



Designer of play and sports areas



**E-BOOK
GRAFIC GAMES**



Grafic Games

6 standard finishes



Amazonie finish



The graphics create a mystical atmosphere with a number of visual elements representing lush and wild vegetation. Wooden planks, exotic animals, dense foliage and mysterious symbols produce a world of adventure that children will love exploring. The colours play a key role in setting the mood. The dominant shades of dark and light green blend harmoniously with the natural earth colours, while contrasting with the bright colours of the parrots and tropical fish.





China

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France





Australia

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Australia

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Australia

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Grafic Finish



The Grafic theme is dominated by an explosion of zingy colours and simple geometric shapes.

Lines, curves, counter-curves, checkerboard... the patterns weave together and occasionally overlap to breathe life into a cheerful and innocent children's world. The use of perspective adds a sense of depth and motion. The irregularly shaped flowers bring a fresh touch and soft feel.



France

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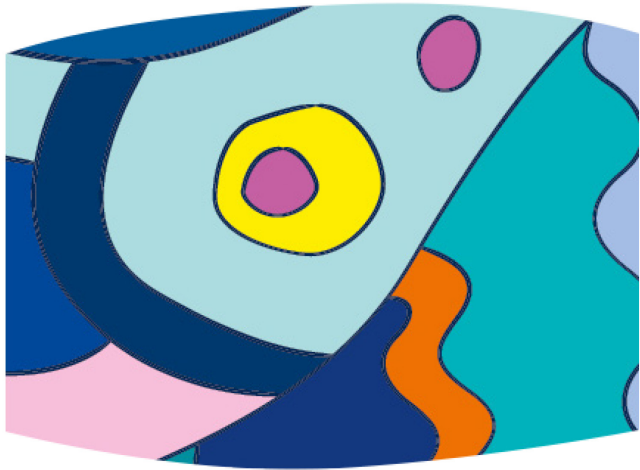


Informations : Grafic Games play equipment compliments the artistic character of the surrounding neighbourhood.

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Oceane finish



The presence of the sea can be felt everywhere with the **symbolic and evocative** graphics. The **wavy lines** in various shades of blue reflect the gentle rocking **motion of the ocean waves**. The circles represent small oxygen bubbles, while the unstructured patterns with their shimmering colours are reminiscent of the seaweed covering the sea floor. The wood with its white-leaded decor finish conjures up images of a beach hut.



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Australia

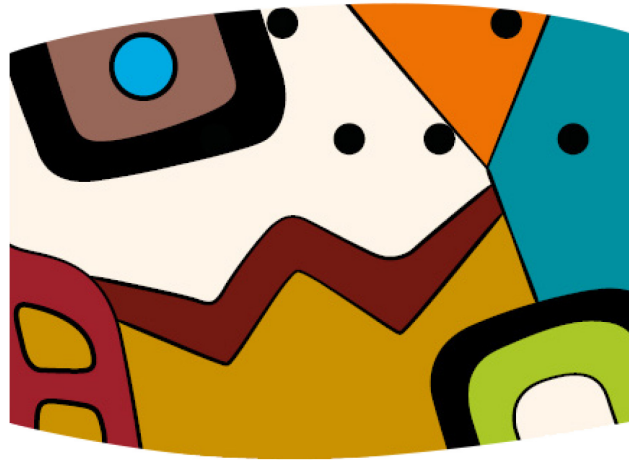
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Etnik finish



With its African and Maori-inspired design, the Etnik theme is adorned with masks, tattoos and prints.

The geometric patterns switch between straight lines and curves, creating an overriding impression of simple yet decorative images. No two patterns are the same, but the general style strongly mirrors the ethnic trends underlying the finish.

The predominant colours are influenced by the earth, with shades of brown, ochre and khaki.



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Medieval finish



The Medieval theme features a host of details to take children back to an era that will leave them **completely spellbound**.

Some ivy can also be seen clinging to the stones. The drapery, badges and ironwork give the theme greater depth and substance. The colour scheme features the tones that were predominantly used during the Middle Ages. **The blue, red, yellow and orange colours are bright and fresh without any shading.** The realistic graphics bring a touch of depth and fantasy to each play element.



