



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



Lucius Hüttinger 1913-1963

Following the monetary reform in 1948, Lucius Hüttinger started to design and fabricate technical models as well as to create presentations and functional diagrams.

1949



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.

1970s



Jörg Hüttinger 1968 Axel E. Hüttinger 1970

today

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 PROFILE

100 % IN-HOUSE DESIGN & BUILD



PLANNING



DESIGN &
FABRICATION



INSTALLATION &
TRAINING



AFTER-SALES
SERVICE

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.

QUALITY CERTIFICATION



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

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



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.

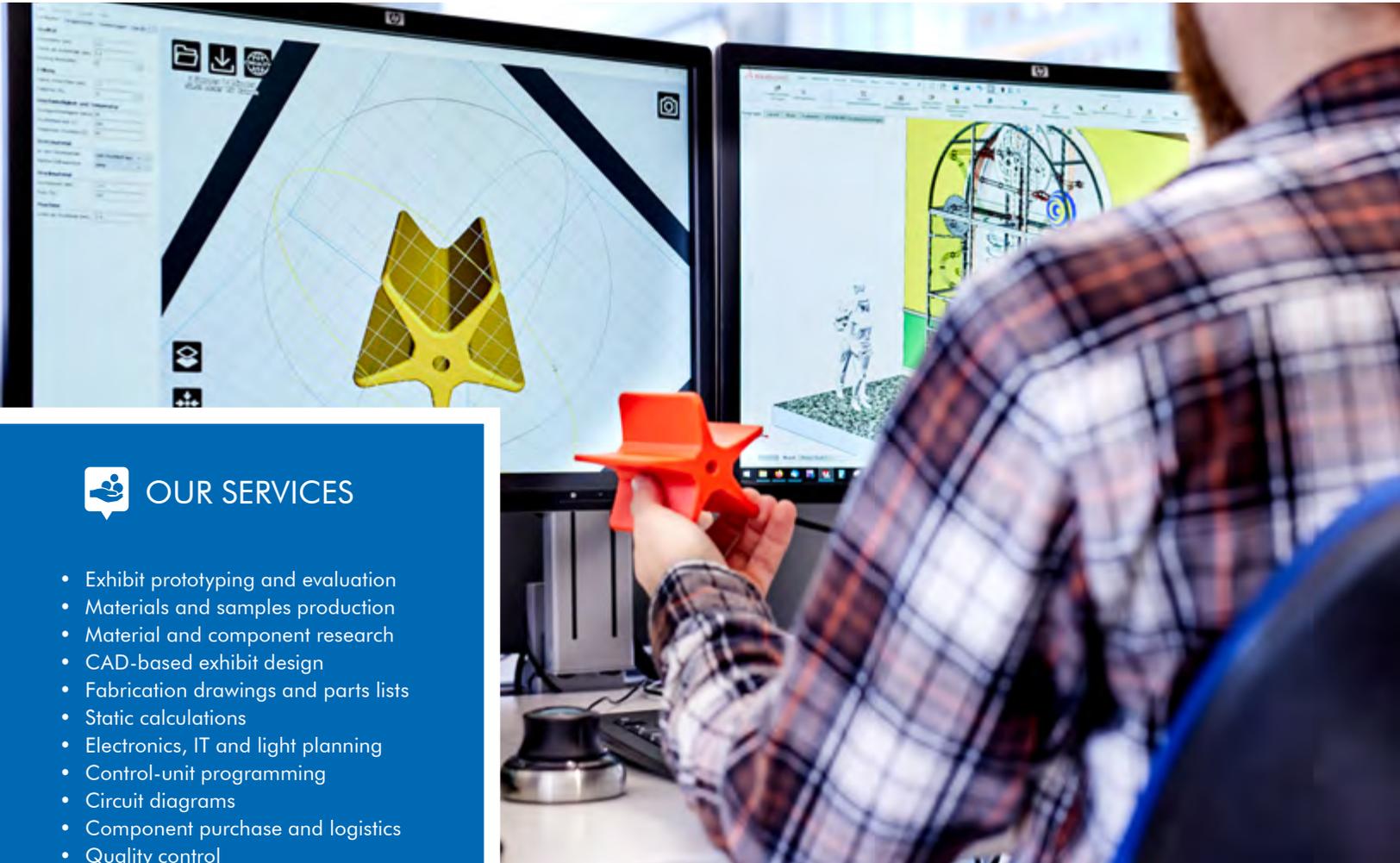
Our planning methodology is comprehensive and strategic, building visions around clearly defined goals that ensure sustainable funding and models that operate to the customer's complete satisfaction.



