

TOGETHER

IMMERSIVE LIVE EXPERIENCE PLATFORM

By Hackman

Past - Apollo 13: Mission Control

Multi award winning interactive experience set in NASA's Mission Control



- Toured New Zealand, Australia, and the United States with 200+ shows
- Built on analog technology due to the lack of digital solutions

Present - Destination Mars

The first live experience in the world to deliver true mass audience interaction via a game engine

- Developed by Hackman with Te Papa and the Aotearoa Festival of the arts
- Dec 2021 - April 2022
- More than **500** performances
- Over **32,000** audience members
- Six shows per day
- Family demographic
- Designed to run during Covid red light setting

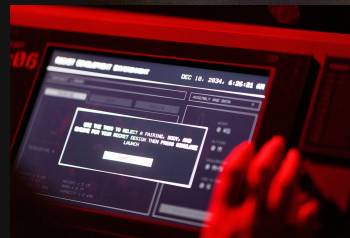


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Future - Together

Immersive Live Experience Platform built on the Unreal game engine

- Built on the same base system as current digital production systems
- Allows direct, two-way, interaction with the audience via devices
- Allows the audience to directly affect the experience, as dictated by the artist
- Custom assignment means every audience member can have a unique experience
- Links directly to existing lighting, sound and AV systems providing seamless integration



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The Impact of Together

Together will change the way artists can interact with their audiences



- Disrupt the immersive industry by making the development of immersive content affordable
- Increase the exposure of interactive experiences to global audiences
- Collaborate with artists, continually adding features that will enhance their work
- Make NZ a hub for the creation of new experiential artworks

Team And Implementation



Collaboration

Collaboration with fellow artists is essential for understanding the potential applications and associated requirements for future development



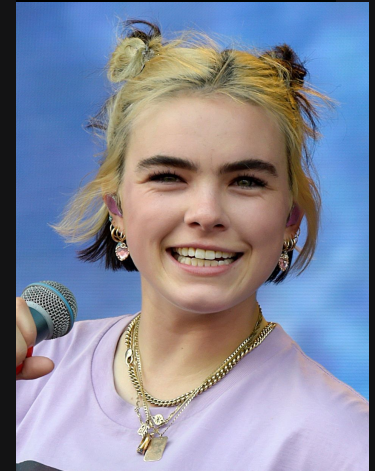
Visual Art



Dance



Theatre



Music

Programme Of Delivery

Complete

Prototype
2018-2022

Destination
Mars

\$1.2m

Upcoming Work

Phase 1
2022-2023

Development
of platform

Phase 2
2023

Collaboration
with artists

Phase 3
2023-2024

Showcase
project

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Commercial Opportunities

- Global Immersive Entertainment Industry is currently worth more than NZ\$105b/year
- Interest in Together from:
 - Australia
 - US
 - China
 - Germany
 - Brazil
- IP 100% owned by Hackman providing the potential for significant export revenue
- Establish studios in NZ to work with international artists, following a similar model to Weta Digital

