



**DESIGNERS AND BUILDERS
OF INTERACTIVE EXHIBITIONS**

OUR HISTORY

Founding and Competence

Following the monetary reform in 1949, Lucius Hüttinger started designing and fabricating technical models, presentations and functional diagrams.



1913 – 1963

Lucius Hüttinger

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



Jörg Hüttinger
1968

Axel E. Hüttinger
1970

1921

It was in 1921 in Fürth near Nuremberg that Emanuel Hüttinger founded the engineering consultancy firm which to this day bears his name.



1885 – 1953

Emanuel Hüttinger

1970s

In the early 1970s, this field expanded. The focus changed from making individual models to equipping complete exhibitions and information centers, particularly for the energy sector in Germany.



1943

Gisa and Kurt Hüttinger

TODAY



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

OUR PROFILE



Hüttinger is a one-stop shop for exhibition planning, design and fabrication, working for clients throughout Europe and on an international scale. We develop exhibitions that promote exploration and understanding through multi-sensory experience. Our preferred method of working is the design-and-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 savings, cost savings and, ultimately, a far more satisfactory exhibition. The essential prototyping is integral to the entire process. As a result, our clients get the best value for their money. Where the design-and-build approach is not the preferred option, we are happy to work as designers or fabricators, bidding separately for the different project phases.



KEY FIGURES

Office space:	1,700m ²
Workshop space:	4,300m ²
Permanent staff:	120



PLANNING



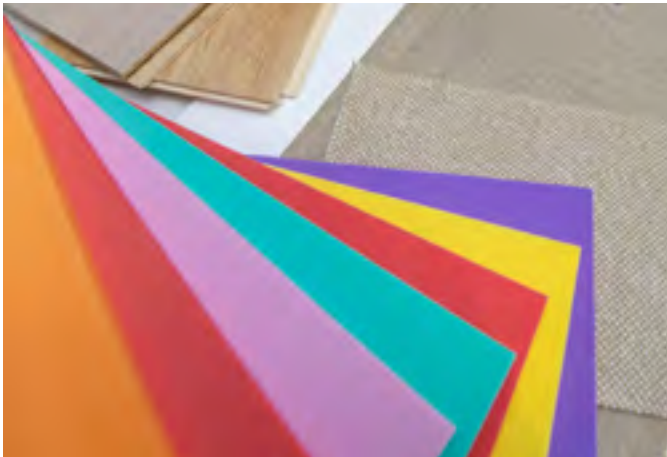
DESIGN & FABRICATION



AFTER-SALES SERVICE

CONCEPT & DESIGN

Designing the interaction: A team of interior architects, product-, media- and graphic designers translates scientific content, product features and complex concepts into the language of exhibition — interactive exhibits based on real things and real processes in a novel environment. Our designers are involved in all phases (concept, schematic, detail and construction documents) supporting our experienced project management, enabling a seamless translation of project vision and values throughout our design-and-build approach. Our planning methodology is comprehensive and strategic, building visions around clearly-articulated goals and sustainable funding and operating models.



SERVICES

- Blue sky charrettes
- Feasibility studies
- Conceptual master planning
- Storyboards, books and fundraising tools
- Architectural interiors
- Operational planning
- Budget planning
- Content development
- Writing and full graphic design
- Space layout and architectural interiors
- Interpretive (storytelling) design
- Fly-through computer models
- Interactive media development
- Exhibit plans and specifications

SPECIALISTS

- Interior architects
- Product designers
- Digital media designers
- Graphic designers

