



VOYAGE TO THE DEEP

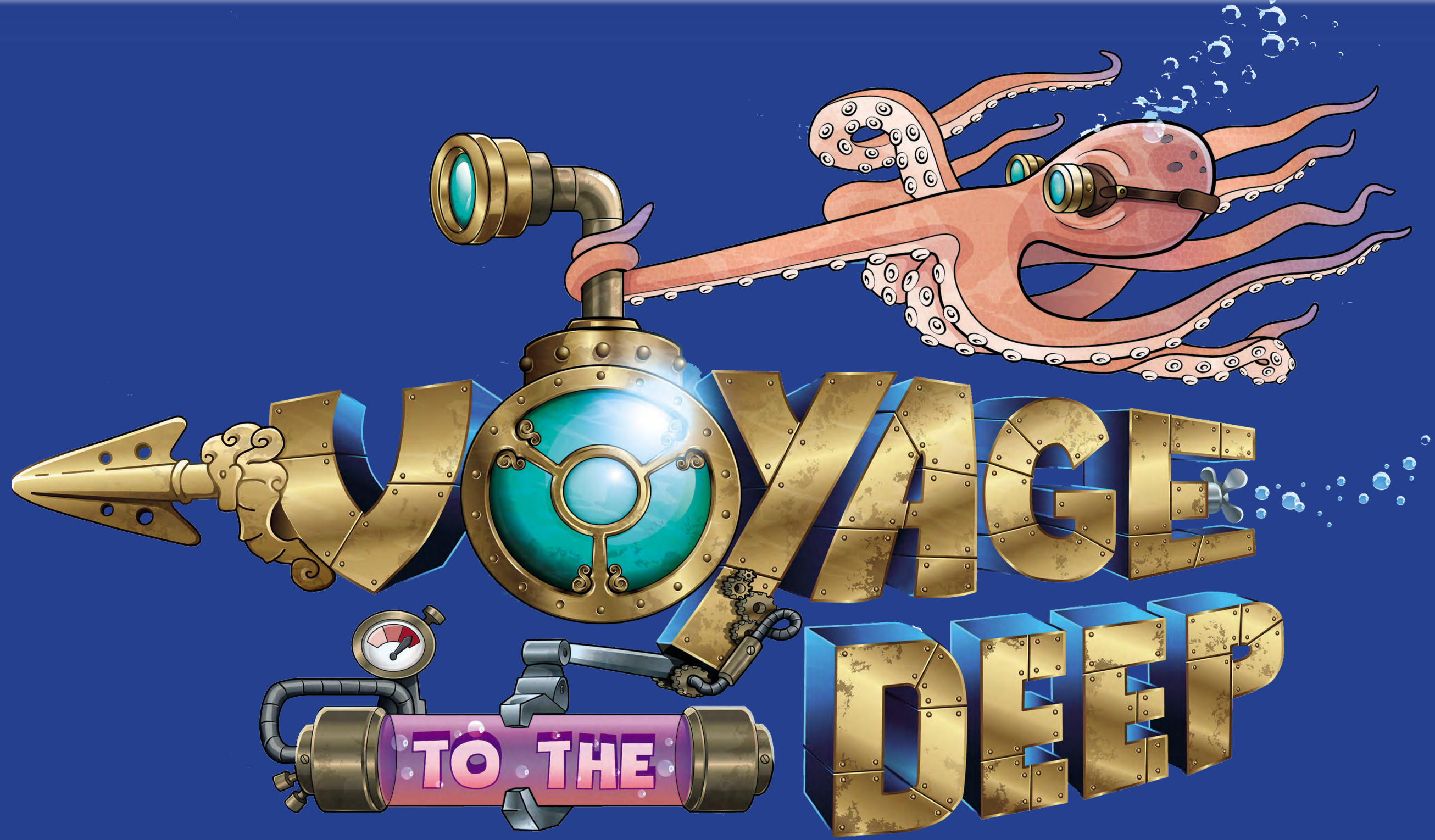
UNDERWATER ADVENTURES

**MU
SEA
UM**

AUSTRALIAN NATIONAL
MARITIME MUSEUM



FLYING FISH



UNDERWATER ADVENTURES

RELEASE YOUR INNER AQUANAUT!

Based on French author Jules Verne's 1870 classic *20,000 Leagues Under the Sea*, the exhibition brings to life the adventures of Captain Nemo, his fantastical submarine the *Nautilus* and the mythical world he inhabited.

At the center of this fantasy world is the giant *Nautilus* where visitors can climb aboard and discover the inner workings of a deep-sea vessel.

