IMAGINATION UNLEASHED 2026

EXHIBITORS, SCREENINGS & PANELLISTS



EmbodyXR – an immersive dance art game designed to raise awareness about anxiety through physical movement and digital storytelling. The project engages players in mindful movement, featuring challenges that incorporate choreographed sequences, high-performance management, and cognitive-behavioural techniques. By using a Virtual Reality headset to navigate fully immersive 3D environments, EmbodyXR encourages focus and self-reflection, and offers tools that aim to alleviate the physical symptoms of anxiety.

SCHOOLS & INDUSTRY DAY

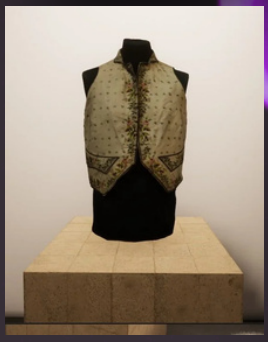


Co-Motion – Co-Motion is a new Community Interest Company based in Cornwall, connecting artists with learning disabilities to immersive art and creative technology. Lived experience of neurodiversity is central to everything we do, reflected across our board of directors and core creative team who have over 25 years experience working inclusively. We aim to spark meaningful change within Creative Tech by commissioning ambitious projects that place artists with learning disabilities at the centre of the creative process. Working in collaboration with contemporary artists and technicians, Co-Motion creates supportive, playful spaces where experimentation, curiosity, and joy are actively encouraged. In our first year we collaborated with 80 artists in Cornwall and our work was screened at Tate St Ives, Falmouth Art Gallery and Real Immersive Dome in Plymouth. Alongside our commissions, we run an Inclusive Practice module at Falmouth University, supporting emerging artists to develop a deeper understanding of access, inclusion, and collaboration within the arts.

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Falmouth University – Curatorial Play: Widening access to the Devonshire Collection of Period Costume with digital game design" Academics at Falmouth University are exploring the potential of digital games to encourage engagement with their unique textiles and dress collection.

INDUSTRY DAY





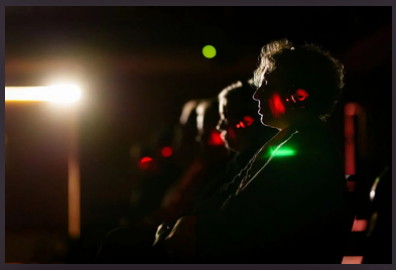
Fieldgrazer Productions/Wilderness Photographic - Nature 360 takes us on a guided meditative immersive experience, deep in the Cornish woodland. Join us and take time to pause, breathe and just be. "Everything is connected, everything is at peace ."

SCHOOLS & INDUSTRY DAY



Inspirit360 - Sarah McAndrew, founder of Inspirit360, presents Mothers of the Metaverse - a pioneering project designed to improve representation as humanity explores its identity in new immersive worlds emerging from the AI revolution

SCHOOLS & INDUSTRY DAY



Agnieszka Blonska and Jennifer Fletcher - We've Been Here is a warning and a call for hope in a time of global conflict. It draws on the lived experiences of grandmothers, exploring the personal and political impact of turmoil through immersive sound. Image credit: Steve Tanner

INDUSTRY DAY



Jess Pemberton - Forest-glom 1.2 prototype is an interactive digital future world where Cornish mythology meets a speculative future where algae is the dominant source of fuel. With sound by Oh Mr James.

SCHOOLS & INDUSTRY DAY

SHARP - SHARP will be presenting some elements of their new Immersive Contemporary art installation Once We Were Held that will be exhibited at the FLAMM festival The Installation consists of sculpture, scent,ambisonic sound and projected visuals. The installation is inspired by The Bethney project a HIVAIDS respite centre in Bodmin in the 80s/90s.

SCHOOLS & INDUSTRY DAY





Tim Shaw - It's What We Did Back Then on Earth documents two ritual burnings titled Mr.War and Procedure (for Culprit X). Intended to be shown in a future zone cut off from the past following apocalypse, the film examines the primordial nature of human behaviour. Desperate to bring an end to war, protagonists resort to building effigies of perpetrators to ritually burn. In part the project is shaped by reports of witches across Russian and Europe who cast spells against and in support of Putin's regime at the start of Russian's invasion of Ukraine, . Assuringly, it points towards the fact that even in a digital age, the esoteric remains alive.

SCHOOLS & INDUSTRY DAY



Bodmin Keep - The short film by Engine House will unpick the process of converting real, static historical information into content which can be animated and brought into the digital space.