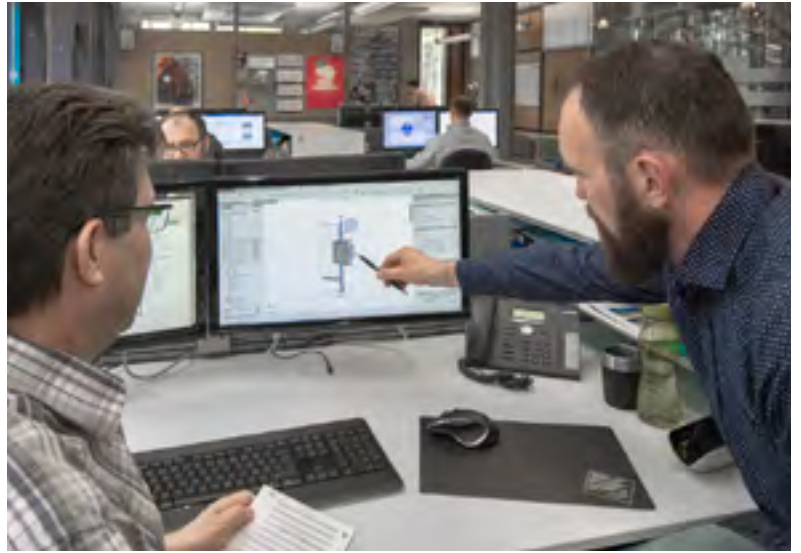
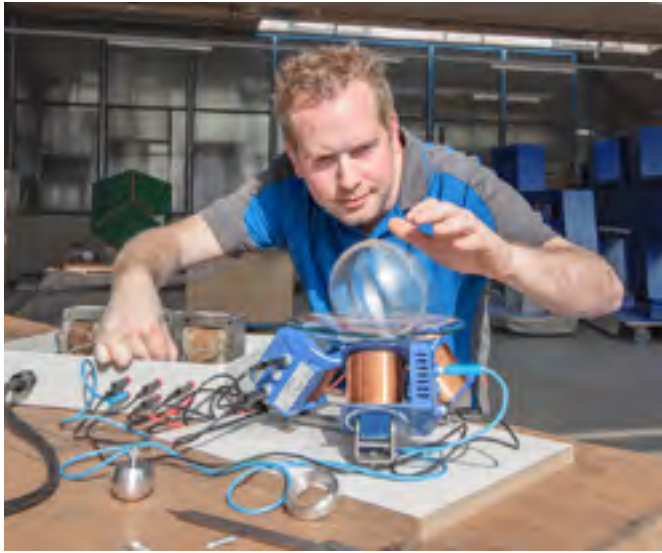
EQUIPMENT

- VectorWorks
- Cinema4D
- Adobe Creative Suite
- Maya
- Rhino
- ZBrush

ENGINEERING & PROTOTYPING

80% of a product's properties are determined during the engineering process:

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. Feedback from workshop staff, formative evaluations and service teams enable the engineers to continually improve the quality of our exhibit projects with regard to visitor experience, durability, safety, sustainability and cost-efficiency.



SERVICES

- Prototyping
- Exhibit plans and specifications
- Workshop drawings
- Exhibit manuals and documentation
- Exhibit prototyping and evaluation

SPECIALISTS

- Mechanical engineers
- Technicians

EQUIPMENT

- SolidWorks 3D CAD
- 3D VIA

SOFTWARE & MULTIMEDIA

Our technical planning unit is rooted in the design, engineering, 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 & tagging system called xtag. On the hardware side, we design and build customized sensors, microcontrollers, digital displays and LED lighting systems—everything that a leading-edge exhibition requires, all in a single integrated design and build resource.



SERVICES

- Concept development and storyboarding
- Animations and media design
- Software and hardware integration
- Sensors, microcontrollers and customized displays
- Interactive lighting systems

SPECIALISTS

- Multimedia designers
- Software engineers

EQUIPMENT

- MS Visual Studio
- Unity 3D
- PHP Storm
- Git
- Adobe Creative Suite

PROJECT MANAGEMENT

Our team of project managers is the main point of communication between client, consultants and our in-house staff. Using modern project management tools, the project manager is responsible for meeting the client's requirements within time and budget. As well as having procedures for in-house design and production, we also manage specialist contractors, with whom we have long-established relationships. Our results-oriented approach and flexible project leadership for assignments of any size and duration and our creative project management guarantee a seamless translation of project vision 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 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.



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

SPECIALISTS

- Senior project managers
- Project assistants
- Office, accounting, controlling personnel

EQUIPMENT

- Wiki-based knowledge base
- Web-based project planning and controlling
- Standard office communication tools

FABRICATION

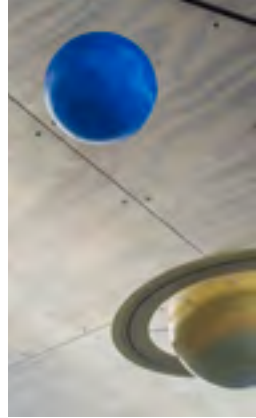
We have an experienced team of highly-skilled craftsmen of different trades working with all major materials. The essential prototyping is integral to the entire fabrication process, resulting in such insights as: visitor interaction and response, safety, durability, risk assessment and special needs.

METAL

The core of our metal workshop and parts-production unit is a large-scale water-jet cutting machine which enables us to process a wide variety of materials, ranging from glass to steel according to the specific requirements of each client and project.