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

ENGINEERING AND PROTOTYPING

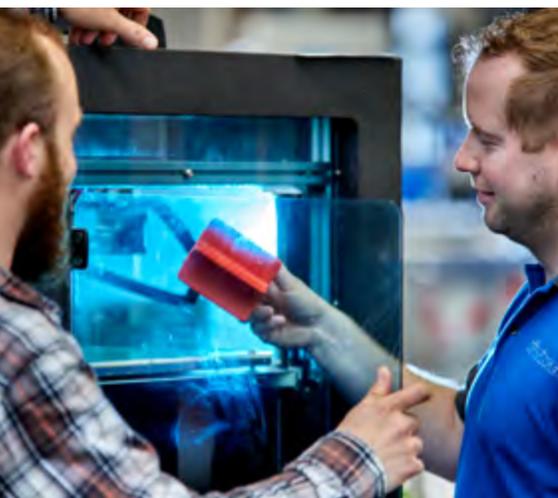


OUR SERVICES

- 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



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.



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

FABRICATION



METAL WORKSHOP



CNC AND PARTS FABRICATION



PAINT SHOP



JOINERY



ELECTRONICS



ACRYLIC SHOP



ASSEMBLY AND TESTING

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.

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.

QUALITY CERTIFICATION



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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.



© SPARKOHI Hyacinthe Arthurs



© Goulandris Natural History Museum

GOULANDRIS
NATURAL HISTORY MUSEUM, GREECE
Design and build of *Climate Change and Us*



DUNDEE SCIENCE CENTRE, UK
Design and build of *Medical Marvels and Connect*



© Aberdeen Science Centre

ABERDEEN SCIENCE CENTRE, UK
Design and fabrication of 60 exhibits
theming energy, aerospace, engineering,
mathematics and life sciences



CENTRO DE CIÊNCIA DE LUANDA, ANGOLA

We were entrusted with the design and build of the initial exhibitry for the galleries *Infinite Factory*, *Me*, *Soap Factory*, *Wow*, *ETU*, *Doing*, *Pop*, *Dinosaurs*, the outdoor area and *Science on Wheels*. Approx. 250 interactive exhibits and 45 mobile Science Kits were manufactured to equip Angola's first science center.



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 - Ciência Viva

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.

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.



Wallace for Glasgow Science Centre



© Stuart



© Techniquest

TECHNIQUEST, UK

Concept, design and fabrication of interactives for Science Capital

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.



© Queensland Museum



© experimentia gGmbH

EXPERIMENTA, GERMANY

large waterscape and over 80 interactive exhibits for *ForscherLand*



EUGENIDES FOUNDATION, GREECE

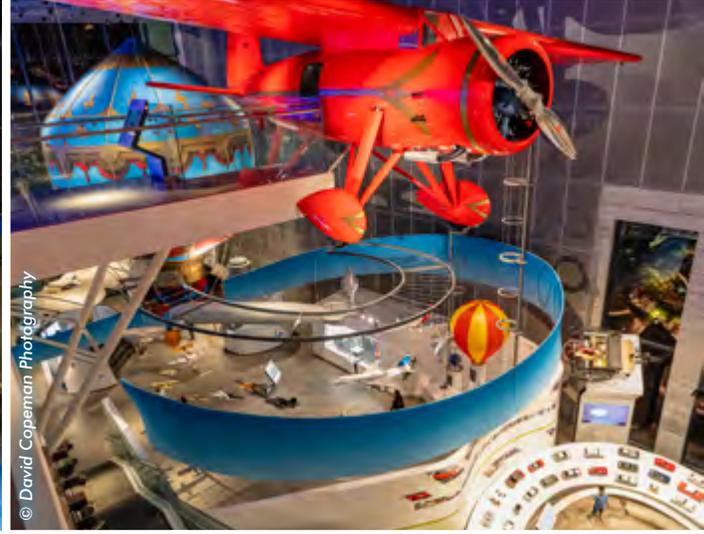
Design and fabrication of over 50 exhibits theming subjects like physics, chemistry, biology, mathematics, computer science, and robotics

MUSEUMS & PLANETARIUMS

SCIENCE AND TECHNOLOGY MUSEUMS · NATURAL HISTORY MUSEUMS · FLIGHT AND TRANSPORTATION MUSEUMS · LIBRARIES · SPACE AND ASTRONOMY EXHIBITIONS

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.



DiMi
DIGITAL MICROSCOPE

for public spaces

With the Hüttinger-made DiMi visitors of all ages and educational backgrounds have a simple and intuitive way to peer into the microworld! Robust design and simple interfaces make it a perfect fit for all public spaces with high visitor traffic and restricted supervision such as Museums, Science Centers, Children's Museums and Visitor Centers.



dimi-digital-microscope.com



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.

MUSEO DELLE SCIENZE, ITALY
Design and fabrication of hands-on science exhibits

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
Design and build of Science Revealed

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.



