



THE WORLD'S FIRST RESEARCH AND INNOVATION CENTRE
FOR ENTERTAINMENT TECHNOLOGY AND PRODUCTION

Opening in Summer 2022, XPLOR is the world's first research and innovation centre dedicated to entertainment technology and production.



Specialising in collective problem solving and pioneering research and development (R&D), this unique £7m+ facility drives experimentation and excellence. XPLOR supports the disruptive growth of vital live entertainment industries.

Collaborating with organisations across music, TV, film, sports, corporate events, and the arts, XPLOR is breathing life into abstract ideas. Clients can now realise proof-of-concept projects and reach broader audiences through cost-effective design, engineering, and virtual production.

For the first time, R&D support is accessible to independent organisations as well as global brands in one location. Regardless of their commercial scale, businesses now have unrestricted access to expertise, technology, and settings designed for experimental product and project development.

XPLOR offers a range of bespoke services for clients, with core capabilities falling broadly into two specialisms: **Engineering, Materials and Product Design** and **Virtual Production**.

Owing to years of market research, XPLOR draws together multidisciplinary professional and academic expertise. Together, education, innovation, and industry provide a unique service to a thriving global entertainment technology community.

XPLOR received grant funding secured from the European Regional Development Fund (ERDF) and Department for Digital, Culture, Media and Sport (DCMS).

XPLOR is the latest addition to Production Park - the UK's premier live events, film & TV campus and brings together industry, education and innovation in the creation of live experiences.



“Our expert team can offer confidential support and consultancy to help develop your ideas into viable and sustainable enterprises.”

CIRCLESPHERE - a partnership between The Art House, Neon Workshop and XPLORE to bring the work of neon artist Fred Tschida to Europe for the first time.

SERVICES

■ Technical Consultancy

Our expert team can offer confidential support and consultancy to help develop your ideas into viable and sustainable enterprises. Together, we can cultivate an innovation roadmap by analysing your current and long-term plans.

Whatever your commercial requirements, we provide bespoke, wrap-around support from experts with industry backgrounds. We aim to facilitate ideas generation and can provide an array of concepts and technical design solutions.

■ Project Management

From initial conversations, concept design, and manufacturing to installation or a soft product launch, we can help to realise your vision. We offer staffing and resources in parallel with client demands without compromising research and development time.

XPLORE can work as an extension of your team, unpicking briefs to deliver projects to deadline and on budget. We can manage individual elements of a proposal to entire large-scale projects, adding value, maximising sustainability, and evaluating strategic outcomes.

■ Events & Networking

Production Park is a Northern powerhouse for the live events industry. By collaborating with us, you gain proximity to a hotbed of entertainment technology companies driving innovation.

We organise a programme of face-to-face seminars, webinars, workshops, bootcamps, masterclasses and e-learning opportunities. Watch out for our specialist residential weekends, networking events, and annual conferences with industry leaders.

■ Industry Insights

Production Park is the home to over 20 live events and creative businesses and more than 200 higher education students at Backstage Academy. Working with XPLORE gives you access to an extensive network of contacts in entertainment technology and production.

We act as a catalyst for innovation led by industry. Tap into this rich supply chain of businesses and gain more connections and insight from a collaborative and ever-changing sector.

CAPABILITIES

■ Concept & Product Design

Our team can provide initial concept development on new design projects and oversee the entire life cycle of a product, taking an initial sketch through to manufacturable 3D design.

With backgrounds in mechanical, product, concept, industrial and product design, our technical consultants have a range of skills and practical knowledge across conceptualisation, material innovation, 3D printing, and structural projects.

■ Software Controls & Automation

Working with us could improve efficiencies, safety, and productivity. Our team can assist in the design and implementation of machine automation in both existing and new systems at various scales. This can range from basic motion systems to more complex CNC processes.

We offer safety system design work up to SIL3, either as an addition to an existing system or integrated into a broader automation and controls project. Examples include simple access control/emergency stop systems to complex modular safety systems or collaborative safety systems, for when automated systems and people work together in close proximity.