SPECIALISTS

- Precision mechanics
- Toolmakers
- Machinery mechanics and fitters
- Sheet metal workers
- Welders
- CNC programmers



JOINERY

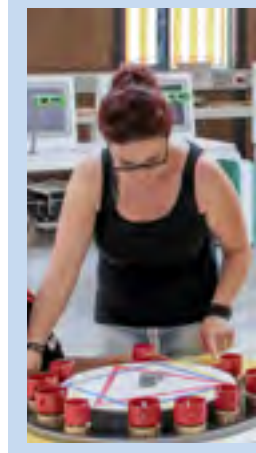
Beginning with precision cut parts from our CNC machines, the Joinery department is able to deliver furniture, displays and decorative elements that integrate smoothly with the “engineered” mechanical working elements.

SPECIALISTS

- Carpenters
- Cabinetmakers

EQUIPMENT

- CNC 3 and CNC 5 axis milling machines
- CNC bending machine
- Water jet cutter
- 3D printers





PAINT

In this department we are working hard to ensure the highest finish qualities possible. With our unique process we can help exhibits retain their beauty for many years in even the toughest of environments.

SPECIALISTS

- Painters
- Scenic artists
- Polishers

ACRYLICS

In our custom Acrylic shop we have the capability to custom mill and polish any acrylic parts required in fabrication. This gives us very high quality with no back and forth to outside vendors helping maintain an efficient work flow.

ELECTRONICS

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

SPECIALISTS

- Electronics technicians
- Electrical equipment mechanics
- Mechatronics

FORMATIVE EVALUATION

The aim of prototype testing is to identify barriers to visitors' use of, engagement with, and understanding of the exhibit.

- *Ergonomics:* Is the design user friendly?
- *Motivation:* Does the exhibit invite visitors to engage?
- *Comprehension:* Do visitors understand the exhibit content?

MUSEUMS & SCIENCE CENTERS

Interpretive Centers • Education Centers • Science Centers • Discovery Centers • Children's Entertainment Centers • Toddler Areas



© experimenta gGmbH

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.

SCIENCE AND TECHNOLOGY CENTER ATHENA, GREECE

In the Interactive Science and Technology Exhibition at Eugenides Foundation in Athens we designed and fabricated exhibits for the now renamed Science and Technology Center Athena. Covering a floorspace of 1,200 sqm on three floors, Athena is now home to 54 interactive exhibits theming Physics, Chemistry, Biology, Mathematics, Informatics and Robotics.





© David Copeman Photography



© David Copeman Photography

SHEIKH ABDULLAH AL SALEM CULTURAL CENTRE, KUWAIT

At the Natural History Museum and the Science & Technology Museum of the newly built Sheikh Abdullah Al Salem Cultural Centre (ASCKW) in Kuwait City we developed and fabricated over 75 interactive exhibits for many of the galleries. The development of Sheikh Abdullah Al Salem Cultural Centre involved coordination between 96 contractors from 13 countries around the world.



© Dundee Science Centre

DUNDEE SCIENCE CENTRE, UK

Medical Marvels for the Dundee Science Centre proved a fun and exciting project for us. The hands-on exhibits are intended to engage visitors of all ages in technologies that are used in medicine. The individual exhibits explore several themes, including Ultrasound, Endoscopy and Surgery, and are based on the work of the Institute of Medical Science and Technology in Dundee.



GLASGOW SCIENCE CENTRE, UK
Engineering and build of portable, interactive exhibits for *Powering the Future on Tour*



© Queensland Museum

QUEENSLAND MUSEUM, AUSTRALIA
Design and build of interactives for the SparkLab Sciencentre



NATIONAL SCIENCE CENTRE – PUSAT SAINS NEGARA, MALAYSIA
Design and build of *Pathways to Science*



DISCOVERY MUSEUM ACTON, USA
Design and build of hands-on exhibits for the *Da Vinci Workshop*



TOMSK REGION ADMINISTRATION, RUSSIA
Conceptualization, design and build of *Point of Gravitation*

ART

Sculptures • Kinetic and Mechanical Sculptures • Architectural Façades • Mechanical and Object Theaters

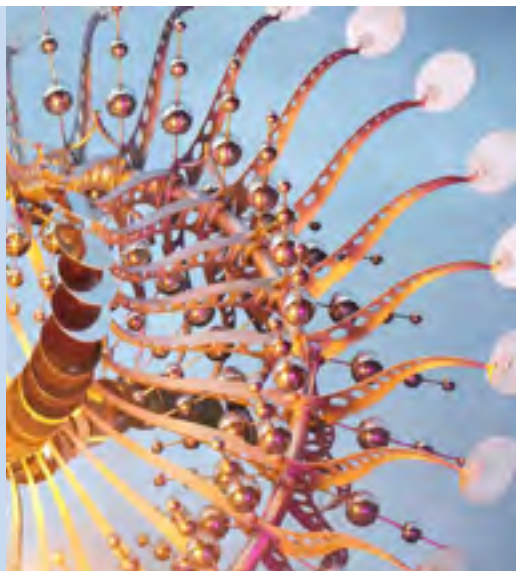


CITY OF NUREMBERG, GERMANY

In our home city of Nuremberg we developed, designed and built a mechanical theatre entitled *The Life of Charles or Brokering Peace and Collecting Crowns*. Puppets driven by an automatic mechanism present in short comic scenes important stages in the life of the late medieval Emperor Charles IV.

