

VR & 4D

# Shark Sense

Fact Sheet

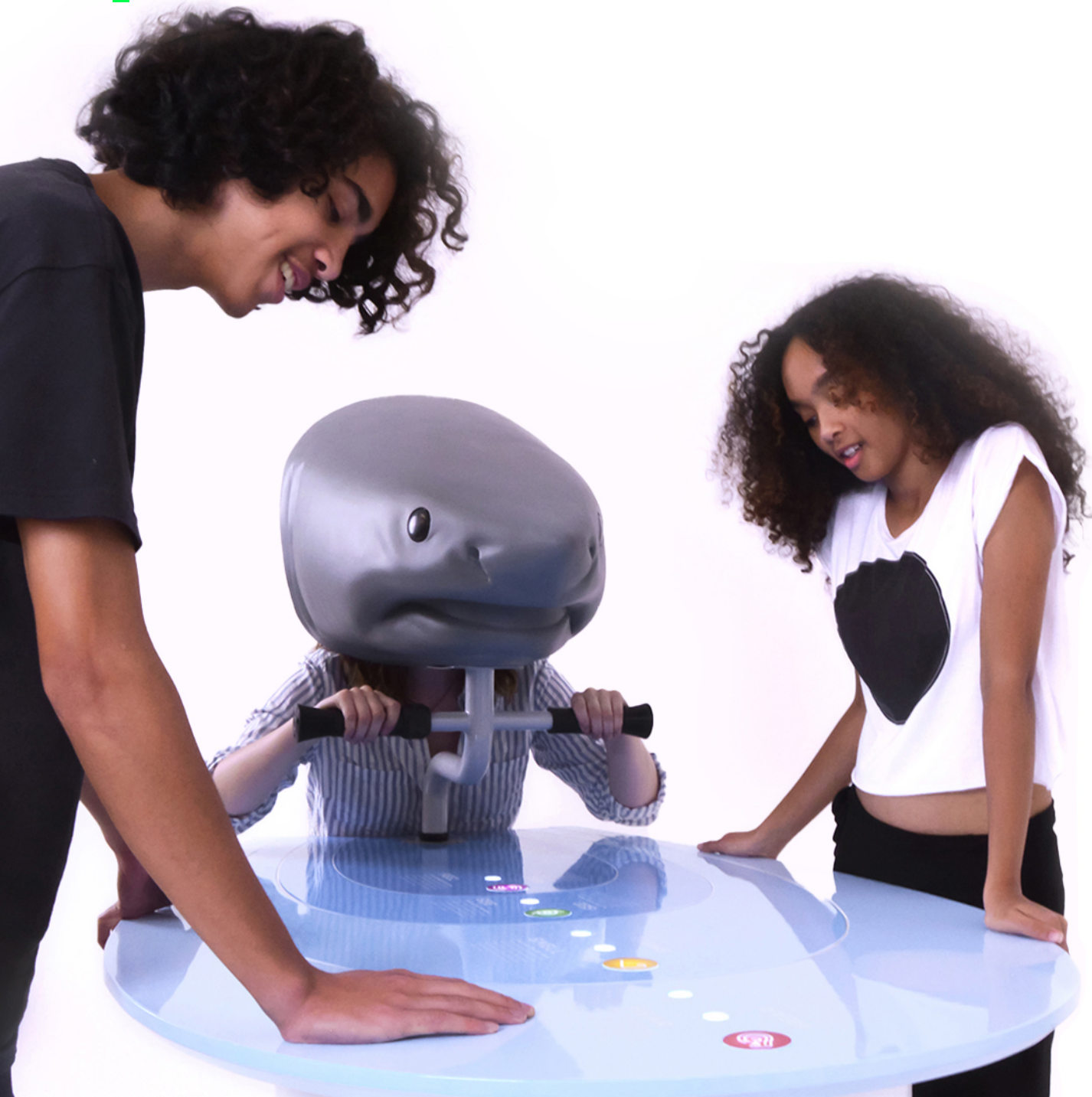


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## Attract and engage visitors with a Virtual Reality Shark exhibit

The **Shark Senses** exhibit, based on experiential learning principles, immerses visitors in a VR environment with audio, visual, and sensory feedback.

