



Lagotronics Projects®



creating
unforgettable
memories



Welcome

Lagotronics Projects has been creating unforgettable memories since 1979. We started out as a supplier of audio and lighting solutions for the entertainment industry, but today we provide turnkey leisure solutions for complete projects, including dark rides, interactive attractions, walkthroughs, VR & AR experiences and audiovisual and educational solutions.

Offering state-of-the-art technology, we work all around the world on fantastic projects for a wide range of clients:

- Theme Parks
- Amusement Parks
- Family Entertainment Center (FECs)
- Museums
- Experience Centers
- Zoos
- Water Parks
- Shopping Malls

“Lagotronics Projects is your one-stop shop for small and bigger leisure and entertainment projects”

We have amassed more than 40 years' experience in developing customized innovative, interactive systems and technologies. In combination with our knowledge of audio, video, lighting, special effects, animatronics, game development and show control, this enables us to offer a creative and appropriate solution for every project to every customer.



Our vision is to bring happiness all around the world by developing and creating the best and most immersive experiences.

“Entertainment is in our DNA, we are passionate about the industry, innovative products and creating the best solutions for our customers”

Mark Beumers, CEO, Lagotronics Projects

Dark Rides

“A true dark ride allows people to forget reality and transports them through another world by a compelling story”

Storytelling and the experience are the key elements of a dark ride. At Lagotronics Projects, we bring dark rides to life through audio, video, show lighting, special effects (SFX), animatronics and creative media and games. We also specialize in interactive dark rides and offer various interactive solutions for dark rides. Developing and implementing customized interactive systems using various technologies such as **TRIG®**, **Gesture Control**, **VR**, **AR** and **Touch & Swipe Control** is our core business.



We create various types of Dark Rides:

Traditional Dark Rides

Interactive Dark Rides

Media-based Dark Rides

Combi Dark Rides

GameChanger

Gamestormer

Gameplay Theater

Walkthroughs



Attraction Building Bricks

If required, we can deliver and coordinate the entire package, from concept design to engineering, production and the installation of your dark ride. To this end, we use our “Attraction Building Bricks”.

Some elements, like ride systems and theming, can be supplied in cooperation with our industry partners, but most Building Bricks are produced in-house.

- Ride Systems
- Interactive Systems
- Game & Media Development
- Audio Systems
- Video Systems
- Show Lighting
- Special Effects (SFX)
- Theming & Animatronics
- Show Control



Traditional Dark Rides

“We bring your story to life”

Traditional dark rides are all about creating the right atmosphere and telling a story. A traditional dark ride mainly uses scenery (scenery-based ride), along with background music, audio effects, show lighting and SFX & animatronics. Classic dark rides take visitors on a passive journey past various decorated scenes and landscapes.

Every scene in a dark ride tells a different part of the story. We deliver the creative technical aspects of all show equipment. With our show control systems, we ensure that all audio, lighting, special effects and animatronics are perfectly tailored to the ride system, the scenery and the storyline.



Interactive Dark Rides

What if the visitor can make things happen during the ride and create his own story? Our TRIG® interactive systems enable us to easily turn every dark ride into an interactive dark ride. Using interactive devices in the vehicles and scenery targets, visitors can bring the story to life themselves. By hitting targets, special effects are triggered, such as sound, lighting, wind, smoke, moving scenery and animatronics.



Advantages of Lagotronics Projects interactive systems

- Highest uptime of rides and experiences
- Safe and reliable (no lasers or cameras)
- No shooting delays
- Modular system
- Durable and sturdy (industrial grade)
- Little to no maintenance (no wearing mechanical switches)
- Fixed mounted, hand-held and even wireless (battery-powered) devices possible
- Devices are lightweight and have an ergonomic design



Compact Dark Ride

“A new and awesome interactive dark ride experience for small parks and FECs”

Our interactive systems are suitable for both large and small dark rides. The compact dark ride is ideal for smaller amusement parks and FECs. This dark ride can be installed on an area of just 250 m2 and above. The compact dark ride has 3 or 4 vehicles for 4 people and an hourly capacity of 360 to 480 people.

Interactive devices are fitted in every vehicle. The design of the interactive device can be adjusted to individual needs. Targets are integrated in the scenery and by hitting these targets (for example, candles or other lighting), visitors reveal the scenes themselves, sound effects are triggered, and the scenery comes to life.

The compact dark ride can be delivered as a turnkey project, including various types of ride systems, scenery and with any theme a customer desires.



Compact Media-based Dark Ride

The compact dark ride can also be delivered as a media-based dark ride. During the ride, visitors play a number of interactive games. For this ride, we can deliver both the media development and the video projections that are required.

At the end of the ride, visitors can view their personal score on a score monitor and compare these with the high scores of the day, week, month or year.

Specifications Compact Dark Ride

Number of vehicles	3 or 4
Seats per vehicle	4
Total number of seats	12-16
Interactive devices	12-16
Number of targets	100-250 (more possible)
Track length	70-100 mtr.
Capacity (THC)	360 – 480 pph.
Footprint	From 250m²



Media-Based Dark Rides

At Lagotronics Projects, we specialize in media-based dark rides. A media-based dark ride can be both passive and interactive. In passive media-based dark rides, we use video projections and video screens, but there is no direct interaction between the visitor and the media content. In interactive media-based dark rides, we add interactive elements, or systems, allowing the visitor to influence the media and bring this to life. This can be in the form of a video game, by activating video screens or video projections, but also through the use of touchscreens in the vehicles.