ANTHONY HOWE, USA

For *In Cloud Light IV*, conceptualized and designed by artist Anthony Howe, we worked closely with the artist to fabricate a large kinetic sculpture. Driven by wind, the sculpture displays a unique spectacle of reflections and floating patterns. *In Cloud Light IV* is the centrepiece of the Olympic Boulevard in Rio and was in use for the Olympic flame. After the Olympic and Paralympic Games, the kinetic sculpture remains as a legacy to the city of Rio de Janeiro.



© Leonardo Neumann Ciuffo



JENNIFER TOWNLEY, SPAIN
Development and manufacturing of *Asinas II*



© Suzy Stöckl

ANDRÉ HELLER, AUSTRIA
Development and manufacturing of *Earth Goddess*



YUI-MOM GROUP, TAIWAN
Mechanical engineering, electronics and software of *Dancing Particles* by ART+COM

THEMED ATTRACTIONS

Leisure Parks • Themed Entertainment • Zoos • Play Features



NICKELODEON ADVENTURE PARKS, SPAIN

Based on a design by Thinkwell, for Europe's first Nickelodeon-themed family entertainment center Nickelodeon Adventure Murcia we produced interactive and decorative elements. This contract was followed by the order to rebuild these interactives for Nickelodeon Adventure Madrid and Nickelodeon Adventure London.



PLAYMOBIL FUNPARK, GERMANY
Design and fabrication of interactive exhibits



NIKE INC., USA
Fabrication of a giant gyroscope for Niketown Chicago



MADURODAM, THE NETHERLANDS
Development, design and build of the interactive elements for MD 2.0



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.



OCTOPUS SCIENCE CENTER, CHINA

At the Octopus Science Center inside the Vanke Pie Shopping Mall in Guangzhou we fabricated many interactive exhibits and indoor water exhibits.

VISITOR CENTERS

Communication Centers • Customer Experiences • Roadshows • Permanent Installations • Showrooms • Brand Experiences



© Wien Energie / Vienna Paint

WIEN ENERGIE GMBH, AUSTRIA

The *Wien Energie-Erlebniswelt* (Vienna Energy Experience World), the new visitor center of Wien Energie GmbH, was designed as a starting point for all who want to learn about energy and the development of energy-saving technologies.

GAZPROM TRANSGAZ MOSCOW LLC, RUSSIA

For Gazprom we worked to help visitors learn about gas transportation through exploration with hands-on exhibits and experiences in the world's first museum devoted to the topic.



ŠKODA AUTO POLSKA S.A., POLAND
Škoda Auto Lab – concept, design, build



BRENNER BASISTUNNEL BBT SE, AUSTRIA
Tunnel Worlds – concept, design, build

BMW WELT, GERMANY

We have been entrusted with the development and fabrication of interactive experiences for the redesigned *Junior Campus* at BMW Welt in Munich.



GEN ENERGIJA D.O.O., SLOVENIA
Visitor Center of a nuclear power plant in Krško

PRODUCT PRESENTATIONS

Exhibits for Trade Shows, Expositions and Special Events • Preparation of Original Components • Interactive Multimedia Information Systems



SCHAEFFLER TECHNOLOGIES GMBH & CO. KG, GERMANY

Working with the team from Shaeffler we designed and fabricated a special exhibit *Concept Bike*. Presented in a stylized, leaned-over motorcycle, visitors can discover its components. Touch screens offer information about the mode of operation and the interaction of the propulsion systems as well as the individual products.



SHANGHAI GENERAL MOTORS CO. LTD
Buick Encore drivelines, cutaway engines



NISSAN MOTOR IBÉRICA SA, SPAIN
Three cutaway, road-worthy Nissan working models of the *LEAF*



CONTINENTAL AUTOMOTIVE GROUP, GERMANY
Design and build of the special exhibit *Continental Powertrain*



HILTI CORPORATION, LIECHTENSTEIN

As safety is a prime concern in many construction sites, we helped to design and build exhibits for Hilti's safety training sessions. This led to the creation of suitcase versions of table-top exhibits which covered several different training topics helping the sessions to be more engaging to those attending.



