

HB-LASER



GERMANY

INTERACTIVE
VISIONS



Effects

SYSTEMS MEDIATECHNOLOGY ENGINEERING SERVICE

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GERMANY

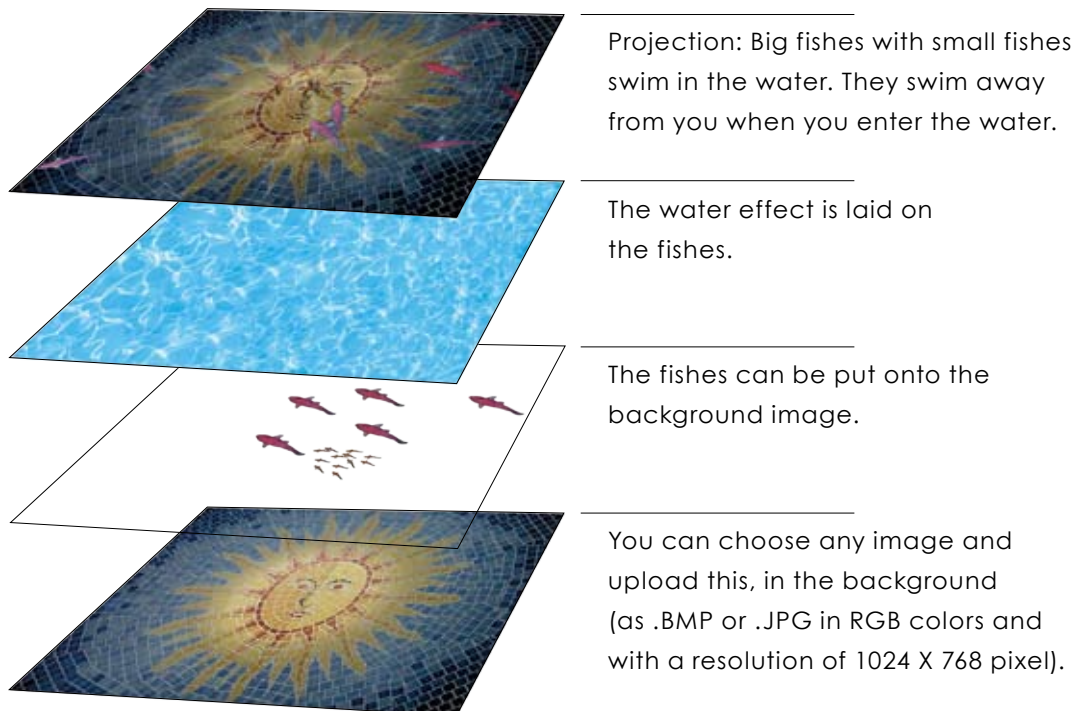
I. HOW IT WORKS



1.1. The multilayer system

Example: fish & water

The Interactive Visions System is a so called multilayer system: several layers can be laid over each other.



2. EFFECTS



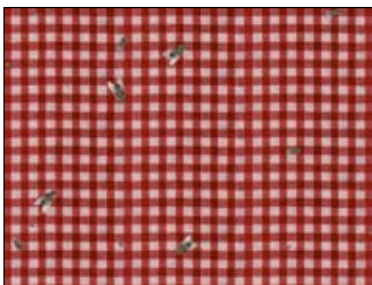
2.1. abstract

The red arrows come from all directions.
When walking on the IVS area the red arrows move away from you.
Background image can be changed.



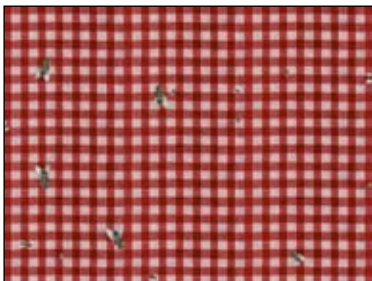
2.2. abstract_source

The red arrows come from the center of the IVS area.
When walking on the red marks go away fast.
Background image can be changed.



2.3. attacking_flies

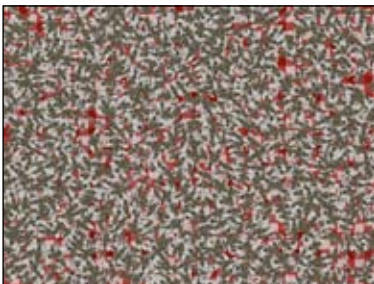
When walking on the IVS area the flies follow you and try to attack you.
Background image can be changed.



2.4. flies

When walking on the IVS area the flies fly away fast from you.
Background image can be changed.

