



ParkSolution
ENGINEERING IMMERSIVE EXPERIENCES



Interactive, immersive and scenic experience catalog

Events | Trade fairs | Congresses | Museums | Pharma | Brand experience

Index

30 modular solutions for designing custom experiences.

- 01** **Vision and Projection**
Videomapping, 3D/4D projections, immersive rooms, laser shows
- 02** **Holograms and Scenic Displays**
Holograms, Pepper's Ghost, virtual assistant, Holo Box
- 03** **VR, AR and Simulators**
Virtual reality, Hyper-Reality, AR, dynamic simulators
- 04** **Touch, Apps and Interaction**
Touch tables, displays, apps, games, PLC attractions
- 05** **Special Experiences**
Water curtains, virtual elevator, holophonic audio, photoshoot, animatronics



About us

Creators of Unique Experiences

Park Solution designs and produces immersive experiences, interactive attractions and technological solutions for events, museums, trade fairs, congresses, theme parks and brand experiences. We combine creativity, engineering, digital content and scenic technologies to transform every space into a memorable experience.

Our YouTube channel features videos and real references of the technologies and experiences we have created.

CREATIVE DESIGN

CGI AND INTERACTIVE CONTENT

HARDWARE AND INSTALLATION

TAILOR-MADE SOLUTIONS



Who we work with

Immersive technologies for different contexts, temporary or permanent.

Events and congresses

Scenic installations, digital welcome systems, engagement and interactive content.

Museums and exhibitions

Immersive paths, storytelling, education, touch stations and digital characters.

Trade fairs and showrooms

High-impact solutions for presenting products, content and services.

Pharma and medical

Scientific visuals, Holo Box, AR, touch tables and content for specialized congresses.

Parks and attractions

Simulators, 4D, animatronics, interactive games and immersive environments.



Work method

From idea to installation, a complete and customized process.

01 Concept

Analysis of the objective, audience and space.

02 Design

Selection of technologies, layout, content and interactions.

03 Production

Video, CGI, software, hardware and scenic development.

04 Installation

Assembly, testing, synchronization and commissioning.

05 Support

Technical assistance and experience optimization.



Videomapping

Scenic projections on buildings, objects, sets or three-dimensional surfaces. Ideal for events, trade fairs, congresses, museums, product launches and immersive installations, it turns any surface into a spectacular visual story.