AUDI AG, GERMANY

The Audi brand unveiled the new Q7 at the vibrant international press launch in Verbier, Switzerland. We fabricated product displays to help present the Audi Q7 3.0 TDI quattro product portfolio.



Kurt Hüttinger GmbH & Co. KG
Mittelbügweg 90
90571 Schwaig bei Nürnberg
Germany
info@huettinger.de
www.huettinger.de
facebook.com/huettinger.de
youtube.com/huettingerexhibits

KEY FIGURES

Office space: 1,700m²
Workshop space: 4,300m²
Permanent staff: 120

CONCEPT

- Blue sky charrettes
- Feasibility studies
- Conceptual master planning
- Storyboards, books and fundraising tools
- Architectural programming
- Operational planning
- Budget planning

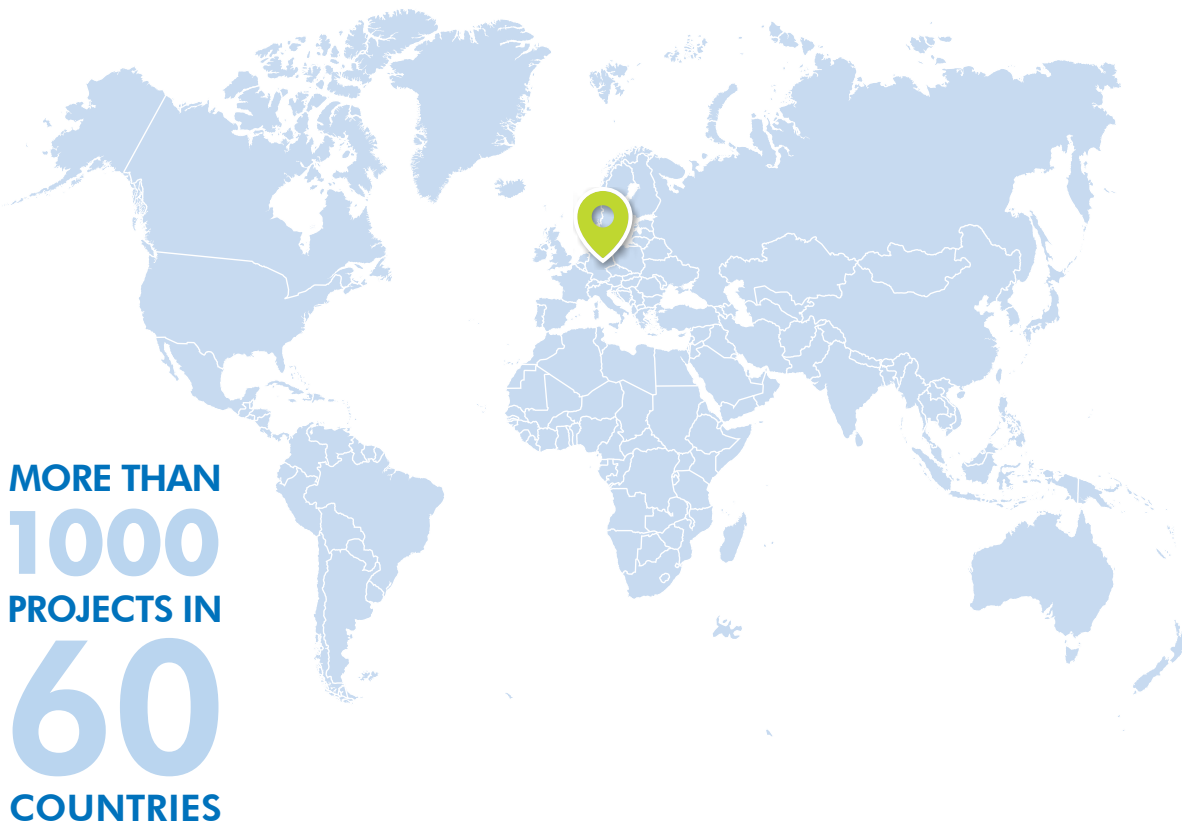
DESIGN

- Content development and research
- Interpretive (storytelling) design
- Writing and full graphic design
- Space layout
- Architectural interiors
- Fly-through computer models
- Interactive media development
- Exhibit plans and specifications

FABRICATION

- Custom A/V and multimedia
- Exhibit prototyping and evaluation
- Project supervision and management
- Fabrication and installation of exhibits
- Commissioning and staff training
- Maintenance, spares and repairs
- Upgrades and retrofits
- Dismantling and storing of trade-show exhibits

WORLD WIDE EXPERIENCE



MEMBER OF

