

Never out of Order!*

Multimedia Solutions & Systems Management for Museums

CREATIVE CONCEPT > DEVELOPMENT > IMPLEMENTATION > OPERATION > MAINTENANCE



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Info Panel

Touchscreen-based systems replacing traditional printed artefact descriptions. Allows for the integration of multilingual text descriptions, photographic and video content. Incorporates QR codes or NFC technology to transfer content to visitors' devices.



Visitor phone integration

Transfers museum content to visitors' devices for later browsing and sharing.

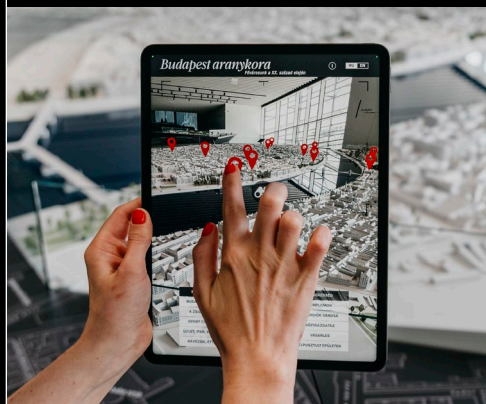
Encourages visitor interaction, engagement and participation in the exhibition.



Tablet-based AR systems

Virtual expansion of the exhibition space through augmented reality applications.

The tablet scans the physical environment and overlays physical objects with additional information and stories.



Touchscreen systems

Gamification of the museum learning experience. A full range of text- and image-based interactive experiences, including 3D model integration — not only for children's museums.



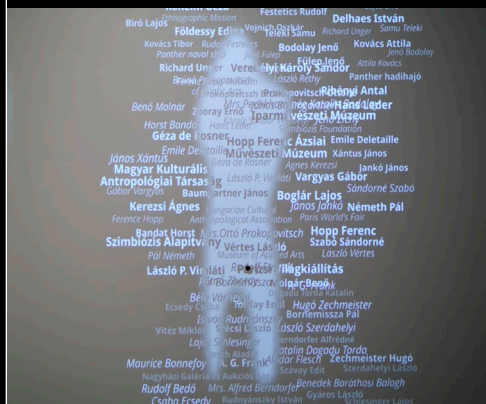
Large-format multitouch

Enables multi-user interaction, group games, interactive demonstrations and knowledge sharing.



Immersive installations

An installation that invites visitors to become part of the sensory experience, transforming the visuals through movement or simply by being present.



Custom format display systems

Free-form LED display systems featuring non-rectangular, arched, cylindrical and conical screens, with custom control electronics and dedicated content production.



Multi-screen systems

Synchronised content across multiple custom format screens allowing for the creation of immersive spatial installations.



Gesture control

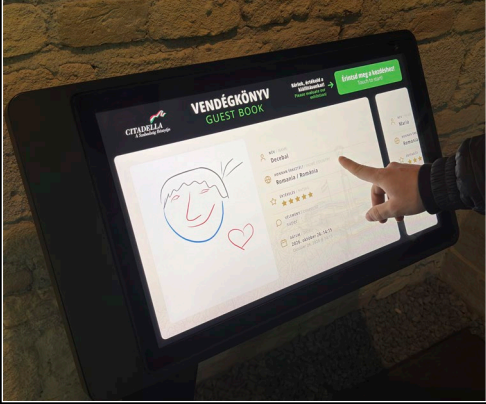
Camera-based systems designed to recognise different human gestures and control the installation's functions.





Digital Guestbook

Allows visitors to rate the exhibition, leave comments and even express their impressions through drawings. Offers them the opportunity to register and receive exhibition updates and enjoy the benefits of membership.





Electro-mechanical

Multimedia installations featuring moving mechanical elements, such as kinetic sculptures that interact with visitors.

Example: Large mechanical pop-up book in the House of the Millennium, Budapest.





