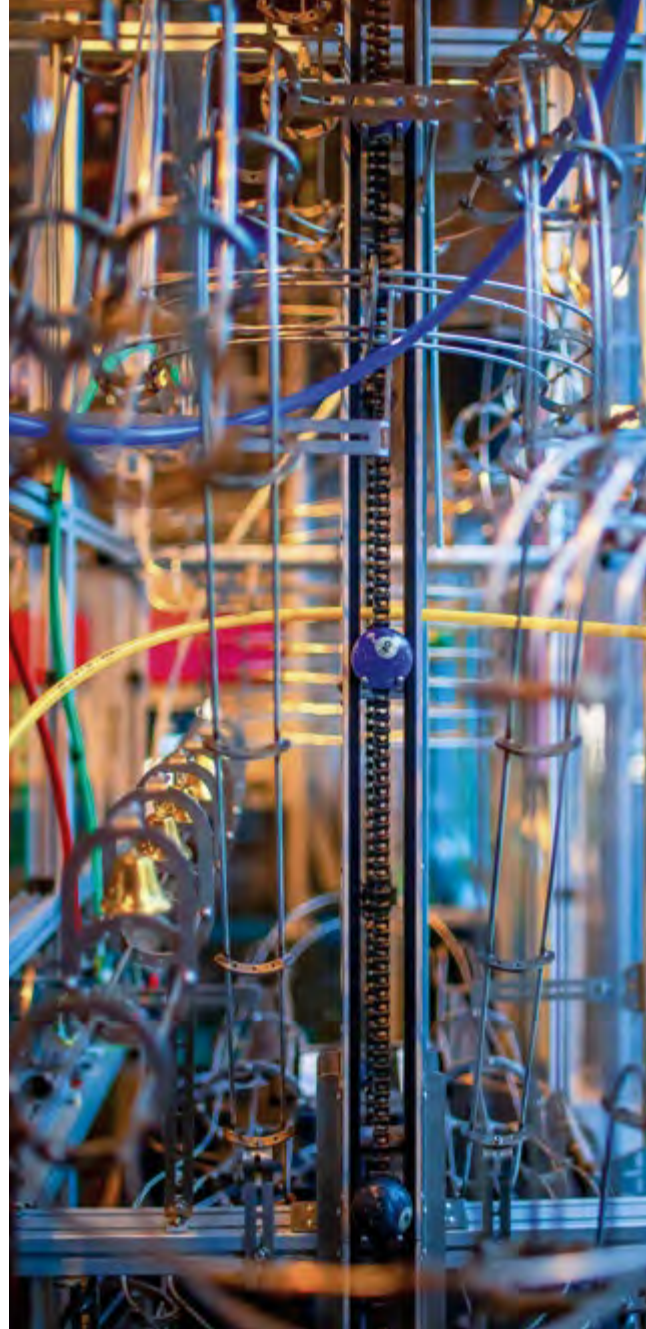
CHILDREN'S MUSEUMS & PARKS

Children's Museums • Children's Entertainment Centers • Toddler Areas • Themed Attractions • Leisure Parks • Science Playgrounds • Water features



NEOBIO SCIENCE MUSEUM, CHINA

Learning and entertainment can go together hand in hand as is seen in this project with Neobio in China. Through fantastical designs done by a local designer, we worked to create exciting experiences for children that will bring wonder to the children of Shanghai for many years! Covering topics from water to energy to music children will find engaging experiences throughout.



ANN ARBOR HANDS-ON MUSEUM, USA

The Ann Arbor Hands On! Museum has stood as a beacon of informal education for over 40 years. In recent years we have collaborated with the team from the museum to develop multiple exhibitions for the museum. From the exciting engineering gallery *S.T.E.A.M. Park* to health and the human body in *All About You* to the water room *H2Oh!* there is no shortage of great exhibits!



MID-HUDSON DISCOVERY MUSEUM, USA

With proper design, science exhibits can work for a wide range of children. Working closely with the staff of the Mid-Hudson Discovery Museum, we allowed to design and build the exhibition *Science Revealed* to help the museum to “age up” the current exhibits and help bring learning to older children as the museum looks into the future.



