

Interactive Innovation: Motion-Sensing Solutions for Events 2026

Elevating Brand Engagement through Immersive Experience Technology

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The Power of Motion

Why motion-sensing technology consistently outperforms passive displays — and why your clients keep asking for it.



Instant Engagement

Dynamic, full-body visuals capture foot traffic within seconds — turning passersby into active participants.



Touchless Interaction

No controllers. No barriers. Hygienic, intuitive skeleton tracking makes every user feel like a natural.



Social Amplification

Participants self-record and share — turning every session into organic, branded social content.



Product Categories

Three distinct activation families — each engineered for a different event objective and audience energy level.



Sports & Competition

High-energy, crowd-pleasing games ideal for fitness expos, team building, and brand activation challenges. Drives peak engagement and repeat play.



Creative Art & Visuals

Particle physics and Shadow Dance experiences designed for high-end galas and luxury brand moments. Elegant, shareable, unforgettable.



Gamified Branding

Bespoke mechanics built around your product narrative — catching branded items, unlocking QR rewards, and capturing qualified lead data.

GAME SPOTLIGHT

Turbo Racer: Body-Controlled Sprint

A high-octane racing experience driven entirely by physical movement — no controllers, no barriers, pure adrenaline.



How It Works

01

Gesture Control

Lean left/right to steer. Jump to activate speed boost. Zero learning curve.

02

Session Duration

45–60 seconds per play — optimized for high event throughput and minimal queue time.

03

Capacity Mode

Single-player or Dual-player PK mode for head-to-head competition.

Brand Integration & Data Capture



Every element of the experience is a canvas for your brand — from the start screen to the post-game QR.



Bespoke UI

Brand logos, color palettes, and messaging on start screens, countdowns, and live scoreboards. Full whitelabel solution.



In-Game Asset Swap

Replace generic game items with your products. Catch falling branded boxes, collect your SKUs — product recall built in.



Lead Capture

Post-session QR scan saves score, photos, and user data — turning every play into a qualified marketing lead.

Multi-player Motion Parkour (2/4 Players)



- **Core Play:** Real-time speed tracking based on physical running pace; supports jumping, squatting, and power-launch maneuvers.
- **Commercial Value:** Fully customizable branding (logos, UI, and BGM) with a victory podium for social sharing.
- **Tech Support:** One-click toggling for 2/4 players; compatible with Kinect 2.0, Azure, and Orbbec sensors.

Interactive Motion Rowing (Single/Dual Player)



Gameplay: Control boat speed through real-time "arm-rowing" gestures; features coin collection scoring and competitive 1v1 PK modes.

Commercial Value: Zero-distance brand exposure via customizable billboards, 3D coin textures, and full-screen top-layer logos.

Tech Specs: Flexible parameters for session time and difficulty; fully compatible with Kinect 2.0, Azure, and Orbbec Femto Bolt.

Jump Game



Gameplay: "Crouch jump" controls the virtual character to jump to the next platform, Reach final platform to win. Bonus: Extra points awarded based on remaining lives and completion time.

Commercial Value: Customizable game title, banners, and themed visuals, Supports full-screen top-layer logo placement for strong brand exposure. Includes Classic Endless Version (Ocean Theme) as a free bonus..

Tech Specs: Flexible parameters such as platform count, life count, and difficulty settings. Supports landscape and portrait display modes. Fully compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras.

Block Stacking Game



Gameplay: Control the character by jumping in place to move across blocks; The score varies depending on which squares you step on. Players have 3 lives to reach the preset target score and complete the challenge.

Commercial Value: Supports customizable game title, block logos, background videos, and full-screen top-layer logos, enabling strong brand exposure and interactive engagement.

Tech Specs: supports Virtual Character Mode and Real-time Chroma Mode. Flexible parameters such as target score, lives, and gameplay settings, with smooth and stable performance. Fully compatible with Kinect 2.0 and Orbbec cameras.

Bouncy ball



Gameplay: Control the bouncing ball's left-and-right movement by tilting your upper body; collect bonus items to earn points and complete the level challenges!

Commercial Value: with customizable game elements such as titles, music, scoring and obstacle items , plus flexible parameters like lives, target score, and sensitivity to fit diverse application scenarios.

Tech Specs: Flexible parameters for session time and difficulty; fully compatible with Kinect 2.0, Azure, and Orbbec Femto Bolt.

Interactive Motion Snake game(Supports up to 4 players)



Gameplay: Control movement by swinging the left hand to change flying direction, with jumping to trigger speed boost. Supports up to 4-player interaction. Reach the target score within the time limit to complete the challenge.

Commercial Value: Supports customizable game visuals, characters, UI, music, and brand elements such as logos, images, animations, and videos, creating immersive multiplayer experiences.

Tech Specs: Developed with Kinect + Unity, featuring real-time chroma-free compositing without green screen. Compatible with Kinect 2.0 and Kinect V1, with flexible customization of game rules, scoring.

Bubble Popping Game(Supports up to 4 players)



Gameplay: Control the game by waving hands to launch energy waves and hit bubbles or objects to gain points. Reach the target score within the time limit to complete the challenge.

Commercial Value: Supports customizable game visuals, bubble elements, UI, characters, and brand content such as logos, images, animations, and videos.

Tech Specs: Developed with Kinect + Unity, featuring real-time HD chroma-free compositing without green screen. Compatible with Kinect 2.0, supporting flexible customization of game visuals, rules.

Archery Game(Supports up to 4 players)



Gameplay: Use gesture-based archery to launch arrows to hit bubbles and themed objects to gain points. With real-time body compositing placing players directly into the game scene.

Commercial Value: Supports customizable game backgrounds, bubble elements, logos, music, and themed skins, enabling rapid creation of seasonal versions such as festival or **holiday themes**.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, featuring chroma-free background compositing without props. Supports customizable logos, visuals, audio, and gameplay elements.