It guides the experience and ensures key learning outcomes. Visitors hunt underwater, experiencing a shark's perspective and learning how sharks find prey. Directional audio mimics hearing, a fan suggests smell, and handle-bar vibrations simulate the electromagnetic field sharks detect near prey.

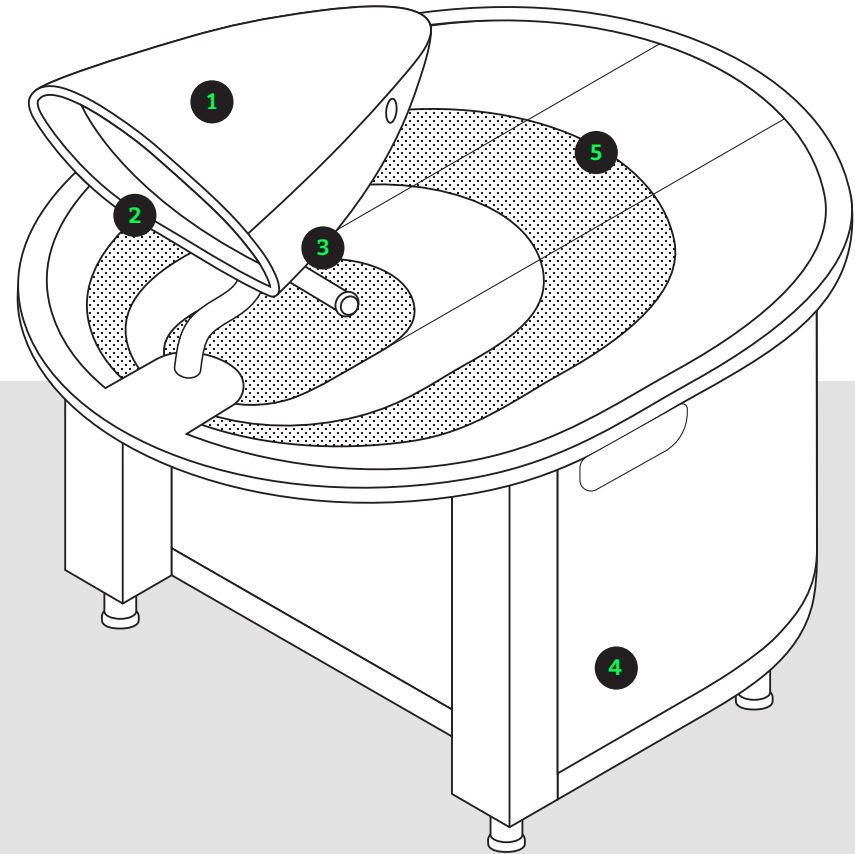
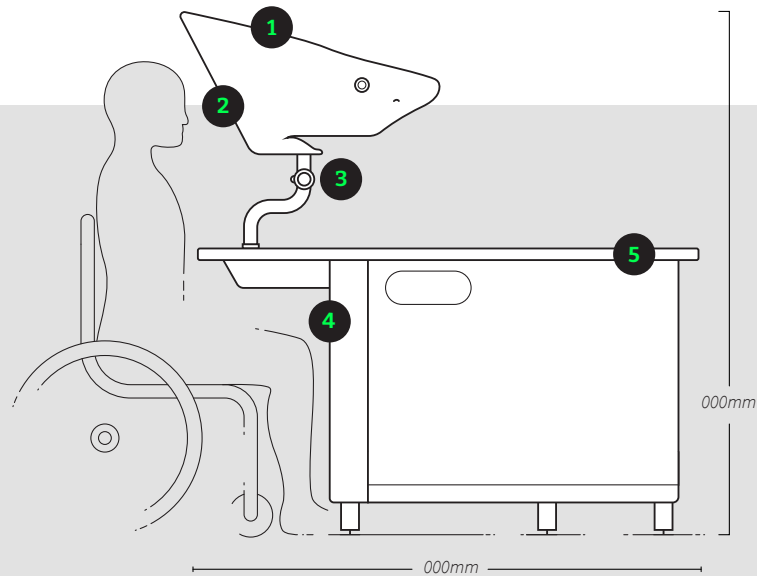
Voice overs in multiple languages and a responsive table enhance the social experience, allowing visitors to congregate and learn simultaneously. The exhibit is designed for school-age children but enjoyed by adults too, making it suitable for all ages.



