

**BRUNN**

# Iconic Exhibits:

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Project Director

**BRUNN**S

# Company and mission:

51 years in business since 1963

Bruns is a company with 80+ people.

We are specialized in the development, engineering, technical design, production, installation and maintenance of interactive exhibits and the realization of complete (interactive) exhibitions, experiences and attractions.



# In-house technical capabilities

## Integral knowledge and skills

modeling and scale modeling

(fine) mechanics

mechatronics

plc and show control

multimedia

audio-visual equipment

fit-out; furniture, metal, wood, plastic and  
glass works

sculpture and decoration

graphics

finishing





# What, where and how

Bruns produces all kinds of content driven exhibits and exhibitions for;

Science centres,

Information centres,

Visitor centres,

Experience centres and attractions,

Museums,

We work with clients and designers worldwide

We prefer to work integrally, Design & Build.



# Pluriform Approach:

Grand diversity of integral possibilities

A Pluriform approach in development, (design) engineering and build solutions

Creating a taylor made suit for the choosen target groups

We use the complete pallet of design possibilities there are in the world, cooperating with Artists, Concept, Content and Design Agencies.

**Inspire and fascinate** people for Science, Technology, Art, History and Nature.



Museums

Science  
Centres

Info  
Centres

Visitor  
Attractions

**BRUNS**

Exhibition  
Thematic

Exhibition  
Object

Interactive  
Exhibits

Modelling  
Scenery



Museums

Science Centres

Info Centres

Visitor Attractions

Exhibition Thematic



Exhibition Object



Interactive Exhibits



Moddelling Scenery





# Iconic Exhibits

Robert Dijkgraaf; short stories; exchanged glances;  $K = i \times p$

How do you involve amateurs and interested people in real science.

In science they are involved collectively searching for phenomena or testing phenomena.

In science centres a collective approach and social interaction gives an extra possibility in fascinating people for content.

Reaching at all sorts of groups not only the individual way of dealing with exhibits but more and more often also a collective approach is at hand.

# Iconic Exhibits

Bruns notices that more and more often in certain projects a collective monumental interactive experience is the solution for that specific proposition.

You can divide them into different sorts.

landmark, iconic sculptural elements	creating inspirational monumental thematic atmospheres	collective experience
Landmark iconic active elements	creating monumental thematic atmospheres by moving parts or images that change	collective involvement
Landmark iconic interactive elements	creating a monumental collective interactive experience	collective interactivity
Landmark iconic interactive layered elements	creating a monumental collective interactive experience where the outcome is differentiated or layered	collective interactivity change the iconic exhibit by interactivity



