













Amalgam











WE CREATE UNFORGETTABLE EXPERIENCES



We have 20 years of industry experience in creating interactive spaces planning and installing projection systems and specialist interactive media delivery.



We design and build innovative, cost effective interactive production solutions for, brand spaces, exhibitions, live events and out-of-home media campaigns.



We work at that crucial point where a consumer actually meets the brand.



Our clients are major design and experiential agencies, media companies and brands.





EXPERIENCE AND KNOW HOW

We have a dynamic team made up of best in field Technicians & Developers

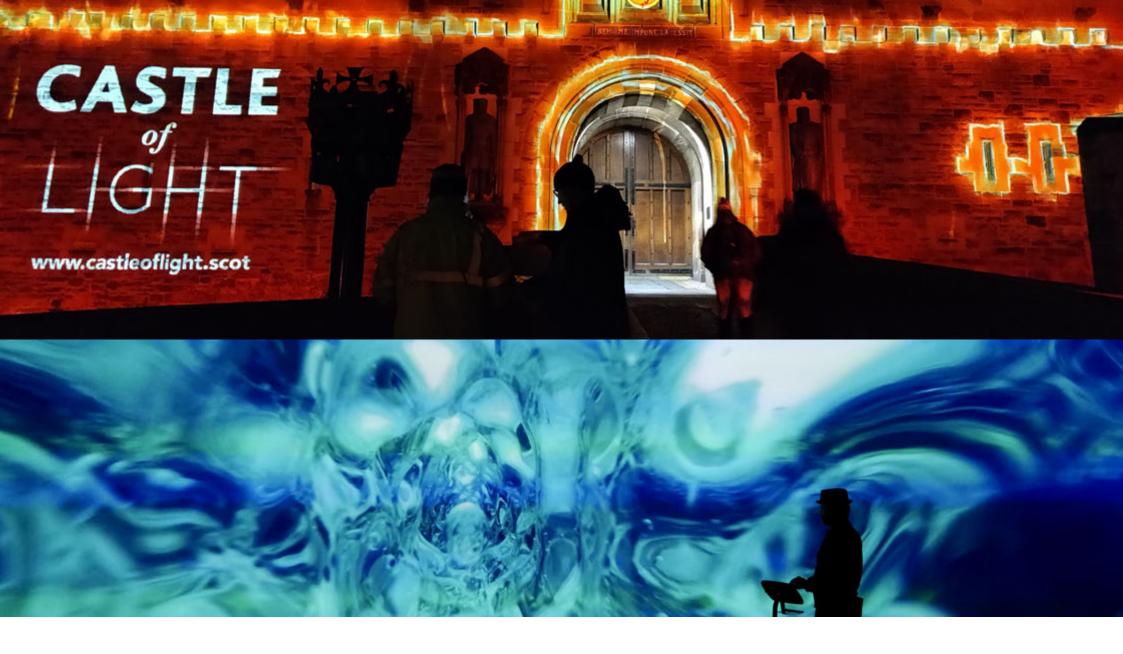
We improve the probability of a projects success ensuring the right solutions are implemented at Project planning stage.

We reduce project delivery timescales time by ensuring good coordination with all disciplines involved.



We always push the boundaries of technology and design to achieve more engaging message communication.

We deliver brand events, out of home media experiential campaigns and immersive visitor attractions.





PRODUCTION SERVICES

Our knowledge ranges across the core disciplines of Audio Visual Systems Integration; Interactive Systems Development & Immersive Media Content Delivery across a broad range of markets.



