

NETWORK RAIL NEWQUAY STATION DRIVER ROUTE LEARNING

Client: Network Rail



“I engaged True North Rail to provide CGI videos of new rail infrastructure to support driver training. Ian, Jay and Sarah were great to work with – they were friendly, professional and were able to accommodate our challenging timescales.”

**George Collinson - Lead
Portfolio Manager
Network Rail**



OVERVIEW

We were proud to be working alongside Network Rail, & Pennant to deliver an Immersive VR Solution for Driver Route Learning for the Newquay Branch Line Enhancement Project.

The Mid Cornwall Metro is an exciting £56.8m project that's set to bring a reliable, hourly coast-to-coast rail service linking Newquay, Par, St Austell, Truro, Penryn, and Falmouth.

One of the key upgrades is a new passing loop at Tregoss Moor, which will allow trains to run in both directions at the same time. This means local and long-distance services can operate together, making year-round local train services possible.

The project will include station improvements and better walking and cycling access, including at Roche and Bugle stations. Tap in, tap out Pay As You Go ticketing with a GWR smartcard will also be extended to the whole of Cornwall, plus Plymouth and the Tamar Valley Line, as part of the project.

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OUR ROLE



The Mid Cornwall Metro is a joint venture between Network Rail, Cornwall Council and Great Western Railway to bring more trains to Cornwall and provide coast-to-coast connectivity.



Commissioned in August 2024 by George Collinson, Lead Portfolio Manager of the Network Rail Wales and Western Integrated Infrastructure Team, TNR was tasked with creating an immersive VR solution to facilitate driver route learning. The project focused on two key areas with significant infrastructure changes: Newquay Station and a newly constructed passing loop.

Recognising the complexity of these changes, TNR recommended a blended approach, combining high-fidelity VR models of the new infrastructure with existing cab footage and motion-tracked assets. This strategy ensured an efficient and cost-effective solution while meeting the demanding project timeline.



The project commenced on September 1st, and despite the ambitious deadline of October 2024, TNR successfully delivered the VR components ahead of schedule. This timely delivery facilitated the seamless integration of these components into the comprehensive driver route learning package created by Track Access Services.