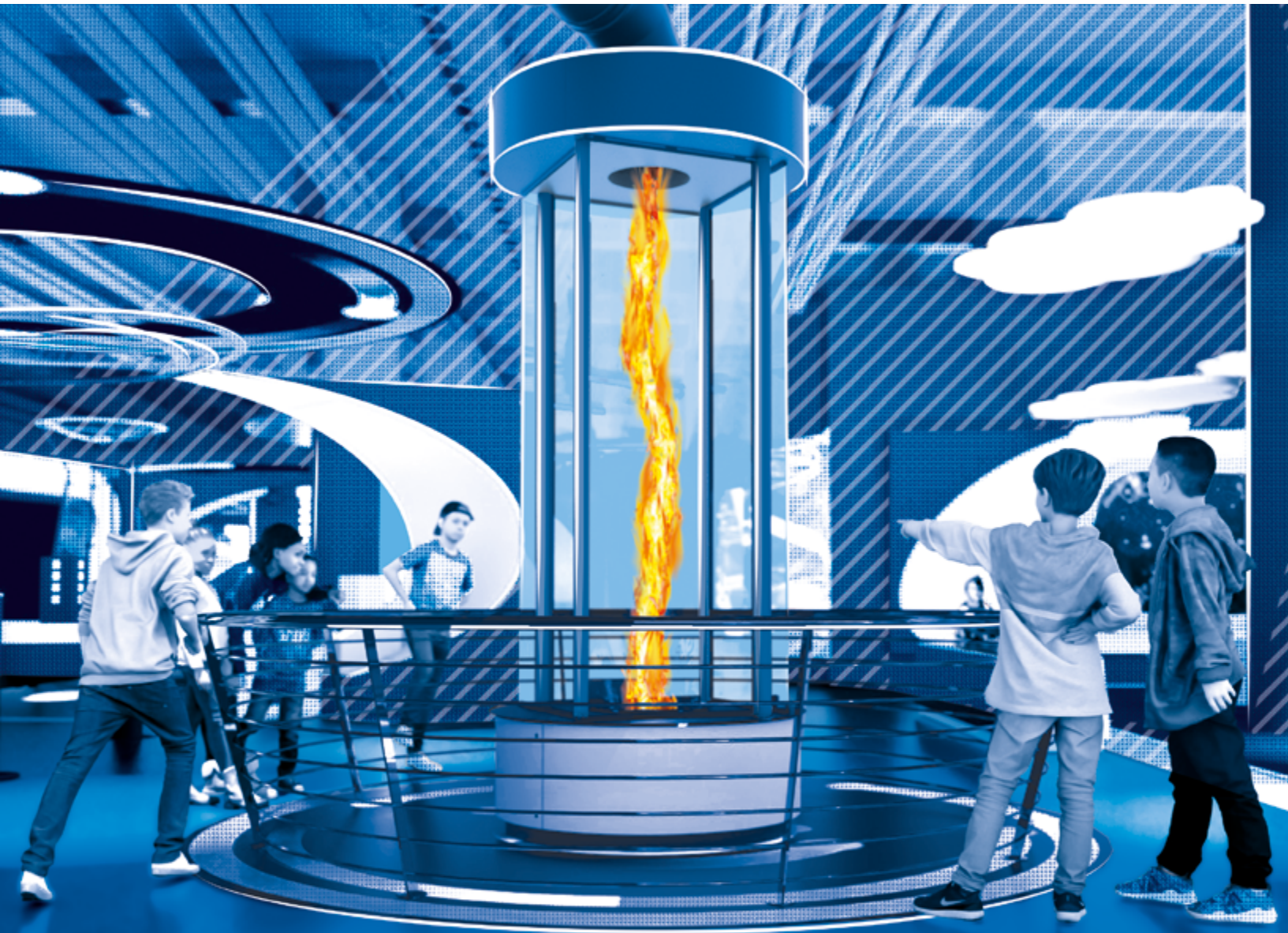




DESIGNERS AND BUILDERS
OF INTERACTIVE EXHIBITIONS

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.