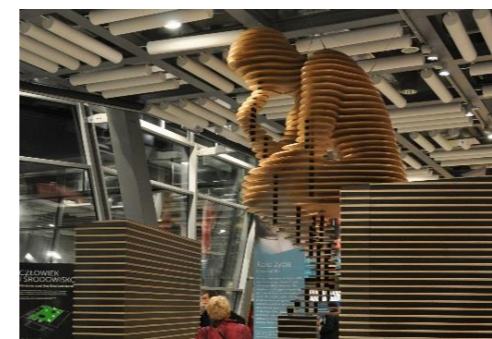
Museums

Science Centres

Info Centres

Visitor Attractions

Iconic sculptural



Iconic Active



Iconic Interactive



Iconic Layered





# Iconic Exhibits Sculptural

# Marcel Wanders, Netherlands





# Stedelijk Museum, Netherlands





# Moens Klimt, Denmark



# Moens Klimt, Denmark





# Madurodam, the Netherlands





# Madurodam, the Netherlands





# Iconic Exhibits Active



# National Military Museum, the Netherlands





# National Military Museum, the Netherlands





# National Military Museum, the Netherlands





# Red star line museum, Belgium





# Solar pointer, Netherlands



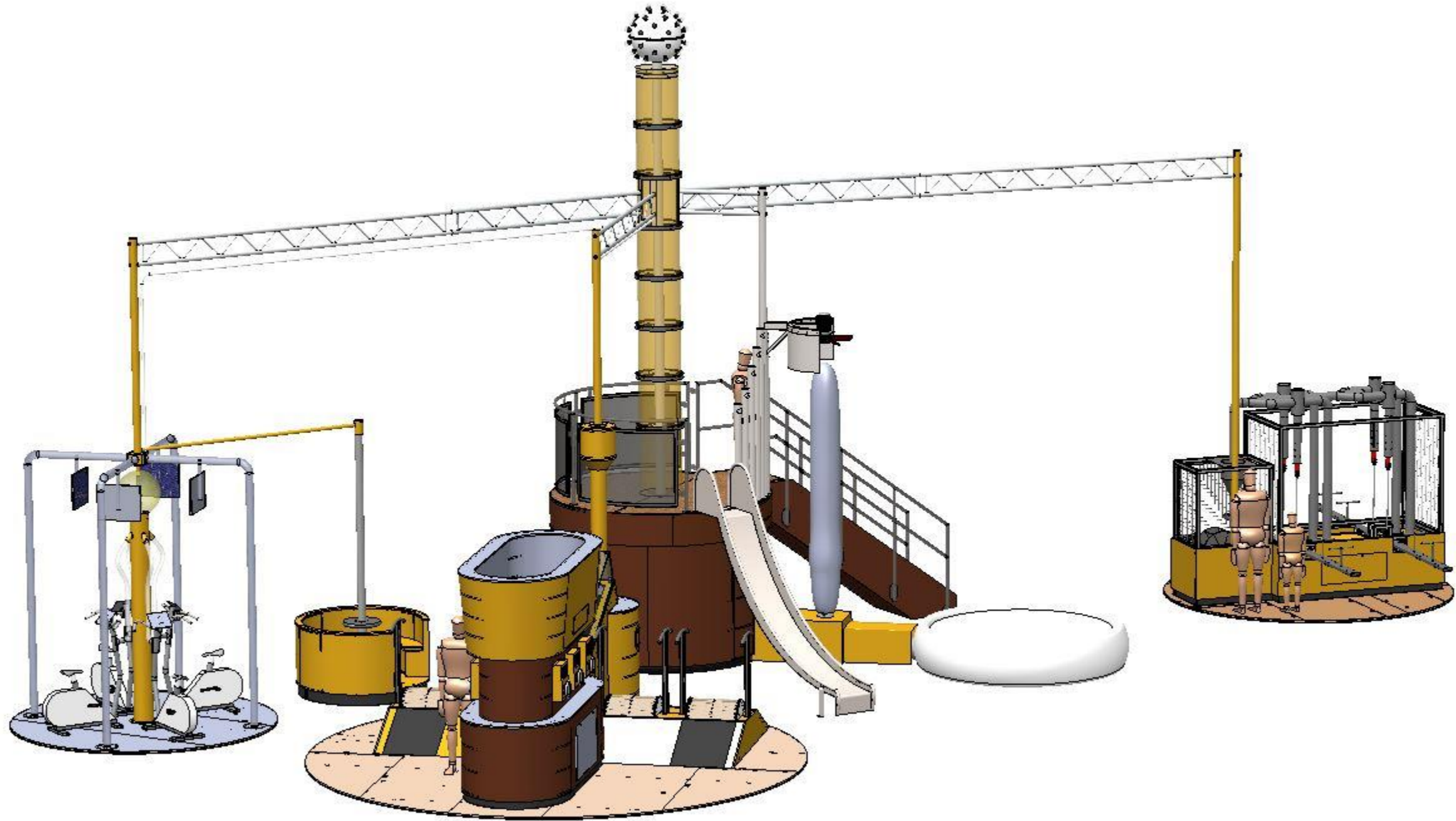
# Iconic Exhibits interactive



# Bursa, Turkey

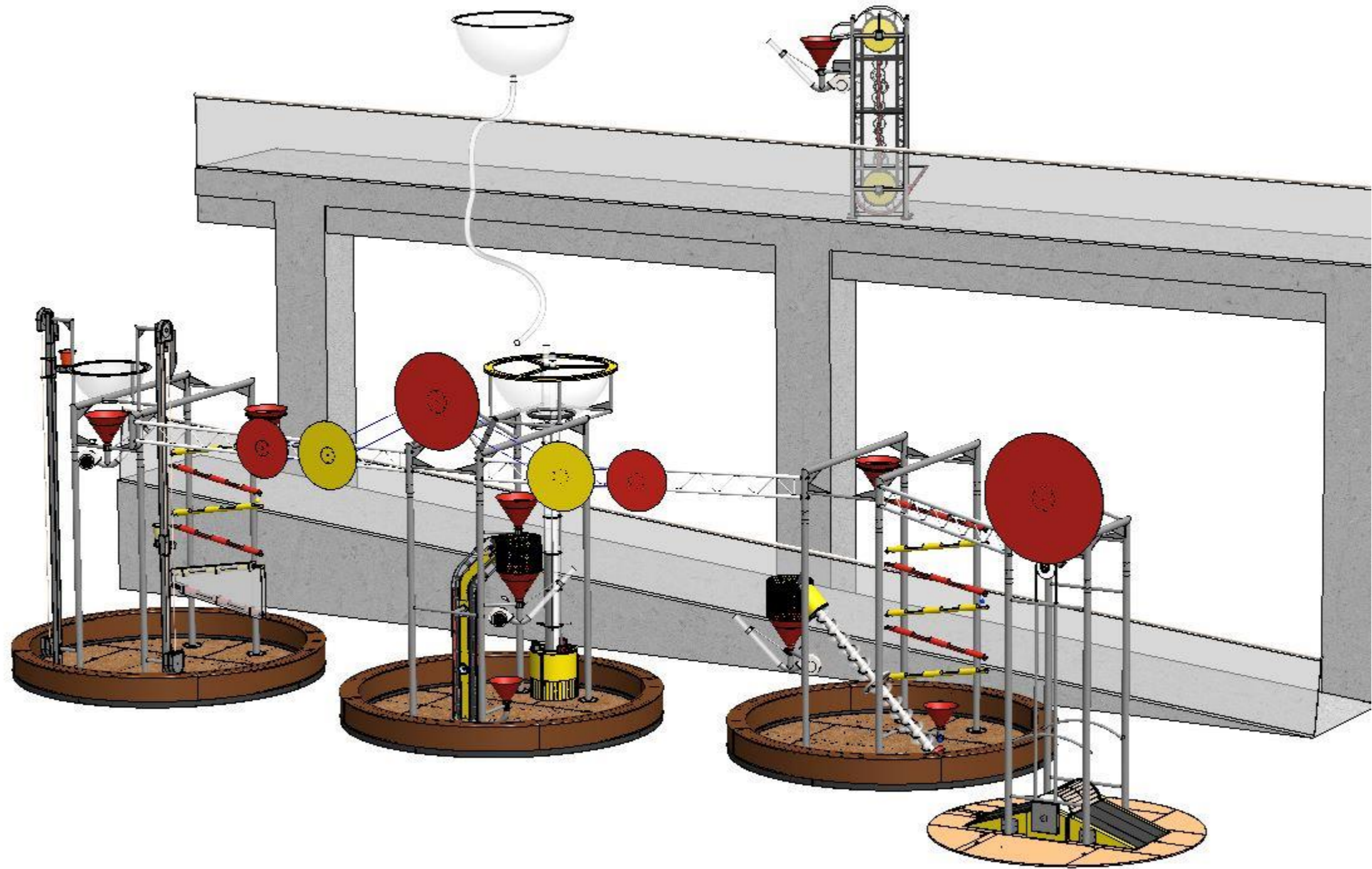


# Bursa, Energie machine

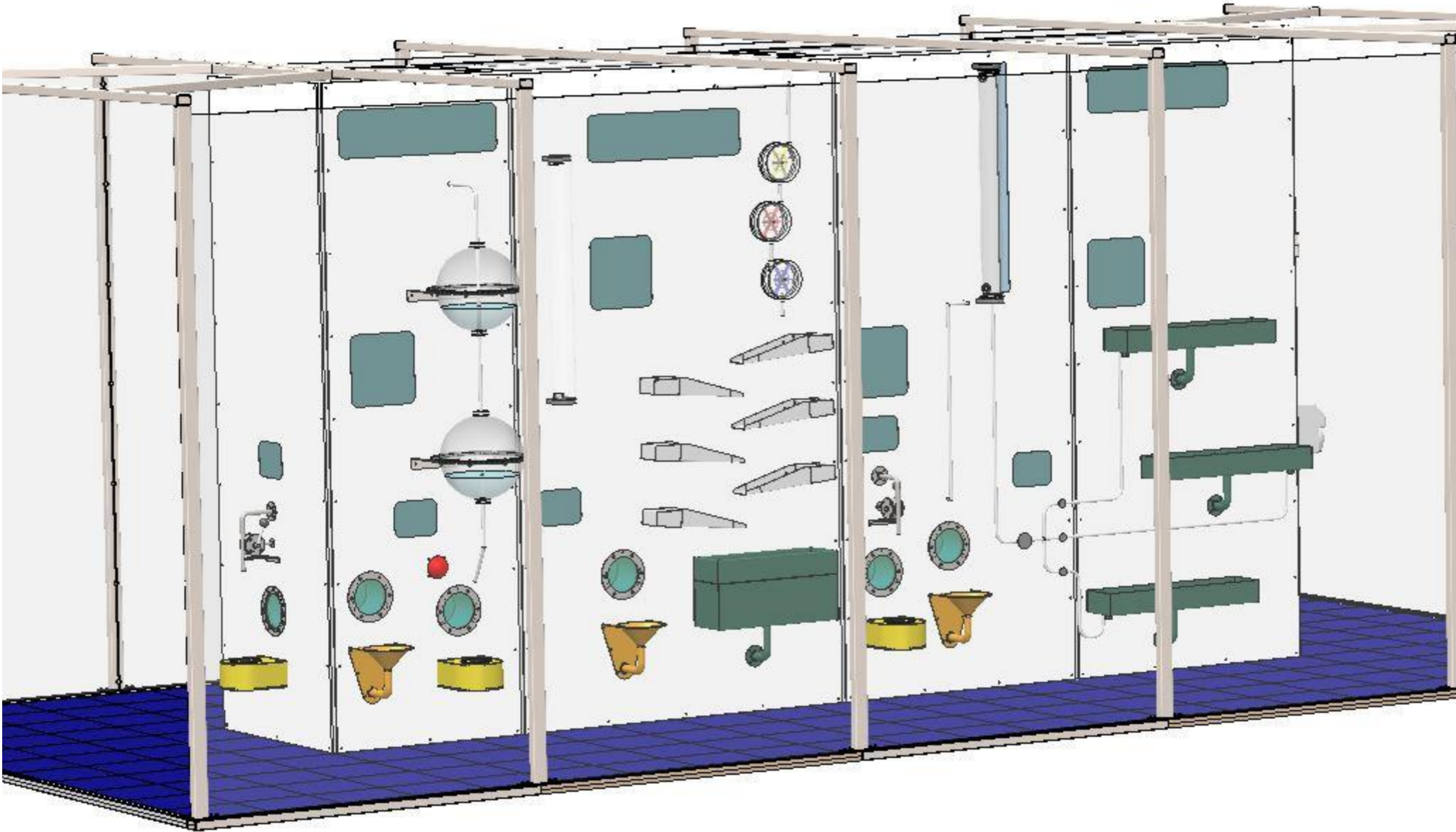