Game Portfolio

We have our own game portfolio and various IPs, but we can also develop customized games and media content. See page 58 for more information.

Unique Video Gaming Systems

In the field of video gaming, we have developed unique interactive systems for dark rides. During the journey, visitors play a high-quality interactive 2D or 3D game on large video projection screens. Every player has an interactive device, for example, a shooter, gun, camera or magic wand. Visitors use this device to hit as many targets as they can in the game. When they hit targets, points are awarded, new targets activated, and surprising game-effects are triggered. One of the most unique features is that players feel as though actual projectiles are flying from the device in the video screen.

Our interactive video gaming systems can even be combined with AR and VR, to completely immerse visitors in the experience.



Media-Based Dark Rides

“Turnkey Media-Based Dark Rides”

As well as interactive systems and games, we also deliver a first-class experience through the use of audio, show lighting, SFX and animatronics. If desired, we can take care of the entire project, from concept design to ride system and theming. To this end, we work with ride suppliers, design agencies and theming companies all over the world.



Augmented Reality Dark Ride

In an AR dark ride, wearable augmented reality is used. For example, smart glasses which display the digital layer immediately in front of the wearer's eyes.

Our very latest interactive system is capable of interacting with the virtual elements visible through the AR glasses. The interactive device which could, for example, be a magic wand or shooter, can shoot lasers, lightning or sparkles right before visitors' eyes! Visitors wizard a way through a magical forest or find themselves amongst a crowd of scary monsters!

Gesture Control

Gesture control systems for interactive attractions are a great way for visitors to use their hands playing interactive games. Besides that, this system is very low in maintenance for the operators. Lagotronics Projects has already developed a gesture control system, which is ready for use in dark rides. By sliding hands, arms or objects into certain predefined areas, visitors can control elements or interact with video content and throw or shoot objects into video screens.

The system has several advantages:

- Industrial grade, zero maintenance
- High accuracy
- Intuitive gameplay and immediate feedback
- Better hygiene (no devices to clean)

Our gesture control system is very accurate and guarantees a great guest experience!



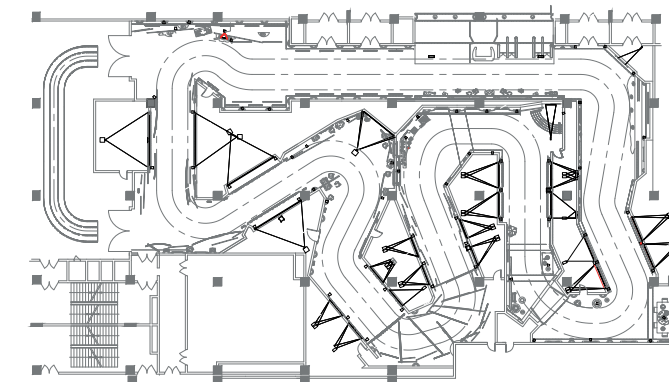
Combi Dark Rides

The name of this dark ride gives it away: this type of dark ride is a combination of an interactive dark ride (scenery-based) and a media-based dark ride (media-based). In a combi dark ride, interactive video gaming scenes are alternated with interactive targets in the scenery, or even whole scenes with interactive targets. This variety makes the dark ride even more challenging and fun. By hitting the interactive targets, as well as collecting points, visitors can also trigger special effects such as sound, lighting, wind, smoke or even moving scenery and animatronics.



Ride Design

We create an optimal ride experience by finding the perfect balance between media scenes and interactive targets. We design all show equipment like speakers for background music, sound effects, onboard audio and all kind of video systems. This in combination with perfect show lighting, guarantees the right ambiance at the right time. We also provide a user-friendly show control system, and we program the entire show so that all components are faultlessly synchronized.



GameChanger

ULTIMATE ROTATING GAMING PLATFORM

The GameChanger is a new, unique and patented dark ride concept with a very small footprint. Visitors are seated on a rotating platform which transports them past various interactive media scenes. In these scenes, visitors play an interactive and challenging video game.

Every scene tells part of the storyline, through the game and corresponding scenery. During the ride, different special effects surprise visitors and they interact with elements in both the game and the scenery.

The score system keeps track of the achievements of individual players. At the exit, visitors can view their scores and high score tables on a big screen.



Small footprint



Only 1 operator needed



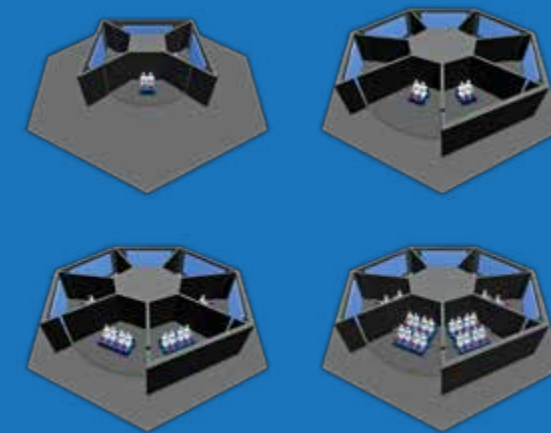
High capacity



“Various IP’s and games available”

Specifications GameChanger

- Rotating platform
- Interactive system (shooters, software)
- 3 to 8 media scenes (2D or 3D)
- 4 to 8 players per scene
- 16 to 72 seats
- Capacity (THC): 450 to 900 pph
- Background & game audio
- Show lighting
- Special Effects (sound, lighting, wind, fog, vibration)
- Theming (animatronics optional)



Customize your GameChanger

The GameChanger is a turnkey attraction concept which can be fully customized. The number of media scenes and the number of seats per section can be adjusted and we can also develop customized interactive devices. The GameChanger can also be provided with its own IP or custom-made game with corresponding theming.



