



Photo by Holly Bobbins

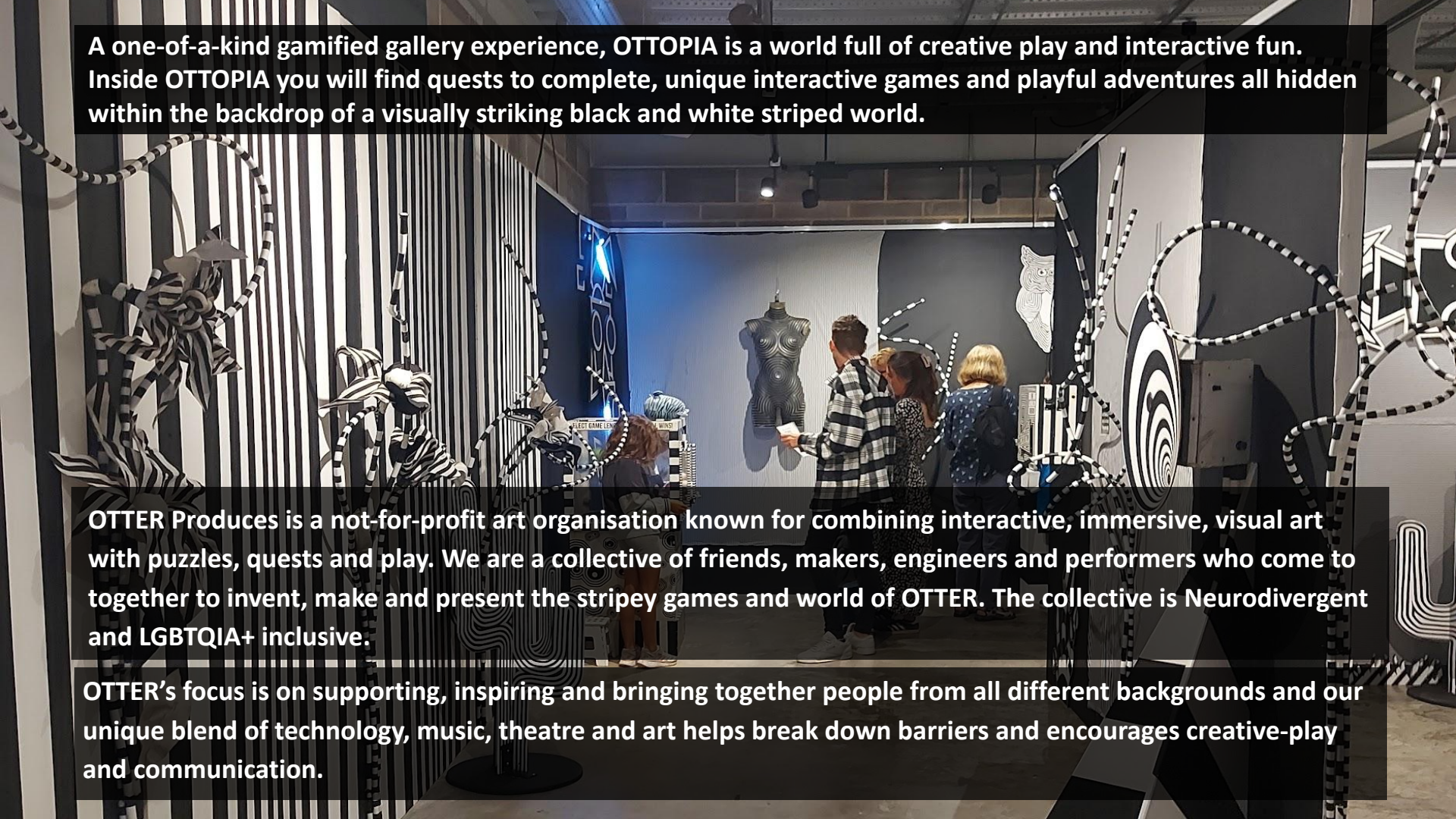
OTTOPIA

A family-friendly interactive art experience that will enchant visitors of all ages and inspire curious minds.

A one-of-a-kind gamified gallery experience, OTTOPIA is a world full of creative play and interactive fun. Inside OTTOPIA you will find quests to complete, unique interactive games and playful adventures all hidden within the backdrop of a visually striking black and white striped world.