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# The Shark Senses exhibit

The **virtual reality exhibit** is a free-standing and self-contained unit consisting of a swivel-mounted stylised prop head (which holds the VR head mounted display unit and other sensory technology) connected to a durable cabinet (housing all technical components) with an interactive graphic table-top. Designed for high-traffic museum and exhibition environments, the **Shark Senses** exhibit is built for durability and is both child and wheelchair friendly.



01\_ Shark Head

02\_ VR Eyepiece

03\_ Rotating Handlebar

04\_ Cabinet

05\_ Graphic Table Top

# Bespoke solutions fully customisable to your requirements.

The experience, and the exhibit, can be customised to suit the learning outcomes of your museum, aquarium, zoo or visitor centre. This includes customisation on the level of languages for voice over and text to complete customisation of the experience to be a virtual experience of something other than a shark hunting for prey.



## HEAD DESIGN

Our product design specialists can custom build a head to house the virtual reality goggles that matches both the design of your centre as well as the virtual reality experience created for the exhibit.



## VIRTUAL REALITY EXPERIENCE

Our specialist team of experience designers can work together with you to create a custom 3D virtual reality environment that meets the needs and learning outcomes required for your museum, aquarium, zoo or visitor centre.



## TABLE-TOP GRAPHIC DESIGN

The interactive features as well as the graphic design of the table top can be custom designed by our exhibit design specialists to match your centre as well as the virtual reality experience.