GameChanger XS

ULTIMATE ROTATING GAMING PLATFORM

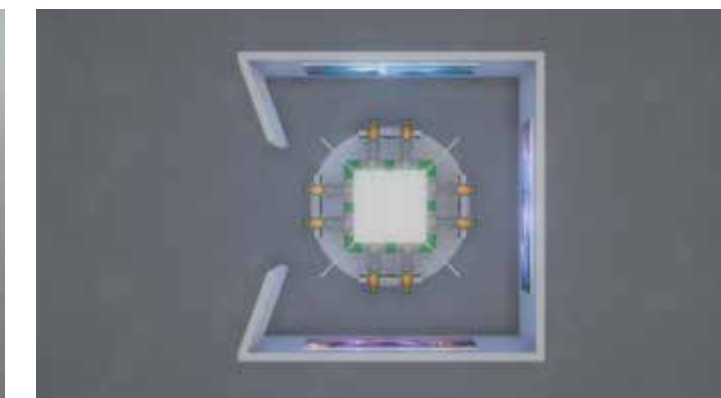
The GameChanger-XS has been developed especially for smaller parks, FECs and shopping malls with limited space and/or budget for new attractions. The GameChanger-XS is delivered as a turnkey project and can be installed on an area of just 36 m2.



"Worlds most **compact interactive** dark ride"

Specifications GameChanger-XS

Media scenes (2D or 3D)	3
Players per scene	2
Total number of seats	8
Interactive shooters	8
Total ride time	128 sec
Playtime per scene	25 sec
Load/unload time	25 sec
Turning time to next scene	7 sec
Capacity (THC)	225 pph.
Height restrictions	from 3 mtr.



Gamestormer

"A new and challenging interactive thrill ride & dark ride in-one!"

The Gamestormer is an interactive media-based dark ride that combines a dynamic ride experience with interactive gameplay. The ride experience is unique: the seats are encircled by a huge 360° projection screen with superb picture quality. As the seats turn to the projection screen, visitors will completely immerse themselves in the game.

The interactive gameplay is combined with a genuine thrill ride. The seats turn around, rotating on their own axis and also move up and down.



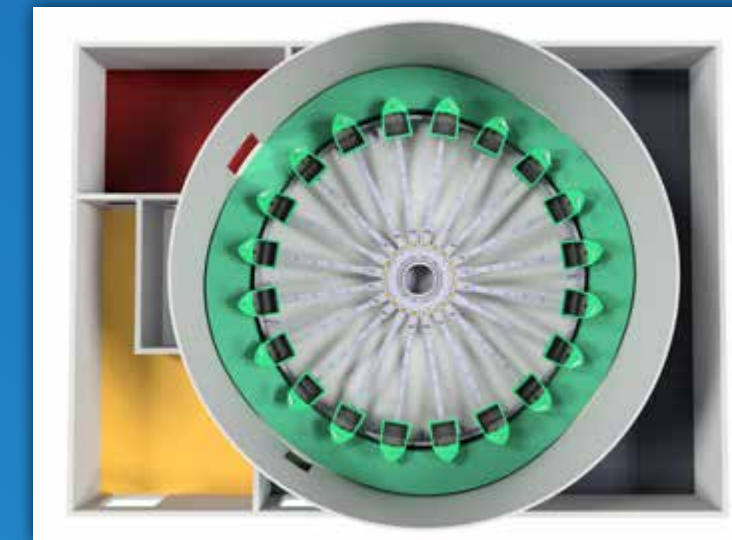
Interactive game



Surround sound system



Immersive projection



Ride Features

- Ride system with two-axis movement
- 20 2-seat vehicles
- Interactive system (shooters, software)

- Ride time: 150 seconds
- Capacity (THC): 600 pph
- Footprint: 285 m² (diameter 19m)

Using interactive shooters, every player attempts to hit the targets on the screen. When targets are hit, special effects can be triggered, such as seat vibrations, water, scent, light and sound effects. The interactive system of Lagotronics Projects keeps track of the scores of individual players and at the end of the ride, all scores are displayed on a huge screen.

The Gamestormer offers interactive gameplay, combined with a dynamic ride experience on a small footprint. The perfect ride for smaller locations.

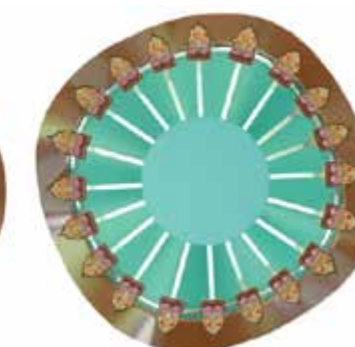
In cooperation with:



Ride



Turning



Gameplay

creating unforgettable memories

Gameplay Theater

“One ride – two rounds of gameplay”

The Gameplay Theater is a combi dark ride in which visitors are transported past different interactive media scenes and interactive scenery scenes. After each scene, the vehicle turns on its own axis and visitors are treated to a completely new experience. In each scene, the aim is for visitors to collect points by hitting as many targets as possible using their interactive shooters. Media scenes are alternated with scenery scenes. Additional storytelling is an option in the scenery scenes.