# Bursa, Big machine



# Bursa, water machine





# Parlementarium, Belgium





# Parlementarium, Belgium





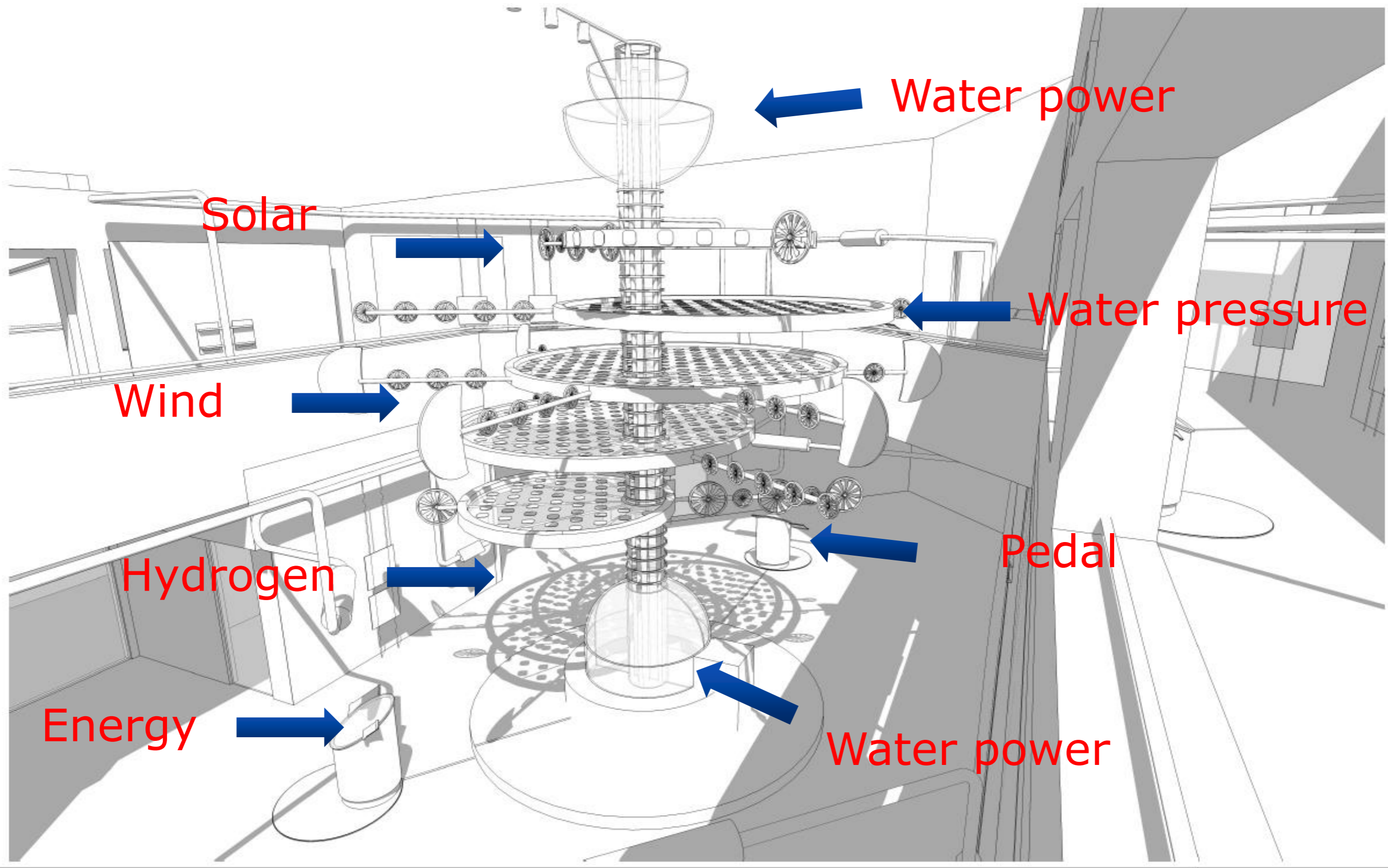
# Iconic Exhibits interactive Layered

# Copernicus Science centre, Poland





# Ecoman centre, Oman















EXIT

اجعل الريح تهب  
Make the wind blow

EXIT

Power of pressure

Power of pressure



More opportunity's

# Large pendulum wave

The Large Pendulum Wave is a kinetic light art installation based on physical laws.

