

DEVELOPED EXHIBITS & CORE COMPETENCIES

DEVELOPED EXHIBITS¹ (For Museum, Trade Show, Retail, and Special Event Use.)

- ◆ *Spin Browser*TM technology that brings the magic of time-lapse and high-speed video into the interactive realm, allowing interactive fluid traverse of video footage at all time scales.
- ◆ *Dancing Banners*TM that give live performances set to music.
- ◆ *Dancing Iron Dust*TM science/artworks and corporate *Living Logos*TM.
- ◆ *Hotplate*TM magnetic field experimentation stations.
- ◆ *Power Generation Exhibits* where visitors crank electrical generators to run lights, radios, and motors.
- ◆ *Aerovertica*TM interactive vertical flying propellers.
- ◆ *Tower-of-Triangles*TM kinetic sign and torsional wave exhibit.
- ◆ *Tassel Tornado*TM shimmering waves of spinning ribbons.
- ◆ *Product Animation Platforms*TM that allow products to literally “sell themselves” in live performance.

CORE COMPETENCIES

1. **Art & Science Synergies:** Ability to brainstorm quickly, creatively, and realistically about the application of new technologies to create visually riveting and playful exhibits for museums, tradeshows, retail environments, and special events.
2. **Design and Construction:** Ability to fabricate unique and creative cutting-edge exhibits and product prototypes. Specific skills include:
 - i) **Software:** Ability to create software control environments spanning the entire range from low-level hardware control all the way up to networking connectivity, user-interface design, and high-level choreography.
 - ii) **Electronics:** Ability to design custom components and integrate them with existing 3rd party devices. These skills include designing and building circuit boards using discrete analog and digital components, embedded micro-controller based systems, and the like.
 - iii) **Mechanics:** Ability to design and build complex precision-machined mechanical systems intended for hand control or computer-programmed motions.
 - iv) **Sensors:** Ability to have attractions respond to any and all environmental stimuli including light, sound, motion, temperature, pressure, etc.
3. **Ruggedization:** Experience designing such displays to withstand the elements (rain, snow, and sun), repeated rough handling by audiences, regular set-up/take-down, and shipping.
4. **Writing:** Experience designing and writing successful multi-hundred thousand dollar government research grant applications, diverse client proposals, provisional and full utility patents, and technical service manuals for complex electromechanical devices.
5. **Lecturing and Workshops:** Experience delivering dynamic, entertaining, and thought-provoking lectures and workshops, to diverse academic and corporate audiences, on the beneficial mergers of science and art as applied to education, advertising, entertainment, and society.

¹ A number of the core technologies used in these exhibits are patented, while others have patents pending.