EVENTS

TRADE FAIRS

MUSEUMS

BRAND EXPERIENCE

BRAND EXPERIENCE



Water Curtain Videomapping

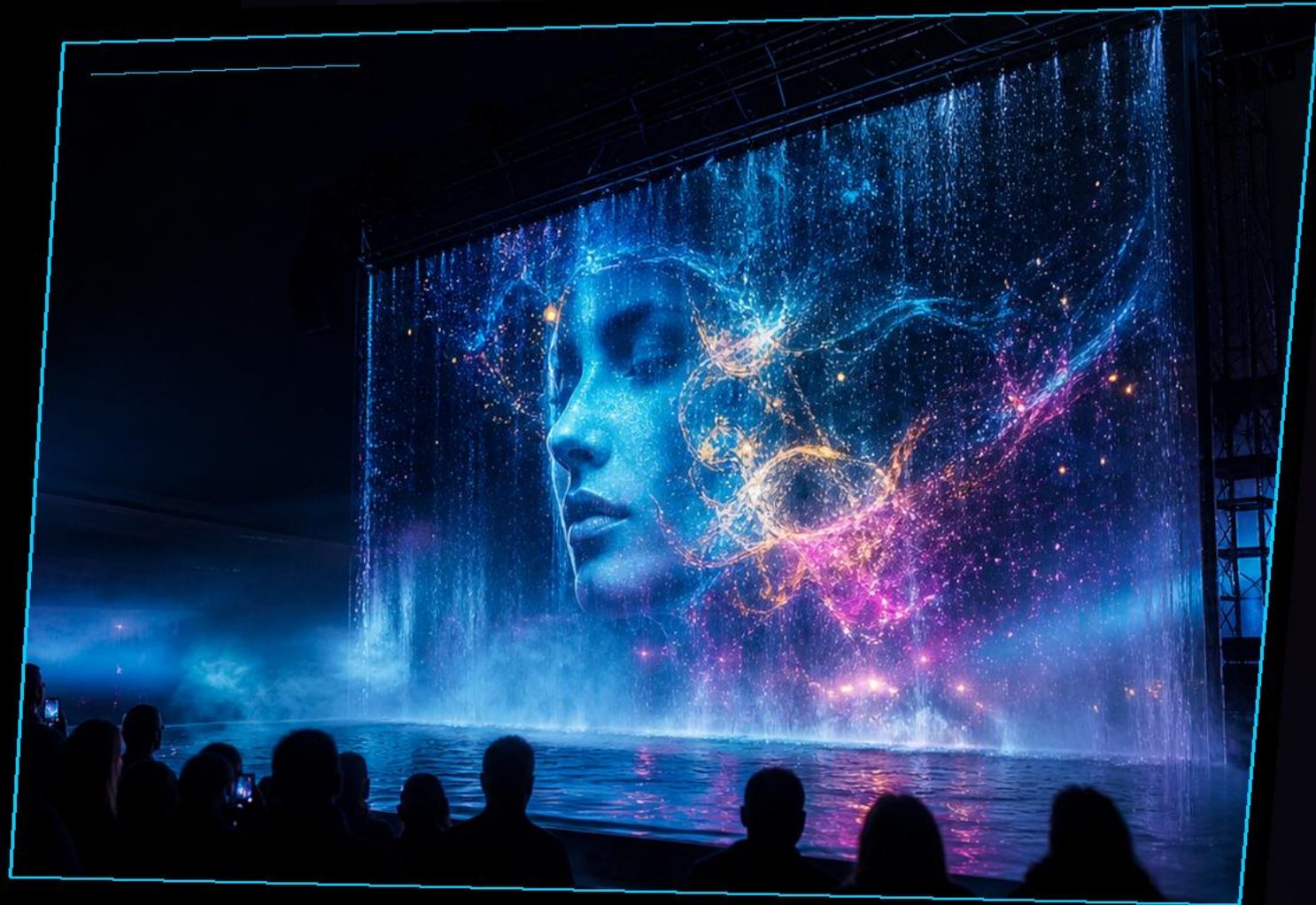
Projection on moving water surfaces, such as artificial curtains or waterfalls. A highly evocative solution for events, theme parks, shows, exhibitions and emotional installations with strong scenic impact.

EVENTS

SHOWS

PARKS

INSTALLATIONS



Mapped Busts and Sculptures

Busts, silhouettes and custom three-dimensional forms animated through videomapping. Perfect for museums, exhibitions, events, scenic sets and narrative paths, bringing statues, characters and faces to life.

MUSEUMS

EXHIBITIONS

EVENTS

STORYTELLING



04

Animated Paintings

Framed artworks with integrated screens, activated by presence sensors. Ideal for museums, exhibitions, cultural events and interactive paths, allowing characters and images to speak to visitors.

MUSEUMS

CULTURE

SENSORS

INTERACTION



05

Holograms

Holographic solutions for presenting objects, characters or digital content with strong visual impact. Suitable for trade fairs, museums, corporate events, showrooms, congresses and promotional installations.

TRADE FAIRS

MUSEUMS

SHOWROOM

CONGRESSES



Pyramid Holograms

Compact holographic systems for displaying products, artefacts, characters or three-dimensional animations. An effective solution for exhibition stands, museums, retail spaces, events and product presentations.

RETAIL

STANDS

MUSEUMS

PRODUCT



07

Pepper's Ghost Holograms

Holographic installations that create realistic appearances using angled transparent surfaces. Ideal for museums, historical storytelling, events, congresses, showrooms and immersive paths with virtual characters.

MUSEUMS

SHOWROOM

HISTORY

CHARACTERS



08

Holographic Virtual Assistant

A holographic figure projected on plexiglass, designed to welcome and interact with visitors. Perfect for trade fairs, receptions, museums, corporate events and congresses, with AI-based question answering.

AI

RECEPTION

TRADE FAIRS

CONGRESSES



3D Projections

Three-dimensional video experiences created with projectors and 3D glasses. Suitable for immersive rooms, museums, events, congresses, theme parks and presentations that require more depth and visual engagement.

3D

MUSEUMS

EVENTS

ROOMS



4D Projections

Immersive experiences combining video, motion and environmental special effects. Ideal for theme parks, science museums, events, experience centers and temporary or permanent attractions.

4D

MOTION SEATS

EFFECTS

ATTRACTIONS



11

Autostereoscopic 3D TVs and Monitors

Glasses-free 3D screens designed for immediate and surprising three-dimensional content. Perfect for trade fairs, museums, showrooms, information points, retail and high-impact presentations.