They can take up the controls at the helm, look through the periscopes, crank the propeller, test out the bunks and explore 'Captain Nemo's Cabinet of Curiosities', full of incredible marine specimens.

Visitors can also discover the lost underwater world of Atlantis, visit the Octopus's Garden with its massive clamshell, or wander through the seaweed maze in the kelp forest.



TOPIC AREAS

This exhibition is designed for ages 2-10 and presents a variety of topics through interactives, graphics and props.

Topics explored include:

- Marine habitats and creatures
- Marine biology research techniques
- Periscopes
- How submarines are steered and powered
- How submarines dive and surface
- Diving equipment
- Maritime archaeology

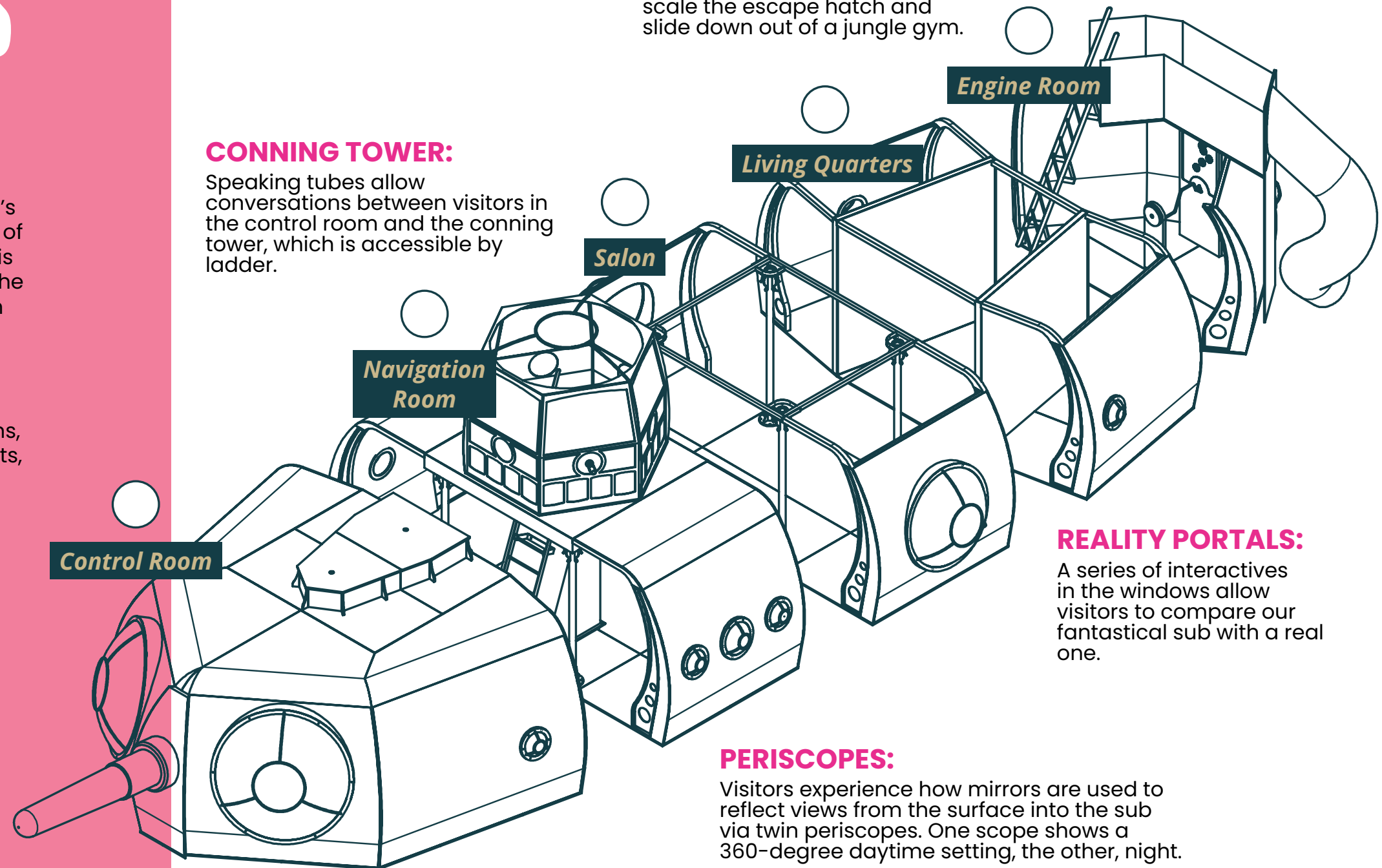


THE NAUTILUS

Verne's submarine was a fantastical craft with a basis in genuine technologies.