Object mapping

Projection onto physical objects using multiple projectors, precisely aligned to match the objects' shapes.

Example: The Battle of Belgrade, 1456. Projection onto a 3D model of the fortress. Citadella, Budapest.





Exhibition Web Shadow

A complete online counterpart of an exhibition, mirroring all its informational and curatorial materials, including texts, images, artworks, and documentation, without reproducing its physical space. Full access can be restricted to registered users (ticket holders, members).

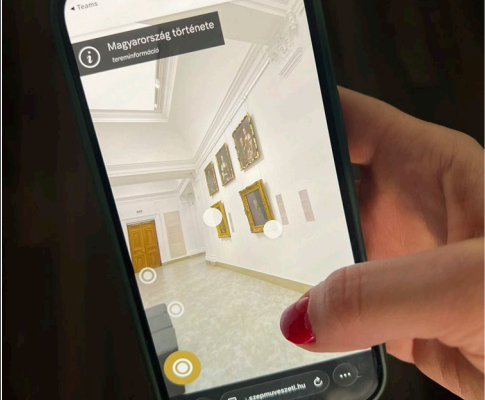




Exhibition Virtualisation

Recreates the full spatial experience of an exhibition through 3D scanning, including all associated exhibition content.

Enables virtual visits and preserves all exhibition materials in a digital archive.





Immersive projections

Projection onto all surfaces of a room using multiple precisely aligned projectors, creating a dreamlike spatial installation that makes visitors part of the artwork.

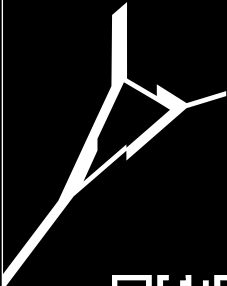


Unified CMS	All exhibition multimedia systems operate from a single, locally installed server or cloud-based Content Management System (CMS). This allows content to be updated effortlessly across all platforms, including on-site systems and web-based applications.
Device Management	All hardware components are connected to the CMS network and can be managed centrally online. Systems can be switched on and off automatically according to opening hours, with programmable overrides for special events.
Monitoring 24/7	All systems are monitored 24/7 using AI-supported fault detection and predictive monitoring. Automated alerts are sent to the service desk, while the monitoring system provides daily, monthly and yearly logs and statistics.
Service Desk	Our Budapest-based service desk provides technical support by phone, email and an online ticketing system. All enquiries are answered within 8 hours, with remote troubleshooting provided within 24 hours. If an issue cannot be resolved remotely, it is escalated to our on-site service team.
On-site service	Our on-site service covers continental Europe, providing assistance within 72 hours of receiving a fault report. We currently operate on-site service networks in 11 countries.
* Guarantee	We guarantee 96% system uptime during opening hours, measured monthly.

References	Museum of Ethnography, Budapest: Operating more than 300 multimedia systems, including Web Shadow, since 2024. Citadella – The Bastion of Liberty: Operating more than 200 multimedia systems, including Web Shadow, since 2026. Deutsche Telekom stores: Operating more than 8,000 systems in 11 countries since 2014.
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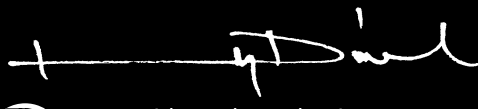


Since our founding in 1989, we have grown from a small workshop into an international design studio serving clients in 15 countries around the world. Today, our work spans architecture, interior design, commercial design and multimedia. With a team of more than 70 people speaking more than 10 languages, supported by a broad network of trusted partners and subcontractors, we are able to manage complete design projects — from initial concept development and project management through to turnkey implementation.

We continue to evolve, explore new opportunities and expand our services in response to changing markets and the needs of our clients. Yet one thing has remained unchanged since the beginning: art first.

From the smallest project to the largest, this principle guides everything we do — rooted in the timeless ideals of goodness, truth and beauty.





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