3D NO GLASSES

RETAIL

SHOWROOM

MUSEUMS



Video Content and CGI

Production of videos, 3D animations, digital reconstructions, visual effects and virtual environments. Custom content for museums, events, trade fairs, immersive installations, corporate communication and promotional campaigns.

CGI

VIDEO

3D

CONTENT



13

VR Simulators

Two-seat simulators where users experience the content through VR headsets, without external screens. Seating, controls and optional motion work together with the virtual content for fairs, events, museums and attractions.

VR

TWO SEATS

EVENTS

ATTRACTIONS



Dynamic Simulators

Simulators with physical motion synchronized to video or virtual content. An engaging solution for theme parks, science museums, trade fairs, events, experiential training and immersive attractions.

MOTION

TRADE FAIRS

TRAINING

ATTRACTIONS



Virtual Reality Content

Development of virtual reality environments and experiences through VR headsets. Ideal for museums, events, trade fairs, training, tourism, corporate presentations and cultural or promotional projects.

VR

TRAINING

TOURISM

MUSEUMS



Virtual Reality Games

Custom VR gaming experiences with 3D environments, missions, interactions and personalized goals. Perfect for events, brand activations, interactive museums, trade fairs and experiential entertainment.

GAMING

VR

BRAND ACTIVATION

TRADE FAIRS



17

Hyper-Reality

Experiences combining virtual reality with synchronized physical objects. Users see a digital world in the headset and can touch real elements, making the experience ideal for events, museums, attractions and brand experiences.

VR

REAL OBJECTS

MUSEUMS

BRAND



Augmented Reality AR

Applications for tablets and mobile devices that overlay digital content onto the real environment. Suitable for museums, trade fairs, events, tourist paths, exhibitions and educational or promotional projects.

AR

TABLET

MUSEUMS

EDUCATION



Touchscreen Tables

Interactive touch tables with custom applications for exploring content, maps, images, videos and narrative paths. Ideal for museums, showrooms, trade fairs, events, visitor centers and educational spaces.

TOUCH

MUSEUMS

SHOWROOM

EDUCATION



Touchscreen Digital Displays

Totems, monitors and large touch displays with tailor-made applications. Perfect for trade fairs, congresses, museums, showrooms, events and information points, making content consultation intuitive.

TOTEM

DIGITAL SIGNAGE

TRADE FAIRS

CONGRESSES

CONGRESSES



Immersive Rooms

Enveloping environments created with multiple projectors, screens or coordinated surfaces. Ideal for museums, events, exhibitions, brand experiences, cultural centers and theme parks, transforming spaces into complete experiences.

IMMERSIVE ROOM

MUSEUMS

EVENTS

BRAND



Holophonic Table

An experiential table for 360-degree immersive listening with dedicated headphones. Sounds, voices and effects seem to move around the visitor, creating a realistic and emotional audio experience.

AUDIO 360

HEADPHONES

MUSEUMS

SENSES



Virtual Elevator

A scenic cabin with synchronized screens, audio and video that simulate an elevator journey. Ideal for museums, events, trade fairs, theme parks and immersive paths, creating the feeling of ascending, descending or crossing virtual worlds.

CABIN

VIDEO

MUSEUMS

ATTRACTIONS



Interactive Projection Experiences

Installations where projections react to the movement or actions of the audience. Walls, floors and surfaces become dynamic environments for events, interactive museums, fairs, kids areas and brand activations.

INTERACTIVE

PROJECTION

KIDS

BRAND



Mechanical Interactive Attractions

Small attractions based on programmable electromechanical and PLC systems, with lights, sounds, sensors, cannons and targets. Ideal for events, theme parks, fairs, malls and playful interactive paths.