Australia





Italy

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Italy

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Metropolis finish

*Metropolis is a retro-futuristic theme that combines elements of **ultramodern architecture with old machines.***

***Propellers, cogs, tanks and portholes** are just some of the strong visual effects that reproduce a sci-fi scene that could easily have come straight from **the imagination or urban visions of Jules Verne or Fritz Lang.** The outdoor equipment transforms into exploration labs, time machines and futuristic vehicles. Everything assembles and fits together perfectly, which creates an impression of perpetual motion.*

*The **unique copper colour** for this theme reinforces the **quirky atmosphere** within the playground.*





Australia

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Netherlands

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Grafic Games

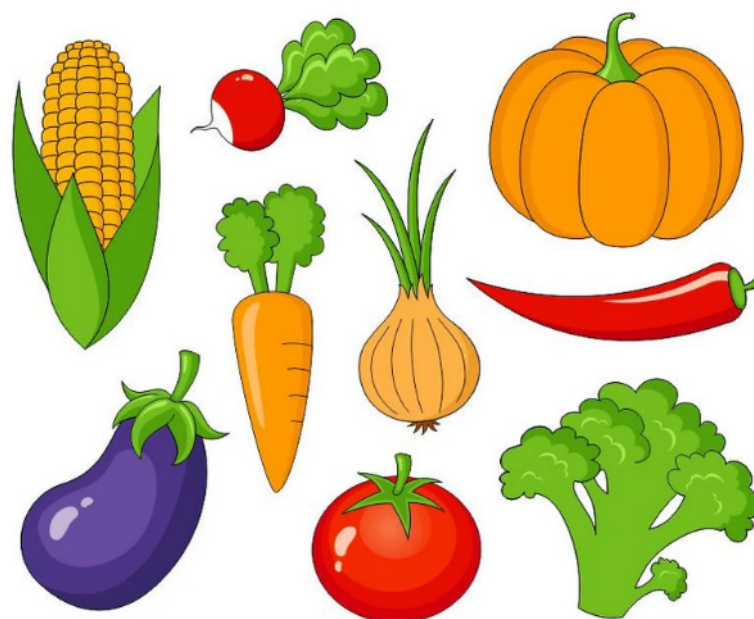
Inspiration





Bespoke themes

Graphically dress a playground on a defined theme that relates to the immediate environment or the history of the place





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Information: multifunctional Diabolo inspired by the famous Italian children's writer Gianni Rodari. The story is about an "ice-cream parlour" in the centre of Bologna.

Italy

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France

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Artistic inspiration

Include drawings (local artists or children) within the play area. Bringing art into the playground, making children aware of it. Give a local touch via artists or children. Take ownership of the play area





Information: Bespoke artwork enhances the playspace character in an area known for street art whilst a local butterfly is represented on the springer.



Information: Local indigenous artist, Sandra Kropinyeri, created artwork for the Proludic tower based on traditional stories of the Swan Hill region



Information: local children prepared artworks for the play equipment with their elders to help strengthen community connections to the playground

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Information: local children prepared artworks for the play equipment with their elders to help strengthen community connections to the playground

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Information: Drawings of their favourite animals created by local children enhance connections with the playground and environment

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Fauna, Flora, Animals



*Refer to the surrounding plant and animal world.
Give a friendly and soothing atmosphere to the playground.*





Information: Grafic Games playground themed around animals found in eucalyptus forests. The theme is related to the garden where the playground is located, the "Eucalyptus Garden".