Project Planning & Documentation



System Integration



Concept Development



Install & Commissioning



Technical Design



Control System & Software Programming



Bespoke development & Prototyping



Audio Video Systems Specification & Procurement



HOW WE WORK

Concept & Scope CONCEPT & BRIEF CLARIFICATION agreement/client approval CONCEPTUAL DEVELOPMENT Development presentation/ client approval TECHNICAL DEVELOPMENT Hardware & Systems Development/client PRE-PRODUCTION & PLANNING Look & Function Testing/ PROGRAMMING & PROTOTYPING client approval INSTALL & COMMISION Complete/ final client signoff & approval Ongoing Support and **POST-ONSITE SUPPORT** Remote Operational Backup

PROTOTYPING & BESPOKE SOLUTIONS





TECHNOLOGIES

We are experts in



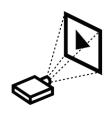
Motion Tracking



Interactive Technologies



Projection Mapping



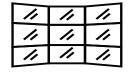
Immersive Projection



VR/AR



Interface Design



Video walls



HiFi & Audio over IP



Control & Automation



Smart & I.O.T Technologies

FITNESS & LEISURE

PUBLIC SPACES & VISITOR ATTRACTION

RETAIL

SECTORS WE WORK IN

WORKPLACE & OFFICE

LIVE STAGE & EVENTS

LT (O) P R O J E C T S



PUBLIC SPACES & VISITOR ATTRACTION

Developing good digital and analogue communication systems needs a specialist understanding of sensory interaction and of the technology that facilitates it. LT Projects have 20 years experience in integrating technology into high end real world environments for museum and exhibition industries. We can fabricate specialist objects and engineer the electronics in order to develop bespoke interactive solutions for demanding design briefs and also have an extensive knowledge of off the shelf technologies supplying the latest in digital communications for all levels of budget. We offer a turnkey solution working closely with the design teams through Conceptual development, Systems Specification Install Planning, Systems integration Programming and Commissioning.

Our clients include





















- Sarner International -Bodmin Jail
- Merlin Shrecks adventure -Kung Fu Panda
- 3 London Hippodrome Lolas Casino

LT (P) P R O J E C T S



WORKSPACE & OFFICE

Over the last couple of years LT-Projects have developed strong links with design companies and IT infrastructure installers looking for something a little different to add a wow factor to the spaces they deliver. Our top level understanding of applying creative concepts in technology mean we can consult design plan and install systems that integrate seamlessly into the spaces and give the client something really special. Recent installs including virtual skylights, digital books and interactive walls function to blur the boundaries between the architecture and digital content delivery in a playful tactile and sophisticated way. Changing the office space into somewhere a little more special to work within.

We were involved in some of the cutting edge development research in this area at Napier University helping deliver the ICE – Interactive Collaborative Environments Research Space and continue to look to innovate in this area on live projects going forward.