SENSAPOLIS, GERMANY
Interactive experiences as well as a spectacular water landscape were developed and manufactured by us

BRAND EXPERIENCES

EXHIBITS FOR TRADE SHOWS, EXPOSITIONS AND SPECIAL EVENTS · VISITOR CENTERS
COMMUNICATION CENTERS · SHOWROOMS · PREPARATION OF ORIGINAL COMPONENTS
INTERACTIVE MULTIMEDIA INFORMATION SYSTEMS

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.



SCHAEFFLER, GERMANY
Design and build of an automotive main exhibit



AUDI, GERMANY
Developed and fabrication of a wall installation



MAHLE, GERMANY
Design and build of a BEV themed island with original components and LED flow lights

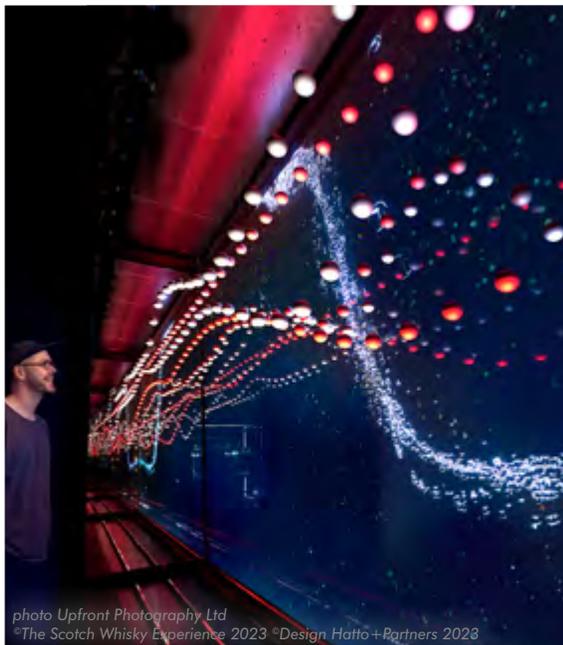


photo Upfront Photography Ltd
©The Scotch Whisky Experience 2023 ©Design Hatto+Partners 2023

THE SCOTCH WHISKY EXPERIENCE, UK

We designed and built a 5m long and 3,5m high kinetic sculpture with 200 floating spheres for Spirit of Whisky, a part of the new *immersive journey* within The Scotch Whisky Experience. The project, led by Hatto+Partners, aims to inspire with a blend of design and technology, delivered through live and virtual storytelling.



WIEN ENERGIE GMBH, AUSTRIA

The *Wien Energie-Erlebnisswelt* (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.

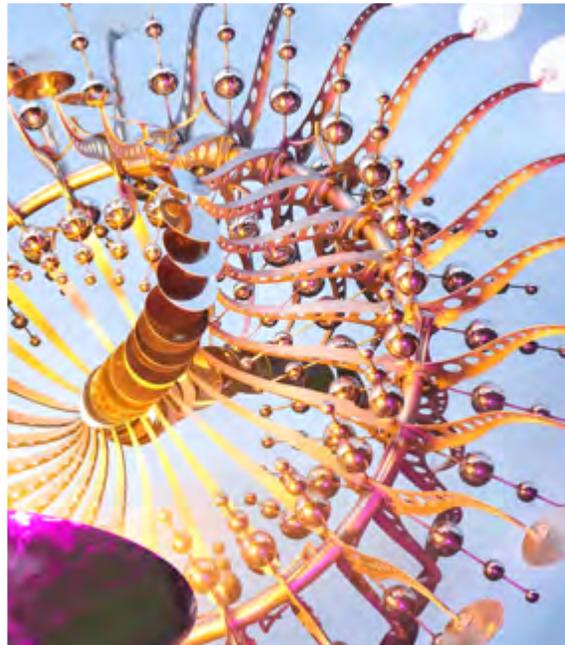


ANDRÉ HELLER, AUSTRIA

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 regrop 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.



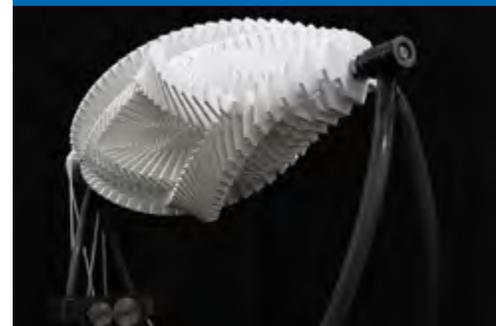
ANDRÉ HELLER, AUSTRIA
Goddess of Time

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.



YUI-MOM GROUP, TAIWAN
Dancing Particles by ART+COM



JENNIFER TOWNLEY, SPAIN
Asinas II



1,700
sq. m OFFICE SPACE



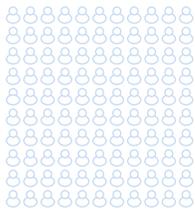
4,300
sq. m WORKSHOP SPACE



MEMBER OF



110



PERMANENT STAFF



NATIONALITIES

MORE THAN

1,000

PROJECTS



IN

60

COUNTRIES



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