Interactive Fruit Slicing(1/2 Players)



Gameplay: Extend both hands to slice falling objects in mid-air and gain points, delivering a fast-paced AR slicing experience. with multiple display modes including chroma mode, silhouette mode, and AR real-scene mode. Reach the target score within the time limit to complete the challenge.

Commercial Value: Supports customizable object images, backgrounds, music, titles, and full-screen logos, enabling rapid creation of themed skins for festivals, branding events, and promotional activities.

Tech Specs: Supports Kinect 2.0, with optional compatibility for Azure Kinect and Orbbec cameras. Features chroma-free compositing with multiple player display modes, plus adjustable parameters such as game duration, object speed, and scoring rules.

Submarine Challenge(Supports up to 4 players)



Two Game-Themed Skins

Gameplay: Players use head movement to control a submarine to avoid obstacles and gain points. with total team score reaching the preset target to complete the mission. Multiple display modes including AR real-scene and chroma mode.

Commercial Value: Supports customizable submarines, obstacles, backgrounds, music, titles, and full-screen logos, enabling flexible branding integration and rapid creation of multiple themed skins.

Tech Specs: Compatible with Kinect 2.0 and Azure Kinect, with optional support for Orbbec cameras. Offers adjustable parameters such as target score and obstacle speed.

Distorting Mirror

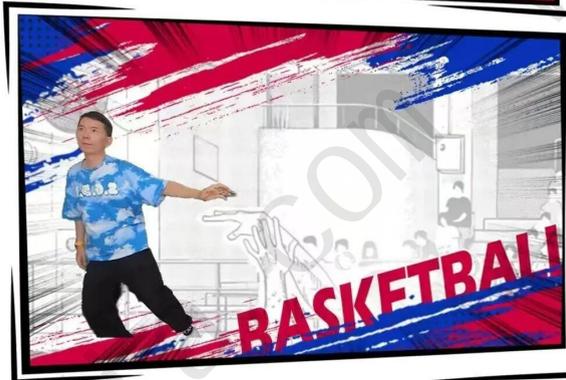


Gameplay: Players interact in front of the screen to experience real-time magic mirror effects. Built-in 24 magic mirror effects including funny mirror, applicable to both live scenes and composited virtual backgrounds.

Commercial Value: Supports customizable effects, backgrounds, images, videos, and brand elements, enabling creative photo experiences for exhibitions, events, and promotional activities. Multiple visual styles enhance audience attraction and increase interactive engagement.

Tech Specs: Developed with Kinect + Unity, featuring real-time HD chroma compositing with smooth edges and optional green-screen support for higher-quality results. Compatible with Kinect 2.0, with flexible customization for various interactive applications and photo experiences.

Anime Photo Experience



Gameplay: Players raise both hands or press a key to start an auto multi-shot photo sequence, generating a large AI cartoon-style poster with real-time compositing into virtual scenes. Finished photos are delivered via QR code download, sharing, or printing.

Commercial Value: Supports customizable poster templates, backgrounds, foregrounds, titles, UI elements, and themed layouts, with multiple built-in cartoon and digital-avatar effects. Enables branded photo experiences and optional integration with online platforms for photo retrieval and sharing.

Tech Specs: Runs with standard USB cameras without requiring Kinect, featuring AI chroma-free compositing and support for camera rotation and multi-shot layouts. Allows flexible customization of shot count, poster layout, and resolution, delivering smooth and stable performance across diverse application scenarios.

Interactive Comic Transformation



Gameplay: Players take photos using a touch screen, mouse, or button, instantly generating AI Anime style portraits with automatic QR code download and sharing. Supports multi-person photo capture with optional printing for on-site experiences.

Commercial Value: Supports customizable software titles, composite backgrounds, logo overlays, UI buttons, and themed visuals, enabling flexible branding integration and creative photo experiences for exhibitions and promotional events.

Tech Specs: Offers adjustable parameters such as camera resolution and print size, ensuring smooth and stable operation across diverse application scenarios.

AR Face Fusion Photo



Gameplay: Users select preferred scene styles and capture photos with AI AR face fusion, then enhance images with stickers, beauty effects, and signatures, creating personalized photos ready for QR code download or printing.

Commercial Value: Supports customizable background libraries, stickers, UI elements, photo frames, and branding content, enabling flexible themed photo experiences and strong brand presentation for exhibitions and promotional events.

Tech Specs: Features AI background removal and AR face compositing, with adjustable settings such as photo size, layout, and visual effects, ensuring smooth performance across diverse interactive photo scenarios.

AI Photobooth



Gameplay: Players take photos using a touch screen, mouse, or button, instantly generating AI style portraits with automatic QR code download and sharing. Supports multi-person photo capture with optional printing for on-site experiences.

Commercial Value: Supports customizable software titles, composite backgrounds, logo overlays, UI buttons, and themed visuals, enabling flexible branding integration and creative photo experiences for exhibitions and promotional events.

Tech Specs: Offers adjustable parameters such as camera resolution and print size, ensuring smooth and stable operation across diverse application scenarios.

Time Travel Photo Booth



Gameplay: Selectable age stages such as childhood, youth, middle age, and senior. Supports up to 3 players, with automatic QR code generation for photo download, sharing, and printing.

Commercial Value: Supports customizable photo backgrounds, frames, UI buttons, titles, and full-screen logos, enabling flexible theme creation and branded photo experiences suitable for exhibitions, events, and promotional activities.

Tech Specs: Supports AI chroma-free compositing without green screen and 4K resolution display, compatible with Kinect 2.0 and standard cameras. Allows flexible selection of backgrounds and age stages.