1921

1949



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

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



today



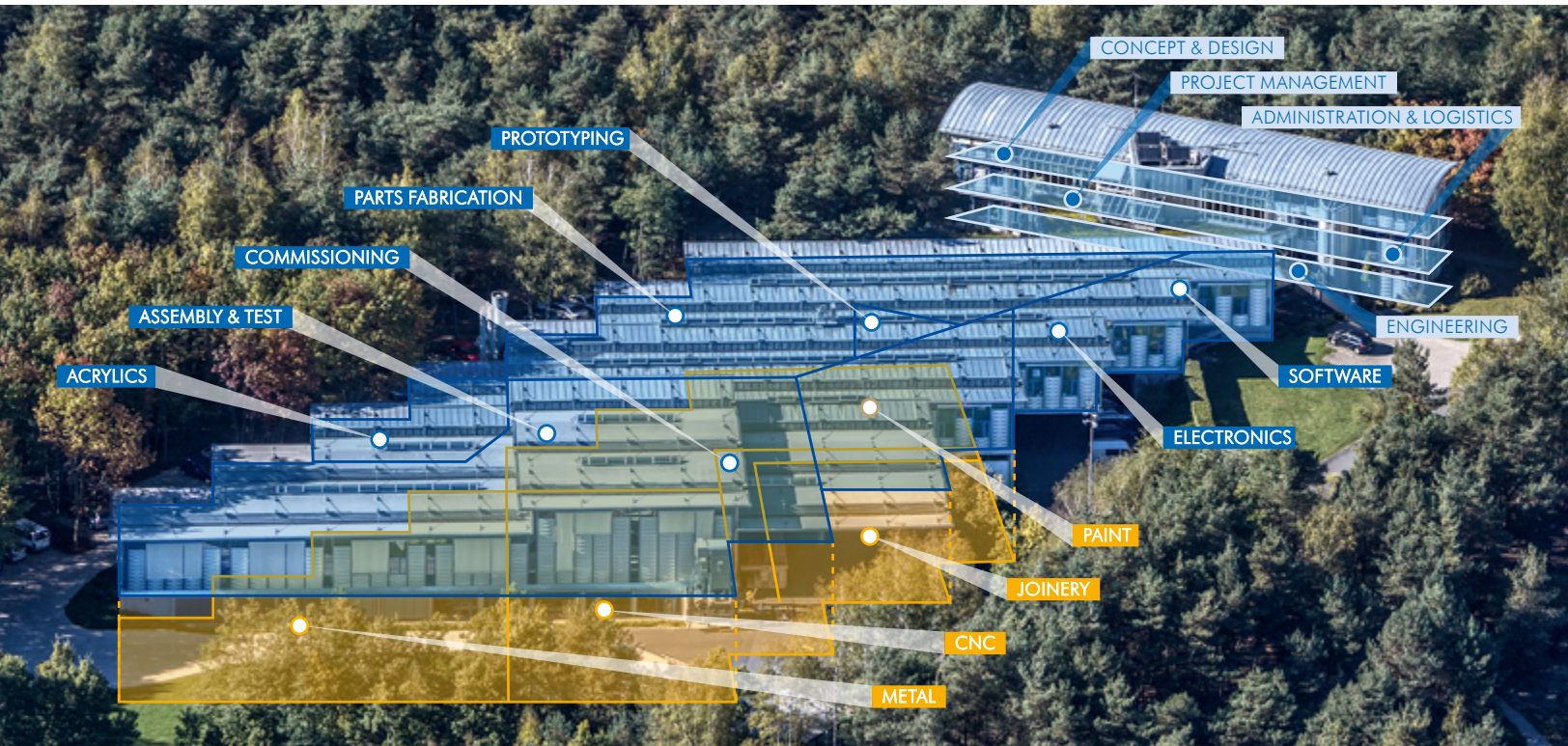
MORE THAN 100 YEARS OF INNOVATION AND QUALITY

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.

