



STUDIOKOWALSKY
creative engineering

FOLLOWING EACH & EVERY WORK stage **FROM THE IDEA** of a project **UNTIL IT'S REALIZATION** to maintain the most perfect balance between creativity and technical necessities.

SCENOGRAPHY

3D VIDEO MAPPING

IMMERSIVE CHAMBERS

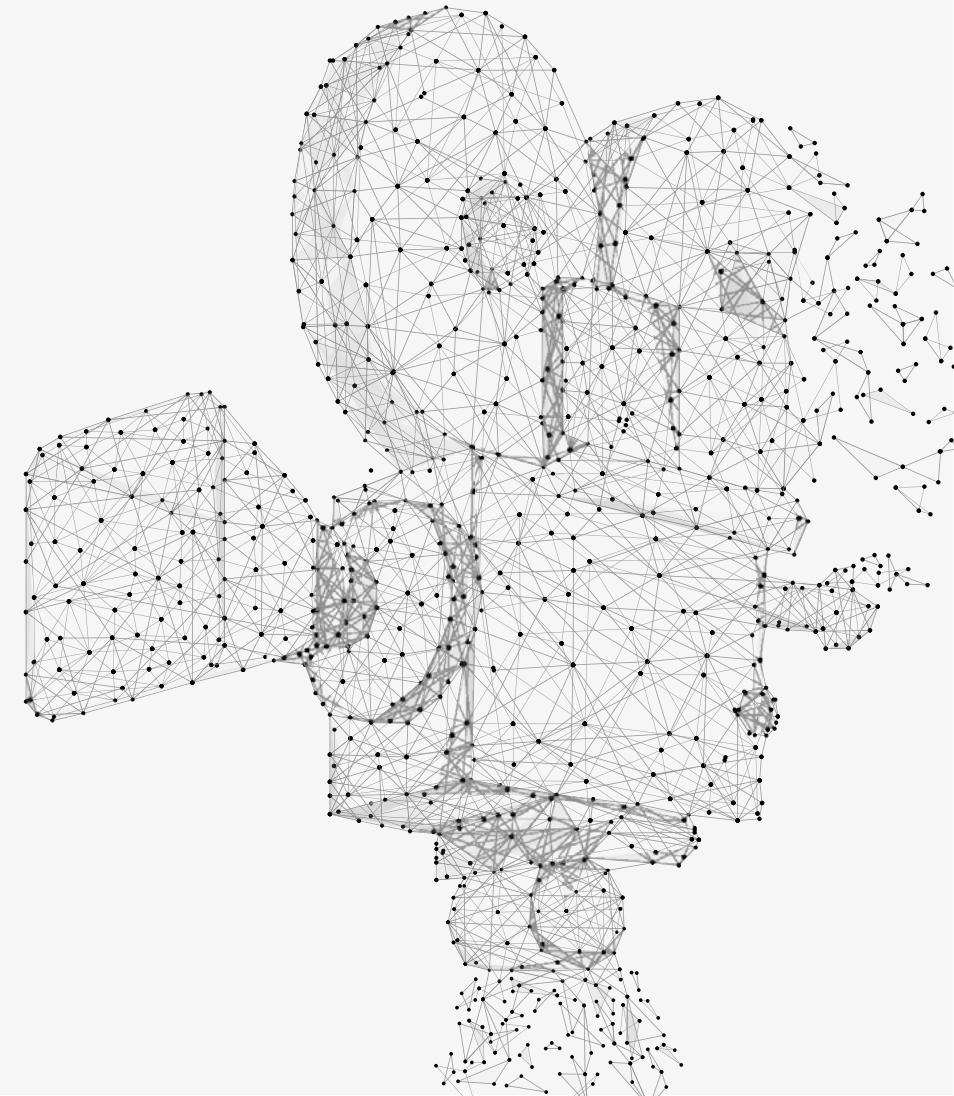
COMMERCIAL & VIDEO CLIP

VIRTUAL REALITY (VR)

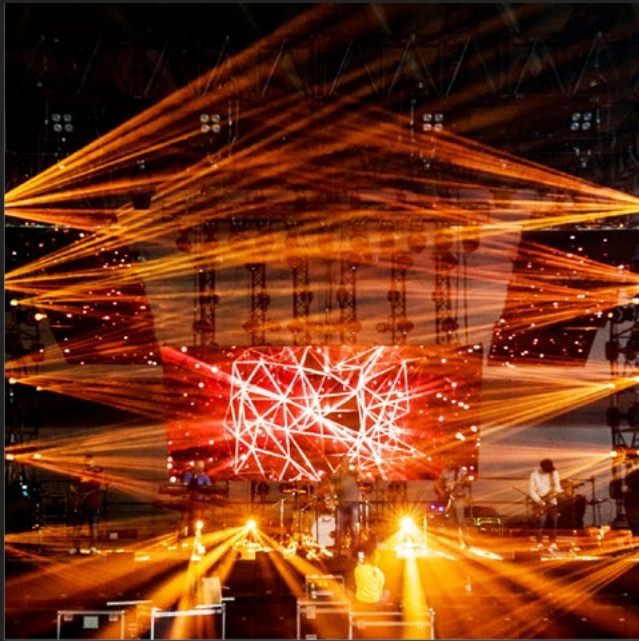
AUGMENTED REALITY (AR)