Our clients include



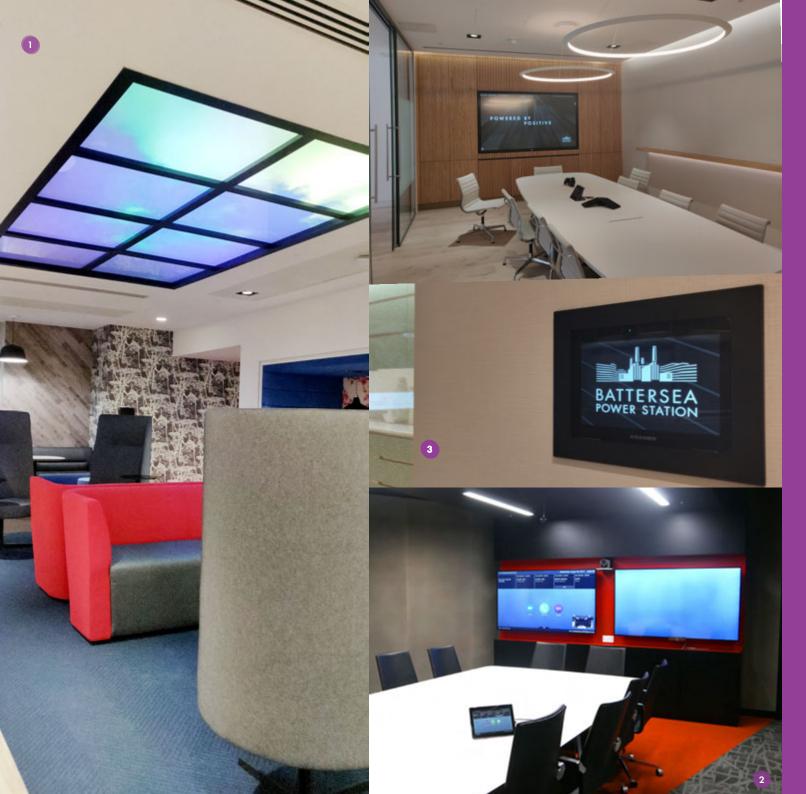
Thameslink

Great Northern









- 1 Otsuka Pharmasuticals, Slough
- 2 Cirrus Logic marble Arch Office Conferencing systems
- Battersea Power Station Sales
 Offices

LT (O) P R O J E C T S



LIVE STAGE & EVENTS

With a wealth of resources and expertise to hand LT PROJECTS offer planning advice and development for your projects. With a up to date selection of hardware on the shelf we can hire specialises systems out to event and stage projects, multi channel playback of video, live and automated systems, and a strong department able to deliver progressive interactive technologies where motion sound and video can be generated in real-time improvised performance. We have experience with working closely with artists, performers designers and having developed our systems and understanding of projection and illusion through a strong connection to the arts we feel we can develop your ideas with you quickly and reliably.

We have been called upon to help deliver challenging stage touring systems as well as one off events including large scale projection, mapping onto architecture and are used to working in high end venues such as the Queen Elizabeth hall, South bank London, Barbican as well as venues for festivals such as Brighton Arts and Edinburgh Fringe.



- Landmark Theatre Armistice Day 100th
 Anniversary
- 2 Large Scale Event Projection- 'Edinburgh Castle Festival of Light'
- 3 Stage and Live Projection Solutions 'Brighton Festival'
- 4 QEH Southbank Laura Marling

LT (A) PROJECTS



RETAIL & BRAND MARKETING

New digital engagement technologies enable audiences to interact with displays turning what was a passive experience into a two-way communication proving new ways to shop, learn, be entertained, find information and even pay for goods and services. From touch and gesture control, to integration with social media from location-based services via smart phones to augmented reality and from Quick Codes to NFC-enabled mobile transactions, digital engagement is revolutionising the way businesses and organisations use displays.

Our clients include













- 1 BEMECURIAL for NIKE
- (2) Mercedes Benz Christmas Display
- 3 Harrods Nike Game On World

LT (O) P R O J E C T S



FITNESS & LEISURE

LT Projects have delivered a number of specialist solutions to the fitness industry.

Including conceptual development we plan and install immersive projection systems, audio and lighting for live gym and spin cycling classes. We have helped deliver the most recent and ambitious of interactive fitness environments, collaborating with companies as specialist projection system consultants and installers as well as delivering turnkey solutions to clients directly. We continue to develop systems for immersive and interactive fitness with projects ongoing, currently prototyping innovative systems for immersive and interactive fitness across the board.

Our clients include













- Studio Society immersive fitness
 Studio
- 2 LES MILLS Immersive Indoor Cycling Studio
- 3 Globe Racer Indoor Cycling Studio

LTOPROJECTS

PROJECT CASE STUDIES

SHREKS ADVENTURE - KUNG FU PANDA



Client: Merlin

Kung Fu Panda 3 Release at Shrek's Adventure, London.



Brief:

Shrek's Adventure! London wanted to update a themed area with an immersive and interactive exhibit to help promote the release of the new Kung Fu Panda 3 film.



Budget: £30,000.00



Solution:

LT-Projects have years of experience integrating audio visual hardware into difficult spaces and one of our skills is having a practical and pragmatic approach to challenges that do not immediately seem possible. The gesture tracking also had to be incredibly accurate in order to focus on a single user in a busy and active space. In addition, the we had a tight time-scale of just four weeks from being given the brief to the opening of the installation. We developed a game which would encourage visitors to mimic eight of Po's classic Kung Fu poses within a set time to become the ultimate Dragon Warrior. It gave an outline of the number of Kung Fu poses needed to DreamWorks, who provided all images for the game.