Motion-Sensing Skateboard (Single/Dual Player)



Gameplay: Players control movement by leaning the body left or right and jumping in place to perform skateboard actions. Supports single or dual-player modes, with multiple scenes including snow, city, and seaside roads.

Commercial Value: Supports customizable game titles, billboards, coin graphics, ground logos, and themed visuals, enabling strong brand exposure across multiple environments. Includes three built-in scenes that can be adapted to various events and promotional scenarios.

Tech Specs: Supports landscape and portrait modes, compatible with Kinect and gyroscope sensing devices. Offers flexible parameter settings such as game duration and target score, along with stable performance and customizable full-screen logo integration.

Interactive Motion Vitality Ball

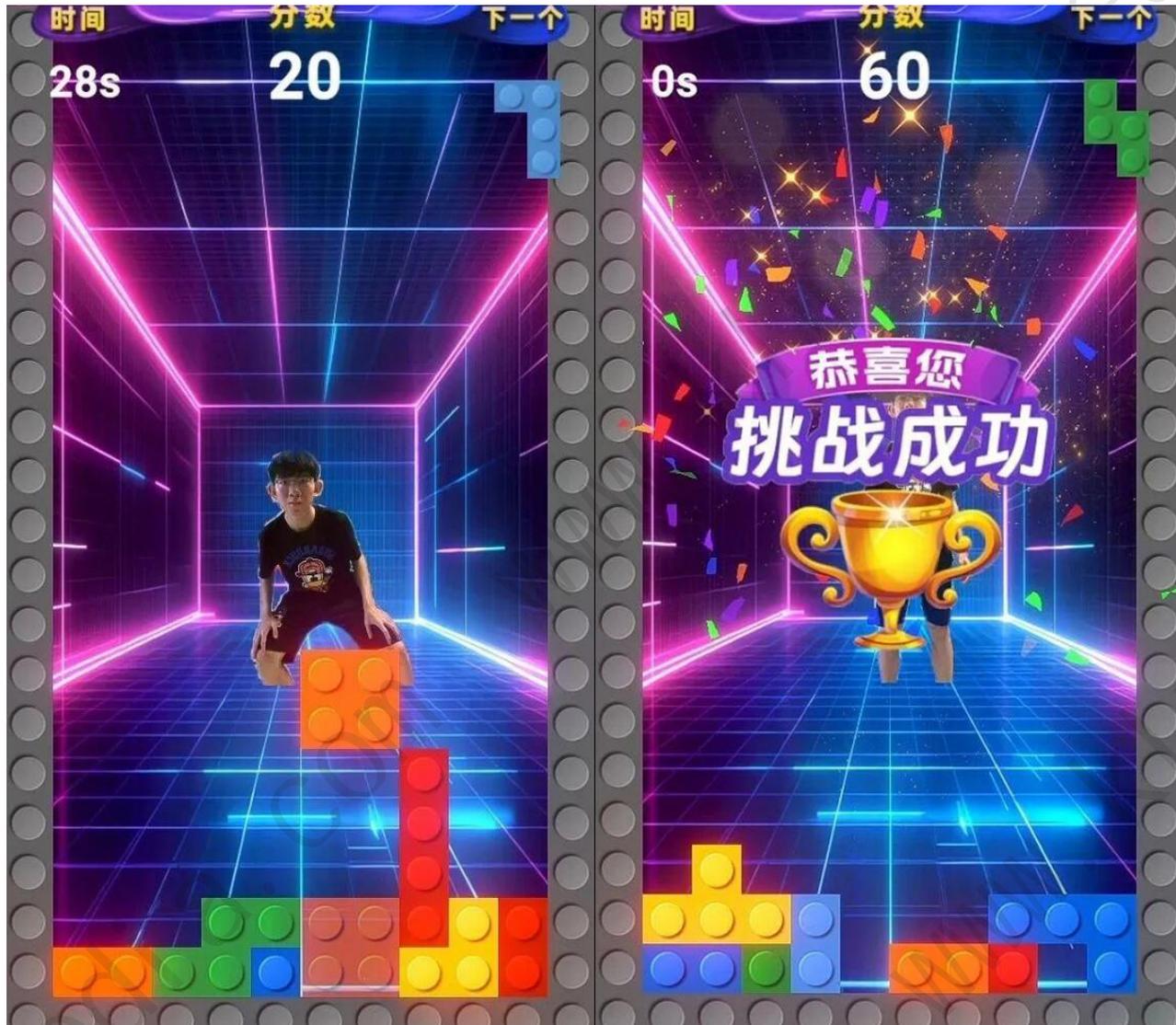


Gameplay: Players hit energy balls in sequence with both hands to gain points, creating a fast-paced and energetic motion challenge that encourages active participation and calorie-burning fun.

Commercial Value: Supports customizable game titles, reward ball logos, backgrounds, and full-screen logos, enabling strong brand exposure and flexible visual themes for events, exhibitions, and promotional activities.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as target score and gameplay settings.