The exhibition presents both fantasy and the facts, allowing visitors to explore Verne's imaginary world and the real-life wonders of ocean exploration. They'll discover what it is to operate a submarine, and learn about the underwater world as it would be seen from inside an imaginary deep-sea exploration vessel.

The exhibition is designed to provide a range of experiences: Full-body interactions, mechanical and electromechanical exhibits, interactive projections and touchscreens.



ESCAPE HATCH & SLIDE:

The sub is under attack! Visitors scale the escape hatch and slide down out of a jungle gym.

CONNING TOWER:

Speaking tubes allow conversations between visitors in the control room and the conning tower, which is accessible by ladder.

REALITY PORTALS:

A series of interactives in the windows allow visitors to compare our fantastical sub with a real one.

PERISCOPES:

Visitors experience how mirrors are used to reflect views from the surface into the sub via twin periscopes. One scope shows a 360-degree daytime setting, the other, night.



NAUTILUS COMPONENTS

NAVIGATION ROOM LIVING QUARTERS

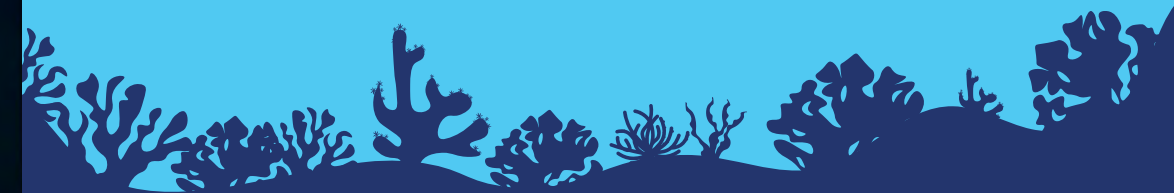
- Navigational Tilt Ball Maze
- Weighted Boots Interactive
- Conning Tower
- Squid Costumes
- Diver Helmet Costumes
- Shark Interactive
- Galley
- Ballast Tank Interactive
- Locker Interactive
- Three-Tiered Bunk Beds
- Bathroom Stall

SALON

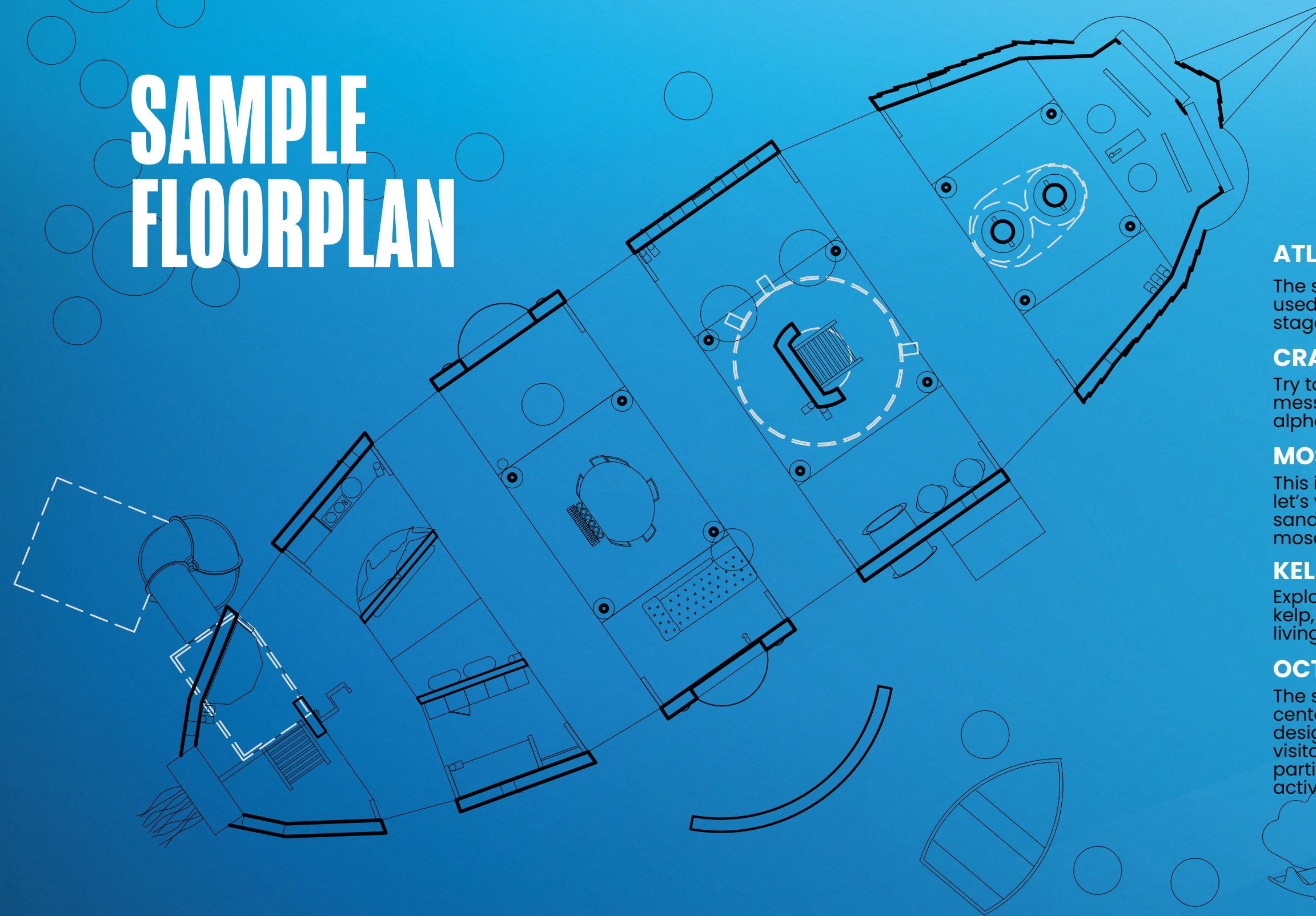
- Magnifier Interactive
- Projector Screen and Iris
- Mechanical Grabbers
- Bookcase of Curiosities
- Nemo's Pipe Organ