OTTER Produces is a not-for-profit art organisation known for combining interactive, immersive, visual art with puzzles, quests and play. We are a collective of friends, makers, engineers and performers who come together to invent, make and present the stripey games and world of OTTER. The collective is Neurodivergent and LGBTQIA+ inclusive.

OTTER's focus is on supporting, inspiring and bringing together people from all different backgrounds and our unique blend of technology, music, theatre and art helps break down barriers and encourages creative-play and communication.



REVIEWS



I experienced the OTTERs as a punter many moons ago and I was absolutely blown away. Since then I have booked them and they are the absolute easiest crew to work with - mad ideas with excellent execution.
10/10



OTTERly wild and fabulous monochrome wonderland. Every event I have seen them perform at has been a great experience. Amazing interactive games, meticulously created decor, costumes, characters and backstories, myth and lore. Can't recommend enough, a unique experience every time.



Delightfully whimsical, utterly (otterly) engaging and fun for persons young and old. Would really recommend!!



Completely immersive experience with an incredible eye for detail. A must experience



PRACTICAL INFORMATION

Visitor Data from The Base, Newbury: 1519 visitors over 24 days.

Floor Space: OTTOPIA is flexible but we've worked with as little as 50m² and up to 120m². We can discuss options and create a model of the installation to agree plans with you.

Potential adaptations:

Quests can be modified to encourage audiences to explore more than just the gallery space itself.

Experience can be modified to accommodate quiet days for sensory sensitive individuals

THE GAMIFIED GALLERY INDEX

[Rubox](#) - Game

[RETTO Recall](#) - Game

[OTTingo](#) - Game

[No OTTERnary Mirror](#) - Optical Experience

[Riddle of Switches](#) - Game

[The Coincidence Generator](#) - Interaction

[Additional activities](#) - Kids activities

[The Pup Quest](#) - 5 stage riddle based quest

[SpOTTER Quest](#) - A site specific scavenger hunt for 6 animals.

[The Colourful Conundrum](#) - Quest, find the colours, solve the puzzle

[Original Artworks](#)

[Educational Elements](#)

[Decor and Optical Illusions](#)

[Optional Add-Ons](#)