here are no tricks (such as additional motors) involved.

The Pendulum Wave is a physical phenomenon based on a number of independent pendulums that are very accurately adjusted concerning swinging period (or frequency).

On a steady frame 15 pendulums are mounted. Each pendulum can swing independently from each other.

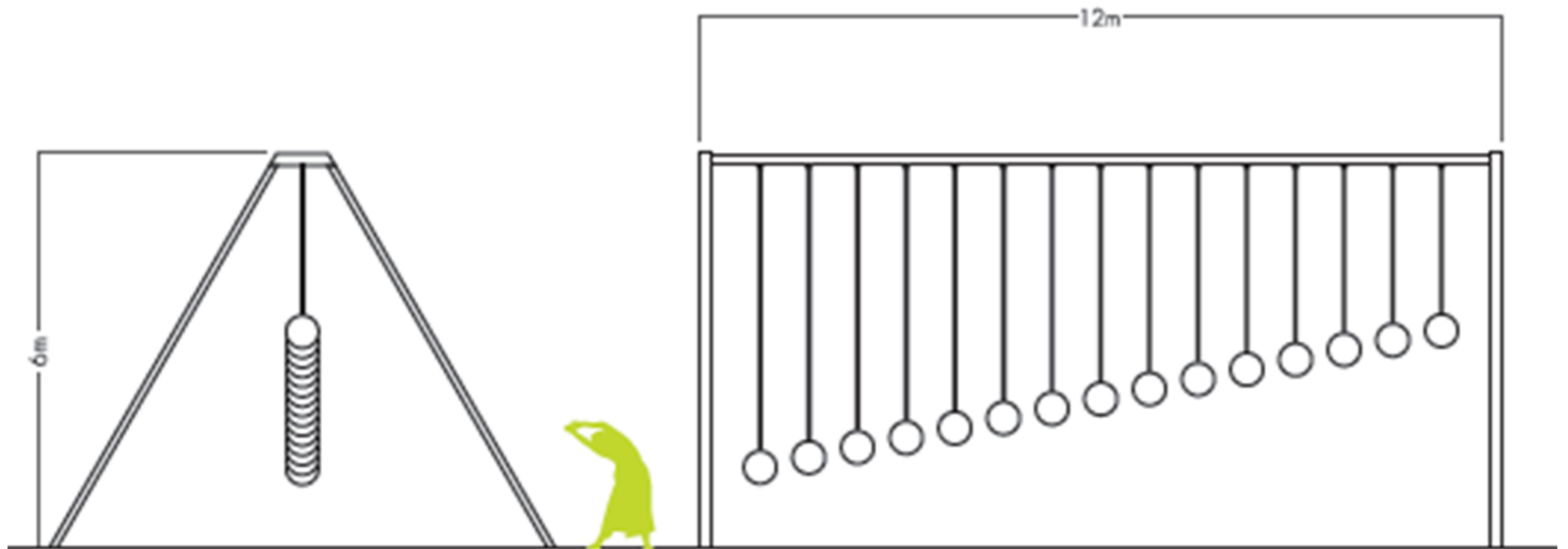
Due to the different length of each pendulum the swinging frequency is different for each pendulum.