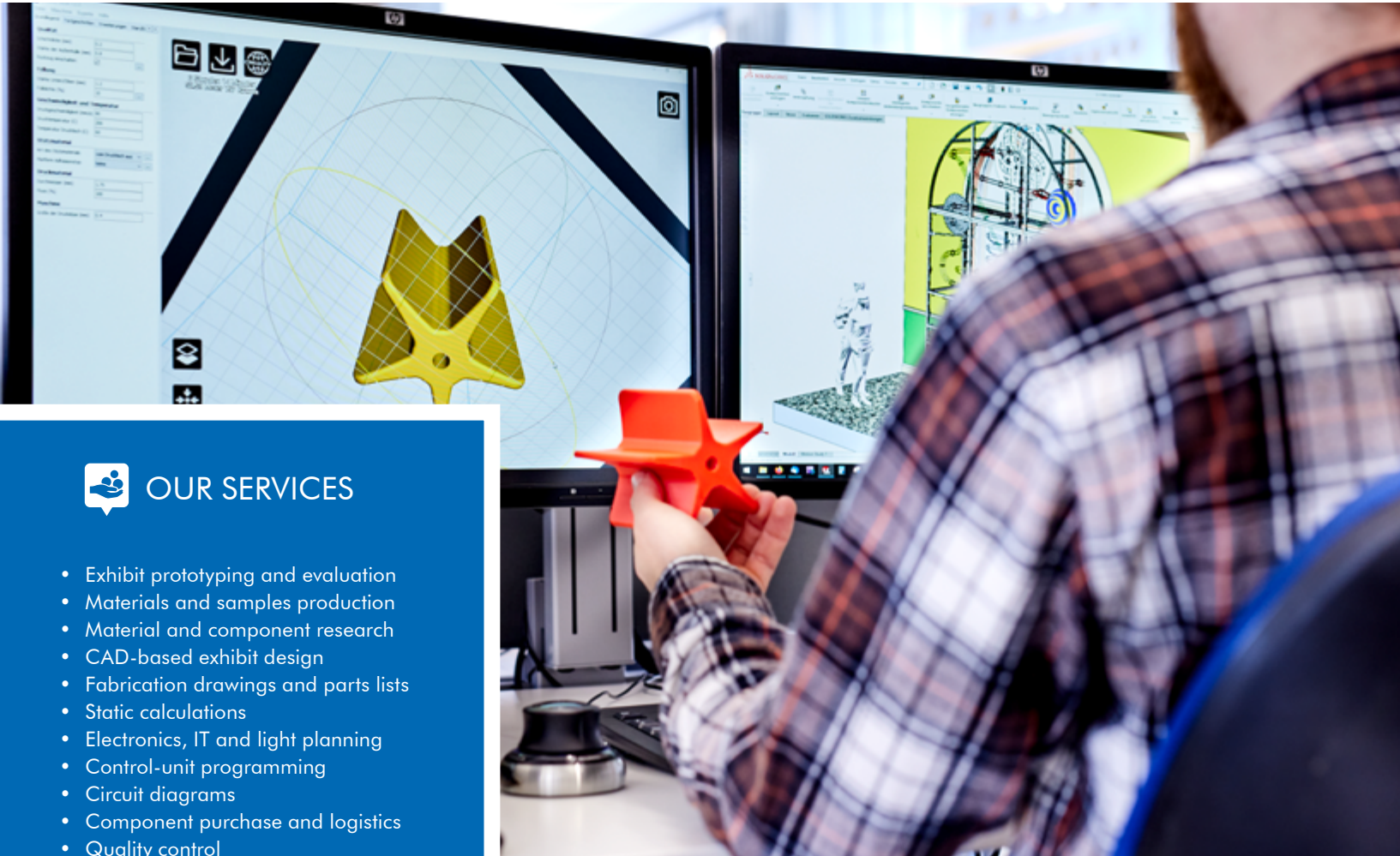
Our planning methodology is comprehensive and strategic, building visions around clearly defined goals that ensure sustainable funding and models that operate to the customer's complete satisfaction.



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

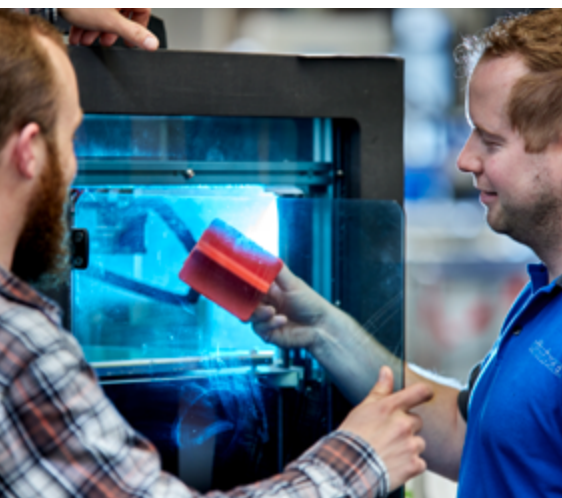


OUR SERVICES

- 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



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

SARAWAK SCIENCE CENTRE, MALAYSIA

We were entrusted with the conceptual design of a state-of-the-art science centre in Sarawak. Spanning 7,500 sqm, the centre will include 22 galleries, 407 exhibits, five laboratories, and two maker spaces — all designed and built by us. Scheduled to open to the public in 2026, the Sarawak Science Centre will offer an inspiring space for discovery and learning.