SCHOOLS & INDUSTRY DAY

Cornwall Games - Cornwall Games will be showcasing a selection of locally made games, highlighting the creativity and technical talent of studios across Cornwall. From 1.15-2.15pm, Cornwall Games will host a Round Table: "The State of the Industry", exploring current funding challenges, job opportunities, market trends, and the future of games development in the UK. Attendees can also take advantage of CV and portfolio review sessions, offering practical feedback and career guidance for aspiring and established games professionals.

SCHOOLS & INDUSTRY DAY



Nick Winchester - Drawn by an unresolved intuition that nascent lithium extraction in Cornwall is skewing people's memory, Nick's work in progress is a video installation that places audiences in a post-mining landscape.

SCHOOLS & INDUSTRY DAY



St Just & District CIO and Ciaran Clarke - St Just Ordinalia will share learning and content from their trial project of creating an immersive audio trail, embedded in a heritage site using archival material, made with Echoes XY. Image credit: Steve Tanner

SCHOOLS & INDUSTRY DAY

Granite 3D - MOLK Ceramics - invites you to prototype pottery using 3D-printed building blocks. Get hands-on and assemble Lego-like forms to create your own playful ceramic prototype. Experiment with modular making and digital tools. Discover how ideas move from prototype to pottery.'

INDUSTRY DAY

Internal Garden - Ocean Data Symphony is an evolving body of work that explores how the ocean can be listened to as a living system rather than observed as data, landscape, or resource. The project emerges from a long-standing concern with how environmental information is communicated. Scientific measurements of the ocean - wave dynamics, chemistry, pollution, temperature, carbon absorption - are essential, yet they are typically delivered through charts, warnings, or abstract visualisations. These modes inform, but they rarely foster intimacy, care, or sustained attention.

SCHOOLS & INDUSTRY DAY



Tech Cornwall - Creative jobs need digital skills. Even the ones you think do not. Tech Cornwall will be showing students, teachers and parents how creative jobs actually work in the real world, and how digital skills quietly support almost all of them. Tech Cornwall is showcasing an interactive Creative Careers explorer that reveals the digital skills behind real creative jobs. Using industry recognised roles promoted by the creative sector, the experience invites students, teachers and parents to explore careers that are often assumed to be non digital, such as art, fashion, performance and craft, and discover the tools and platforms actually used in today's creative workplaces. The aim is to make visible the quiet but essential role digital knowledge now plays in supporting creativity, employability and career progression across the creative industries.

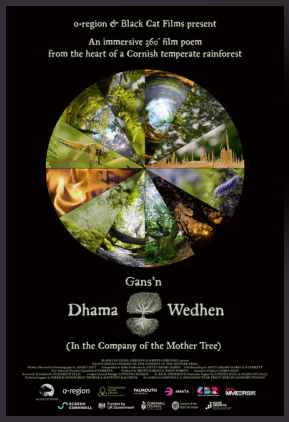
SCHOOLS & INDUSTRY DAY



Tricia Salt and Ben Morgan - Remains (WIP) An immersive sonic exploration of an otherwise inaccessible structure, where meaning is degraded and reformed by the space. Part of a series of work responding to military architectural relics of South East Cornwall.

INDUSTRY DAY





'In the Company of the Mother Tree' - commissioned by Screen Cornwall and funded by Cornwall Council - An immersive 360 film poem from the heart of a Cornish temperate rainforest, this is a meditative 360 full dome experience that gives the audience a sense of being immersed in the affective essence of the ancient Atlantic temperate rainforest of Cabilla Cornwall on Bodmin Moor.

Blue Bubble Immersive - Blue Bubble Immersive aims to bring the ocean to children in hospital using virtual reality. Our immersive ocean film is specifically designed for children to ease anxiety, support mental health and provide therapeutic distraction during hospital procedures.

INDUSTRY DAY



Impossible Producing - The Creakers Immersive 360 Dome Experience - a sharing of initial animation and audio design for a new theatrical storytelling experience for immersive domes worldwide based on the best selling children's book by author and musician Tom Fletcher.

SCHOOLS & INDUSTRY DAY



Cornwall Museum & Art Gallery - Off the back of Cornwall Museum & Art Gallery's 'I Grew Up 80s' exhibition in Summer 2025 where you could relive the joy of home videos, come and experience how we can still use analog technology to create immersive experiences, complete with tech through the ages.