PLC

LIGHTS

SENSORS

GAMES



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Animatronics

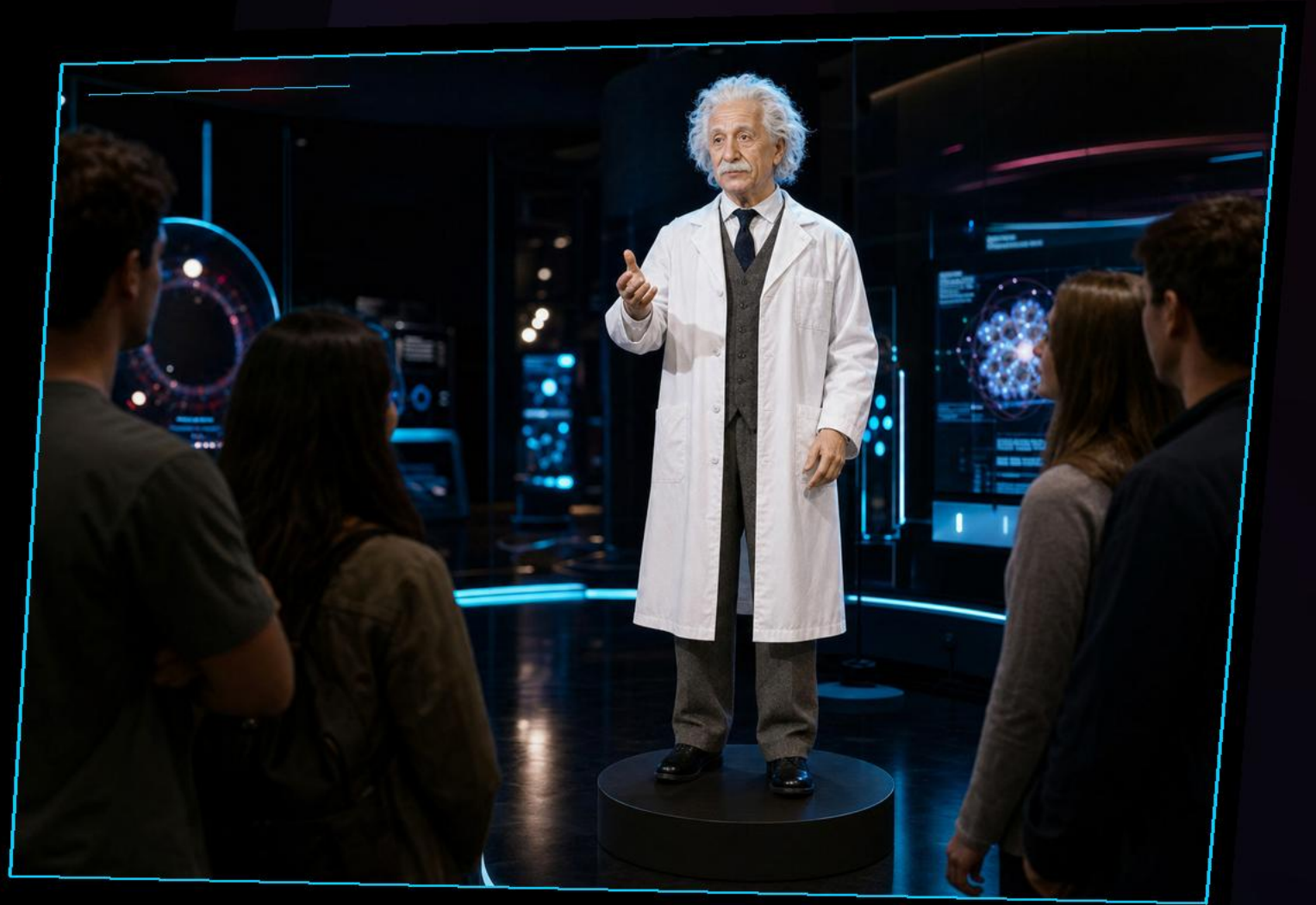
Mechanical characters with controlled movements, able to animate sets and stories. Perfect for museums, theme parks, events, exhibitions, theatrical installations and immersive paths with strong narrative impact.

MOTION

CHARACTERS

MUSEUMS

SCENIC SETS



Laser Shows

Laser performances with light beams, colors, motion and effects synchronized with music or visual content. A scenic solution for events, trade fairs, concerts, congresses, theme parks and special installations.

LASER

EVENTS

CONCERTS

SHOW



Interactive Photoshoot

A photo station with customizable digital backgrounds and instant printing. Ideal for events, trade fairs, congresses, shopping centers and promotional activities, creating a physical and personalized memory.

PHOTO

PRINTING

EVENTS

PROMO



Interactive Games and Apps

Design and development of games, apps and digital content for mobile devices. Tailor-made solutions for museums, events, trade fairs, educational paths, promotions, corporate activities and interactive installations.

