STEP INTO
A SCIENTIFIC ADVENTURE
FOR THE WHOLE FAMILY!

CHARLES DARWIN'S FABULOUS VOYAGE



A VR EXPERIENCE DIRECTED BY
JARACH & GORDON

SCIENTIFIC ADVISOR
GUILLAUME LECOINTRE
FROM THE MUSÉUM NATIONAL D'HISTOIRE NATURELLE OF PARIS



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CNC

EXPÉRIENCES INFINITY

UNFRAMED

01

THE CONCEPT

An immersive expedition in Darwin’s footsteps

In 1831, Charles Darwin embarked on a journey from his native England, at the heart of a 19th century shaped by the Industrial Revolution, in a world still largely dominated by religious beliefs and creationism.

Between 1831 and 1836, the young Darwin spent much of his time away from the ship, studying the geology, fauna and flora of the regions he explored, sketched and described in his journal. These observations would eventually form the foundations of his theory of evolution.

Retracing Darwin’s journey today and experiencing the observations that inspired his theory allows us to better understand what humans share with other living beings. A journey of discovery that (re)connects us with the tree of life.

An experience that places the scientific method at the heart of our society and teaches us to clearly distinguish knowledge from belief.

01 THE CONCEPT

02 THE VISITOR EXPERIENCE

03 FORMAT & DEPLOYMENT

04 OUR TEAM

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UNFRAMED COLLECTION

IN DARWIN'S FOOTSTEPS

EMBARK ON
A SCIENTIFIC ODYSSEY!

Observe, collect, compare: visitors become active participants in a scientific adventure inspired by Charles Darwin's historic voyage.

A SHARED & COLLABORATIVE ADVENTURE

In small groups of 6 participants

AN EXPERIENCE FOR ALL AUDIENCES

Designed for families and educational audiences alike

SPECTACULAR ENVIRONMENTS

4 ecosystems

Brazil · Patagonia
Galápagos · Cocos Islands

Charles Darwin's Cabinet

DURATION & VISITOR EXPERIENCE

35 minutes

of free-roaming virtual reality exploration

A FLEXIBLE AND SCALABLE FORMAT

from 60 to 540m²

A configuration tailored to your venue (6 to 54 participants)



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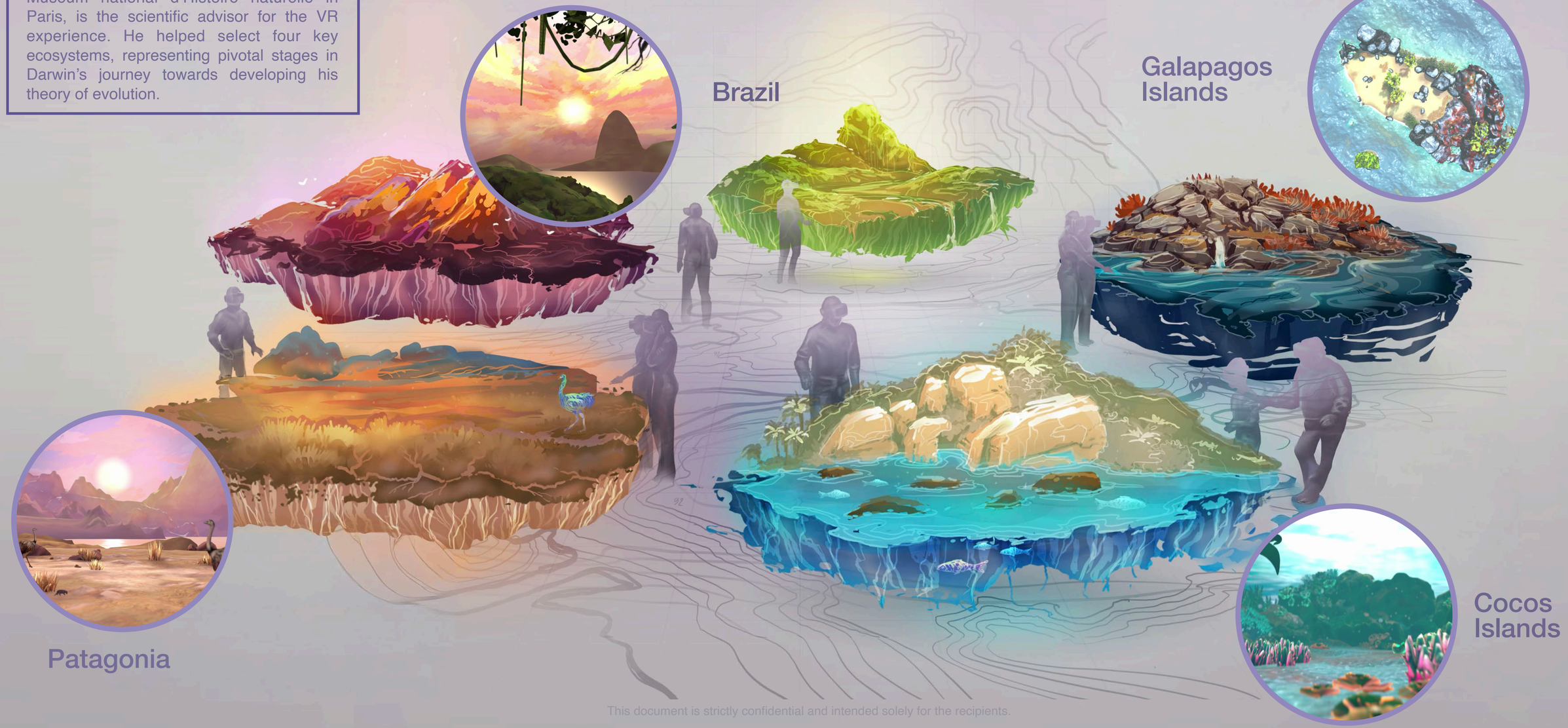