Motion-Sensing Tetris

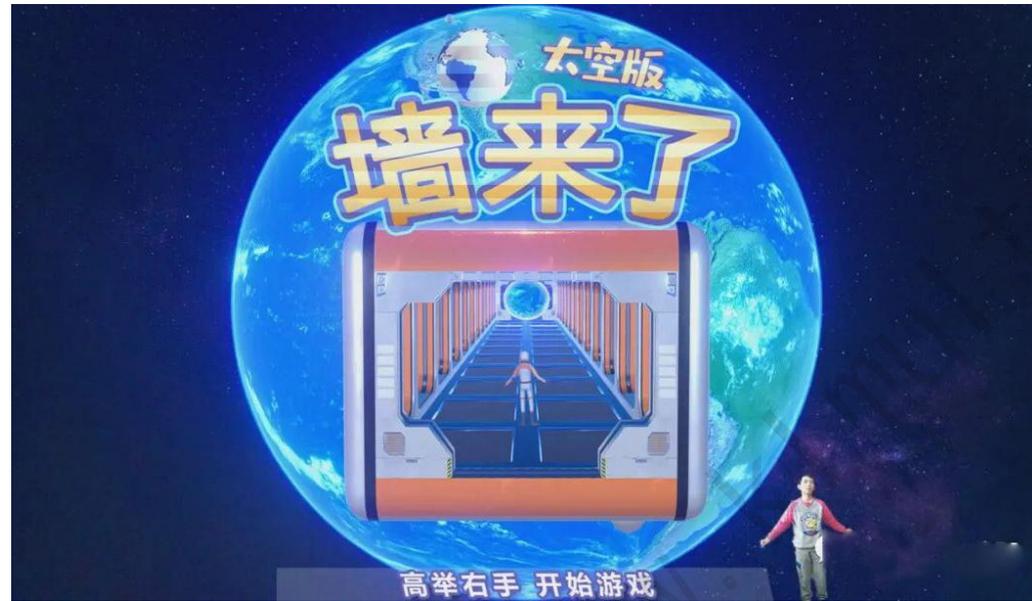


Gameplay: Players control falling blocks by moving the body left or right, squatting to accelerate descent, and waving the right hand to rotate blocks. Includes a preview block feature.

Commercial Value: Supports customizable game titles, backgrounds, block graphics, countdown visuals, music, and full-screen logos.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as game duration, drop speed, scoring rules, and win conditions, ensuring smooth performance across diverse application scenarios.

Hole-in-the-wall Game



Gameplay: Players match body poses to pass through incoming shape walls and gain points, progressing through 20 levels of increasing difficulty for an engaging motion challenge experience.

Commercial Value: Supports customizable action wall graphics, advertising panels, game titles, and full-screen logos, enabling flexible branding integration and themed content for exhibitions and promotional events.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as difficulty levels and player lives, ensuring smooth performance across diverse application scenarios.

Motion-Sensing Brick Breaker



Gameplay: Players tilt the body left or right to control the paddle and bounce the ball to break bricks, creating a fun and responsive motion-based arcade challenge.

Commercial Value: Supports customizable backgrounds, balls, brick graphics, game titles, and full-screen logos, enabling flexible theme creation and strong brand exposure for exhibitions and promotional events.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, supporting landscape and portrait modes with adjustable parameters such as brick scoring and gameplay settings.

Motion-Controlled Claw Crane Game



Gameplay: Players control a virtual claw by waving and lowering the right hand to grab gift balls and gain rewards. Supports both score challenge mode and lucky draw mode, creating an exciting motion-based prize-grabbing experience.

Commercial Value: Supports customizable backgrounds, gift balls, prize icons, game titles, and full-screen logos, enabling flexible branding integration and prize-based interaction such as lottery, capsule, or blind-box themes for events and promotional campaigns.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as game duration, target score, and prize quantity.

Table tennis



Gameplay: Players use the right hand to control a paddle and rally against a computer-controlled opponent, creating a fun and competitive motion-based sports challenge.

Commercial Value: Supports customizable game scenes, advertising boards, titles, and full-screen logos, enabling flexible branding integration and themed environments for exhibitions and promotional events.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as AI difficulty and winning score, ensuring smooth and stable performance across diverse application scenarios.

Kung Fu Soccer (Supports 1–4 player)



Gameplay: Players perform kicking motions to shoot footballs at gift targets and gain points in a fast-paced time challenge. with real-time body compositing placing players directly into the game scene and built-in high-score ranking for repeated challenges.

Commercial Value: Supports customizable game backgrounds, gift targets, titles, music, and full-screen logos, enabling flexible branding integration and rapid creation of festival or themed skins for exhibitions, events, and promotional activities.

Tech Specs:Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, featuring chroma-free compositing without props. Offers adjustable parameters such as game duration, difficulty, and target score.

Football Game



Gameplay: Players perform kicking motions to shoot footballs in a realistic 3D goal-scoring challenge, featuring dynamic effects such as slow-motion shots, curved balls, and stadium lighting for an immersive sports experience.

Commercial Value: Supports customizable game titles, stadium backgrounds, advertising boards, flags, music, and full-screen logos, enabling strong brand exposure and flexible themed stadium environments for events and promotional activities.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as game difficulty, duration, and target score.

Skiing Challenge Game



Gameplay: Players lean the body left or right to steer and perform skiing motions with both hands to accelerate, creating an immersive motion-based skiing challenge experience.

Commercial Value: Supports customizable game titles, advertising boards, visual prompts, and full-screen logos, enabling flexible branding integration and themed environments for exhibitions and promotional events.

Tech Specs: Compatible with Kinect 2.0 and Orbbec cameras, with adjustable parameters such as game duration and target score, ensuring smooth and stable performance across diverse application scenarios.