TABLET

SMARTPHONE

APP

GAMING



Holo Box

A desktop showcase with transparent display, designed to combine video/3D content and digital objects in a single scenic cabinet. Ideal for medical, pharma, biotech events, trade fairs and science museums, enhancing organs, molecules, artefacts or products with a suspended and interactive effect.

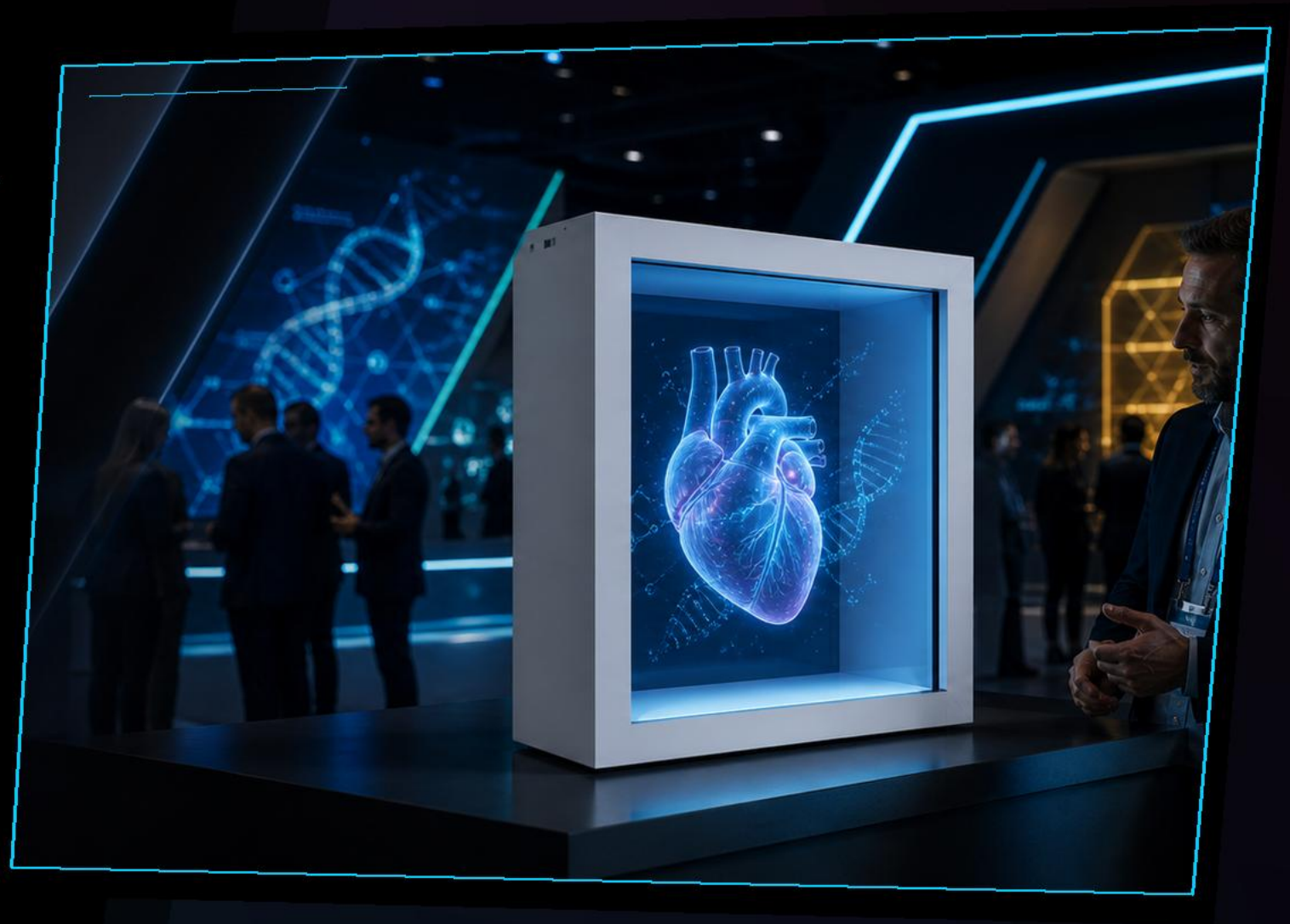
PHARMA

MEDICAL

TRANSPARENT DISPLAY

SHOWCASE

SHOWCASE





ParkSolution
ENGINEERING IMMERSIVE EXPERIENCES

Thank you for watching

Tell us about your project: we turn it into a tailor-made immersive experience.

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