

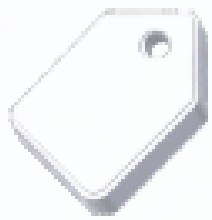
CREATIVE REFERENCE CATALOG

9 AFFORDABLE IDEAS TO MAKE YOUR ACTIVATION UNFORGETTABLE

Curated reference of the world's most compelling
interactive, immersive and storytelling experiences—
to inspire what we can build together.

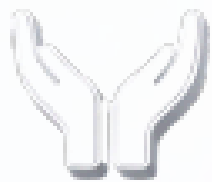


What makes us different



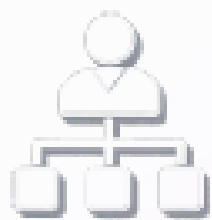
White-label by design

We work behind agencies or directly with brands.



Active participation

Experiences people choose to engage with.



Replicable systems

Built for scale and long-term use.



Technology in service of emotion

Not gimmicks, real human reactions.



End-to-end execution

Concept, software, hardware, and content.



Speed and flexibility

From prototype to production, tailored to each activation.

Who it's for



BTL & ATL Agencies

Looking for innovative,
ready-to-present
proposals.



Brands at conventions

Brands at conventions
or product launches.



Creative teams

Creative teams
integrating technology.



HR Teams

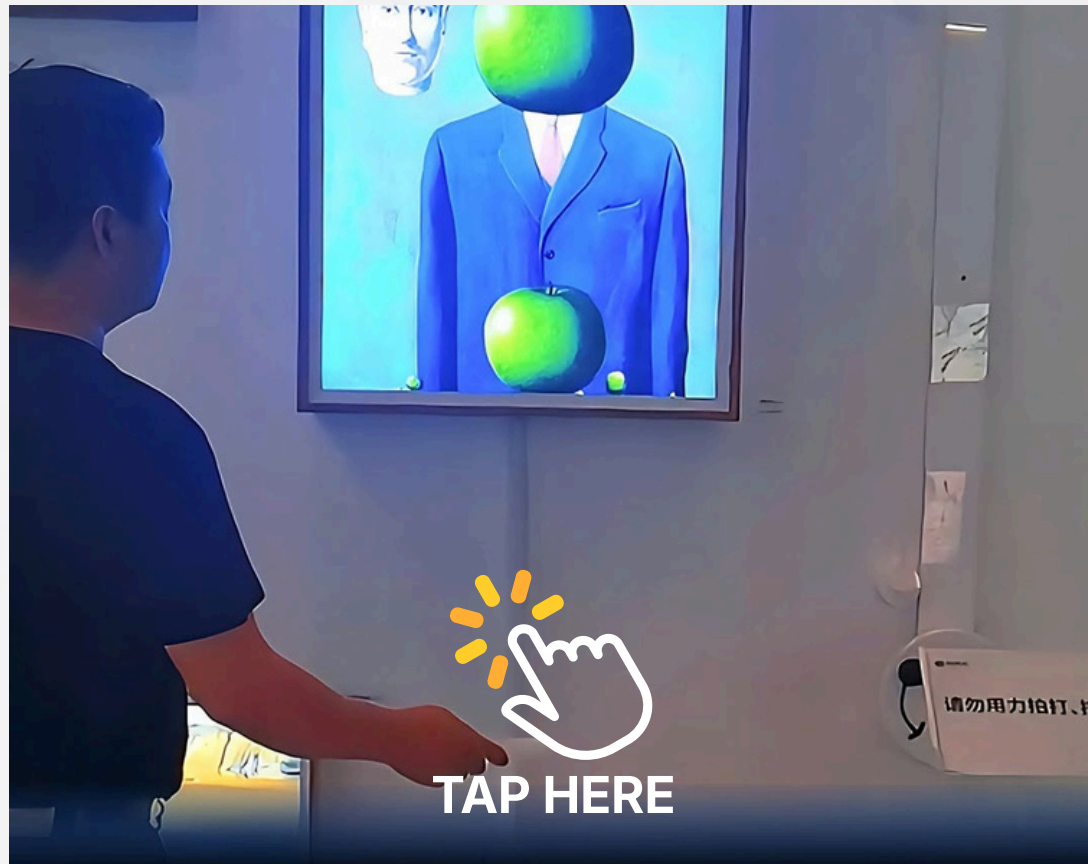
HR teams designing immersive
internal experiences.



