



UNDERWATER ADVENTURES

EXHIBITION OVERVIEW



RELEASE YOUR INNER AQUANAUT!

Interactive exhibition developed, designed and constructed by the Australian National Maritime Museum.

Based on French author Jules Verne's 1870 classic *20,000 Leagues Under the Sea*, the exhibition brings to life the deep-sea adventures of Captain Nemo, his fantastical Nautilus submarine and the mythical world he inhabited.

At the center of this fantasy world is the giant Nautilus where kids can climb aboard and discover the inner workings of a deep-sea submersible... they can take up the controls at the helm, peer through the periscopes, crank the propeller, test out the bunks and explore Captain Nemo's Cabinet of Curiosities full of wonderful marine specimens. There's even a bubbly pipe organ to play and a galley full of strange foods to discover!

Kids can then slip on a dive suit and venture through the world below the waves including the octopus' garden with its giant clam shell, a giant squid to slide down and then wander through the maze of sea weed in the kelp forest. They can also explore the lost world of Atlantis.

'This exhibition is amazing and well worth the visit! It was truly enjoyed by the kids and us adults. Very interactive and educational. So much to do and look at, you will leave wanting to go back again! Highly recommend to everyone and anyone!'

- Trip Advisor

'Based on one of my favourite author Jules Vernes' book 20,000 Leagues Under the Sea, this hands-on exhibition is great fun for the family.'

- Busycitykids.com

→ TOPIC AREAS

The exhibition is designed for 2-10 year olds and presents a variety of topics through interactive exhibits, graphics and props.

Topics explored include:

- Marine habitats and creatures
- Marine biology research techniques
- Periscopes
- How submarines are steered
- How submarines are powered
- How submarines dive and surface-ballast tanks
- Diving equipment
- Maritime archaeology



→ THE NAUTILUS

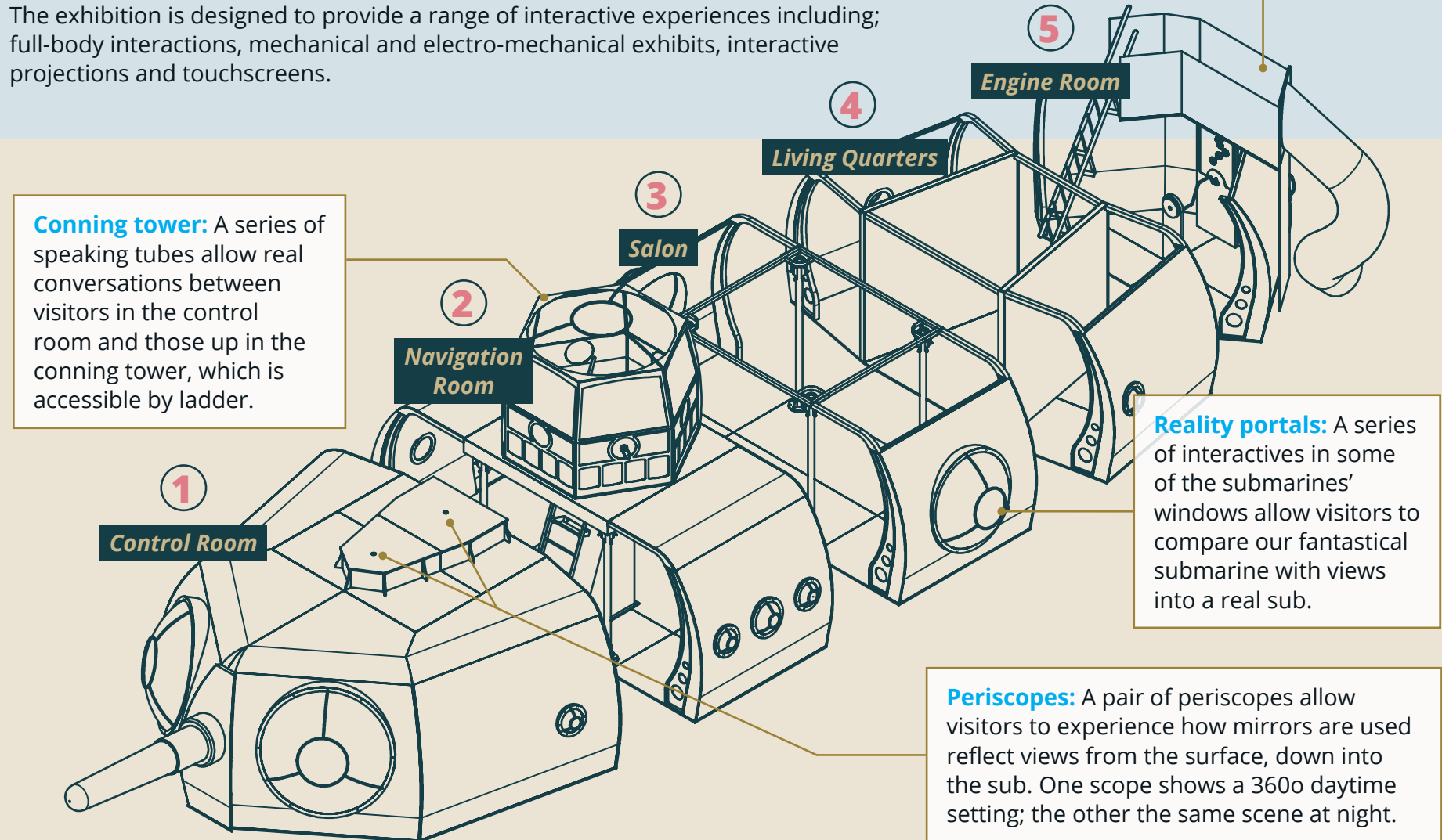
Verne's submarine was a fantastical craft with a basis in genuine technologies.