THE EXPLORIUM!, CHINA
Design and build of 70 interactive exhibits
and a waterscape



MAGIC CITY DISCOVERY CENTER, USA
Design and build of exhibits for Water Flow,
Air Forces, Pattern Place and Light Lab



SPARKOHI!, BELGIUM
Design and fabrication of interactive
exhibits for COSMOS



PALACE OF SCIENCE, SERBIA

The Palace of Science is housed in one of the most beautiful buildings in downtown Belgrade — a former bank built in 1924. Transformed into a hub for science and research, it is also a place where curious minds of all ages can engage with science and explore the discoveries that shape our everyday lives. We were responsible for designing and building the initial exhibits.

CENTRO DE CIÊNCIA DE LUANDA, ANGOLA

We were commissioned to design and build the initial exhibits for Angola's first science centre. Our work covered the galleries Infinite Factory, Me, Soap Factory, Wow, ETU, Doing, Pop, Dinosaurs, the outdoor area, and Science on Wheels. In total, we delivered around 250 interactive exhibits and 45 mobile Science Kits.



VILVITE BERGEN SCIENCE CENTRE, NORWAY

The Energy City was created to give visitors a comprehensive understanding of energy — from its generation and transmission to its usage, and how everyday choices impact that use. We collaborated closely with the Vilvite team on the conceptual redesign of their existing energy exhibition, and also designed and built *Energy City* itself.

CLEVERFOOD FOR EVERYONE, EU

CLEVERFOOD for everyone captures the dynamic flow of goods, services, and people within the global food system through accessible and engaging exhibits. Co-created by partners of the CLEVERFOOD project under the coordination of Pavilhão do Conhecimento – Centro Ciência Viva, this travelling exhibition was designed and built by us and will tour Europe for two years.



PACIFIC SCIENCE CENTER, USA
Design and fabrication of interactives for *Adventures with Sound*

GLASGOW SCIENCE CENTRE, UK

Since its inception in 1999, we have collaborated with the Glasgow Science Centre on a wide range of exhibitions over the past two decades. From recent projects focused on classic science and engineering to earlier galleries centred around biology and beyond, GSC has been a valued partner in developing world-class exhibitions.



QUEENSLAND MUSEUM, AUSTRALIA
Design and fabrication of *SparkLab*



PAVILHÃO DO CONHECIMENTO – CENTRO CIÊNCIA VIVA, PORTUGAL
Design and build of *Water – An unfiltered exhibition*

MUSEUMS & PLANETARIUMS

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

ADLER PLANETARIUM, USA

Other Worlds, the Adler Planetarium's newest permanent exhibition, explores planetary bodies across the universe — from the familiar to the extreme — including gas giants, ice giants, super-Earths, rocky planets, and more. We were proud to design and fabricate the exhibits *Measuring Starlight Reveals Planets* and *What is the "Goldilocks Zone"?* for this inspiring gallery.



NATIONAL RAILWAY MUSEUM, UK
Design and build of interactives for *Wonderlab: The Bramall Gallery*



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



SHEIKH ABDULLAH AL SALEM
CULTURAL CENTRE, KUWAIT
Design and build of 78 interactives for seven galleries



SHARJAH ACADEMY FOR ASTRONOMY AND SPACE SCIENCES, UAE

Space is a subject as captivating as it is complex — making it ideal for an interactive approach that invites visitors to explore and build their own understanding. The exhibition also highlights the contributions of the Muslim world to astronomy, including the development of telescopes, satellites, and space exploration.



DiMi
DIGITAL MICROSCOPE

for public spaces

Our DiMi microscope stations offer visitors of all ages and educational backgrounds a simple and intuitive window into the microworld. With a robust design and user-friendly interface, DiMi is perfectly suited for public spaces with high visitor traffic and minimal supervision.



dimi-digital-microscope.com

© Grandfather Mountain Stewardship Foundation

CHILDREN'S MUSEUMS & PARKS

CHILDREN'S MUSEUMS · CHILDREN'S ENTERTAINMENT CENTERS · TODDLER AREAS
THEMED ATTRACTIONS · LEISURE PARKS · SCIENCE PLAYGROUNDS · WATER FEATURES



© Museo de la Ciencia CosmoCaixa

MUSEO DE LA CIENCIA COSMOCAIXA, SPAIN

We were contracted to design and build *Clik*, CosmoCaixa's newest space for sparking curiosity and experimentation among young visitors. Featuring 25 interactive modules and experiment stations across four zones — air, light and colour, water and mechanics, and construction — *Clik* brings science to life through hands-on exploration. In 2024, it was named a finalist for the EMA Children in Museums Award.

MUSEUM OF SOLUTIONS, INDIA

The 2024 winner of the EMA Children in Museums Award, MuSo's *Playlab* inspires, enables, and empowers children to become agents of change. Through a series of themed spaces, the museum invites children aged 2 to 16 to actively explore how they can improve everyday life and society. We designed and manufactured the interactive exhibits for this pioneering initiative.