Interactive game



Small footprint



Little-to-no maintenance



Ride Features

- Back-to-back vehicles (20 4-seat vehicles)
- Video projection in media scenes (2D/3D)
- Interactive System (shooters, software)
- Background & Game Audio
- Show Lighting
- Theming (animatronics optional)

The interactive games are played on large projection screens with a realistic 3D picture. In the scenery scenes, visitors shoot at items in the scenery, bringing the scene to life. Visitors are then surprised by moving scenery and special effects, such as light, sound and fog.

The Gameplay Theater is a very surprising new dark ride concept with a high number of scenes and varied gameplay, within a relatively small area!

In cooperation with:



Walkthrough Attractions

“A unique walkthrough attraction, full of hidden targets, secrets and surprising SFX”

Our unique interactive systems are also a perfect fit for walkthrough attractions in which the visitor explores the environment with a wireless, interactive device. A walkthrough attraction can be developed as a shooting game, treasure hunt, or like an escape room with hidden codes, hints and secret doors.

Using our interactive systems, we create a unique walkthrough experience, where visitors can interact with any kind of scenery, media and even live actors.

Unravel the story

Visitors walk through an area or room holding an interactive handheld device. The interactive devices are wireless, battery powered and lightweight. Visitors use these devices to shoot at projections and themed objects. Parts of the scenery are also secret targets which reveal clues about the story. Step-by-step, visitors unravel the story behind the walkthrough. When targets are hit, visitors will be surprised by special effects such as sound, lighting, animatronics, smoke or scent.

The walkthrough attraction also features a scoring system to keep track of the scores of individual players. These are displayed on a large screen at the exit of the attraction.

“Customize to your storyline & endless gameplay options”

Specifications Walkthrough Attraction

- Custom-made interactive system
- Show Lighting
- Animatronics & Special Effects
- Wireless, battery powered interactive devices
- Footprint: from 50m²
- Capacity (THC): 120 – 480 pph.
- Use of live actors and Pepper's Ghost (optional)



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Walkthrough Edutainment

"We create any type of customized interactive & audiovisual walkthrough for museums, experience centers and zoos!"

As well as walkthrough attractions with interactive controllers, we also offer customized interactive and audiovisual walkthrough experiences for museums, experience centers and zoos. A walkthrough is often used in situations where different areas, rooms or floors have to be connected to one another to create a single experience. Walkthroughs are also perfect for creating educational experiences.



A walkthrough experience can be educational, offer entertainment, or a combination of both (edutainment). For example, an interactive and informative tour through a museum or zoo by the use of touchscreens, video projections, VR and AR.

Or we use sensors, push buttons and handles with which visitors trigger video screens, sound, lighting and other effects.

Walkthrough Experiences

We create a whole range of interactive and audiovisual walkthroughs. A few examples:

- Experience Center with video projections & audio guidance
- Interactive Zoo Tour with mini games & puzzles to solve
- Interactive Museum Experience with 360° or dome projections
- Museum Exhibition with Augmented Reality
- Shopping Area/Mall with Interactive Treasure Hunt

By means of our show control system, we ensure that all elements are combined to form one fantastic experience, which is easy to operate.



Interactive Attractions

The interactive systems of Lagotronics Projects are also perfect for use in all other attractions, such as an interactive family attraction, a climbing or drop tower, splash battle attraction, kiddy flyer or rollercoaster. The interactive systems can be used both **indoors** and **outdoors** and can be installed on existing or new rides. If required, we can create an overall experience, including storyline, show equipment and appropriate theming.



Add interactivity to any Family Ride!

By means of interactive devices, such as a camera or magic wand, and targets in the scenery, visitors can bring a story to life. Hitting the targets triggers special effects, such as sound, lighting, smoke or animatronics.

Visitors can also earn points, which are shown at the end of the ride on a score monitor. The attraction can be adapted to any theme, for example, a safari or pirate theme, making the ride even more fun.

Interactive Video Screens

Video screens or video projections can be used in indoor attractions or areas. Visitors then bring to life both the scenery and the media content.



Interactive Kiddy Rides

We can turn your kiddy ride into a unique attraction, packed with interactive and surprising elements. Visitors ride through the beautiful surroundings and bring the landscape to life with their interactive device. The design of the interactive controller can be modified as required, so that this fits in with a story or theming.

Interactive Jeep Ride

The interactive jeep ride can be delivered and installed as an entire attraction package, including the ride system with, for example, 4, 6 or 8 vehicles. We deliver a reliable interactive system but can also provide show equipment and theming. Another option is to upgrade an existing attraction with an interactive system.



Interactive Tractor Ride

The interactive tractor ride is perfect in a natural environment and for farm-related themes. We have also developed a fantastic IP for this ride: **Farm Fair!**

Specifications Kiddy Rides

- Suitable for indoor & outdoor use
- 2 to 4 interactive devices in each vehicle
- 25 - 100 targets (more targets possible)
- 1 score monitor at the exit
- Background music & Show Lighting
- Capacity (THC): 400 pph.
- Footprint: 1,000 m2 and above
- Optional: special effects, theming & animatronics



Targets

We install our target boxes with integrated LED lighting at various locations in and around the attraction. We can also incorporate these targets in scenery and even animatronics. If a target is hit, we can control all special effects that are required. For example, LED lights that flash or change color, a roaring dinosaur, or the opening and closing mouth of a crocodile.