SCHOOLS DAY



Chris Marshall and Sam Stone - 'Little Lights' is a 5 minute 'proof of concept' 360 immersive film, produced using low cost hardware, open source and low cost software, developed to highlight the possibilities of combining 360 environments, gaussian splat volumetrics and on-location green-screen actors, for high-quality output. To read more information, follow the link below: https://dot3d.com Image credit: Chris Marshall

NDUSTRY DAY



Jane Spurr - This R&D project is a proof-of-concept immersive 360° film set in contemporary Cornwall, combining panoramic visuals with original music, soundscapes and Cornish language passages. It gives voice to a marginalised character and her relationship with a Cornish hedgerow. Image credit: Hana Backland

INDUSTRY DAY

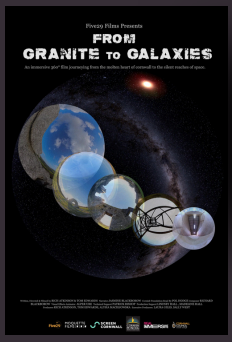
Real Immersive

SCHOOLS DAY



Tec Girls - Get hands-on with 360 cameras and explore their creative power for filmmaking, media, marketing and more.

SCHOOLS DAY



From Granite to Galaxies - commissioned by Screen Cornwall and funded by Cornwall Council - A breathtaking 360 full-dome experience that traces Cornwall's extraordinary evolution. From the creation of granite to the ingenuity of the Industrial Revolution and the dawning space age, the film follows the minerals that shaped a nation. Witness the transition from ancient stone to a lithium-powered sustainable future, ultimately launching Cornish heritage beyond our atmosphere and into the cosmos.

Triangular Pixels - Triangular Pixels will be presenting a new playable experience that combines polished interaction, player-led gameplay, technical experimentation, and lessons learned from over a decade of immersive game development.

INDUSTRY DAY



Oliver Scott, Founder Mercurial Dance | EmbodyXR - keynote speaker - Oliver is founder/Artistic Director of Mercurial Dance and Charity Mercurial Arts and in 2025 we celebrated a 21st work anniversary! Constantly curious, versatile and equally confident creating in the studio as he is leading his business', Oliver produces, directs, choreographs, educates, collaborates and advocates for dance. Creatively his focus is on creating XR immersive dance experiences and is currently leading the creation of EmbodyXR, an anxiety management game. Oliver has leadership roles on the steering committee for the Dance Leaders Group and has recently founded a new business, Sign Spinning UK.
www.mercurialdance.co.uk
www.signspinning.co.uk

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PANELLISTS

Ruth Coalson is an independent consultant and executive producer specialising in immersive Fulldome, VR and AR, with over 25 years' experience across film and the creative industries. She works on funding, distribution and bringing innovative immersive projects to market.
She created the VR platform Festoon, has contributed to award-winning fulldome films, and supports major immersive venues including Sphere and Cosm. Ruth sits on the boards of the International Planetarium Society and IMERSA, and has worked with clients including the UK Space Agency and Disney-Marvel.

RUTH COALSON



IMAGINTION UNLEASHED 2026

PANELLISTS

Michelle Rumney is Producer for Immersive Arts, as well as a fine artist and coach with a background in post-production and SFX. She spent over 3 years at StoryFutures (CoStar) as part of the audience insight research team, delivering labs and programmes for partners including the BFI, The National Gallery, and BBC. Her focus is immersive prototyping and testing ideas directly with audiences, supporting artists to make the most of the funding, networking and support on offer.

MICHELLE RUMNEY



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PANELLISTS

As Lead Programme Manager for Devon & Cornwall, Suzie connects, supports and champions creatives and creative businesses. She leads the Create Growth programme, supporting 120 businesses through foundational workshops, peer learning with sector experts, investor mentorship and pitching opportunities.
Suzie specialises in co-creative and partnership-led approaches to cultural development, with a strong focus on connecting people and nurturing creative talent. Her recent work includes developing a cultural strategy for Truro, delivering co-creation programmes in the UK and Denmark, and producing talent development initiatives for the Barbican Theatre.

SUZIE WEST



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PANELLISTS

Elliott Burns is a digital arts curator and academic teaching at Central Saint Martins. He is the co-founder of online arts platform Off Site Project and via Side Quest publishes on artist made computer games. Previously he has curated exhibitions and projects with Anonymous Gallery, the Austrian Cultural Forum, the Centre for Investigative Journalism, distant.gallery, INDUSTRA, Phoenix Leicester, Sluice, SummerWorks Festival and the V&A Late programme. He was a research coordinator helping to establish the Royal College of Art's Immersive Acts research team, coordinated an immersive arts residency for the ESPRONCEDA Institute of Art&Culture and ran a research and development project for the British Council, exploring majority world approaches to digital collection access.

ELLIOTT BURNS