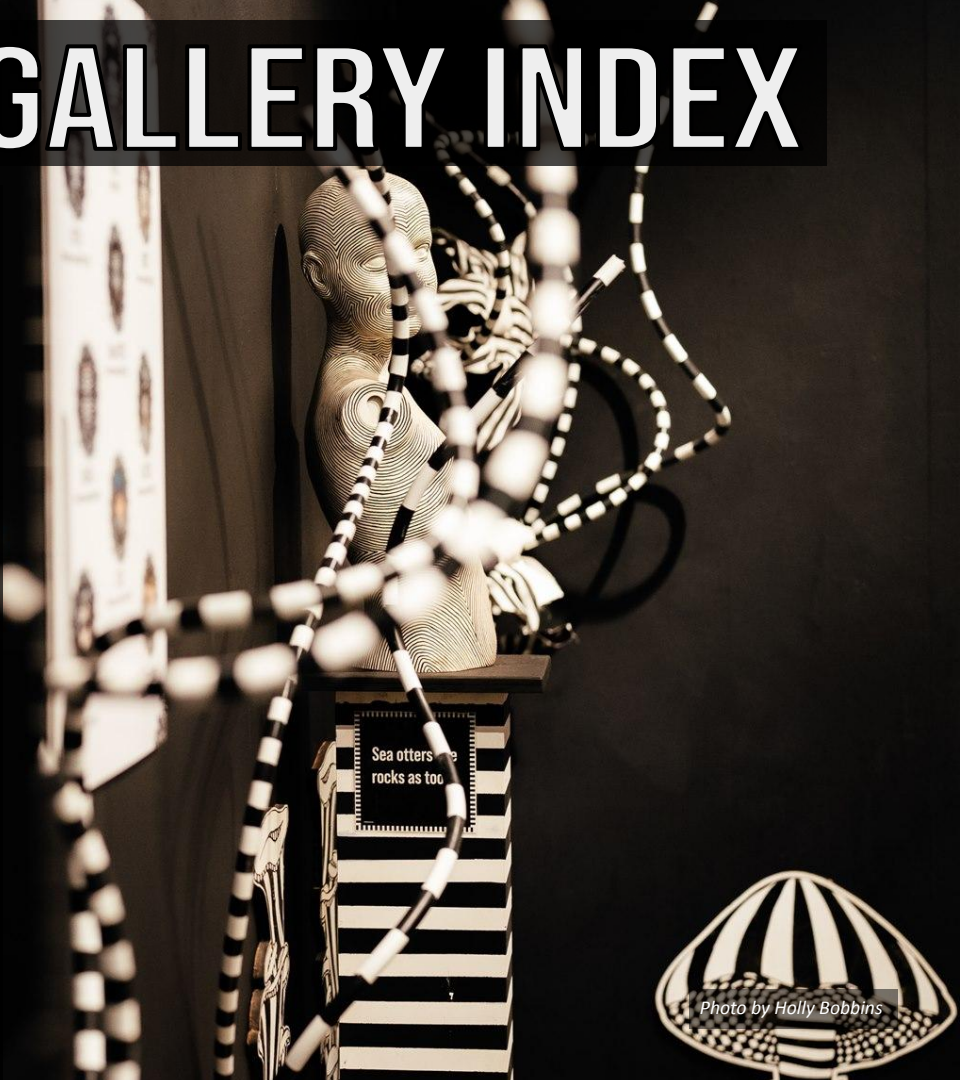


Photo by Holly Bobbins

RUBOX

A man in a red hoodie is shown in profile, looking intently at a handheld electronic device. The device's screen displays a 3x3 grid of colored dots (green and red) on a black background with a white grid. The device has a black frame with white squares. The background features large white letters 'RUBOX' and a black and white striped pattern.

A bespoke, colourful and fun puzzler. Deceptively simple, this game allows for competitive gameplay as everyone competes to complete with the lowest score possible!

With 3 levels of increasing difficulty, the aim is to make all the 9 tiles the same colour, with as few button presses as possible.


Age range: 8 - ∞

Play Time: ~5 minutes

Accessibility: Includes the option to change tile colours to allow for colour-blindness

More info: <http://otterproduces.com/content/article/rubox>

RETTO RECALL

A young child with short brown hair, wearing a red hoodie, is seen from the side, looking intently at a blue electronic game device. The device has a top panel with four rows of glowing blue LEDs and a bottom panel with a complex circuit board design and several buttons. The child's hand is resting on the bottom panel. The background is dark, and the scene is lit with a blue glow from the device.

A fun and intuitive, automated memory game. RETTO Recall's robotic moving sliders delight players of ages while also showing the rules of engagement.

With 4 levels of varying difficulty, everyone is free to play Recall and those who complete til the end are rewarding by a dazzling display of lights and dancing sliders.

Age range: 5 - ∞

Play Time: <5 minutes

More info: <http://otterproduces.com/content/article/retto-recall>

OTTINGO



A fast-paced 2 player game. Think the famous Crystal Maze finale mixed with bingo!

One of our most popular games, players must catch black or white ping pong balls as they fly around in the box. Place the balls in your collector and the first player to fill wins!

Age range: 4 - ∞

Play Time: <5 minutes

More info:

<http://otterproduces.com/content/article/ottingo>

NO OTTERNARY MIRROR

A mirror of stripes, where two faces become one.

Participants are invited to position themselves either side of the mirror, match their faces and watch as they gain the other person's features.

Great fun and a fantastic photo opportunity!