Once the frequencies are very accurately adjusted mathematical sequence, the pendulums produce a dance of standing and running waves and quasi chaos patterns.

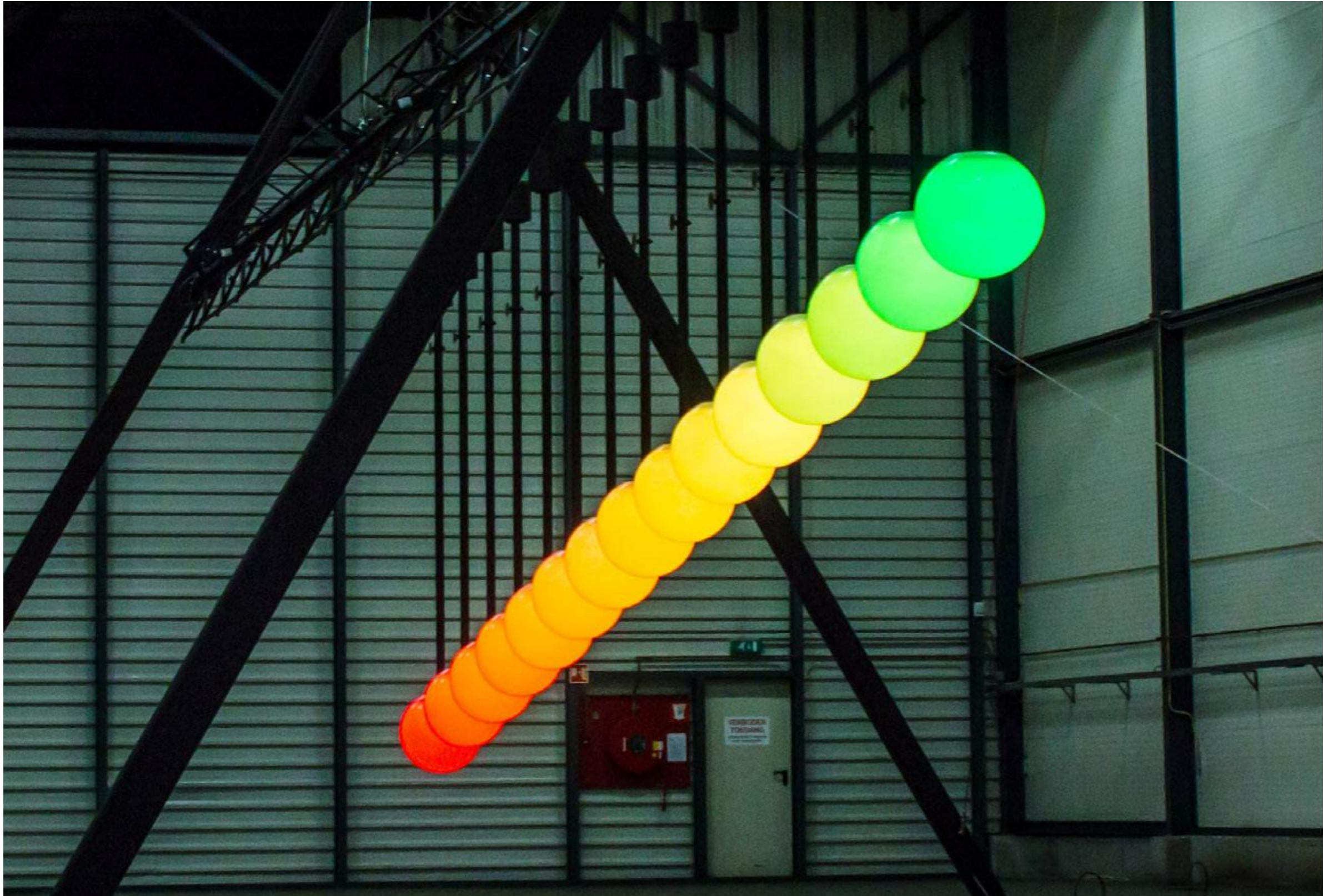
RGB led lighting inside and colors reacts on the dance that is at stake.