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France





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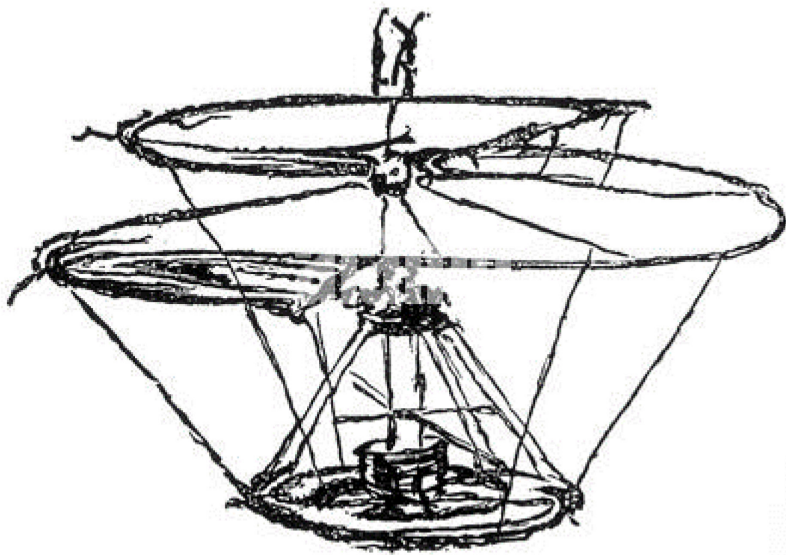
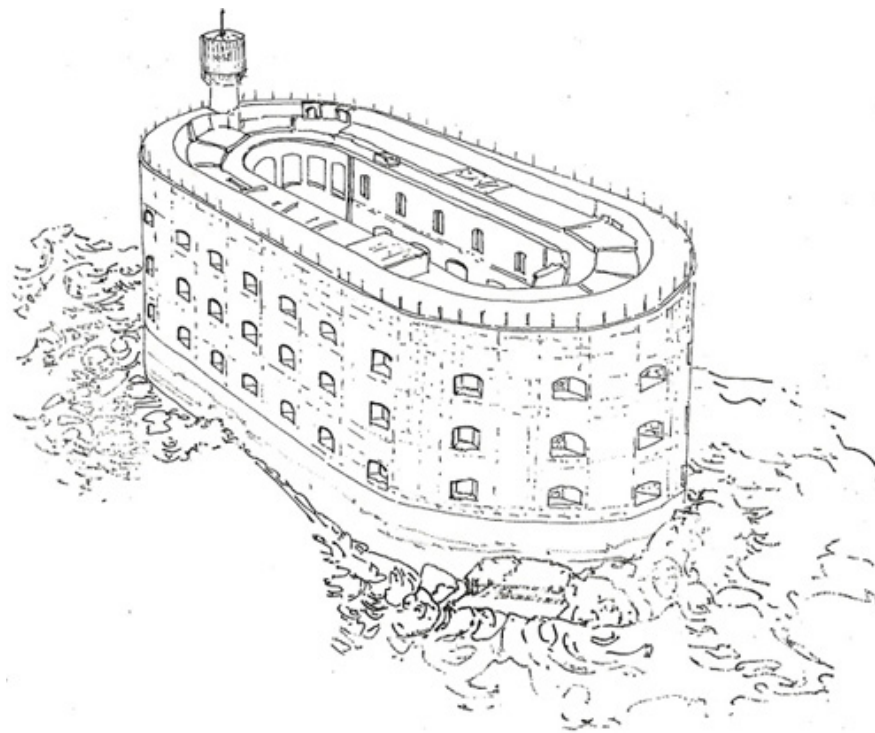


Information: Koala-themed graphics showcase the local wildlife of the area

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Heritage, history

Echoing the specificities of the territory, its history, its architecture in its development project.





Information: A design that explores the theme of science, echoing the inventions and artistic creations of Leonardo da Vinci, installed in the Clos-Lucé park, where the playground is located.

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Information: Bespoke project inspired by the region's famous Fort Boyard.

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Information: Playground on the theme of Hinduism and more particularly on the deity Krishna