Photo by Holly Bobbins

OTTOPIA GUIDE AND ADDITIONAL ACTIVITIES

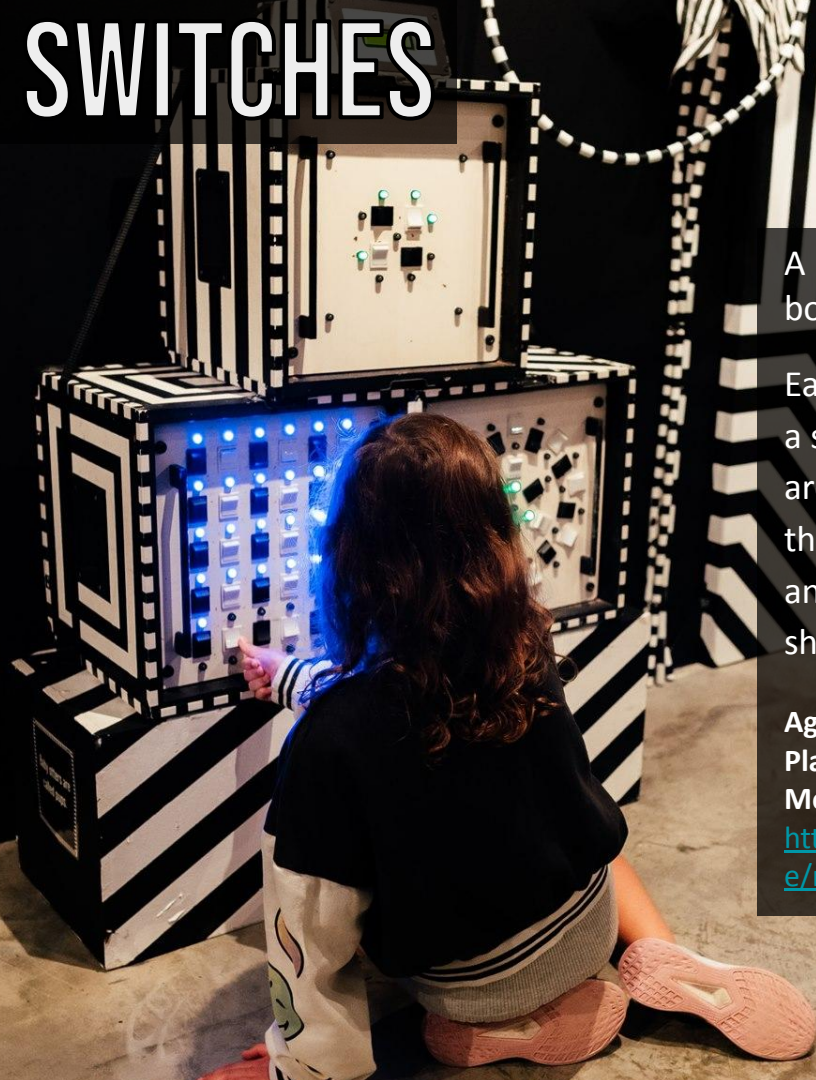
In addition to the guide there is also an optional activity sheet which includes mazes, a quiz, drawings and a wordsearch.

The activity sheet is aimed at children but can be appreciated and enjoyed by anyone who wants to delve a little deeper into OTTER's black and white world.



Everyone entering OTTOPIA will receive a small guidebook which contains information on how to play our unique games, clues to the various quests, as well as extra challenges and information to enhance the experience.

RIDDLE OF SWITCHES



A unique and surreal set of puzzle boxes.

Each of the 3 riddles of switches has a specific sequence to follow. What are the lights showing you? Unlock the code, press the correct buttons and reveal what the riddle has to show.

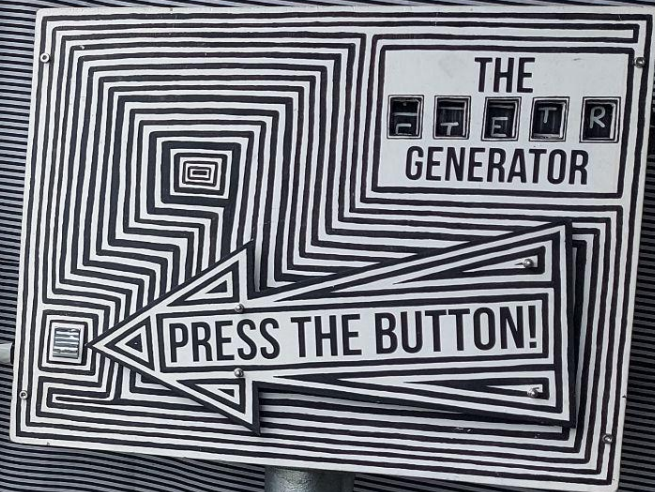
Age range: 4 - ∞

Play Time: ~5 minutes

More info:

<https://otterproduces.com/content/article/riddle-switches>

COINCIDENCE GENERATOR



The Coincidence Generator is a reflection and reimagining of the OTTER origin story. OTTER appeared through coincidences, chance encounters and constant repetition to Pete Montford, the original creator of OTTER and OTTER Produces.

Can OTTER appear for you too? Press the big button to see if OTTER chooses you!

THE QUESTS

THE PUP QUEST



Learn more about the OTTERs of OTTOPIA and take the Quest to see if you have what it takes to join the ranks of OTTER Pups!

A 6 stage, riddle-based quest that takes place throughout the gallery. Players start at OTT or Not, learning about who the OTTERs of OTTOPIA are, and are not. Once completed, they receive a riddle which must be solved to lead them to the next stage of the Quest.

Complete all 6 stages to become OTTER Pups, and earn yourself a handpainted OTTER rock and honorary OTTER Pup sticker!