# Large pendulum wave (small version)

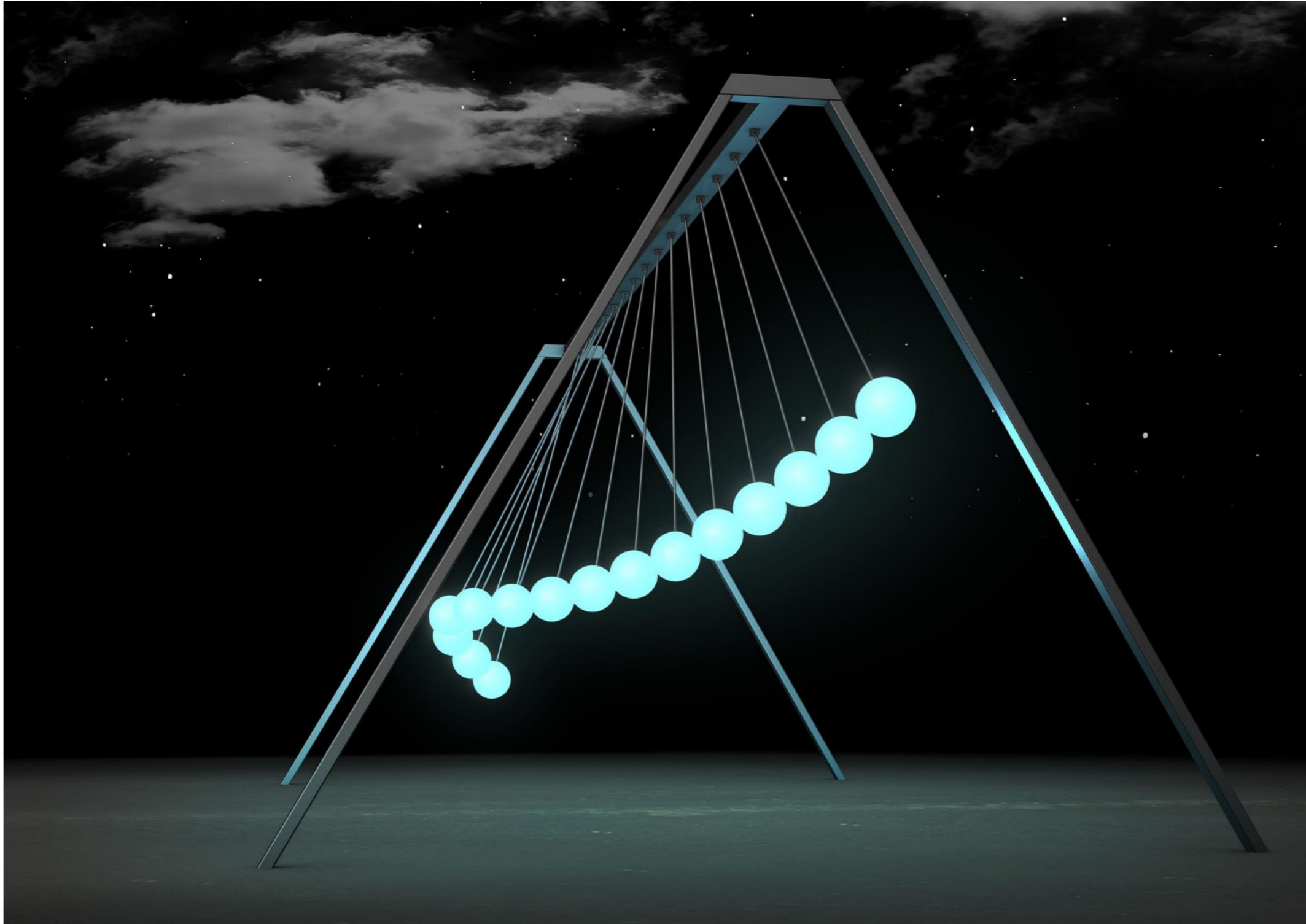


# Large pendulum wave

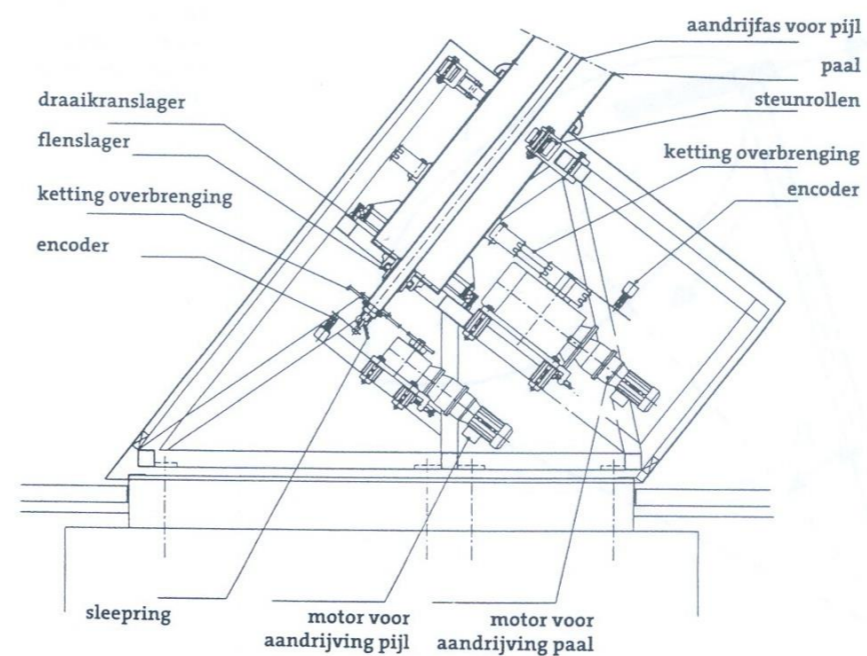




# Large pendulum wave

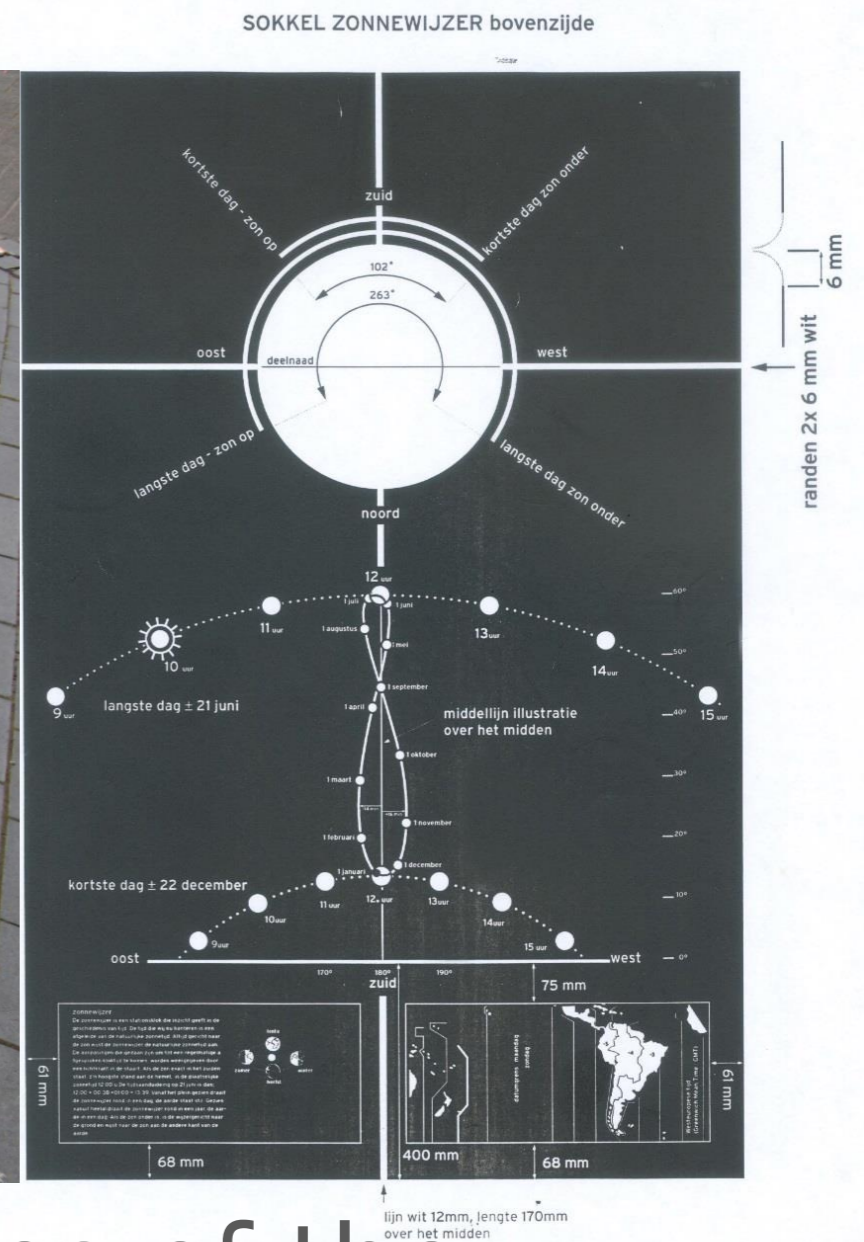


# Solar pointer





# Our Dream



Solar pointers in different places of the World digitally connected with each other.



# Solar pointers ballet: creating insights and a collective experience on a macro scale





Microbia:  
creating insights and a particular or  
collective experience on a micro scale



# Microbia:





**BRUNN**

Thank you.