Interactive Towers

"Family fun and teamwork"

Offer your visitors a completely new experience, with the interactive Sunkid Tower! During the ride, visitors enjoy beautiful panoramas and have to work as a team to hit as many targets as they can around the tower. Using a magic wand or another type of handheld controller, they have to hit targets at different heights, whilst the tower rotates slowly on its own vertical axis.

Visitors can score points by hitting targets and special effects can also be triggered, such as light, sound or moving scenery. At the end of the ride, visitors can view their personal scores on a score monitor and compare these with the high scores of the day, week, month or year.



Upgrade Your Tower!

The interactive system can be installed in new, but also existing towers. The theming of the attraction, interactive controllers and targets, can be modified as required.

Interactive Drop Tower

As well as an interactive climbing tower, a drop tower can also be made interactive. And what about a drop tower with interactive gaming on large projection screens? Ask us about the possibilities!

Specifications Sunkid Tower

- 4 interactive devices (1 in each gondola)
- 25-50 targets (more targets possible)
- 1 score monitor at the exit
- Capacity (THC): 384 pph.
- Footprint: 40 m²
- Optional: storyline, special effects, theming

In cooperation with:



Interactive Splash Battle

Lagotronics Projects has developed an interactive system for water attractions, such as splash battles. When visitors hit the water-sensitive targets with their water guns, special effects are triggered, such as animatronics, water, smoke, fire and sound effects. But 'collector targets' are also an option, where a target must be hit multiple times to trigger a bonus effect or new targets.

When certain targets are hit, visitors can also surprise the unsuspecting public with water jets. This guarantees hilarious and unforgettable moments.

Specifications Splash Battle Rides

Number of boats: 8
Seats per boat: 8
Total seats: 64
Water guns / Interactive devices: 64
Number of targets: 50 – 250
Capacity (THC): 720 pph.
Footprint from 2000m²
SFX, Theming & Animatronics (optional)

Winning Team!

Make the splash battle even more fun and create a competition between two sides in the boats! One side with 4 players in one boat competes against the other side with 4 players in the other boat. Which team can hit the most water targets? At the end of the ride, the winning team will be revealed in an unexpected way.

Custom-made Devices

It is also possible to provide a splash battle attraction with custom-made interactive devices. For example, a ship's canon, gun, flashlight or another suitable design. This system allows visitors to interact not only with the scenery and trigger SFX, but also allows interactive gameplay on video screens (indoors only). A score system keeps track of the scores of individual players and at the end of the ride, these are displayed on a large screen.



Interactive Flat Ride

“Challenging, fun and original”

Imagine a classic Flat Ride with a family-friendly trigger and shoot system. This will definitely improve the ride experience and this addition is also a chance to improve or to add the attraction's storyline.



Interactive system

Every vehicle is equipped with interactive controllers. Depending on the design and requirements, we can install 2 or 4 devices in each vehicle. These can be handheld or fixed controllers in almost any design.

During the ride, using their interactive controller, children can aim at and hit targets on a decorated wall or other structure. By hitting the targets, they score points and some targets also trigger fun special effects, such as sounds, smoke or parts of moving scenery. At the end of the ride, all individual scores are displayed on a large score monitor.

If required, we can also supply background music, show lighting, SFX, theming and animatronics.