Interactive Motion Tennis Game

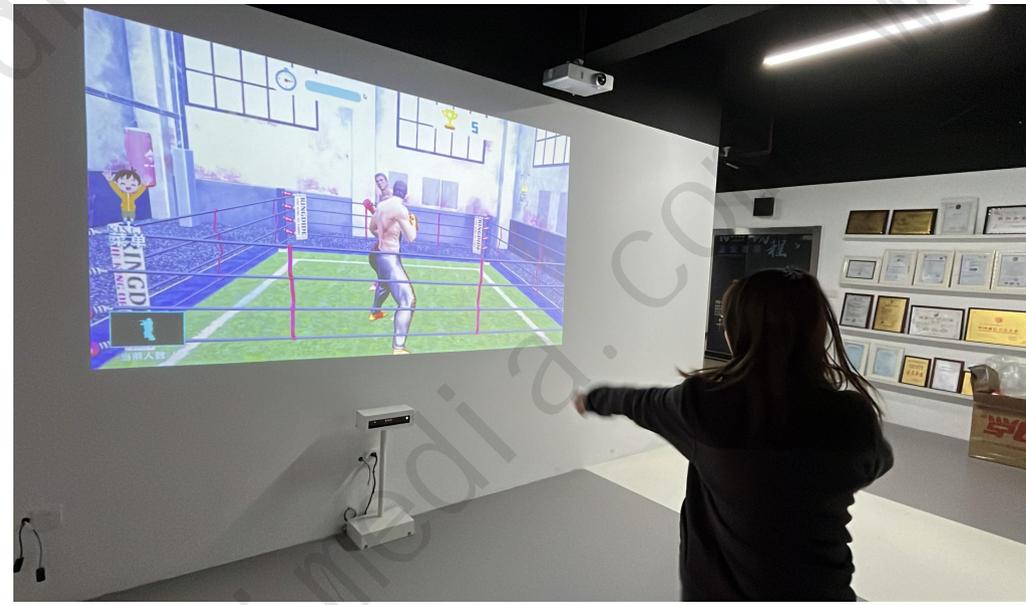


Gameplay: Players use the right hand to control a paddle to hit incoming balls and score points, creating a fast-paced motion-based ball return challenge experience. Supports landscape and portrait modes for flexible gameplay setups.

Commercial Value: Supports customizable game titles, tennis logos, court advertising boards, and full-screen logos, enabling strong brand exposure and flexible themed environments for exhibitions and promotional events.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as serve count and target hit score

Interactive Motion Sports Platform



Gameplay: A full-body motion sports game package where players become the game character and interact through real-time gestures across 16 built-in motion games, including football, basketball, skiing, bowling, dancing, and more for a full immersive sports experience.

Commercial Value: This is a complete 16-in-1 motion game package (not sold separately), designed for exhibitions, interactive installations, and entertainment venues.

Tech Specs: Compatible with projection systems and all-in-one motion devices, using body-sensing interaction for real-time gameplay control. Supports stable performance and flexible deployment across different indoor interactive environments.

Basketball Game



Gameplay: Players perform single or double-hand shooting gestures to throw basketballs and score points in a time-based challenge. Supports single-player mode with landscape and portrait display options.

Commercial Value: Supports customizable game titles, backgrounds, backboard logos, music, and full-screen logos, enabling strong brand exposure and flexible themed court designs for exhibitions, events, and promotional activities.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as game duration, difficulty, and target score, ensuring smooth and stable performance across diverse application scenarios.

Body Motion Catch Game



Gameplay: Players extend both hands to catch falling objects in mid-air, gaining points while avoiding hazards in a fast-paced reaction challenge. Falling speed gradually increases over time.

Commercial Value: Supports customizable falling objects, backgrounds, titles, virtual hand props, and full-screen logos, enabling flexible theme creation and branding integration. Includes multiple default themed skins with support for seasonal or promotional customization.

Tech Specs: Supports AR real-scene mode and chroma compositing mode, with adjustable parameters such as game duration, object spawn speed, and falling speed. Provides multiple UI styles and flexible configuration to suit diverse interactive application scenarios.

Dance Game



Gameplay: Players are real-time composited into a colorful stage and gain points by mimicking on-screen dance moves, creating an immersive rhythm-based interaction. Supports single-player challenge and two-player PK mode for competitive gameplay.

Commercial Value: Supports customizable songs, dance moves, characters, stage scenes, foreground animations, titles, and full-screen logos, enabling flexible themed performances and strong brand presentation.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, supporting AR real-scene and MR compositing modes without green screen. Offers adjustable parameters such as target score and motion speed.

Interactive Motion Lightsaber Game



Gameplay: Players use both hands to control virtual light sabers to cut matching color blocks in sync with music, creating an energetic rhythm-based challenge. Includes speed-up phases for higher intensity and score opportunities within the time limit. There is also a Fruit Ninja skin.

Commercial Value: Supports customizable game titles, music tracks, block logos, and full-screen logos, with a built-in rhythm editor for creating custom songs and themed gameplay experiences suitable for events and entertainment venues.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as game duration, difficulty, and target score.

Motion-Sensing Surfing



Gameplay: Players lean the body left or right to steer and jump in place to perform surfing actions, creating a dynamic and immersive motion-based surfing challenge.

Commercial Value: Supports customizable game titles, advertising boards, coin graphics, and full-screen logos, enabling flexible branding integration and themed environments for exhibitions and promotional events.

Tech Specs: Compatible with Kinect 2.0 and Orbbec cameras, with adjustable parameters such as game duration and target score, ensuring smooth and stable performance across diverse application scenarios.

Interactive Motion Car Racing (1/2 Players)



Gameplay: Players use both hands to steer left or right to control vehicles, avoid obstacles, and collect bonus items for points in a fast-paced driving challenge.

Commercial Value: Supports customizable vehicle graphics, bonus items, advertising boards, game music, titles, and full-screen logos, enabling strong brand exposure and flexible themed road environments for events and promotional activities.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, with adjustable parameters such as player lives and control sensitivity, ensuring smooth performance and stable operation across diverse application scenarios.

Interactive Motion Aerobatics



Gameplay: Players lean the upper body to control aircraft movement and fly through rings while avoiding obstacles, creating an immersive flying challenge with multiple scenic environments and built-in high-score ranking for continuous play.

Commercial Value: Supports customizable aircraft skins, ring logos, advertising boards, game titles, and full-screen logos, with multiple scenic themes such as desert and forest, enabling strong branding integration and themed visual experiences.