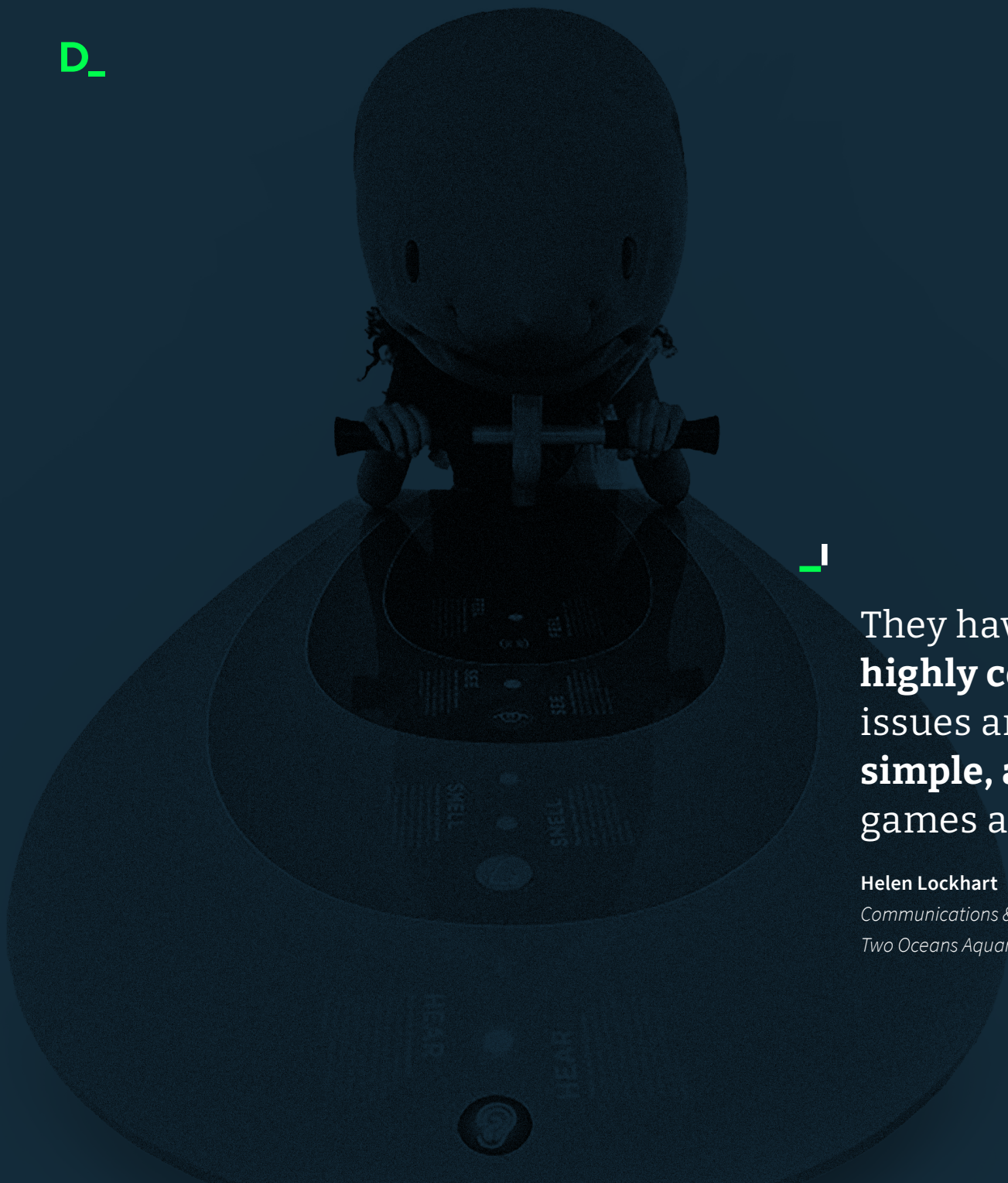


## LANGUAGE

The language in which the content is presented, in both voice over and text, can be customised to your needs. More than one language can be used in a single exhibit allowing users to choose for themselves.



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They have the knack of taking **highly complex** concepts and issues and translating them into **simple, accessible and fun** games and exhibits.