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FOUR ECOSYSTEMS, ONE SHARED QUEST

UNDERSTANDING THE LIVING WORLD

Guillaume Lecointre, Professor at the Muséum national d'Histoire naturelle in Paris, is the scientific advisor for the VR experience. He helped select four key ecosystems, representing pivotal stages in Darwin's journey towards developing his theory of evolution.



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THE VOYAGE THAT CHANGED **OUR UNDERSTANDING OF LIFE**

1831

The Departure

At the age of 22, Charles Darwin sets sail aboard HMS Beagle on a voyage around the world, leaving behind an England in the midst of the Industrial Revolution.

1831 – 1836

Five Years of Observation

Away from the ship, he studies landscapes, fossils, fauna and flora, sketching and recording his discoveries in his journal.

1839 → 1859

A New Understanding of Life (23 Years of Research)

His travel journal is published in 1839 under the title Journal of Researches into the Geology and Natural History of the Various Countries Visited by H.M.S. Beagle. Twenty years of further reflection will lead to the publication of On the Origin of Species (1859).

Today, the experience invites visitors to rediscover this pioneering spirit of exploration: **observing the living world to better understand it.**

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02

THE VISITOR EXPERIENCE

Observe. Explore. Experiment. Understand.

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02 THE VISITOR EXPERIENCE

03 FORMAT & DÉPLOIEMENT

04 NOTRE ÉQUIPE

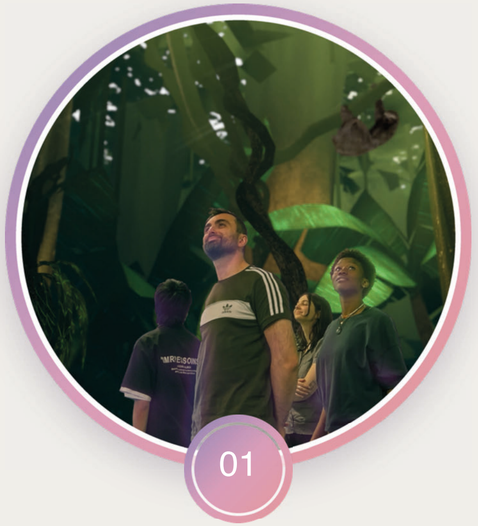


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SCIENCE **IN ACTION**

Observe, collect, collaborate, experiment: each interaction turns a step of the scientific method into a hands-on experience.



01

OBSERVE

Identify species and complete your field journal.



02

COLLABORATE

Work together to uncover a glyptodon fossil in Patagonia.



03

COLLECT

Search and compare findings in the Galápagos Islands.



04

ANALYSE

Understand the principles of the theory of evolution.

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THIS EXPERIENCE TURNS EVERY VISITOR **INTO AN EXPLORER**

- Explore ecosystems that have disappeared or transformed
- Observe species in their natural environments
- Collect clues
- Collaborate with your group
- Understand the connections between all living things



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WATCH LIFE
EVOLVE THROUGH TIME

Patagonia, Galápagos, Cocos islands, Brazil: witness the transformation of ecosystems and discover how animals, plants and their environments evolve together.