SENSAPOLIS, GERMANY

Sensapolis is *The City of 1000 Adventures*—not exactly that many, but many of the interactive experiences as well as a spectacular water landscape were developed and manufactured by us. Inside the indoor amusement park, children and families can discover themed attractions and delve into a world of interactive adventures.



PARC DU FUTUROSCOPE, FRANCE

At Parc du Futuroscope in Jaunay-Clan, France, we designed and built an outdoor play area for the *Monde des Enfants* (Children's World). This new site called *La Rivière en chantier* (River under construction) invites young visitors to play and explore in an exciting outdoor space.



FOR MORE CHILDREN'S MUSEUMS & PARKS VISIT

WWW.HUETTINGER.DE



MUSEUMS & PLANETARIUMS

Science and Technology Museums • Natural History Museums • Flight and Transportation • Museums • Libraries • Space and Astronomy Exhibitions



MUSE—MUSEO DELLE SCIENZE, ITALY

One of the world's premier natural history museums MUSE is known for their design and powerful exhibits. As part of the overall exhibition, they maintain one gallery of hands-on science exhibits. We worked with their team to build new exhibits and to replace some of the older ones in the exhibition following the original design principles of Renzo Piano.



SHEIKH ABDULLAH AL SALEM CULTURAL CENTRE, KUWAIT

The Sheikh Abdullah Al Salem Cultural Centre was a project of unique greatness in terms of scale, built in cooperation of 96 companies from 13 countries. We took on planning, development, and fabrication of 78 interactive experiences for seven galleries in the Natural History as well as the Science and Technology Museum.



QASR AL HOSN – CHILDREN’S LIBRARY, UAE

A children’s library is a great way to get kids interested in reading and literature, both extremely important building blocks for their education and personal development. Of course, it becomes even more awesome when this library is equipped with sand dunes, giant camels, and a real jeep - so that’s exactly what we’ve designed and built at Qasr Al Hosn in Abu Dhabi!



TECHNODA, ISRAEL

Technology not only plays a major role in our lives but also in extending those very lives. That is why in our interactive exhibition for the *Medicine Education Center*, visitors can perform procedures and surgeries, such as a pacemaker implant, by themselves. In this way they can directly experience the valuable advances in the medical field through technology.



SHARJAH ACADEMY FOR ASTRONOMY AND SPACE SCIENCES, UAE

Space is a subject that is as fascinating as it is complex. That is why the interactive approach, which allows visitors to “work out” their own knowledge, is particularly suitable here. The exhibits also showcase the contributions of the Muslim world in the field of astronomy, highlighting the development of telescopes and satellites as well as space exploration.



FOR MORE MUSEUMS & PLANETARIUMS VISIT

WWW.HUETTINGER.DE



ART

Iconic Exhibits • Kinetic and Mechanical Sculptures • Architectural Façades Mechanical and Object Theaters • Rolling Ball Sculptures



ANDRÉ HELLER, AUSTRIA

Enter what is currently the world's largest walk-in kaleidoscope, one of the art objects staged with effective light and sound concepts in the *multimedia show "Zeiträume"* at Taggenbrunn Castle, curated by André Heller. In the middle of the kaleidoscope, one is surrounded by a wild, psychedelic sequence of colours, shapes and reflections that disappear and regroup in the blink of an eye.



ANTHONY HOWE, USA

Another wonderful project we fabricated for Anthony Howe was the *In Cloud Light 4* sculpture that was a highlight art project of the Rio Olympics. The rotating reflective plates and spheres worked to amplify and reflect the light that originated at the Olympic cauldron.



JENNIFER TOWNLEY, SPAIN

It is impossible to just glance at Dutch artist Jennifer Townley's creation *Asinas II*, because its serene and flawless mechanics captivate your full attention immediately. The complex movement of its multiple layers creates a peaceful, almost hypnotic feeling through its repetitive movements and elegant mechanics.