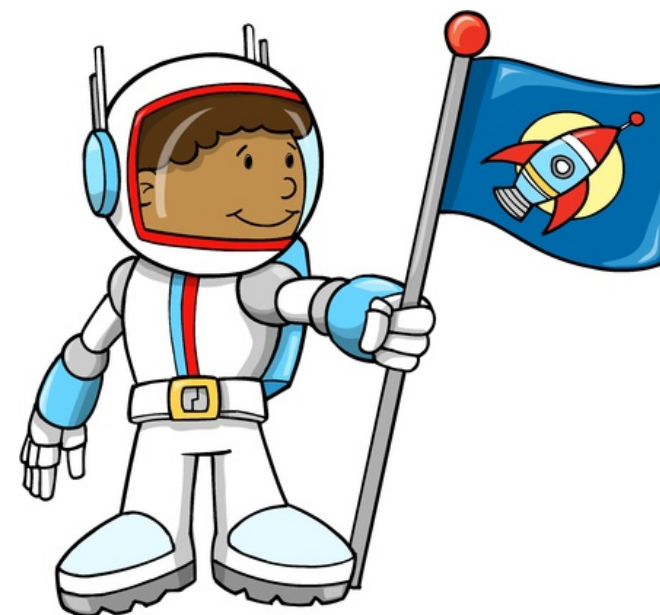
Netherlands

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Characters

Allow children to project themselves into imaginary worlds thanks to personalized play panels









Information: An Astronaut play panel enhances a space themed playground

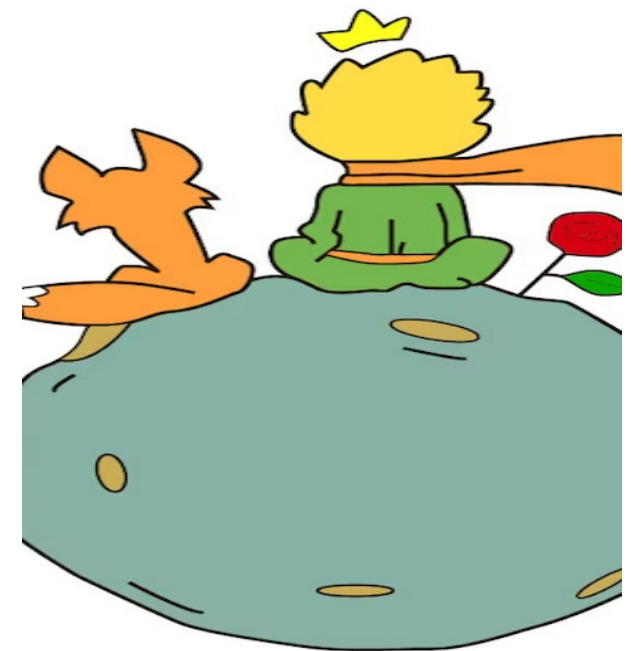
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Tales and legends

*Project the story and characters of tales and legends onto the playground.
Capitalize on these imaginary worlds known to immerse young and old in a magical setting.*



Ville de
Peymeinade

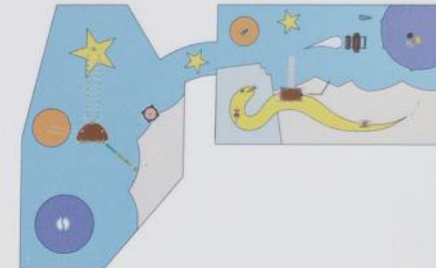
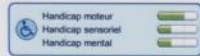


Parc de Loisirs "Le Petit Prince"

Accessibilité à partir de 2 ans



Je fis remarquer au Petit Prince que les baobabs ne sont pas des arbustes, mais des arbres grands comme des églises et que, même s'il emportait avec lui tout un troupeau d'éléphants, ce troupeau ne viendrait pas à bout d'un seul baobab. « Enfants ! Faites attention aux baobabs ! »



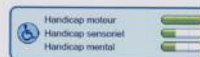
Jeux sur ressort accessibles à partir de 2 ans



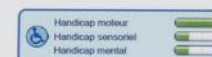
« Je te dis ça... C'est à cause aussi du serpent. Il ne faut pas qu'il te morde... Les serpents, c'est méchant. Ça peut mordre pour le plaisir... »



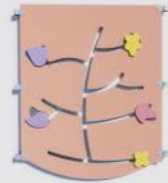
« Si tu m'apprivoises, nous aurons besoin l'un de l'autre. Tu seras pour moi unique au monde. Je serai pour toi unique au monde... »



« Quand tu regarderas le ciel, la nuit, puisque j'habiterai dans l'une d'elles, puisque je rirai dans l'une d'elles, alors ce sera pour toi comme si riaient toutes les étoiles. Tu auras, toi, des étoiles qui savent rire ! » Et il rit encore.