2. EFFECTS



2.5. clouds-of-flies

A huge amount of flies move around you when walking on the IVS area.

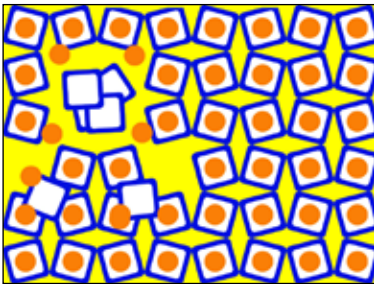
Background image can be changed.



2.6. beach

You can kick and prod the balls on the beach as well as the crab and the shell. The seawater flows according to your movements. Incl. sound of bouncing balls.

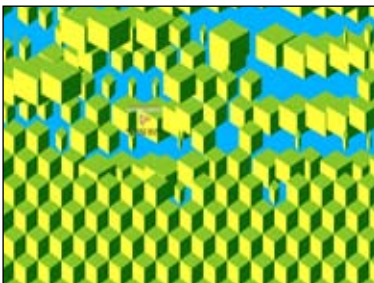
Background image and graphic of the balls can be changed.



2.7. blue-square-red-dots

The blue squares and red dots are jumping in different directions. Incl. sound.

Blue squares & red dots can be replaced by other graphics.



2.8. cubes

The cubes are jumping up and down, and change their size. The background has a different colour.

2. EFFECTS



2.9. flowers

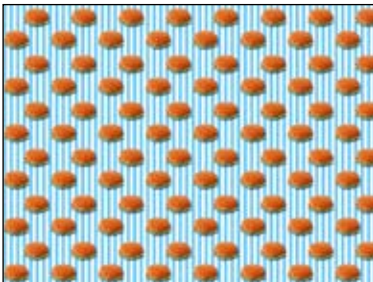
The flowers bloom and bounce when you walk on them.



2.10. gate

The background picture resolves into small pieces which move into all directions.

Background image can be changed.

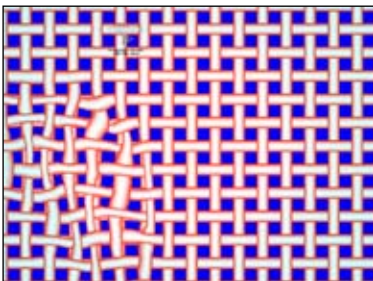


2.11. burger

The small burgers move fast and bounce into all directions.

The burgers can be replaced by any other graphic.

Background image can be changed.



2.12. mesh

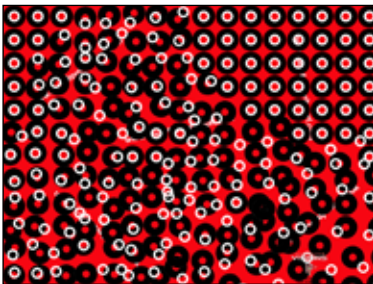
The mesh shakes and blurs when walking on the IVS area.

2. EFFECTS



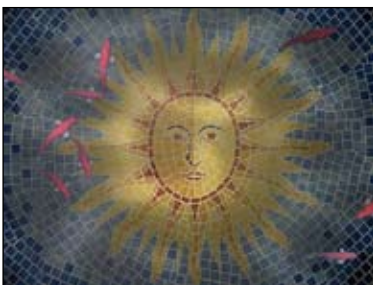
2.13. open

The background picture resolves into small pieces and bounces.
Each square moves separately.
Background image can be changed.



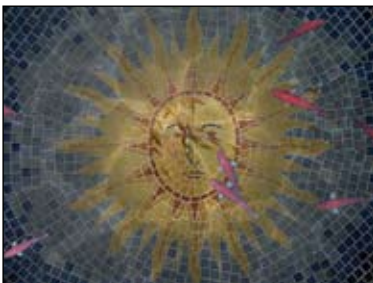
2.14. webad

The black circles and white circles jump independently into all directions.
Incl. sound.
The circles as well as the background can be replaced by other graphics.



2.15. individual-fish

Fishes swim in the water and swim away from you when you enter the water.
Incl. the sound of splashing water.
Background image can be changed.



2.16. swarm-fish

Swarm-fish: big fishes with small fishes swim in the water.
They swim away from you when you enter the water.
Incl. the sound of splashing water.
Background image can be changed.

2. EFFECTS



2.17. soccer

You can kick the football as being on a real playground.

The game includes the score and the real sound of a football stadium (whistle, applause a.s.o.).

Own graphics can be faded in and the cushion can be provided with your logo.



2.18. soccer with video

You can kick the football as being on a real playground.

The game includes the score and the real sound of a football stadium (whistle, applause a.s.o.).