This exhibition will present both the fantasy and the facts, allowing visitors to explore both Verne's imaginary world and the real-life wonders of exploring the oceans. They'll discover what it is to operate a submarine, and learn about the underwater world as it would be seen from inside an imaginary deep-sea exploration vessel.

The exhibition is designed to provide a range of interactive experiences including; full-body interactions, mechanical and electro-mechanical exhibits, interactive projections and touchscreens.

Escape hatch and squid slide:

The sub is under attack! Visitors scale the escape hatch and slide down the giant squid.



→ NAUTILUS COMPONENTS

Control Room

- Speaking tubes
- Seabed environments maze
- Dress-ups
- Dive boots
- Sea sounds
- Conning tower

Salon

- Magnifier
- Viewing window
- Mechanical grabbers
- Cabinet of curiosities
- Pipe organ

Living Quarters

- Shark guts
- Galley
- Ballast Tanks
- Bunks and Lockers
- Could you be a submariner?
- Narwhal height chart

Engine Room

- Connect the Batteries
- Crank the Prop
- Escape hatch and squid slide
- Speaking Tube



→ SAMPLE FLOORPLAN

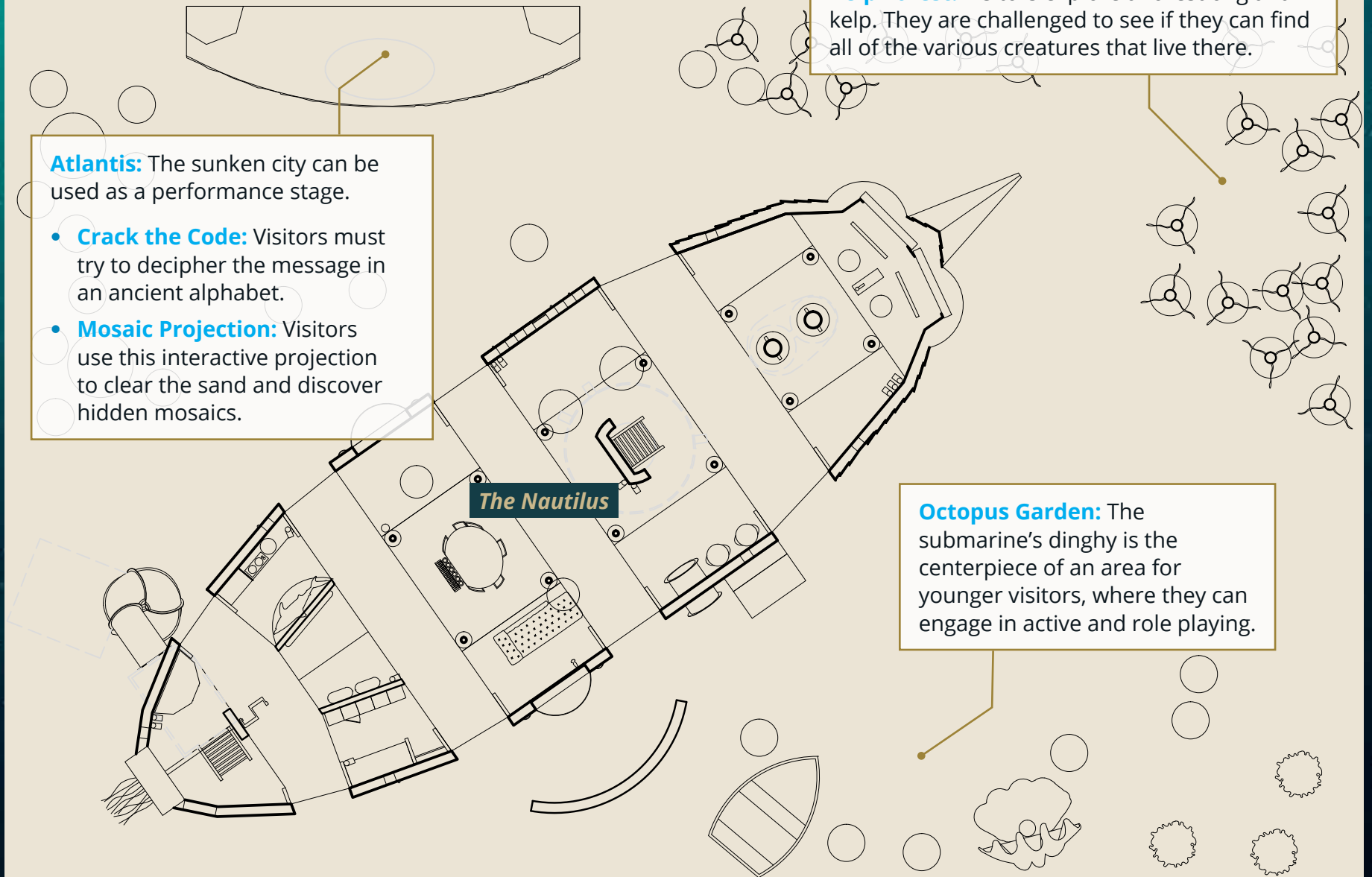
Atlantis: The sunken city can be used as a performance stage.

