



*The FUTUROSCOPE Amusement Park
entrusts de pinxi
with the creation of a major Group Interactive Experience*

Two teams of 100, each behind the controls of a space vessel, pitted against each other amongst the twists and turns of Kegopolis, the city of the future...

Within the first ever amusement park devoted to Images and Image Technology, *de pinxi* has been entrusted with the creation of the only interactive attraction ... all in stereoscopy!

How it works

After taking a seat in the hall, renamed "METROPOLIS CHALLENGE" after the experience, each participant is equipped with a pair of 3D glasses and two light sticks, one green and one red. These light sticks are what pilot the whole experience: by showing the red stick, the participants can turn their team's vessel to the left, and by showing the green stick they can make it turn to the right.

The hall is divided into two teams, the blues and the yellows. Each team is led by a virtual team leader, represented by a real actor integrated into the synthetic décor who introduces the various games to be played by his or her team and, most importantly, provides constant encouragement for the various challenges.

One 'live' MC, present in the flesh, provides specific instructions for each challenge.

For a duration of 14 minutes, both teams are faced with 4 fun challenges with they take up in turns. The winning team is that with the greatest number of points at the end of all 4 games.

The lightsticks are used to move the team spaceships as well as to place various obstacles in the opponent's path.

A camera analyses the proportions of red and green shown, determining the movements to be represented on the screen for each team in real time.

The Challenges:

- A Downtown Crossing: the teams must get through a course in as short a time possible by jumping from one platform to another. Meanwhile, the opposite team must attempt to intercept or push its opponent back, making it lose time.
- Aero-Croquet: the teams must pilot their space vessels through the sky above the city endeavouring to get through specific gates that offer a variety of bonuses. The opposing team must once again try to block these gates to prevent its adversary from gaining the points.
- Labyrinth: a race against the clock where the teams follow a circuit of roller-coasters, always remembering to avoid the obstacles put in the way by their opponents!
- Catapult: a game of speed and synchronisation, the grand finale during which both teams play simultaneously. The teams must stretch the catapult to a max to enable their spaceship to take off. A true test of strength!



Technical note

This project was developed on the basis of the simulation and virtual reality techniques used by flight simulators. The software used to run the attraction *argoKernel*, the audience analysis system *argoMass*, the virtual worlds, the sound effects, the pre-show attractions and the automation of the show as a whole were created in their entirety by *de pinxi*.

Furthermore, the system used at the Futuroscope to bring to life an interactive theatre with seating for 200 has already been used for other interactive events involving more than 1,200 participants!

The central computer used is a Silicon Graphics Onyx IR2 graphics station generating a very high resolution 3D image in real time with incomparable clarity and antialiasing – all essential factors when working with a screen that is over 7 metres wide.

Two Barco polarised projectors are used for the projection of the passive 3D images.

The outside and waiting area of the Metropolis Challenge building were modelled on the images from the attraction by the official designer. The animated pyramid and panoramic landscape covering a tunnel that is over 20 metres in length serve to quite literally ‘immerse’ the participants in the virtual world they are about to explore.

Futuroscope

The Futuroscope park covers an area of 60 hectares and is located only 15 kilometres from Poitiers in France. It is the second-largest amusement park in France and the fifth-largest in Europe. Since its creation in 1987, the park has welcomed more than 25 million visitors.

Futuroscope is the only amusement park in the world that is devoted entirely to Images and Image Technology. The twenty or so attractions within the park make use of all possible image technologies and a host of weird and wonderful display features including giant screens, panoramic screens, domes, 3D cinema, dynamic halls and more. Despite this prestigious setting, the *de pinxi* Metropolis Challenge retains its uniqueness as the only interactive attraction in the park.

de pinxi

Since 1993 *de pinxi* has been creating interactive experiences for museums, amusement parks and for marketing and communication campaigns. These experiences make use of a unique combination of virtual worlds, that rely on outstanding graphic design and sound, information technology and piloting electronics, all developed in-house. Our experiences are not films, rather simulations in which the **audience become the actors!**

For further information on the interactive experiences developed by *de pinxi*, consult our website on www.depinxi.be or contact us directly.

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