YUI-MOM GROUP, TAIWAN

Designed by ART+COM, we took on the electronics and software development as well as the installation of the *Dancing Particles*, a kinetic artwork unlike any other we had done before. The mesmerizing installation of over 100 metal spheres moving in programmed patterns over a water basin has since embellished the lobby of the newly built Silks Club Hotel.



ANDRÉ HELLER, AUSTRIA

Burg Taggenbrunn, Carinthia's largest winery, has a new landmark! Austrian artist André Heller envisioned his *Goddess of Time* out of plants, rock crystals, metal, and water—we managed the technical development, production, and installation of this spectacular sculpture. How the *goddess* affects the local wine quality, you will have to find out for yourself!



ARTIST IN RESIDENCE, GERMANY

An *artist in residence program* is not only a great resource for artists, but it can also push the bounds of creativity among your employees. Since 2018, we have been running such a program, giving students from the Academy of Fine Arts Nuremberg the opportunity to create new interactive artworks with our technicians in our workshop and exhibit them at local art festivals.



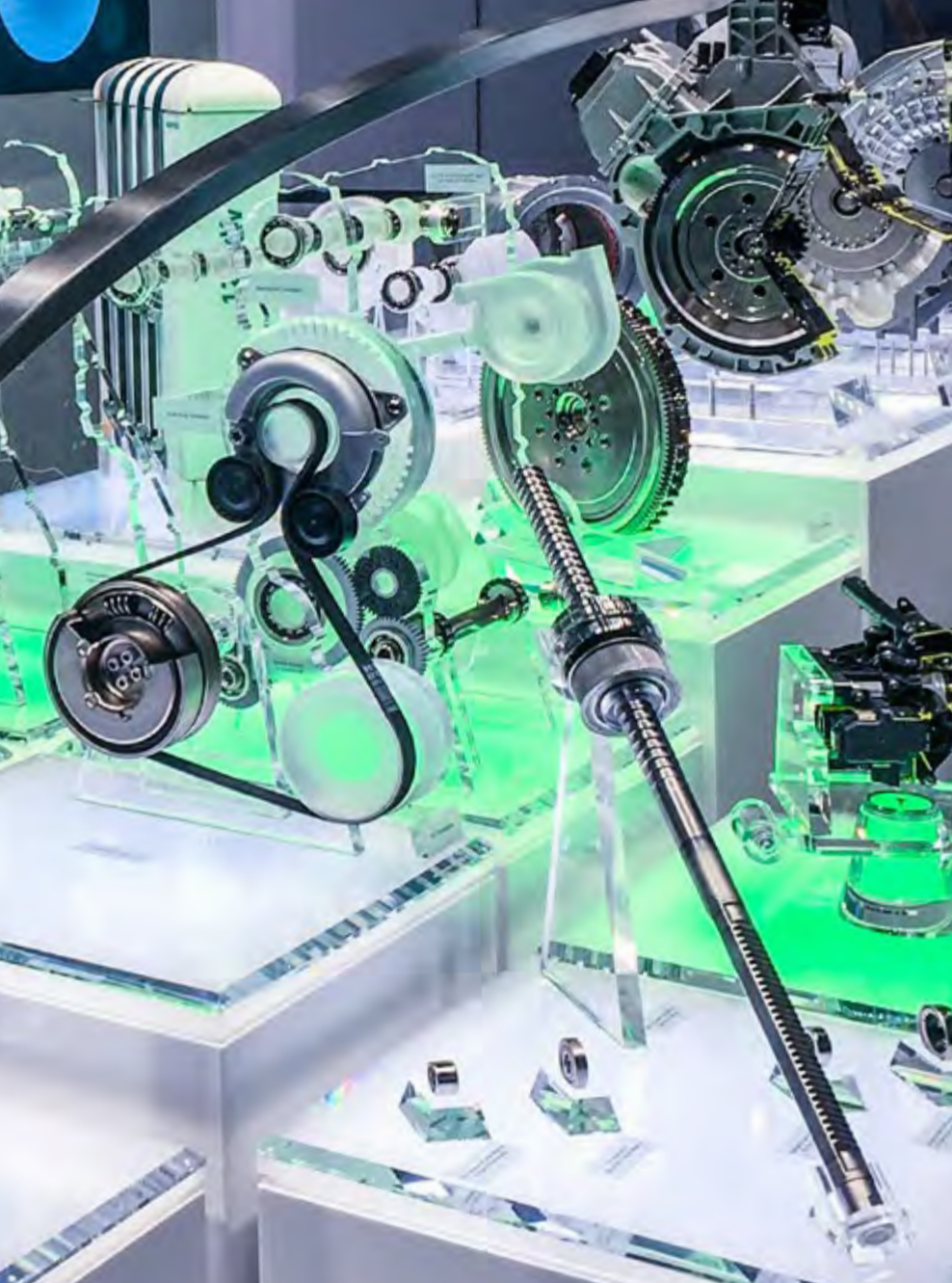
FOR MORE ART VISIT
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BRAND EXPERIENCES