Tech Specs: Compatible with Kinect 2.0, Azure Kinect, and Orbbec cameras, featuring chroma-free compositing and adjustable parameters such as lives, target score, and obstacle settings.

Interactive Motion Silhouette Dance

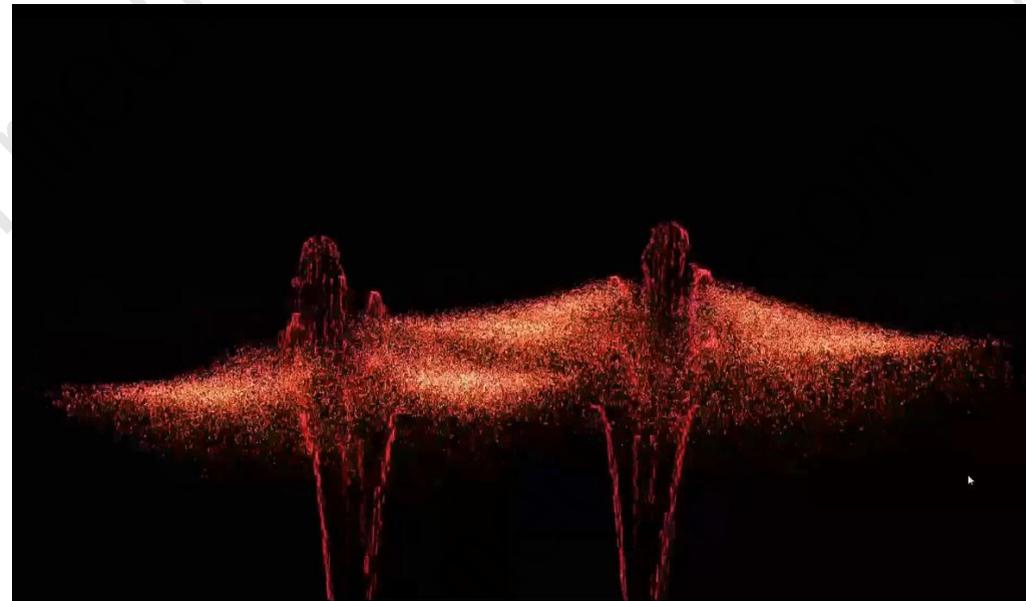


Gameplay: Players' silhouettes transform into rainbow particles that flow and move smoothly with body motions, creating colorful dancing visual effects.

Commercial Value: Ideal for art exhibitions and interactive spaces, delivering vibrant rainbow visuals that enhance audience attraction and engagement.

Tech Specs: Includes pre-designed rainbow particle effects with support for multiple display resolutions and smooth real-time motion interaction.

Interactive Motion Angel Wings



Gameplay: Players are automatically enhanced with spark-like orange particle wings, creating the visual effect of glowing angel wings that move with body gestures.

Commercial Value: Creates visually striking photo-worthy moments, making it suitable for exhibitions, events, and themed installations.

Tech Specs: Includes fixed wing-style particle effects with support for multi-resolution displays and stable motion tracking.

Interactive Motion Painted Particles



Gameplay: The screen displays an oil painting-style background that flows and melts like cream as players move across the projection surface.

Commercial Value: Delivers a strong artistic visual style, making it suitable for museums, galleries, and creative installations.

Tech Specs: Includes pre-designed painting-style effects with smooth motion response and multi-resolution compatibility.

Interactive Motion Flaming Starry Sky



Gameplay: Players' silhouettes transform into flame-style particles against a colorful starry background, changing dynamically with body movement.

Commercial Value: Creates a bold and energetic fire-themed visual experience, ideal for entertainment venues and exhibitions.

Tech Specs: Includes fixed flame particle visuals with support for various screen resolutions and stable performance.

Interactive Motion Digital Avatar



Gameplay: Players' silhouettes are formed using glowing green digital letters, creating a futuristic digital avatar effect that follows body movement.

Commercial Value: Provides a strong technology-themed visual style, suitable for tech exhibitions and digital-themed environments.

Tech Specs: Includes pre-built letter-based particle effects with multi-resolution display support and real-time motion response.

Interactive Motion Star Sea



Gameplay: Two streams of colored fluid particles appear on both sides of the screen, and players move their bodies or dance to blend and interact with the particles, creating dynamic and artistic motion effects..

Commercial Value: Creating eye-catching interactive art experiences suitable for exhibitions, museums, and entertainment venues.

Tech Specs: Features real-time motion interaction with responsive particle effects, supporting flexible visual configuration and smooth performance across various interactive display environments.