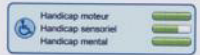


Accessibilité à partir de 2 ans



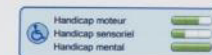
Accessibilité à partir de 2 ans

Le petit Prince les regarda. Elles ressemblaient toutes à sa fleur. « Qui êtes-vous ? » leur demanda-t-il, stupéfait. « Nous sommes des roses », dirent les roses.



Accessibilité à partir de 2 ans

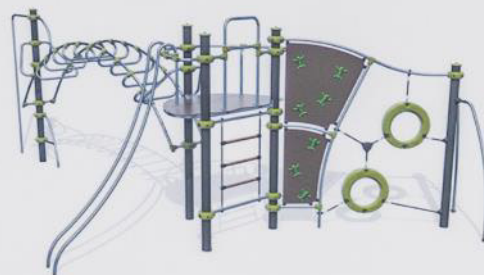
« Dessine-moi un mouton »



Jeu dynamique à partir de 8 ans



Jeu multifonctions pour les 6-14 ans



Jeu à rotation pour les 5-15 ans



Jeu dynamique à partir de 6 ans



Avec l'aimable autorisation de la succession Antoine de Saint Exupéry



France





France

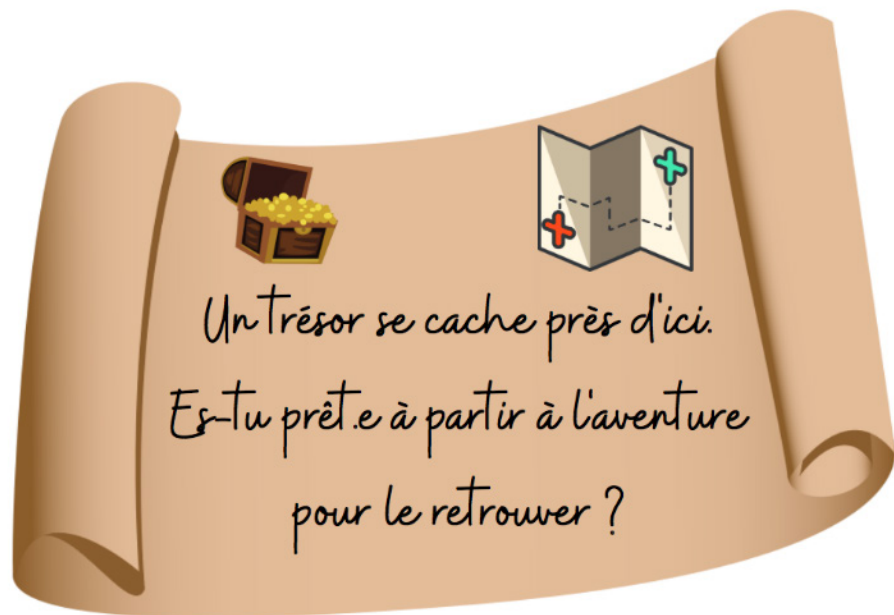
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Games and puzzles

Decorate the treasure hunt playground based on visuals or puzzles.



MAIRIE DE  TOULOUSE

Jardin des Plantes



À toi de retrouver les personnages des Fables de Jean de La Fontaine sur l'aire de jeux et de reformer les couples



Jeux sur lesquels il faut retrouver les personnages





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Grrrrrrrrrrrrrrrrrr

l'Aventurier !

Suis mes pas et rejoins-moi
sur l'aire de jeux...



DÉSTO

DE GR

MAR



← Toi
C



France

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FRANCE

ITALIE

France

Proludic 

Rochefort

L'énigme de la frégate

Je ne pose pas de question
mais je demande une réponse.

22 9 19 7 17 16 23 1 9

Règle du Jeu

Pour trouver l'énigme, des indices codés vous sont donnés.

Le joueur va chercher sur les 6 décodeurs cachés dans la structure les lettres qui correspondent aux chiffres colorés. La roue centrale tourne.



Les 6 décodeurs

19 26 18 12 20 3

M O U T O N



Information: Ship ahoy! The wave graphics enhance the illusion of a sailing ship at sea



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