“It is not the strongest of the species that survives, nor the most intelligent, but the one most responsive to change.” **Charles Darwin**



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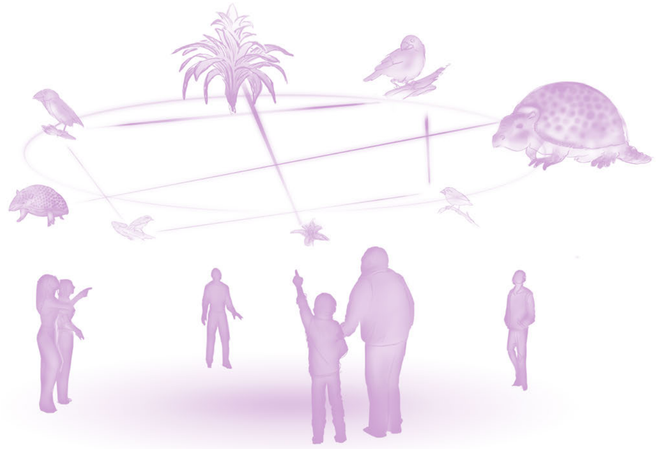
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FROM OBSERVATION **TO THE TREE OF LIFE**

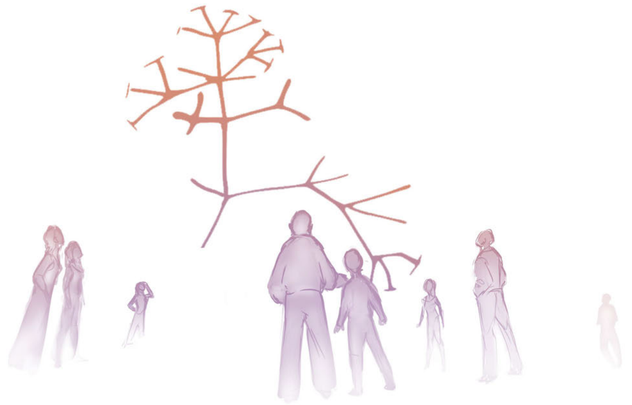
All your discoveries gradually come together, taking you into the heart of Darwin's thinking.



01 · COLLECT



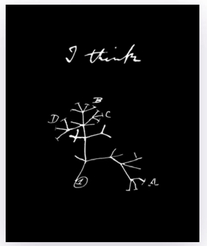
02 · CONNECT



03 · CLASSIFY

UNDERSTAND THAT **ALL LIVING THINGS ARE RELATED**

The specimens collected throughout the journey gradually reveal the relationships between species, helping visitors understand how a new representation of the living world took shape.



"I think" Darwin's first sketch of the tree of life, in his notebook (1837).

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03

FORMAT & DEPLOYMENT

A scalable experience, tailored to every venue

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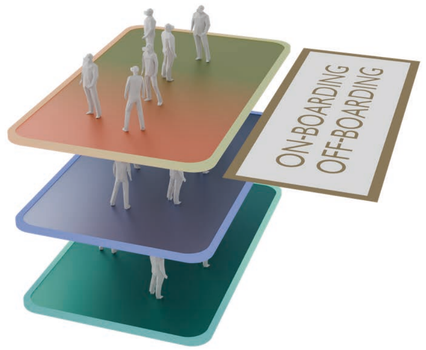
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A **SCALABLE** EXPERIENCE

Each 60 m² zone (6 × 10 m) accommodates a group of 6 participants.
The experience can be presented within a 60 m² or 180 m² space in its expended configuration (3 chapters in 3 zones).