SOUND DESIGN

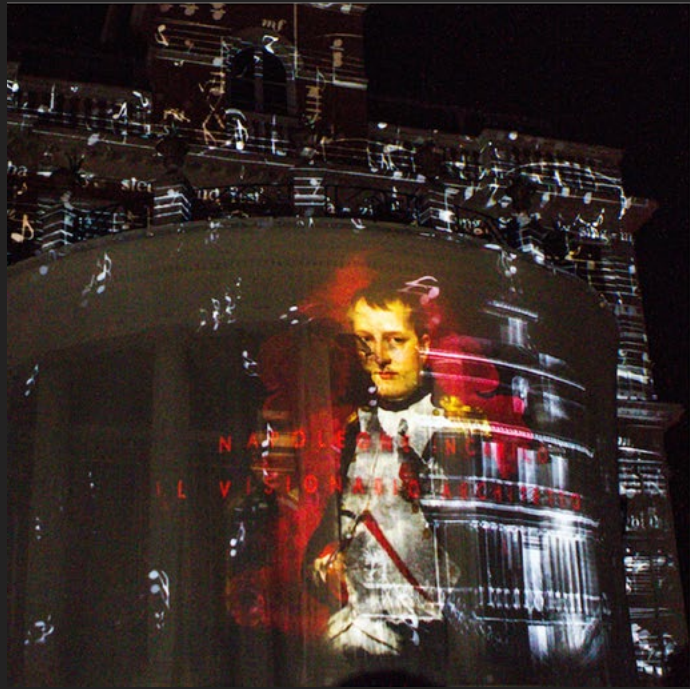
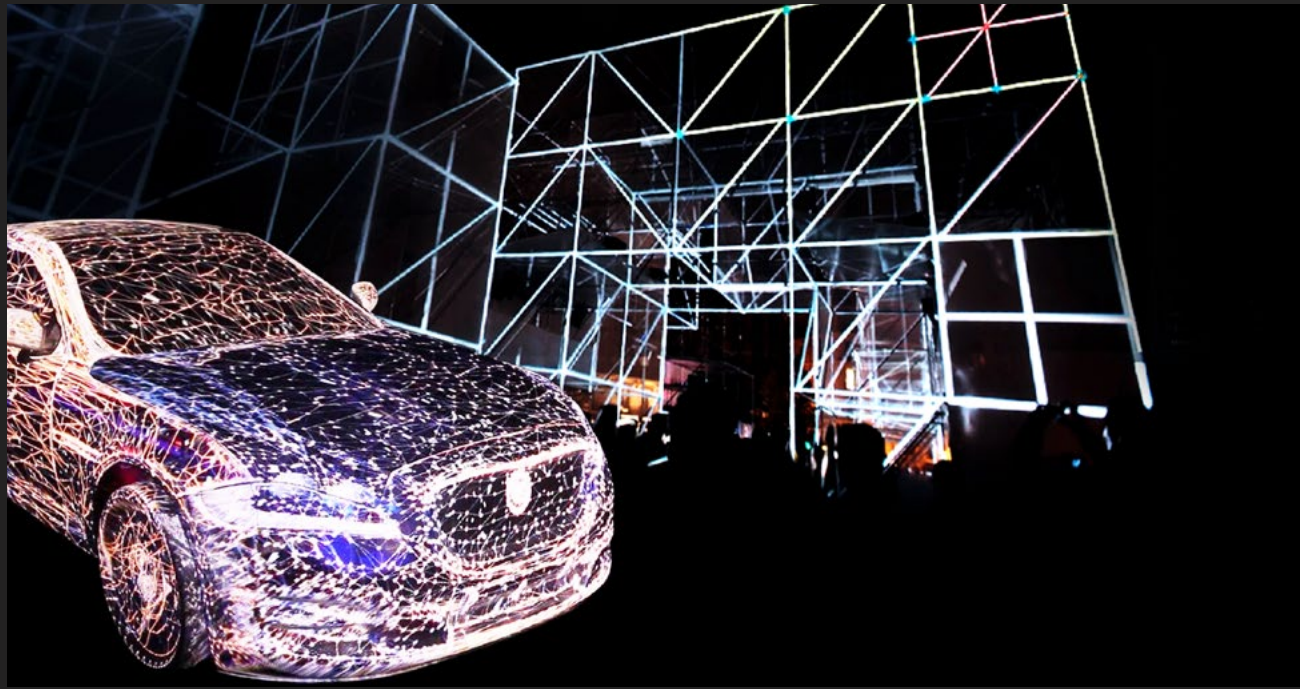
STAGE DESIGN



PERFECT BALANCE BETWEEN CREATIVITY AND TECHNICAL NECESSITIES



CREATING 3D VIDEO MAPPING SHOWS
FOR MAJOR CORPORATE EVENTS AND THEATRICAL IMPLEMENTATION



The potential of **VIRTUAL REALITY** and it's capability of focusing on specific topics and explaining them to all types of audiences, will be a necessary **TOOL TO PUBLICIZE AND PROMOTE COMPANIES** of all sizes.

The user can move freely within a defined area that can be as small as 2 square meters.

Specific sensors are set up to limit the action zone and virtual environments, **3D MODELS AND ANIMATIONS ARE CUSTOMIZABLE** to fit client's needs and requests at best.



DON'T JUST WATCH! BE PART OF IT!





AUGMENTED REALITY is showing to be, more and more, one of the **MOST POWERFUL MARKETING TOOLS** that companies can own and most surely top tech trend (Deloitte report 2018).

USERS INTERACT with the augmented content and can share photos with the animated augmented content via social media, adding virality.

SPONSOR LOGO'S and customizable content **CAN BE INSERTED WITHIN AR APPS** accompanying the user through the path of the AR experience.



STUDIOKOWALSKY

Operative head quarters

Cinecittà Studios
Via Tuscolana, 1055
00173 Roma (RM)

Legal head quarters

L.go Nino Franchellucci, 61
00155 Roma (RM)
P.IVA 14683281001

info@studiokowalsky.it