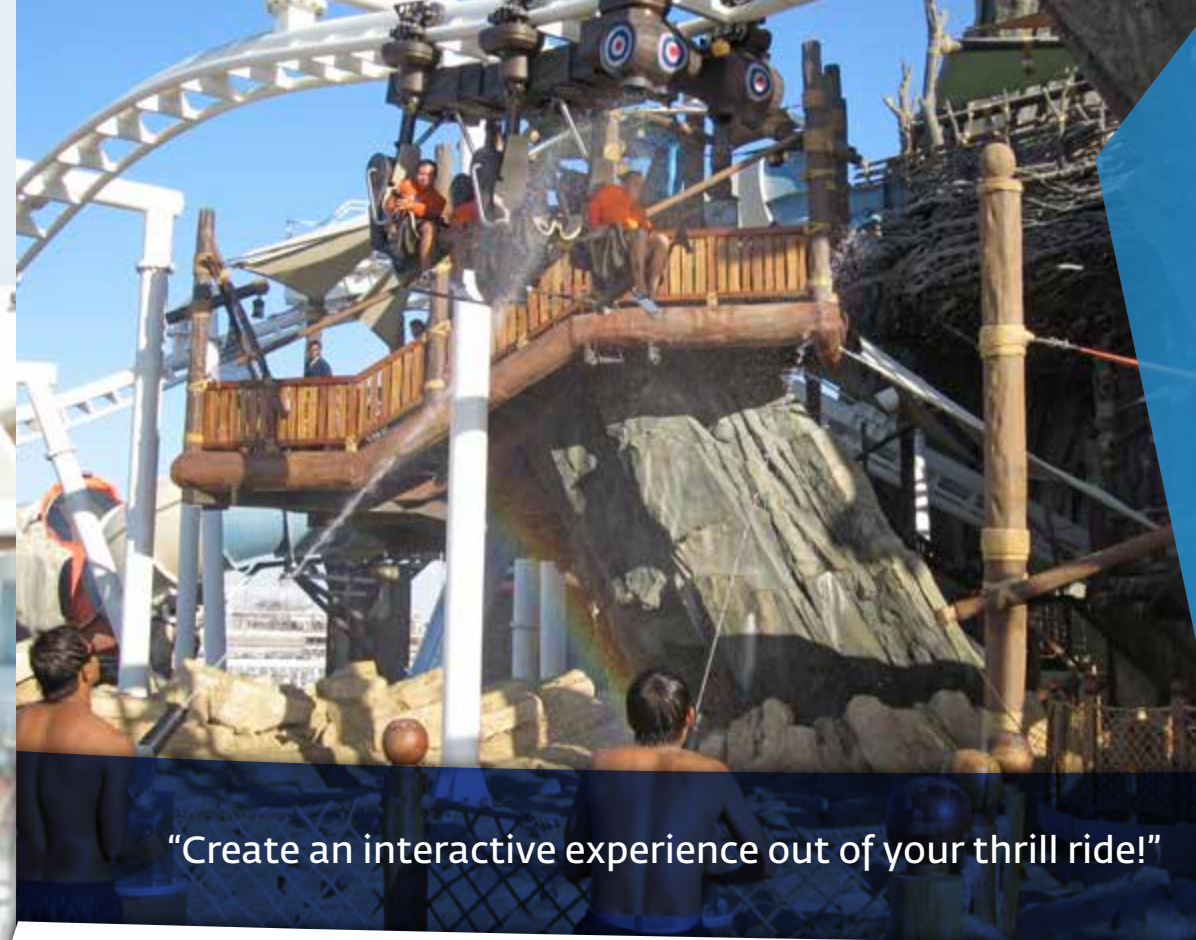
Specifications Flat Rides

Number of vehicles:	6-10
Number of seats in each vehicle:	2-4
Interactive controllers:	12-40
Number of targets:	50 - 200
Capacity (THC):	360 - 1200 pph.
Diameter:	15 meters
Footprint:	175 m²



Interactive Rollercoaster

Integrating an interactive system adds a whole new dimension to a rollercoaster ride. During the ride in an interactive rollercoaster, using their interactive shooters, visitors have to hit as many targets as they can, which are located along the sides of the track. By hitting targets, visitors can also trigger various special effects, such as lighting, sound and animatronics. In indoor rollercoaster rides, one option is to create special stopping points, allowing visitors to play interactive games on a video screen. This creates a unique ride experience!



“Create an interactive experience out of your thrill ride!”



Dark Coaster Experience

Another unique rollercoaster experience is a combination of a dark ride and a rollercoaster ride. At a relatively high speed, visitors experience an interactive ride in the dark. The rollercoaster transports visitors through various interactive media scenes. Using interactive controllers, visitors can play a game or influence the media content.

Splash Coaster

Adding interactive water effects to outdoor rollercoasters gives visitors a unique experience. They can have water fights with other players, as well as other visitors to the park. Water cannons and fountains are triggered with interactive shooters or push buttons.

“We provide onboard audio systems and lighting solutions for rollercoasters.”



Battle Arena

"The biggest battle on every level"

Are you ready to enter our new and unique Battle Arena? In this battle the gondolas go up and down in three levels, but they can also rotate, controlled by the visitors. By changing their height and rotating, visitors can reach all targets in the scenery, on other gondolas and even in the queue line to collect points.

Be aware that the points are not safe till the end. Visitors can steal points by shooting other gondolas as well! This battle can be played per visitor, per gondola or with multiple gondolas in one team. Which team is the best?

Queue Line Entertainment

In the queue line visitors can already check out all the targets and get familiar with the intent of the ride. Besides that, we can install shooters in the queue line as well, so visitors can already collect points while waiting.

Shooter Design



Battle Arena Features

1. Steal points from the opponents
2. Several team options, for example individual players, single or multiple gondolas
3. Ride can be in any theme or storyline
4. First round of gameplay in queue line

Concept design by:



creating unforgettable memories

Audiovisual & Interactive Experiences

We create audiovisual and interactive experiences for museums, FECs, experience centers, zoos, shopping malls and other leisure environments.

With our expertise in audio, video, lighting and show control, we create the most amazing projects all over the world. From gigantic projection shows to small-scale sound and light effects, we offer a suitable audiovisual solution for any environment!

Interactive Solutions

Allow your visitors to interact with physical objects, scenery and media, in the form of video screens and video projections. Our custom-made interactive technologies allow us to change any environment into an interactive experience.



Audiovisual & Interactive Museum Exhibition



Educative Walkthrough



Interactive Experience Center

Audio Systems

We offer high-quality customized audio solutions. From background music and sound effects to large-scale audio systems for an entire theme park, museum or family entertainment center.



Our Audio Solutions

We specialize in audio. With our extensive knowledge of audio systems, we can deliver every possible audio project. From small to large and from simple to complex; we don't shy away from any challenge!

- Background audio systems
- Paging systems
- Onboard audio systems
- Audio guidance systems
- Sound effects



Video Systems

Thanks to our many years of experience in the industry, we have built up a lot of in-house expertise and have worked with many different suppliers, systems and products. We devise, produce and install turnkey video solutions that meet your specific requirements and are tailored to your location and budget.



Our Video Solutions

We provide video systems for every setting. For rides and attractions, but also for office premises, museums and shopping malls. For both small and large projects, we always deliver high-quality and customized solutions.