Age range: 8 - ∞

Play Time: 10-20 minutes

More info:

<http://otterproduces.com/content/article/pup-quest>

SPOTTER QUEST



SpOTTER Quest is a multi-location scavenger hunt with educational elements built into the fun!

SpOTTER Quest provides an opportunity to encourage visitors to explore more than just the gallery space.

6 black and white British animals have escaped OTTOPIA and are hidden around the building / facility and must be found to win the quest! A fun information sheet is placed next to each animal which includes conversation ideas, fun facts and links to more information.

Age range: 5 - ∞

Play Time: Varies depending on placements.

More info:



THE COLOURFUL CONUNDRUM

Colour is creeping into OTTOPIA. OTTER can't see colour but another eagle eyed OTTER has informed the boss about this colourful conundrum.

Can you help OTTER by finding the colours, deciphering the code and unlocking what's been contained within the safe?

Age range: 5 - ∞

Play Time: 10-15minutes (time may vary depending on placements)

More info: *****



ADDITIONALS

ORIGINAL ARTWORK



- We have a number of original OTTER artworks which can also be hung in the gallery alongside the interactive exhibits.
- Commission to be earned from the selling of the work
- Limited, numbered and signed professional prints are also available for selling at the gallery.

EDUCATIONAL ELEMENTS

Sea Otters have
the thickest fur
of any animal

- Unusual, fun otter facts are hidden throughout the gallery experience.
- Quiz included within the activity sheet to encourage exploration and learning
- Information sheets are included for each animal that can be found on the SpOTTER Quest.
- Completion of the spOTTER Quest requires noting down the collective noun of each animal, necessitating reading of the information sheets.
- Artist talk also available upon request

DECOR & OPTICAL ILLUSIONS

The image shows a large-scale art installation in a gallery or museum. The entire space is filled with black and white striped patterns of various orientations and frequencies. Some stripes are horizontal, some vertical, and some diagonal. The patterns are layered and overlapping, creating a complex, three-dimensional effect. In the foreground, there are several large, hand-drawn or laser-cut shapes, including a stylized animal head and a mushroom. In the background, there are more complex geometric structures, including a large, multi-faceted shape that looks like a stylized letter 'A' or a similar character. The lighting is dramatic, with strong shadows and highlights, emphasizing the three-dimensional quality of the installation. The overall effect is one of visual confusion and delight, characteristic of optical art.

OTTOPIA's black and white striped world creates a variety of optical delights. Optical illusions such as the moire effect and dazzle camouflage is visible throughout the experience.

Dizzying, interactive visual effects are be created using our custom made manual or motorised spinners.

Black and white trees, flowers and other foliage has been created using recycled and reclaimed materials.

Sound reactive light up artworks add additional interactive elements to play with

Hand-painted mannequins displaying the traditional pattern of OTTER.

Hand-drawn and laser-cut animals and mushrooms add an extra visual depth to the OTTOPIA experience.

OPTIONAL ADD-ONS

Photo by Holly Bobbins

- Naren Wilks' awe-inspiring interactive hand boxes are also available.
 - Collide-O-Scope - <http://otterproduces.com/content/article/collide-o-scope>
 - Love Matrix - <http://otterproduces.com/content/article/love-matrix>
- True Fiasco's audience controlled live interactive projections can also be provided.
 - <https://www.facebook.com/TruFiasco>
- OTTER performers are available for opening / holiday special events.
- 3 channel silent disco for up to 100 people
- An Artist talk can also be provided by Peter OTTER to talk about the history and origins of OTTER.
- Branded OTTER merch is available for the gallery to sell on a commission basis.

GALLERY ASSISTANT REQUIREMENTS

The gallery assistant will be required to handout the prizes upon the participants completion of quests.

A comprehensive pack will be provided to the gallery which includes:

- Custom game information
- A detailed outline of each Quest including all the stages and further tips and hints the assistant can use to help participants.
- Troubleshooting information for the games.
- Location information for the SpOTTER Quest.

CONTACT INFORMATION

We'd love to discuss OTTOPIA with you today.

Get in touch with us via any of the links below to discuss what we can do for you:

Pete & Kate OTTER - Directors of OTTER Produces

Email: OTTER@OTTERProduces.com

Tel: 07983 736 834



www.OTTERProduces.com

Facebook - <https://www.facebook.com/OTTERproduces/>

Instagram - <https://www.instagram.com/otterproduces>

TikTok - <https://www.tiktok.com/@otter.produces>