Interactive Motion 3D Model Particle Interaction

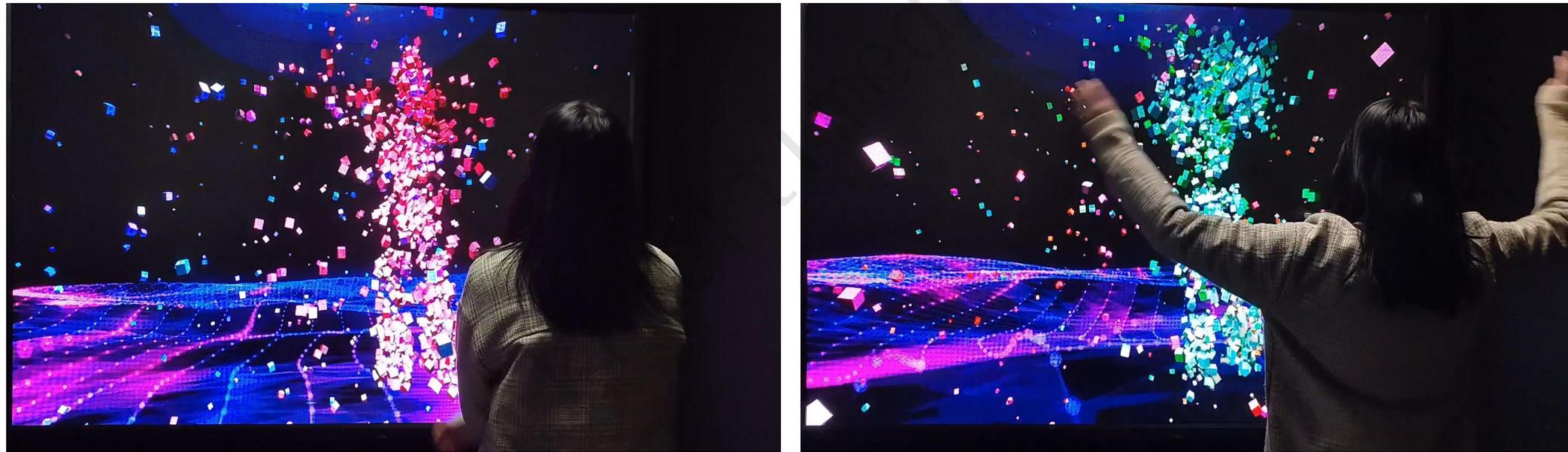


Gameplay: Players' body movements or gestures generate glowing 3D particle models in real time, creating dreamy and dynamic interactive visual effects that respond naturally to motion.

Commercial Value: Creates visually stunning 3D particle displays, ideal for exhibitions, museums, and immersive art installations that attract audience attention.

Tech Specs: Includes pre-built 3D particle model effects with support for multiple display resolutions, ensuring smooth interaction across various large-screen environments.

Interactive Motion Controlled Block Figures



Gameplay: When players appear on the screen, their body transforms into particle blocks that move and scatter with limb motions, creating a dynamic motion-driven block silhouette effect

Commercial Value: Creating eye-catching interactive installations suitable for exhibitions, museums, and public spaces.

Tech Specs: Features real-time motion tracking that reshapes block outlines based on body movement, ensuring smooth interaction and flexible visual configuration across various display environments..

Interactive Motion Geometric Art Particles



Gameplay: Players' silhouettes transform into purple geometric particle shapes on a dark background, forming a mysterious artistic human figure.

Commercial Value: Creates elegant geometric art visuals, suitable for museums, galleries, and creative exhibition spaces.

Tech Specs: Includes fixed geometric particle visuals with support for multiple resolutions and stable interactive performance.

Interactive Motion Controlled Particle Effects



Gameplay: Players interact with a particle wall where body movements transform the particle silhouette in real time. Includes 16 built-in particle effects that can be switched using body gestures for varied visual experiences.

Commercial Value: Creating engaging interactive displays suitable for exhibitions, museums, and public entertainment spaces.

Tech Specs: Features real-time motion tracking with 16 selectable particle effects, supporting smooth interaction and flexible visual configuration for various large-screen display environments.

Interactive Motion Rainbow Smoke

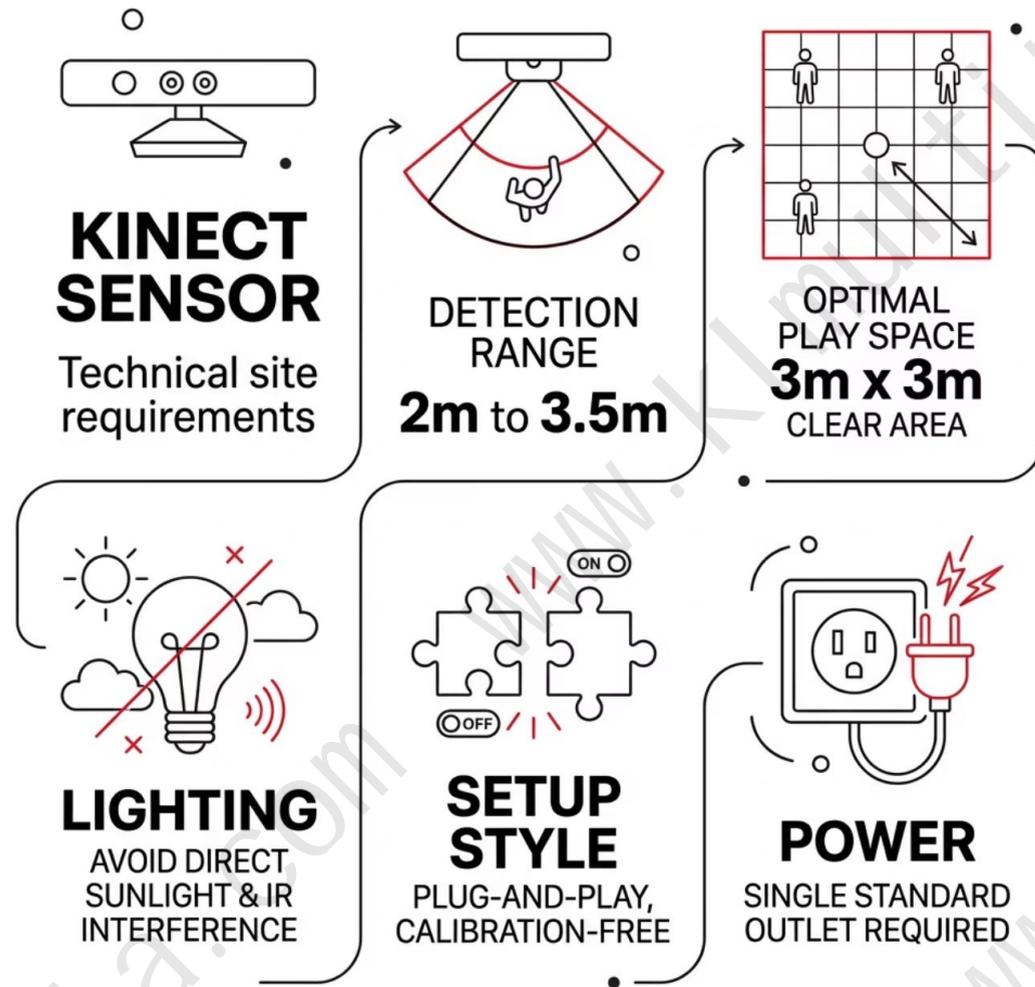


Gameplay: Users interact with projected visuals on walls through touch, creating dynamic and immersive interactive art experiences. Supports engaging visual responses that transform ordinary walls into lively digital environments.

