



Everything you can image, is Real.

**We believe that digital manufacturing technologies will change the way to live the world around us**

bringing to new accessibility, new learning experiences and a novel use of cultural heritage.

The project proposes a series of innovative solutions applied to the enhancement and enjoyment of cultural heritage and tourism through the digital manufacturing's tools in order to realize interactive installations and digital museums.

**Our goal** is to make available, through the digitization and the digital fabrication, our historic, cultural and artistic heritage, and benefit from that possibility in innovative and interactive ways.



### **THE SPEAKING SCULPTURE**

The concept is an installation of a 3d printed interactive sculpture who speaks in different language and is animated by a technology that makes learning interactive and innovative experience merging sensors, project mapping, and microcontrollers.

It is meant to be exhibited in museums to make more attraction for tourist and visitors, to improve and make the historical disclosure scientific and artistic more accessible and fun.

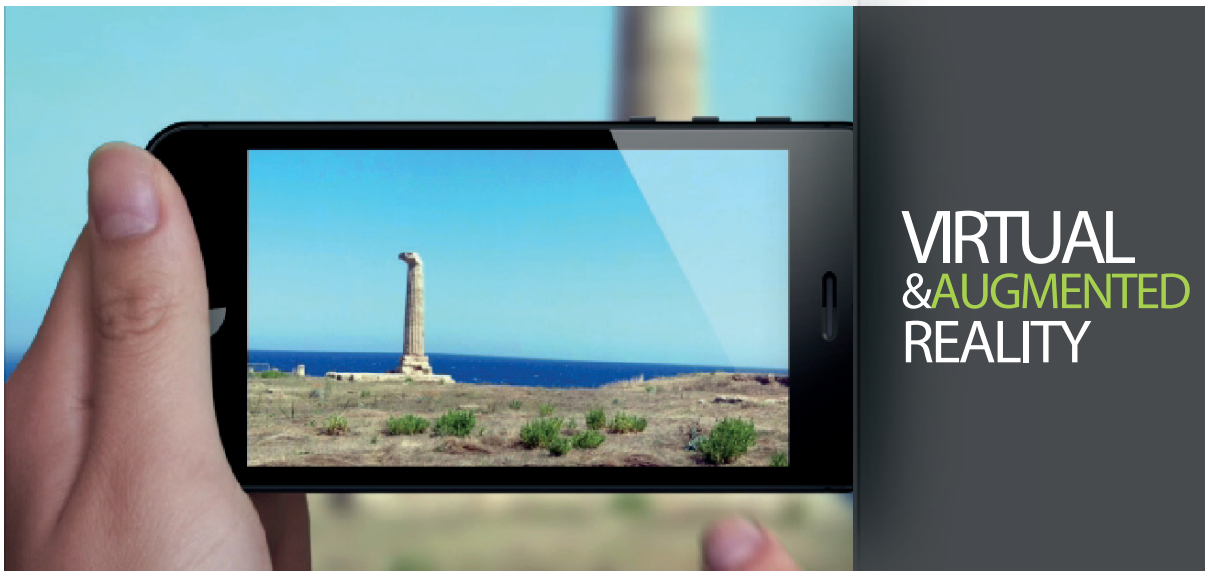
# TACTILE MUSEUM EXPERIENCE



Digital fabrication makes possible to realize the miniaturization of almost anything in short time and inexpensive way.

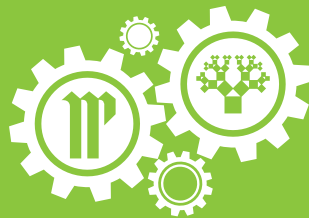
This concept allows to make accessible to persons with disabilities the enjoyment of artistic and cultural heritage giving the possibility to touch the faithful reproduction and scale of the works.





We develop applications for VR and AR experience and 360 videos available for all VR and mobile devices such as Oculus Rift, Samsung Gear, Android, iOS and PC





OFFICINA  
KREATIVA

### **More info at**

[www.officinakreativa.eu](http://www.officinakreativa.eu) (under constraction)

[www.engilab.it](http://www.engilab.it)

[www.resolutionsart.it](http://www.resolutionsart.it)

### **Contacts**

[info@officinakreativa.eu](mailto:info@officinakreativa.eu)