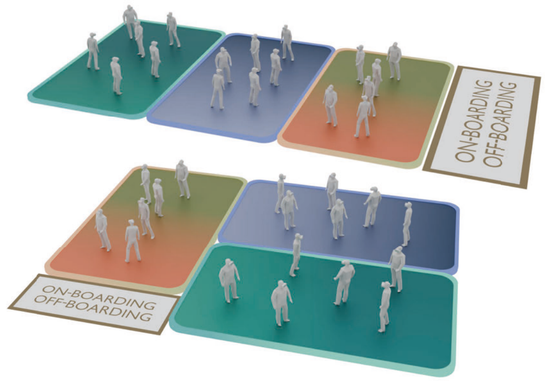


PLAY AREA

60 m²

1 zone · simultaneous start

6 users

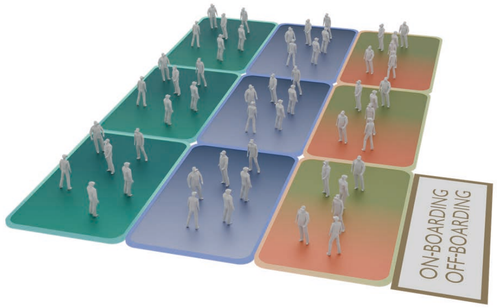


PLAY AREA

180 m²

3 zones · simultaneous or staggere
starts every 12 min

3 groups of 6 users



PLAY AREA

540 m² and +

9 zones · simultaneous
or staggered starts every 12 min

9 groups of 6 users

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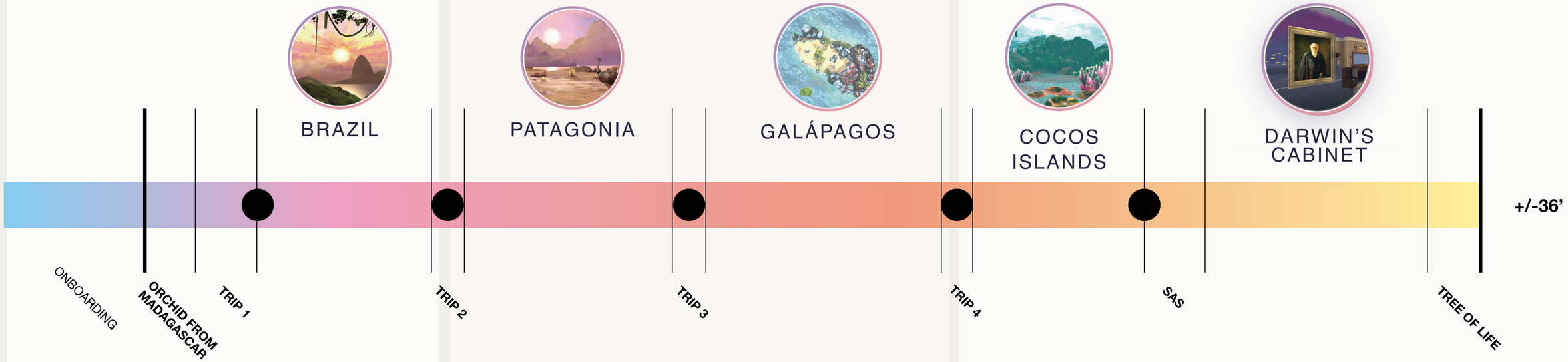
36 MINUTES IN THE WAKE OF THE BEAGLE

Three 12-minute zones, from boarding the ship to discovering the tree of life.