Commercial Value: Widely used for interactive art installations, exhibition spaces, and entertainment venues, with customizable visual themes, animations, and branded content to enhance audience engagement and visual attraction.

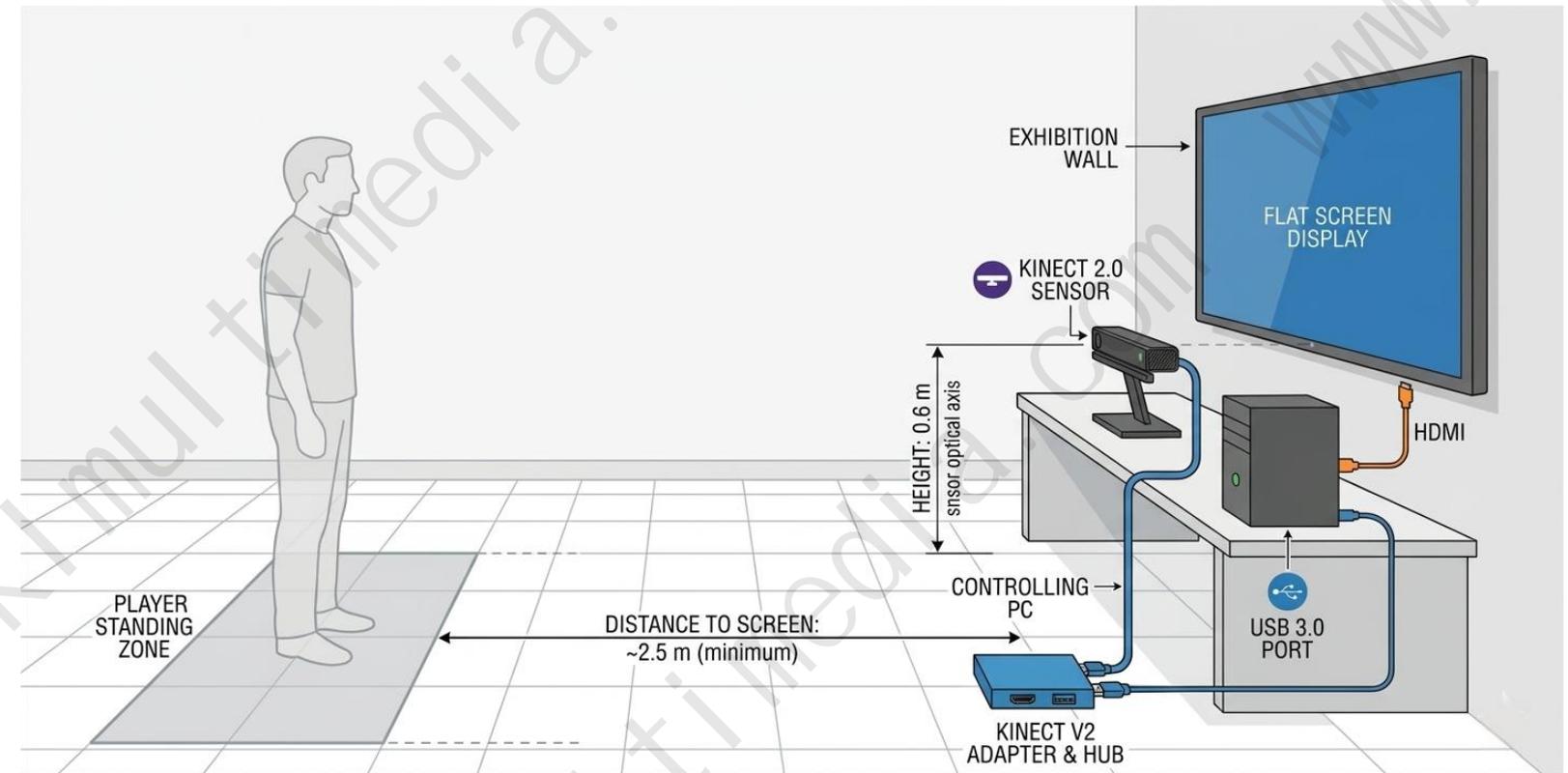
Tech Specs: Utilizes projection technology to deliver high-definition visuals on physical walls, supporting flexible interaction methods such as touch and gesture control, with adaptable content for various interactive wall and floor applications.

Site Requirements & Setup



Plug-and-Play Deployment

Designed for the realities of live events — our systems are calibration-free and operational in under 30 minutes. A single technician can manage full setup and teardown.



Minimal Footprint

3m x 3m floor space accommodates most booth and activation scenarios.

Lighting Guidance

Avoid direct sunlight or strong IR interference for optimal skeleton tracking accuracy.



Ready to Activate?

Let's build an experience your attendees will talk about long after the event ends. Our team will configure, brand, and deploy — you take the credit.

Step 1: Consult

Share your event brief, theme, and goals with our activation specialists.

Step 2: Customize

Select your game category, brand assets, and data capture flow.

Step 3: Activate

We assist online deploy, calibrate, and operate — delivering a seamless branded experience on show day.

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