- 360° Video Projections
- Projection Mapping
- Interactive Video Projections
- Interactive LED Floors
- Holographic Projections
- AR & VR Systems
- Narrowcasting
- LED & Video Walls



Decorative Lighting

For decades we have been developing and installing decorative and show lighting for a wide range of uses and customers. We have become a top specialist in lighting projects worldwide. From complete show lighting in a dark ride, to the illumination of large buildings and the integration of light effects in rollercoasters and water attractions, through our innovative drive we create stunning light shows time after time!



Show Control

Our programmers and engineers ensure that all audiovisual elements, lighting and special effects are perfectly coordinated to guarantee a fantastic experience. Our show control systems are durable and user friendly. The whole system can be started up at the push of a button and can be shut down equally easily.

In addition to the customized show control that we provide, we have also developed our own show control systems, offering both operators and visitors an optimal and pleasurable attraction experience.

“Total control of a pre-programmed show at the push of a button!”



RemarkaBall

A MINIGOLF GAME CHANGER

“The next generation of minigolf”

By injecting a layer of state-of-the-art technology, software and gamification, RemarkaBall aims to reinvent and change the way the minigolf game is played today. With RemarkaBall we combine the newest interactive technologies with minigolf. This concept fits perfect in a restaurant area like (sports)bars or restaurants in family entertainment centers, indoor playgrounds or resorts.

RemarkaBall is a perfect combination of using our interactive technologies with audio, video, lighting and show control to create an unforgettable experience.



Uniquely
Designed
Courses



Proven Entertainment Formula

The amount of courses can be fit to your location, all completely different, funny and challenging in their own way. Time battles, point multipliers, physical challenges and questionnaires, it's all in the game.

RemarkaBall uses the proven entertainment formula, fusing lifestyle, best-in-class food & beverage and active social experiences, to create some fun grown-up 'competitive socializing'.

RemarkaBall Features

1. Unique gameplay challenges through gamification
2. Semi-automated score count
3. Contemporary design
4. Low maintenance
5. Full delivery including courses, software license and technology

In cooperation with:



Augmented & Virtual Reality

"We create customized audiovisual & interactive AR & VR Experiences!"

Augmented and Virtual Reality give visitors unique experiences. For example, an interactive walkthrough, where visitors use a tablet, telephone or smart glasses and through AR, experience a historical tour through a museum or experience center. Or an AR treasure hunt in a zoo, where visitors have to search for threatened and extinct animals.



AR Historical Tour

When visiting an old building, you actually want to experience the old times yourself. Imagine being able to go back in time and change the environment to how it was in the Middle Ages. This is possible with an AR historical tour. Complete assignments and solve puzzles to learn more and more about the way of life of the past.

Virtual Reality

In the field of VR, we offer various customized solutions for attractions and experiences, for example, educational VR experience using real-life video or VR systems for attractions, such as simulators and flying theaters.

Interactive AR & VR Solutions

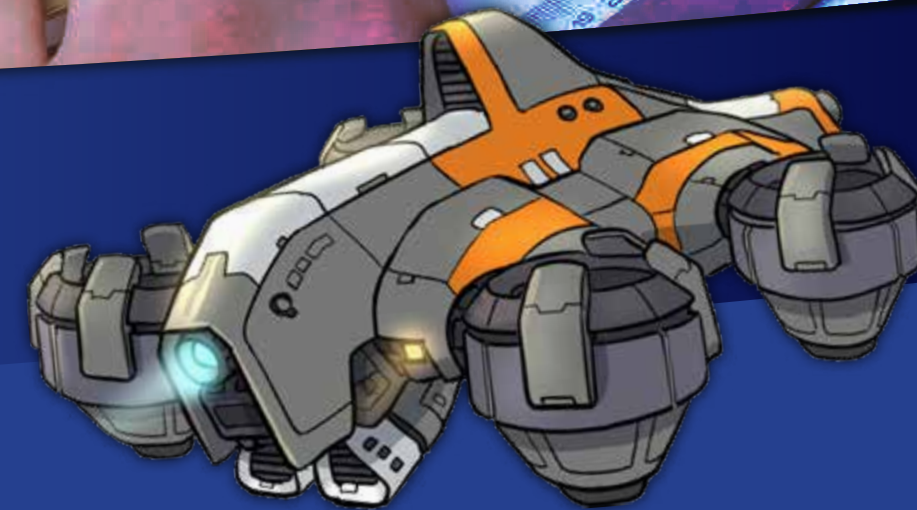
Our interactive systems in combination with AR and VR offer highly innovative ride concepts. For example, an AR dark ride, where the visitor finds himself in a Mixed Reality world and, using an interactive device, can influence both worlds! The sky is the limit!



Game & Media Development

Our Game & Media Development department develops and produces interactive games and video animations for attractions and experiences. We specialize in customized solutions for interactive media, such as real-time rendered games and all kind of video animations. Think about video projections, projection mapping, Pepper's Ghost projections and pre-show content like storytelling and instruction videos.

We also provide all audio files, and we develop audio scripts for all recordings with voice actors, sound effects and soundtracks for background music. We create all customized media content that is required and we ensure that this ties in with the concept design and storyline.



Game & Media Development

Game Portfolio

We have already developed a number of interactive games. We take care of the entire process, and the development of all game assets. From 3D character design, to backgrounds, animations, game FX and all soundtracks and effects.