Exhibits for Trade Shows, Expositions and Special Events • Visitor Centers • Communication Centers • Showrooms

Preparation of Original Components • Interactive Multimedia Information Systems



SCHAEFFLER, GERMANY

Schaeffler is one of the leading German Original Equipment Manufacturers. To illustrate how original, we designed and fabricated their automotive main exhibit: A stylized car silhouette, housing current examples of engine, transmission, e-mobility, and chassis technology components, accompanied by multitouch tables to provide more information on their portfolio.



AUDI, GERMANY

Showcasing innovation! To present the latest and numerous (and there are many!) configuration options and innovations of the Q4 e-tron to the public, we developed and fabricated a wall installation to give these innovations their worthy setting and help to illustrate the future of automotive engineering.



MAHLE

The BEV themed island shows original components from battery electric vehicle technologies in the area of commercial vehicle. LED flow lights were used to illustrate the scenarios of the refrigeration circuit, coolant circuit, power circuit, oil circuit and battery cooling.



ŠKODA AUTO POLSKA S.A., POLAND

The first of its kind in Poland, the *Innovative Safety Center* is a state-of-the-art and family-friendly automotive exhibition. Our exhibits help visitors gain knowledge in the broad field of contemporary motoring but also ecology, technology, and, of course, safety. The exhibition is meant to contribute to overall road safety in Poland as well as abroad!



SIEMENS, GERMANY

Siemens - Ingenuity for life - the title of the exhibition in the new Munich headquarters is both content and program. Developed in cooperation with Triad Berlin, the interactive company presentation offers visitors the opportunity to experience the entire Siemens world, from its founding years to Vision 2020, from the first product to Industry 4.0.



WIEN ENERGIE GMBH, AUSTRIA

The *Wien Energie-Erlebniswelt* (Vienna Energy Experience World), the new visitor center of Wien Energie GmbH, was designed to provide visitors with unique ways of exploring the world of energy: Generating energy while dancing, powering electrical appliances with muscle power, or regulating a city's power grid, the combination of playful and informative can be found in all exhibits.



BRENNER BASISTUNNEL BBT SE, AUSTRIA

The Brenner Base Tunnel is a superlative construction and will be the longest railway tunnel in the world when completed. To give visitors an understanding of the procedure, dimension, and uniqueness, we developed an interactive exhibition for all age groups—you can blast, drill, or, if you prefer a quieter experience, examine rock strata or explore the regional myths.



TIWAG-TIROLER WASSERKRAFT AG, AUSTRIA

TIWAG generates electricity entirely from hydropower and thus stands for sustainability. In order to communicate this goal to the public, worked with the client to on the design of the visitor areas at their hydropower plants in Tyrol, where visitors can experience the generation and distribution of energy with the help of multimedia exhibits as well as hands-on interactives.



EXPO 2020, DUBAI

Enter and take a fantastical journey through the wonders of nature, humanity's challenges and the promise of our shared future. Terra provides an inspiring experiential journey through our shared sustainable future. Terra took millions of visitors on an immersive journey through the wonders of the natural world, inspiring them to create a cleaner, safer, healthier future.



FOR MORE BRAND EXPERIENCES VISIT
WWW.HUETTINGER.DE



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@h-ttinger-interactive-exhibitions