CLIFTON - REVOLUTION CYCLING STUDIO



Client: Clifton Revolution



Brief:

Develop a turnkey solution for a fully automated indoor cycling system capable of being controlled by the instructor from simple bike mounted control interface software or being entirely automated and stand alone.

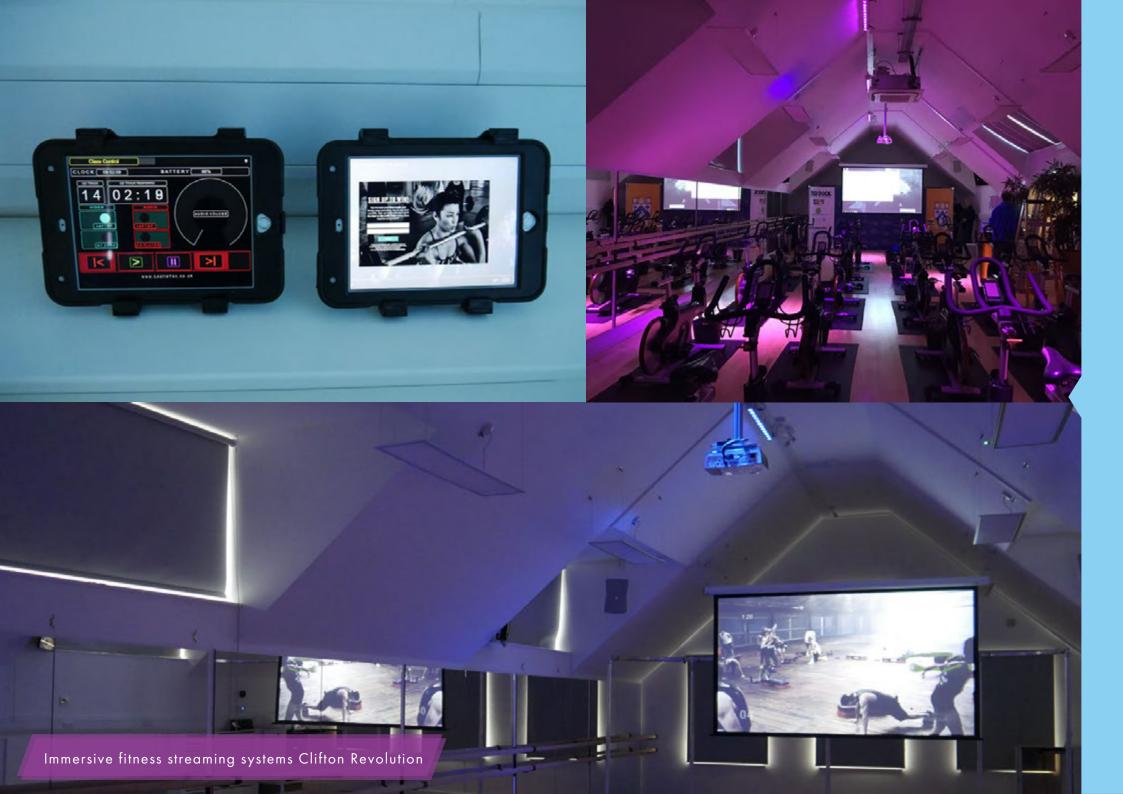


Budget: £45,000.00



Solution:

Designed to be in keeping with the exclusive profile of the Clifton School Location, Our solution included Designing the look of the space and integrating Audio systems, Projection, Digital Signage and Lighting Automation. The control systems had to be simple, reliable and robust. The instructor has full control of the whole space from the ipad interface, switching between video channels of information monitoring the stats of the users in the space, audio playback and volume control. The systems are monitored remotely for any possible issues and service is completed remotely to avoid any downtime for the studio.



THE CUBE, OASIS EXHIBITION, SAUDI ARABIA



Client

Sarner International



The Brief

We were recommended to Sarner International as specialist interactive and immersive technology Media Consultants and were brought on-board to manage the technical planning, procurement and install of the Interactive and Audio Visual show control systems throughout the exhibition.