Furthermore, you can play videos in the center area. Own graphics can be faded in and the cushion can be provided with your logo.



2.19. plain

When you walk through the grass the plain ground appears.

Both graphics can be replaced by other images.

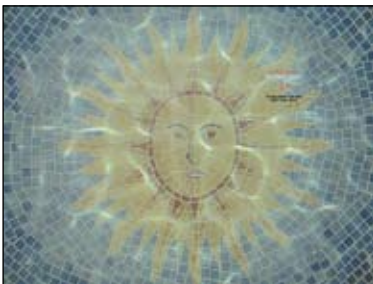


2.20. snow

When you walk on the surface the snow disappears and drifts away.

Background image can be changed.

2. EFFECTS



2.21. pool-glspot

Water pool with the reflexion of the sunshine spots on the surface.
Incl. the sound of splashing water.
Background image can be changed.



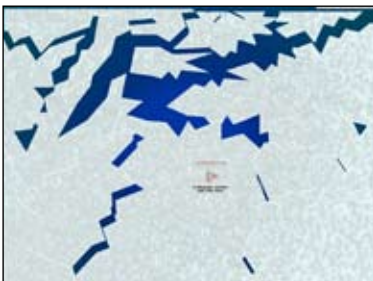
2.22. roses

When you step on the roses they disappear and grow again at another place. Similar to traces_plain (2.28) but with additional roses



2.23. hockey

Kick the hockey ball with your feet, try to kick it into the other gate.
Incl. the original sound of a hockey game in the stadion.
Own grafics can be faded in and the cushion can be provided with your logo.



2.24. ice

The ice breaks when you step on it. Blue background - similar to water - disappears.
Incl. water effect and the sound of breaking ice.

2. EFFECTS



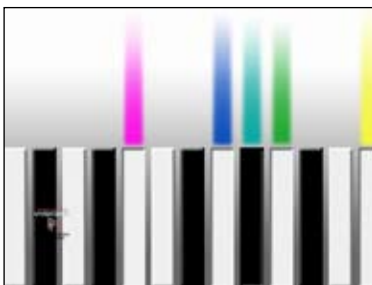
2.25. particle system (preview)

The snowflakes move fast. When you walk on the IVS area the snowflakes move faster and fly away from you.
Background image can be changed.



2.26. particle system (preview)

The ice brakes when you step on it.
Snowflakes appear under the ice and move fast.
Background image can be changed.



2.27. piano

When stepping on the keys they generate sound according to an original piano. When stepping on a black or white key the colour above changes into different colours.



2.28.A traces_plain 1

When you walk on the IVS area another image appears bit by bit.
Two images are laid over each other separately.
Both graphics can be replaced by other images.

2. EFFECTS



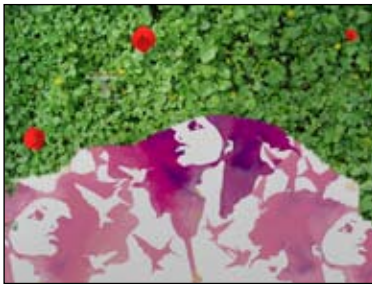
2.28.B traces_plain 2

When you walk on the IVS area another image appears bit by bit. Two images are laid over each other separately.



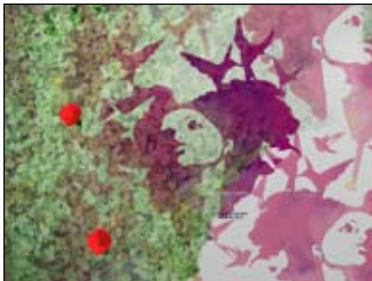
2.28.C traces_plain 3

When walking on the IVS area another image appears bit by bit. Two images are laid over each other separately.



2.28.D traces_plain 4

When you walk on the IVS area another image appears bit by bit. Two images are laid over each other separately. Green grass is laid over the faces. The grass disappears when walking on the IVS area.



2.28.E traces_plain 5

When you walk on the IVS area another image appears bit by bit. Two images are laid over each other separately. Green grass is laid over the faces. The grass appears again.

2. EFFECTS



2.32. water_logo

Any logo can be put in the background of the IVS.
The water effect is laid on the logo which shows light reflexions and gives you the feeling of walking in water.
Incl. the sound of splashing water.
Background image can be changed.



2.33. video

A video file can be put into the background. The water effect is laid on the video file. Incl. the sound of splashing water.

Custom-made effects

Should you have special requests and ideas for the functionality and the design of an individual effect we would be at any time pleased to help you and to realise your ideas.

2008/02

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