A Special Exhibition Designed to Promote a Better Understanding of the Olympic and Paralympic Games Through Innovative and Effective Uses of Imagery.

Installation Details

A Large Seamless Image Covering 270° of the Surrounding Walls Inside the Hall with the Exhibition of Various Items Related to Sports Competition and Used by Athletes.

Exhibited in “The World of Sports” venue are actual Olympic torches used in the past as well as real Olympic medals. The displayed items make visitors feel closer to the Olympic and Paralympic Games. A large and clear projected image covers 270° of the walls inside the hall. The gigantic image creates a “virtual stadium” to make visitors feel as if they were in a real stadium. The images are projected by four PT-DZ21K projectors and two PT-DZ8700 projectors. The edge blending technology is used to process the images projected by the six projectors to provide a wide, seamless image to lure visitors into the virtual stadium.
The hall filled with information of various sports competitions and display of sports items and uniforms. The wide screen is installed above the displayed items.
System Outline

1 | The Shrine of Memories

“The Shrine of Memories” Featuring a Multi-Display System at the Entrance to “The World of Sports.”

Installed at the entrance to the hall is a multi-display system configured with four narrow-bezel 55-inch LCD units stacked vertically. The narrow bezels make the screen borders un disturbing in the multi-display system. The screen “tower” displays the clear and script image created based on a hieroglyphic motif to greet visitors.

2 | Time Trip Corridor

“Time Trip Corridor,” the Passageway to the Hall, Was Created With Six Short Throw Projectors.

The passageway to the hall, dubbed “Time Trip Corridor,” takes visitors on a virtual time-space travel from ancient years through modern days. The right and left walls and the floor are covered with images. Six short throw projectors are used to project images on the side walls of the passage, and one projector projects an image on the floor. A total of seven Space Players project images to create the illusionary space.

3 | Back to the 1964

“Back to 1964” Was Designed to Stimulate Expectations for 2020.

The corner named “Back to 1964” introduces actual images of Tokyo in 1964, the year of the Tokyo Olympic Games that spurred the rapid development of Tokyo. The PT-DX610 projector and ET-DLE030 short throw lens project images of the opening ceremonies of the 1964 Tokyo Olympic Games, the Metropolitan Expressway and the Tokaido Shinkansen (Bullet Train) Line on the large screen from a short distance. Uniforms used in that year are also on display. The “Back to 1964” corner stimulates expectations for the 2020 Tokyo Olympic Games.
Panasonic has been an Official Worldwide Olympic Partner since the Olympic Partner (TOP) Program started in 1988 to support the Olympic Movement which aims to promote world peace through sports. Furthermore, to contribute to the expansion of the Paralympic Games, Panasonic has also signed an Official Worldwide Paralympic Partnership agreement as the first Japanese company to do so. “The World of Sports,” a special exhibition held in Panasonic Center Tokyo, presents the Olympic and Paralympic Games in various ways to visitors in order to promote better understanding of these international sports events.

The “The World of Sports” hall is a virtual stadium where visitors can learn details of sports competitions of “speed,” “weight,” “height” and “distance.” Particularly popular among children is the booth where visitors can experience a virtual race against Neymar Jr., a superstar soccer player. Children enjoy running against Neymar Jr. projected on the wide screen to experience the high physical ability of this world-leading athlete. This multiscreen system utilizes three PT-DZ870 projectors. The system is enclosed in a super-wide yet compact box. Equipped with the ultra short throw ET-DLE030 lens, the projectors display images from a very short distance, allowing image projection on the large and wide screen for virtual racing in limited spaces.

4 | Challenging a Virtual Athlete

An Ultra Short Throw Projection System Provides a Virtual Racing Experience with a Top Athlete.

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Profile of Panasonic Center Tokyo The World of Sports

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