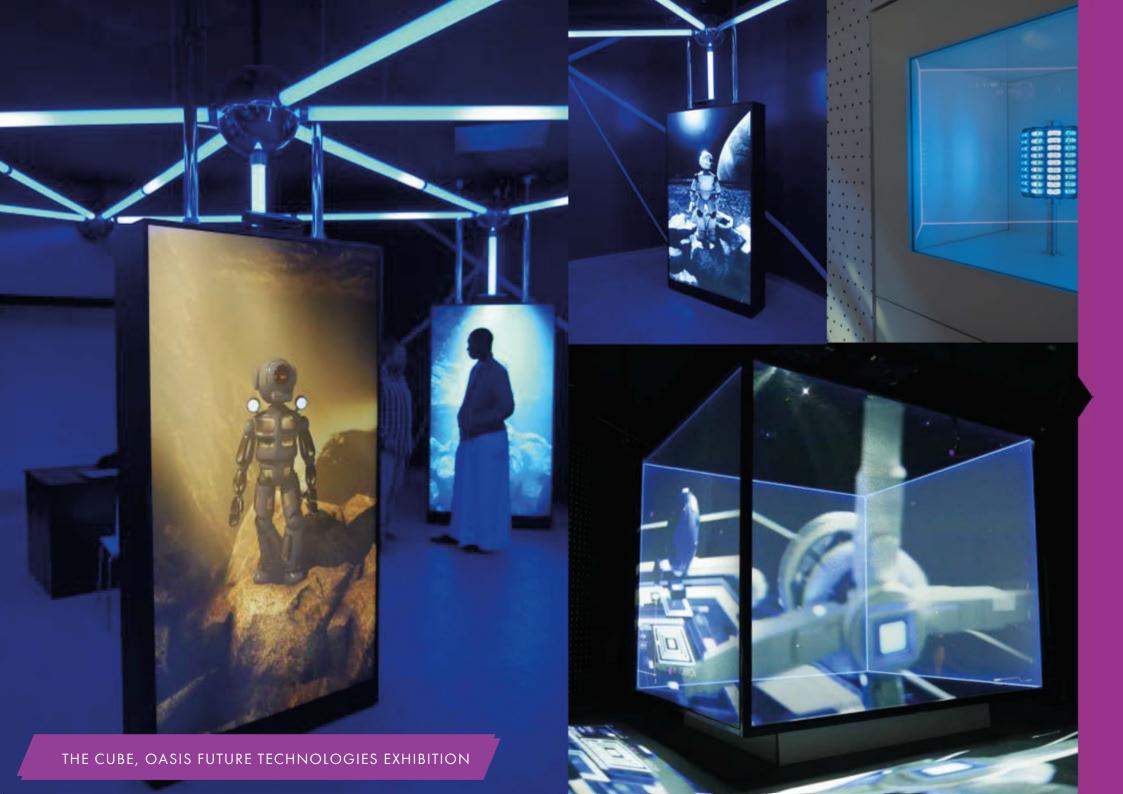


Budget: £47,000.00



Solution:

Working closely with Frozen Fish Designs, Sarner International and One small pixel; LT-Projects developed the technical and conceptual framework for the delivery of the media throughout the exhibition. developing the methods best suited Sarner's aspirations including interactive technologies, large screen video and multi-touch interaction, including the show control throughout, lighting, audio playback and projection mapping.



UK PAVILION WORLD EXPO - JAPAN



Client: Ten Alps Events



Brief: To create an interactive experience to illustrate technological innovations