CHILDREN'S MUSEUM OF SONOMA COUNTY, USA

Water play nurtures social interaction, problem-solving skills, hand-eye coordination, and creativity, while encouraging free experimentation. With *Mechanical Waterways 2.0*, children engage with numerous play stations that introduce them to scientific and mathematical principles. As they explore, they gain valuable skills and a deeper appreciation for water as a vital natural resource.



NEOBIO SCIENCE MUSEUM, CHINA
Design and build of hands-on exhibits for children themed around water, energy, and music



OLIOLI® EXPERIENTIAL
CHILDREN'S PLAY MUSEUM, QATAR
Design and fabrication of the initial exhibition elements



EXPERIMENTARIUM, DENMARK
Design and build of *Jagten på den gode energi* (lit. The Hunt for Good Energy)

BRAND EXPERIENCES

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

THE SCOTCH WHISKY EXPERIENCE, UK

We designed and built a 5m wide and 3,5m high kinetic sculpture with 180 floating spheres for *Spirit of Whisky*, a part of the immersive journey within *The Scotch Whisky Experience* — a multi-award-winning visitor attraction in Edinburgh. The project, led by Hatto+Partners, aims to inspire with a blend of design and technology, delivered through live and virtual storytelling.



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



SCHAEFFLER, GERMANY
Design and build of an automotive main exhibit



EXPO 2020, DUBAI
Design and build of exhibits for Terra - The Sustainability Pavilion



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



PORSCHE, GERMANY

For this project, we developed twelve Porsche 4Kids experience stations using a flexible modular system to fit the varying space requirements inside the highly stylized Porsche museum. The clean, minimal design keeps the focus on content and interaction. Trapezoidal shapes add a subtle sense of motion that echoes the dynamic architecture of the Porsche Museum.



SCHOTT, GERMANY

This miniature world is represented by a landscape that shows all areas of application for Schott surfaces on a "play table". Visitors can use RFID sensor pucks to obtain in-depth information on six different product families of smoke control and safety glazing on a touch screen. In addition, the corresponding area of application in buildings, ships and trains is backlit in the symbolically depicted miniature landscape.

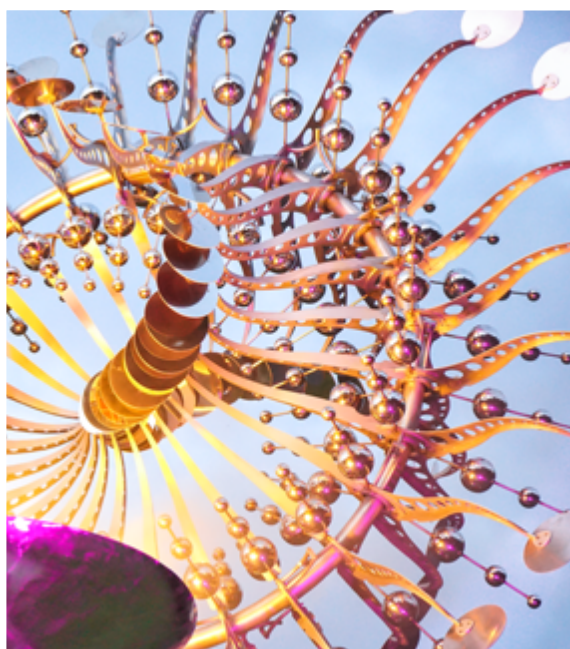


ANDRÉ HELLER, AUSTRIA

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.



ANDRÉ HELLER, AUSTRIA
Goddess of Time

ARTIST IN FACTORY, GERMANY

An artist in factory 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.



LICHTERFELDE CLUB OF HOPE, GERMANY
KWIRKI, The Emissary



JENNIFER TOWNLEY, SPAIN
Asinas II



1,700

sq. m OFFICE SPACE



4,300

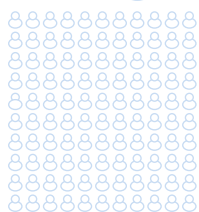
sq. m WORKSHOP SPACE



MEMBER OF



110



PERMANENT STAFF

MORE THAN

1,100

PROJECTS



IN

60

COUNTRIES



NATIONALITIES



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90571 Schwaig bei Nürnberg, Germany



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www.huettinger.de



youtube.com/@huettingerexhibits



instagram.com/huettinger.de



dimi-digital-microscope.com



linkedin.com/company/h-ttinger-interactive-exhibitions