IP-driven Stories

Full IPs are available for the games "Farm Fair" and "Moon Bunny Rescue", including associated theming and merchandise. We are also experienced in developing games for existing IPs, such as The Smurfs.



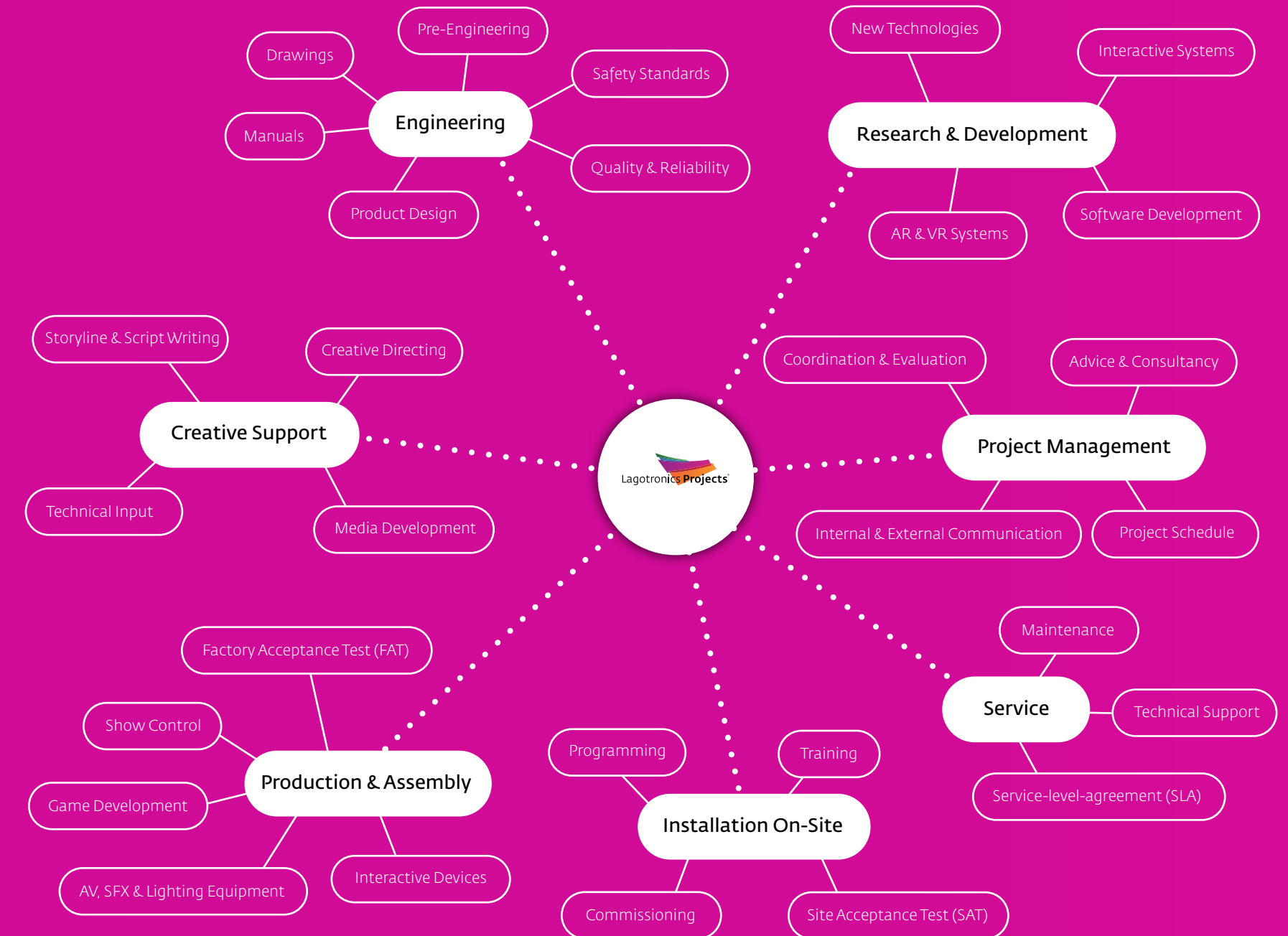
What's our secret?

We are passionate about entertainment. Since our company was founded, we have been entertaining people by delivering show experiences, attractions and educational experiences. Our team and our innovative drive make the difference. Our organizational structure and various departments allow us to make a success of every project, whatever its size. Every department has its own specific expertise, and we decide on the best approach for each project together, depending on the size and scope of the project.

Partners & Suppliers

Over a period of more than 40 years, we have built up an enormous network of partners and suppliers. This network, plus our past experience, allows us to deliver a wide variation of attractions and experiences, providing turnkey solutions to give our customers a total peace of mind.

"If you have made up your mind about your next project, please contact us and we'll be happy to deliver the products and services you require."



Contact us

At Lagotronics Projects we specialize in custom projects for Theme Parks, Family Entertainment Centers (FEC's), Museums, Zoos, Resorts and Water Parks. From small to bigger projects, indoor and outdoor, from educational to entertainment and with all kind of interactive systems, including Virtual Reality and Augmented Reality.

We're happy to discuss all possibilities with you!



Member of:

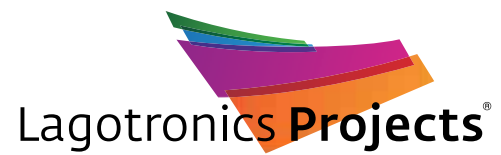


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