from nature

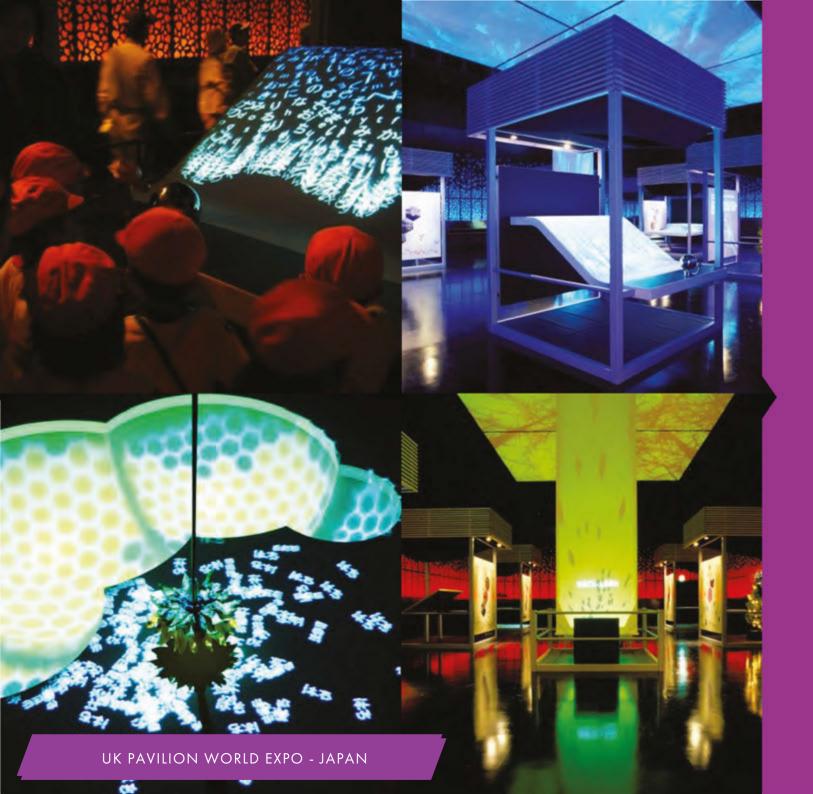


Budget: £250,000



Solution:

The exhibition space was designed to create a completely immersive experience. Pods were fitted with roof mounted projectors and a range of sensory interfaces. Further enhancements included an overhead projection of simple shadow animations of natural forms – bats, geckos and waves. The Interactive modules showcased striking technological innovations developed by British scientists – all inspired by nature. The predominantly gesture driven interfaces created a completely unique set of interactives for visitors to enjoy. The concepts and animations were developed with Land Design in the UK and build and installation took place in Japan.



HIPPODROME LEICESTER SQUARE -LOLAS CASINO



Client: Hippodrome Casino Leicester Square london.



Brief: Ongoing project to Integrate mapped projection systems onto the stunning

architectural features within the building.



Budget: £120,000



Solution:

LT-Projects worked closely with the Artist in residence Thomas Grey to find and implement solutions throughout the interior projections that delivered immersive illusions throughout the interior exploring the themes of the Hippodromes Victorian Past, delivering stories and insight into the Characters once frequenting and performing at the Venue inn bygone times. Solving often difficult questions regarding invisible instillation of hardware LT-Projects have delivered surprising and seamless solutions into the 24/7 running casino.



BODMIN JAIL VISITOR ATTRACTION



Client: MallinoDevelopmentGroup/Sarner International



Brief:

Specify, Plan, Procure, Install, Program and Commission all Audio Visual, Control and Show Programming elements throughout the new Bodmin Jail Visitor Attraction.



Budget: £450,000.00



Solution:

LTP delivered their most ambitious Project to date helping to transform one of Cornwall's leading historical sites – the Bodmin Jail - into a world-class leisure destination. The new attraction uses sensational scenic sets, special effects, films and projections and the latest immersive technology to transport visitors back to Cornwall's murky past, enabling a first-hand experience of the penal life - and death - of prison's inmates in the 18th & 19th centuries.

LTP won the tender to undertake developing the audio visual systems designs along side the Attraction Design Team and oversee all aspects of Project Engineering & Technical Design necessary to deliver a large scale permanent instillation. The Attraction included multiple Audiovisual & Interactive Technologies - Graphics - Lighting - Theming - Show Control - Show Programming - Technical Installation & Commissioning on a verierty of Mechanical scenic features, Peppers Ghost Projections, Holo Foil Immersive Video , FX lighting, and atmospheric effects, all fully automated on show control systems leading the public through 8 different Zones.



THANK YOU

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