■ Prototyping

By using our in-house expertise and resources, we can help turn conceptual ideas into tangible outcomes. Our team can undertake one-off hardware prototype development using mechanical and electronic systems.

We boast an advanced in-house prototyping workshop and network of specialist external partners. Together, we can develop innovative new components, research greener, more sustainable materials, or find solutions for lighting, staging, trussing, rigging, branding, retail fit-outs, or 3D printing of unique replacement parts.

■ Testing

Testing is critical for certification and product validation. We can assist with suitability testing of prototype systems, subsystems, and components or materials, both electronic and mechanical. Additionally, we can help with the construction of custom testing jigs and strategies to streamline QC testing.

Alongside suitability analysis of prototype systems and components, our specialist team can also offer scrutiny of live-events orientated product performance. We work iteratively to inform a thorough evaluation of data, keeping projects on time and budget.

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■ Research & Intellectual Property (IP)

We understand marketplace trends and the need for swift product development and research confidentiality. We can support you while you retain the Intellectual Property (IP) of any innovation developed at XPLO. Cutting-edge projects could range from carbon-neutral materials to staging systems of the future.

Alongside working with clients, our experts also have the freedom to collaborate, investigate, and secure funding for their own research. We value staff talent and nurture knowledge and learning, encouraging more dynamic commercial products to reach mass market.

■ Virtual Production

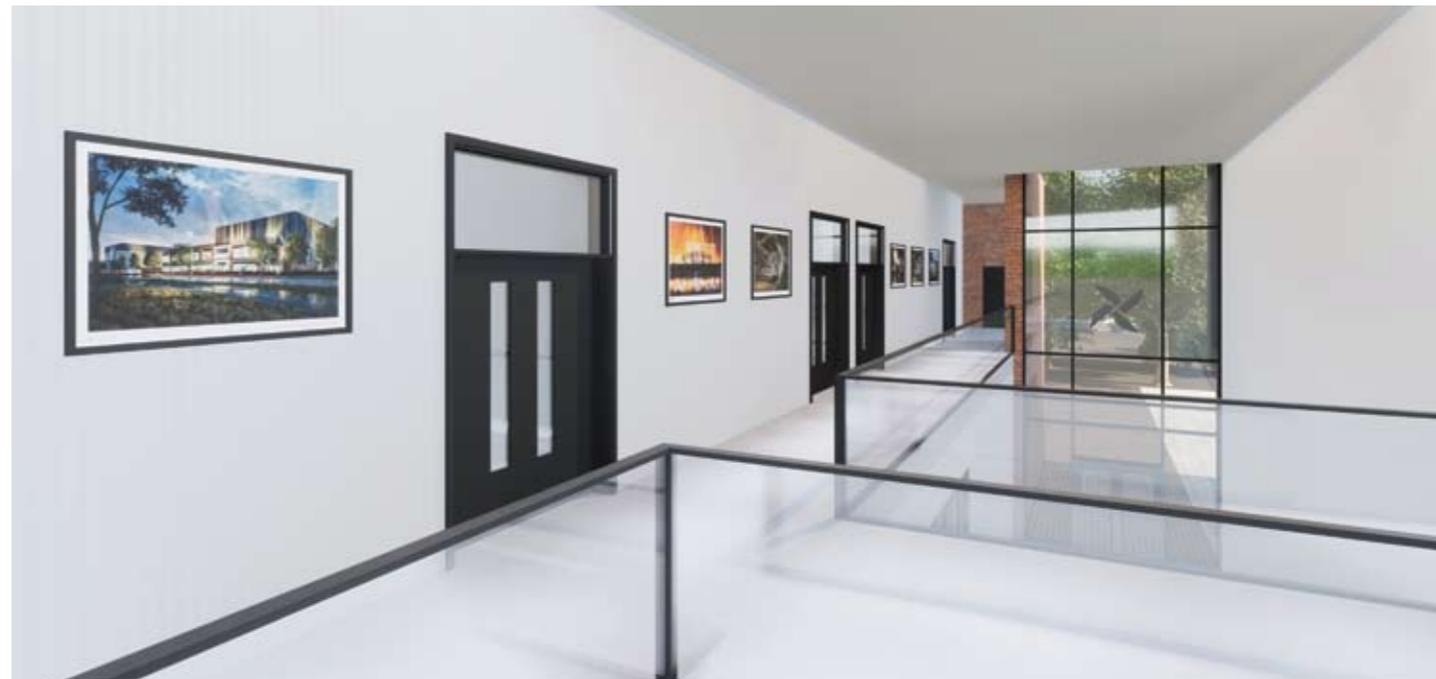
XPLO's 340 sqm XR Studio is the first Extended Reality (XR) facility in Yorkshire and one of the best-equipped spaces of its kind in the North of England. Meeting the needs of our film, TV, and digital production clients, our XR Studio features an immersive, extended reality environment for pre-recorded or live productions.