Campaigns

Campaigns requiring sensory,
participatory activations.

1



AIR PUMP

Pump as fast as you can. Every stroke drives the screen. Twenty seconds, no instructions, and it pulls a crowd before it pulls a player.

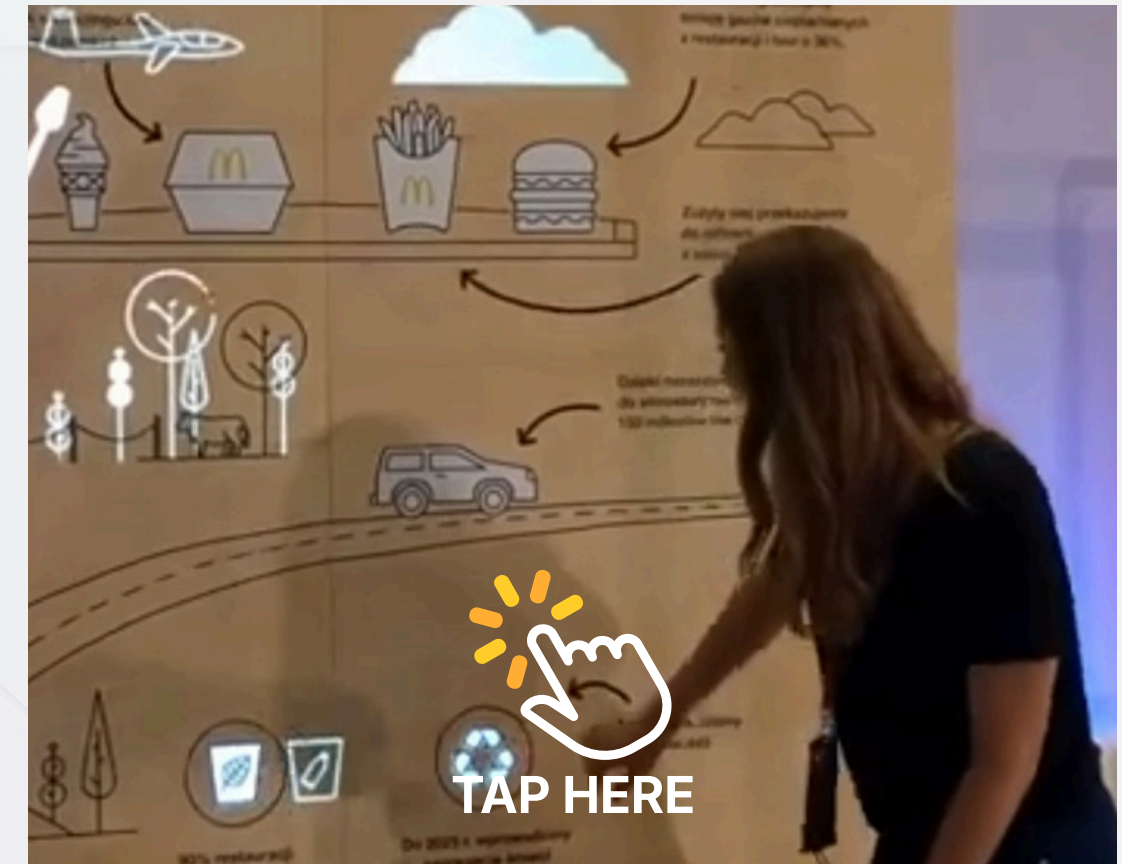
2



AI PORTRAIT BOOTH

Photobooth. Take a picture, AI transforms it, print it, take it home.