ZONE A 12 min

ZONE B 12 min

ZONE C 12 min



+/- 36 min

Total experience duration

3 × 12 min

Three consecutive zones

4 sea crossings

Aboard HMS Beagle, between each stop

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04
OUR TEAM

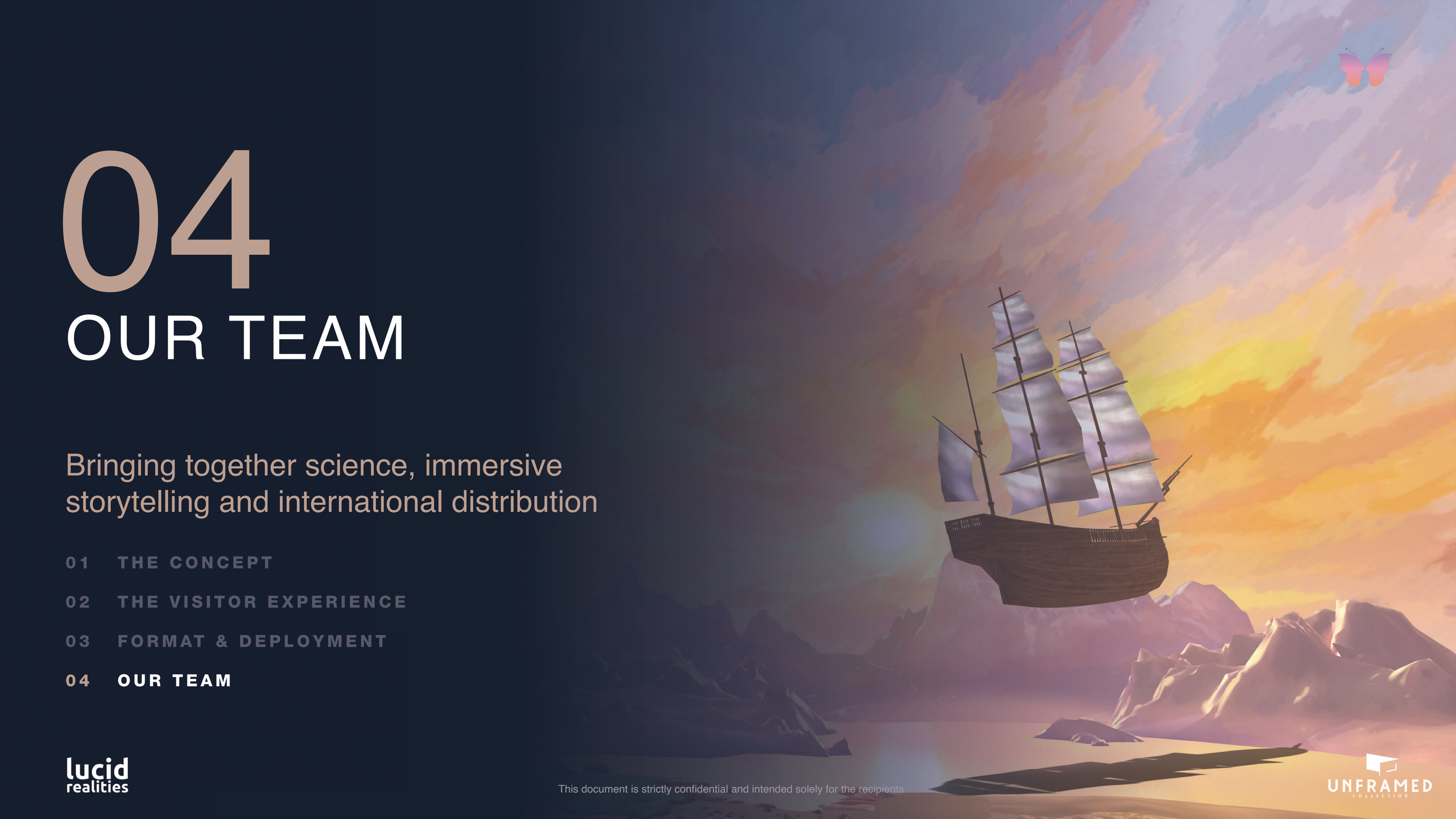
Bringing together science, immersive storytelling and international distribution

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IMMERSIVE STORYTELLING MEETS **SCIENTIFIC RIGOUR**

Two experienced co-directors and a leading scientific advisor bring Darwin's journey to life.





GORDON

CO-DIRECTOR

After beginning his career in graphic design and art direction, Gordon turned to directing cultural programmes and immersive experiences. His work, recognised at the Prix Italia and the Golden Prague Awards, explores new ways of telling stories about art and culture. With Lucid Realities, he has directed several virtual reality experiences in collaboration with major cultural institutions, including ***Van Gogh's Palette***, developed with the Musée d'Orsay, ***Dance, Dance, Dance – Matisse***, and ***Outrenoir***, dedicated to the work of Pierre Soulages.



JARACH

CO-DIRECTOR

Documentary filmmaker and immersive experience director Andrés Jarach has made more than twenty documentaries, notably for Arte and France Télévisions. Since 2010, he has explored interactive storytelling and virtual reality through works such as ***Replay Memories***, ***1, 2, 3 Bruegel!*** (both co-directed with Gordon), and ***Planète Méditerranée VR***. With a degree in anthropology from the EHESS, he combines documentary storytelling with technological innovation. Since 2020, he has also curated SMART at FIPADOC, a programme dedicated to emerging forms of digital and documentary storytelling.



GUILLAUME LECOINTRE

CONSEIL SCIENTIFIQUE

Professor at the Muséum national d'Histoire naturelle in Paris, Guillaume Lecointre is a systematist and ichthyologist specialising in the classification of living organisms, fish phylogeny and Antarctic biodiversity. Author of more than 165 scientific publications and 43 books, he also plays an important role in science teacher training. The recipient of several scientific and literary awards, he brings his expertise in evolution and the scientific method to the project.