ENGINE ROOM

- Connect the Batteries
- Slide, Ladder and Mats
- Escape Hatch



SAMPLE FLOORPLAN



ATLANTIS:

The sunken city can be used as a performance stage.

CRACK THE CODE:

Try to decipher the message in an ancient alphabet.

MOSAIC PROJECTION:

This interactive projection let's visitors clear the sand and discover hidden mosaics.

KELP FOREST:

Explore a forest of giant kelp, and find the creatures living there.

OCTOPUS'S GARDEN:

The sub's dinghy is the centerpiece of this area designed for younger visitors, where they can participate in role-playing activities.

ADDITIONAL COMPONENTS

ADULT TRAIL:

Adult visitors can use a trail booklet to discover fascinating and more in-depth information about the topics covered. They can share this knowledge with younger visitors while in the exhibition, or later, to prolong the experience.

Voyage to the Deep - Underwater Adventures is relevant to a school curriculum. It has strong links to the science syllabus via the built environment (the built elements of the submarine and how things work) and the natural environment (life cycles and the environment).

This turn-key exhibition offers a wide range of experiences, from full-body activities, to simple table-top activities and text panels. There is no set path through the exhibition; visitors can find their own way, according to their age and interests.



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AUSTRALIAN NATIONAL
MARITIME MUSEUM

The Australian National Maritime Museum is Australia's national centre for maritime collections, exhibitions, research and archaeology.

The museum presents a changing program of stimulating exhibitions and events to share Australia's maritime history and connect the stories, objects, people and places that are part of our country's narrative. We welcome over 850,000 visitors annually including families, interstate and international tourists.

Connecting with audiences outside of Sydney, interstate and across regional Australia is a big part of what we do. Our diverse touring exhibitions give regional communities the chance to view and learn more about the fascinating stories behind the National Maritime Collection.

sea.museum



FLYING FISH

Flying Fish is a leading producer of traveling exhibitions. We collaborate with top museums and science centers to create extraordinary and impactful experiences. We are committed to making exceptional, authentic content accessible to all while generating sustainable revenue streams for our clients.

For Museums. By Museums.
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Voyage to the Deep – Underwater Adventures is a traveling exhibition produced by the Australian National Maritime Museum and toured internationally by Flying Fish.

SPECS

SPACE REQUIRED:
4,000-6,000 sq. ft. / 380 - 560 m²

TARGET AUDIENCE:
Families with children, school groups

MINIMUM CEILING HEIGHT:
12 ft. / 4 m.; 16 ft. / 6 m. for the optional conning tower

PRODUCTION TIME:
Seven (7) working days for installation;
five (5) for deinstallation

LANGUAGES:
Exhibition provided in English & Spanish

BOOKING

June 2025 and beyond
Inquire for availability

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