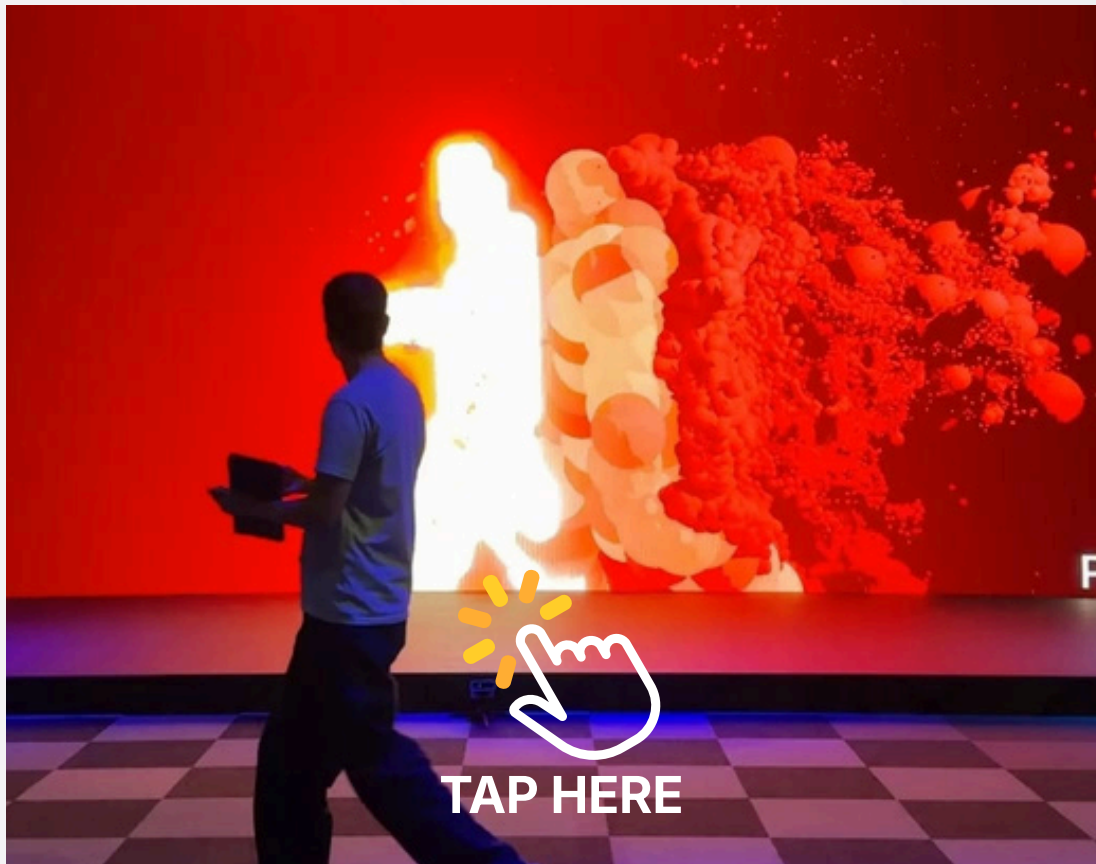
3



TOUCH THE STORY

A wall you touch. Tap any icon and it lights up with projection. Your story, but people work through it instead of reading it.