Photo © Laurence Honnorat

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EXECUTIVE & LINE PRODUCER

LUCID REALITIES

Immersive storytelling at the service of art, culture and knowledge.

Since 2018, Lucid Realities has been creating and producing immersive experiences that transform the way we discover art, culture and science. Through virtual reality, augmented reality and immersive exhibitions, we develop works combining technological innovation, artistic excellence and educational ambition.

Our approach focuses on co-production with museums and cultural institutions to ensure the artistic and scientific quality of our content. Our collaborations with the Musée d'Orsay, the Musée du Louvre and the Musée national de la Marine reflect our expertise in creating sensitive and poetic immersive narratives.

We also consider distribution from the earliest stages of development. Through Unframed Collection, we build international distribution networks and sustainable business models, allowing our works to reach an ever-growing audience.

www.lucidrealities.studio











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INTERNATIONAL DISTRIBUTOR

UNFRAMED COLLECTION

Specialists in the distribution of virtual reality experiences

Alongside a premium catalogue of over one hundred VR works, we provide turnkey technical solutions and tailored support to facilitate the deployment of virtual reality experiences.

Since our inception, we have collaborated with prestigious partners in France and internationally, actively contributing to the development of the XR distribution market.



Claude Monet - Along the Water
October 2026 - March 2027
Musée de l'Orangerie



The Metamorphoses of Guernica
April - September 2026
Musée Picasso - Paris



Dance, Dance, Dance - Matisse
April - August 2025
Musée d'Art Moderne de Paris



Insider-Outsider
June - September 2025
Grand Palais



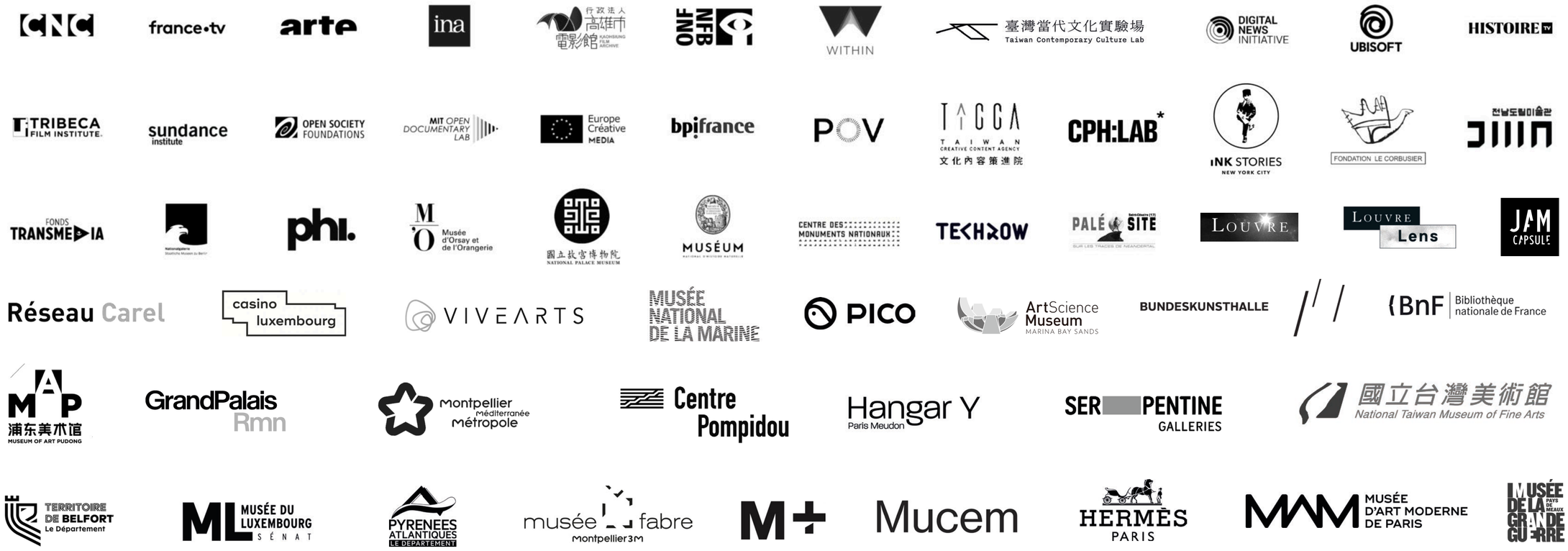
Battlefield
2025-2026
Musée de la Grande Guerre de Meaux

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They trust us



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