**Helen Lockhart**




*Communications & Sustainability Manager  
Two Oceans Aquarium*

# Shark Sense Details

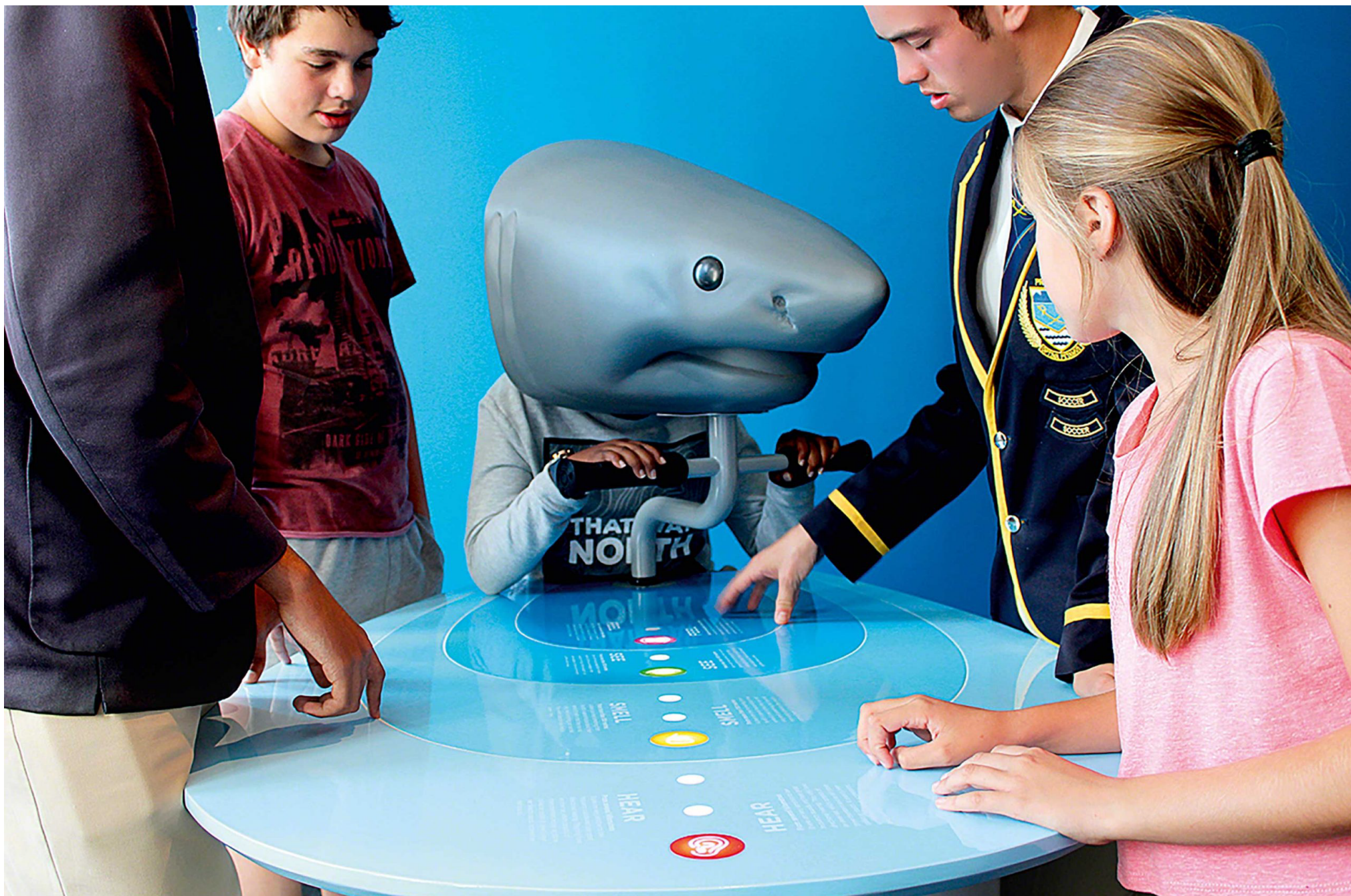
## Physical Unit Contact us for more information on shipping weight and dimensions.

 <b>Exhibit Weight</b>	125kg
 <b>Shipping Weight</b>	190kg
 <b>Dimensions</b> <small>Assembled (mm)</small>	<b>L</b> 1460 x <b>W</b> 1100 x <b>H</b> 1453
 <b>Dimensions</b> <small>Shipped (mm)</small>	<b>L</b> 1820 x <b>W</b> 1220 x <b>H</b> 1520
 <b>Materials</b>	Epoxy Coated Galvanised Steel, Glass, Reinforced Plastic, Plexiglass, Corian, Marine Grade Plywood, Nylon, MDF, Vulcanised Rubber

## Technology The unit is shipped with a control monitor built into the cabinet.

 <b>Components</b>	VR headset, Power management system, Electronic control system for peripherals, UX sense peripherals (LED lighting, Fan, Vibration motors), On-board sound system for audience participation
 <b>Power Requirements</b>	220v / 11v AC input with on board power management system
 <b>Networking</b>	Secure internal Wi-Fi system for peripherals control, CAT6 wired connection to internet for remote access (site specific)





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