We can take the lead on all visual design and creative content for any immersive and interactive mixed reality projects, giving you the edge over competitors. Work includes photo-realistic imagery, 3D environments, building Augmented Reality (AR)/Virtual Reality (VR)/Extended Reality (XR) experiences, modelling, and rendered content on LED backdrops.

XPLO's XR Studio opens in Autumn 2021.



Arena-sized Studio 005



First Floor

FACILITIES & EQUIPMENT

XPLOR encompasses world-beating engineering and production technology.

We boast large-scale design and prototype spaces for testing, modelling, and building physical and virtual environments. Our workshop holds specialist rapid prototyping and additive manufacturing equipment.

Pre-visualisation suites are available for new products, stage sets, and other large structures. These can be built and modelled virtually, together with systems control, prior to full manufacturing. Scenic artists and creative businesses can also try new techniques, including automation, augmented reality, and virtual reality tools.

XPLOR's Studio 005 will also offer an arena-sized facility for entertainment productions.



Workshop

MEET THE TEAM



Jim Farmery
Development Director

Jim leads on the engagement of organisations and research opportunities into the facility and build awareness of the centre across industry and the region.



Matt Glynn
Concept & Product Designer

Matt leads on all bespoke project design & prototyping support for XPLOR. Matt uses AutoCAD, Inventor, Solidworks, CATIA, 3DS Max, Keyshot and Revit.



Peter Nye
Software Controls Engineer

Peter leads on all project development support of software/control systems design and development including automation & mechatronics engineering. Peter uses a wide range of software including PILZ Configurator, Beckhoff Twincat and Solidworks.



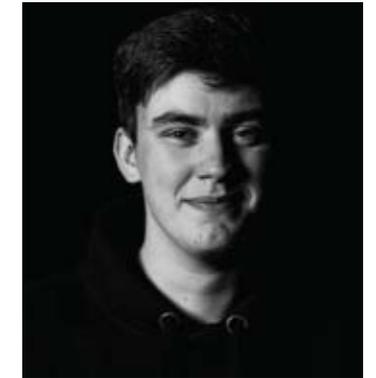
Alistair Wood
Concept & Product Designer

Alistair offers bespoke project design & prototyping support for XPLOR and uses AutoCAD, Inventor, Solidworks, CATIA, 3DS Max, Keyshot and Revit.



Chris Considine
XR Studio Manager

Chris leads on the XR and virtual production at XPLOR. Chris using software such as Disguise, Unreal, Blender, After Affects, and Illustrator.



James Major
XR Studio Production Assistant

James works with Chris in XPLOR's XR and Virtual Production Team. James uses software such as Disguise, Unreal, Unity, Notch as well as exploring new technologies that are introduced to the world of virtual production.



XPLOR, Production Park, Lanthwaite Grange Industrial Estate,
South Kirkby, West Yorkshire, WF9 3NR, UK

+44 (0) 1977 659880 enquiries@xplor.one

www.xplor.one

BACKSTAGE
ACADEMY



AT HOME ON



PRODUCTION
PARK