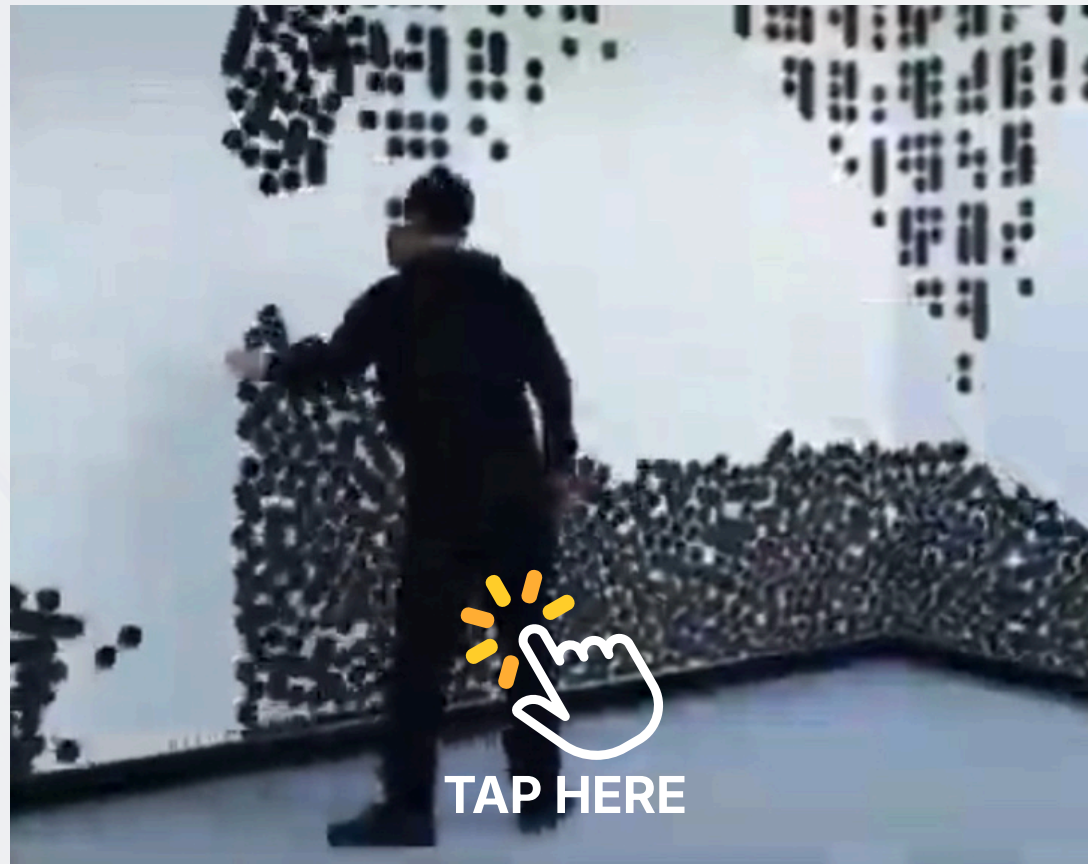
4



BODY TRACKING WALL

A screen that reacts to your body. Move and the visuals move with you, no controller, no setup. You are the input.

5



TOUCH PROJECTION

Projection on any wall or floor that responds when you touch it. Push the particles, break them apart, watch them fall. Turns a blank surface into a playable one.

6



VR STORYTELLING

Put on a headset and play a game built around your brand. The best part is the crowd watching someone swing at nothing.

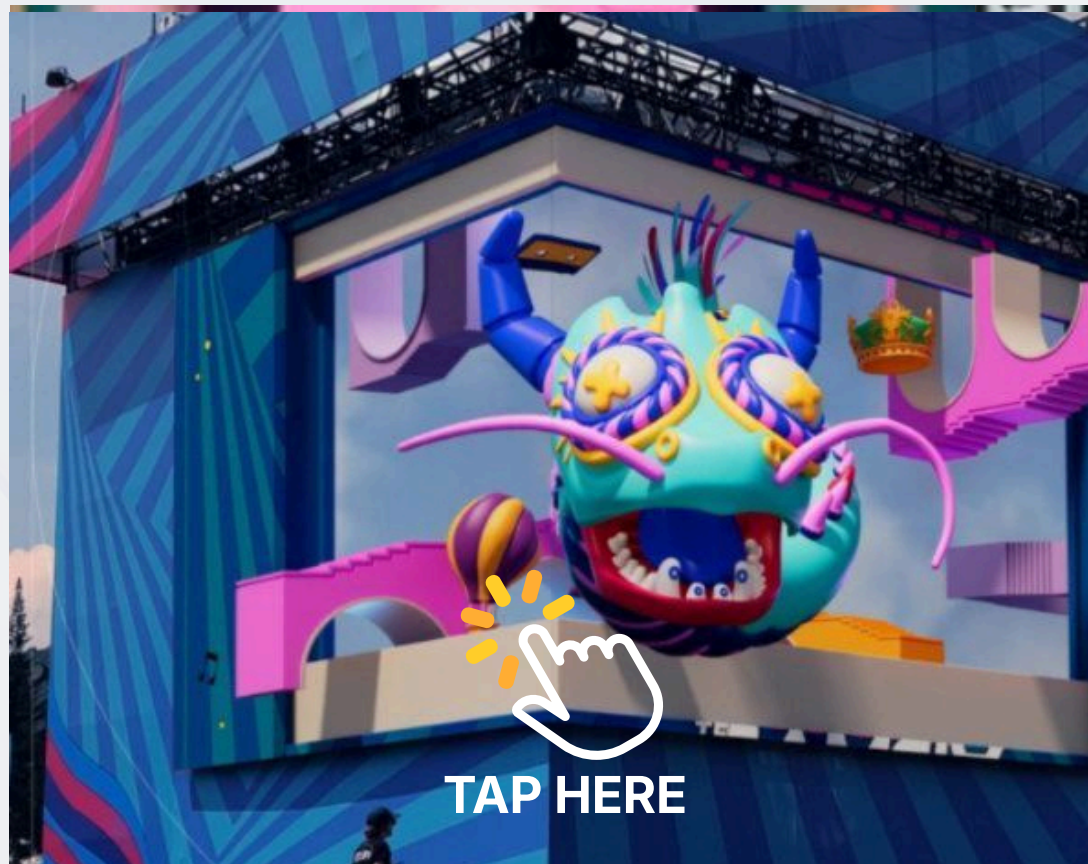
7



PROP CONTROLLER

An LED wall that plays with a physical prop in your hands. Swing, aim, hit. The object is branded, the game is yours, and people line up because they can see it working from across the floor.