- **Crack the Code:** Visitors must try to decipher the message in an ancient alphabet.
- **Mosaic Projection:** Visitors use this interactive projection to clear the sand and discover hidden mosaics.

The Nautilus

Kelp Forest: Visitors explore a forest of giant kelp. They are challenged to see if they can find all of the various creatures that live there.

Octopus Garden: The submarine's dinghy is the centerpiece of an area for younger visitors, where they can engage in active and role playing.



→ ADDITIONAL COMPONENTS

- **Vortex:** At the end of 20,000 Leagues under the Seas the Nautilus disappears in a maelstrom. Visitors use this interactive vortex to see if they can sink a model sub.
- **Adult Trail:** Older visitors to the exhibition can use a trail booklet to discover more in-depth and fascinating information about the topics covered. They can share this knowledge with younger visitors either while in the exhibition, or later, to prolong the experience.

Voyage to the Deep will be relevant to the school curriculum with strong links to the science syllabus through the built environment (the built elements of the submarine and how things work) and the natural environment (life cycles and the environment).

This turn-key exhibition offers a wide range of experiences, from full-body activities, to simple table-top activities and text panels. There is no set path through the exhibition; visitors can find their own way, according to their age and interests.



→ VENUE REQUIREMENTS

Space Required 5,000 sq ft

Minimum Ceiling Height 12'

Production Time 7 working days for install & 5 for de-install

Freight 2 x 53' standard air-ride trailers by land or 3 x 40' containers by sea

Minimum Booking Period 3 month minimum

→ BOOKING INQUIRIES

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➤ www.sea.museum

The **Australian National Maritime Museum** is Australia's national centre for maritime collections, exhibitions, research and archaeology.

The museum presents a changing program of stimulating exhibitions and events to share Australia's maritime history and connect the stories, objects, people and places that are part of our country's narrative. We welcome over 850,000 visitors annually including families, interstate and international tourists.

Connecting with audiences outside of Sydney, interstate and across regional Australia is a big part of what we do. Our diverse touring exhibitions give regional communities the chance to view and learn more about the fascinating stories behind the National Maritime Collection.

Voyage to the Deep: Underwater Adventures is produced by Australian National Maritime Museum and toured internationally by flying Fish.

Contact Us For Exhibit Hosting Information! +61 (0) 400 728 865 or +1 320 309 4001 / info@flyingfishexhibits.com



FLYING FISH

➤ www.flyingfishexhibits.com

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Flying Fish provides a wide variety of services to execute upon a successful touring exhibition program, including:

- Exhibition Design
- Sales & Marketing
- Freight & Logistics Planning
- Fabrication
- Tour Management & Operations