

All about Exhibitry

Company Overview and Presentation

October 14, 2023

About Exhibitry

The company is Exhibitry. Our customers typically have a product to demonstrate, a service to explain, an artifact to display, basically an audience to engage and a story to tell.

That's what we do.

I like to say that we are **storytellers by trade, but technology geeks by heart**. We employ a full-time staff of over 30 technologists, artisans, animators, programmers, and craftspeople to transform a narrative into an engaging experiences.

We've been creating custom interactive experiences, and inventing technologies to achieve them, for 25+ years. Our niche is telling complex technology stories in clear, concise and memorable ways. We've built the company on repeat business from some to the world's finest brands, organizations and Fortune 500 companies.

These are our direct clients in Aerospace, BioMedical, Entertainment and, considering that our main offices are in Houston Texas, the Energy Sector.

Partial Client List

- NASA
- NBC Universal
- Kennedy Space Center Visitor Complex
- Aramco Visitors Center
- NEOM Cognitive City - Saudi Arabia
- San Francisco Public Utility Visitors Center
- Sustainability Education Center - Anaheim
- Go Fish Education Center - State of Georgia
- AT&T
- Mitsubishi
- SpaceX
- GE
- Boeing
- Lockheed Martin

- Eli Lilly
- Shell
- Northrop Grumman
- Halliburton
- SLB (formerly Schlumberger)
- Baker Hughes

Collaborations

But we've also become a go-to resource for:

- Creative Agencies
- Marketing and Advertising Agencies
- Museums and Cultural Organizations
- Exhibit Companies
- Experiential marketing firms

Mediums

We work in a variety of mediums, and have won several industry awards, in areas such as ... Experiential interactive, Holograms, Augmented Reality, VR, Artificial Intelligence, specialty fabrication

We work in a variety of mediums...

- Experiential interactive
- Holograms
- Augmented Reality
- VR
- Artificial Intelligence
- Scale Models and Specialty Fabrication
- Specialty fabrication

In-house Capabilities

Our in-house capabilities cover every step of project development, from concept to completion.

PRE-PRODUCTION

Conceptual design, creative, storyboard, interactive design, writing, research, superlative customer service

ELECTRONICS

Custom electronics, computer-controlled lighting, robots, illusion

PRODUCTION

Traditional animation, real-time animation, video, graphic design, post-production, holography, robotic photography

FABRICATION

Engineering, wood, metal, plastics, 3D printing, machining,

PROGRAMMING

Virtual reality, augmented reality, interactive media, apps, Microsoft HoloLens, and a plethora of frameworks and platforms

INVENTION

Advanced technologies and one-of-a-kind creations, illusion, innovative gadgetry

Video Tour

It's a lot of skillsets to have under one roof. How do we do it? We have two roofs. Exhibitry is a strategic partnership between two great companies that work as one. We have a specialty fabrication side and an experiential side.

Fabrication has been in business for 63 years. We have a 40,000 sq ft facility and specialize in interactive experiences, replicas and scale models...at a variety of scales

Video Tour - Fabrication

Here is a quick tour

The high-bay. That's a project for NASA space flight vehicle mockup coming together

This is the model shop

Demo Room with example projects ...

Paint booth

The Conference Room. You can tell we've been in business a while from the looks of those 20-year old conference room chairs (We actually replaced those last year but I keep the slide in just to mention those chairs.)

Video Tour - Design Studio & Media Lab

I operate the creative, production and programming side of the company. (What I refer to as the fun part.) This is where concept, design, technology, programming, animation and other digital production takes place.

We have a full-time multi-skilled staff of artists, directors, technologists, programmers, animators...We are in our 25th year of operation. While we don't have the square footage that fabrication has, but we do have our cool PacMan conference table.

These two companies work as one to create communicative media that educates museum guests, informs and motivates viewers and customers.

Best New Products of the Year

We are constantly inventing new ways to tell digital stories. We are repeatedly honored by our peers with multiple awards from Exhibitor Magazine and ExhibitorLIVE, North America's largest exhibition of trade show and event products and services.

They tell me that Exhibitry has won the most awards at a single show of any company in the 25 year history of the event.

Award-winning Creations

- HoloTube
- Touch-Free
- CurvTouch
- X-ray Vue
- VR Vue
- Tactile AR
- HoloPresenter

But so as not to overemphasize the products nature of the presentation, these all came from our custom work. We are a custom creative shop capable of bringing just about any wacky idea to reality, at any scale or scope.