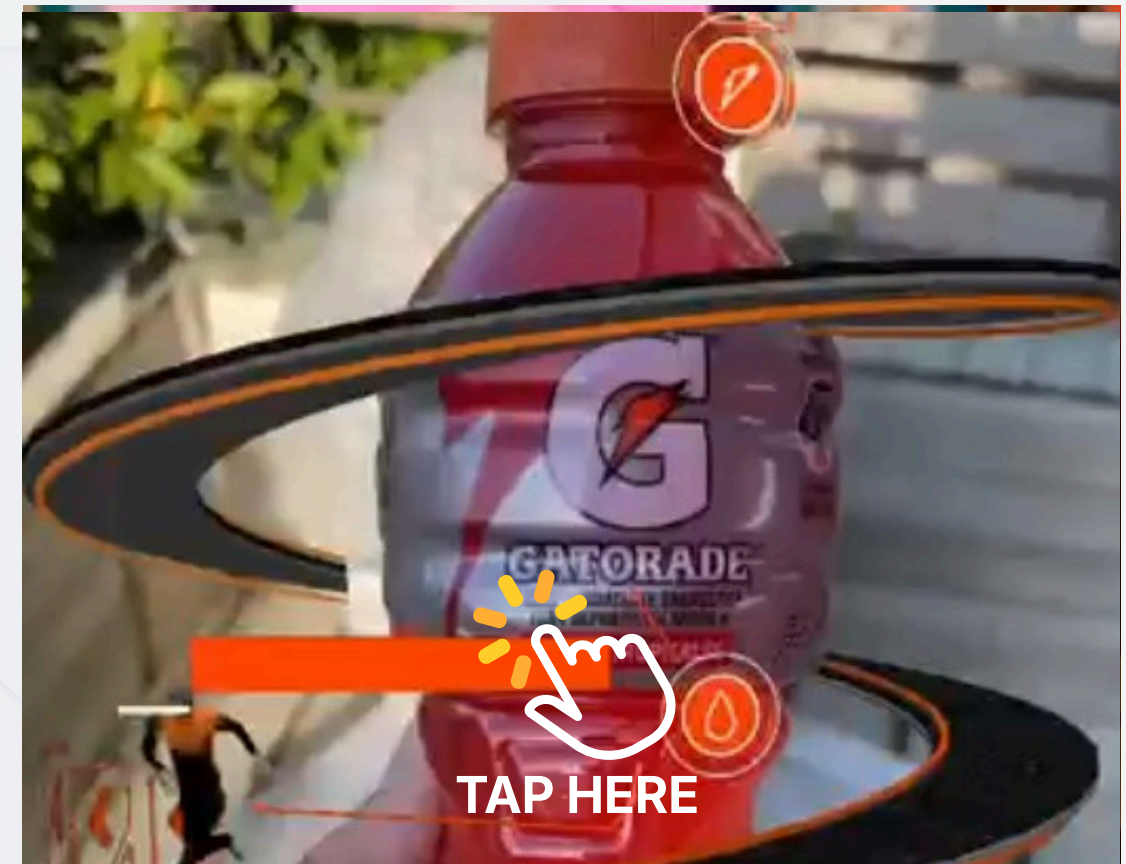
8



3D BREAKOUT SCREEN

Content built to break out of the screen. A character leans over the edge, an object floats past the frame. No glasses, no app, and everyone who walks by films it.

9



AR AND MIXED REALITY

Point a phone at your product and it comes alive. Layers, stats, effects, all pinned to the real object in front of you.

Expected results

✓ Organic social media traction.

✓ Experiences people actually remember.

✓ Real-time brand conversation.

✓ Reusable content for future campaigns.

✓ Longer dwell time and deeper engagement.

✓ Voluntary, meaningful interaction.

**Let's design an experience
your audience won't just see...**

but remember.

