

drawT

Augmented Drawing Experience

AtoZ Consult DMCC & Gatepulse™

In collaboration with

 METACOSM 

Turn Any Object Into a Canvas of Light Painting

drawLIT is an interactive / augmented drawing experience that allows users to paint light on all kinds of object through Tablet/Laptop.

Imagine any object can be illuminated by animations and turned into a canvas for light painting.

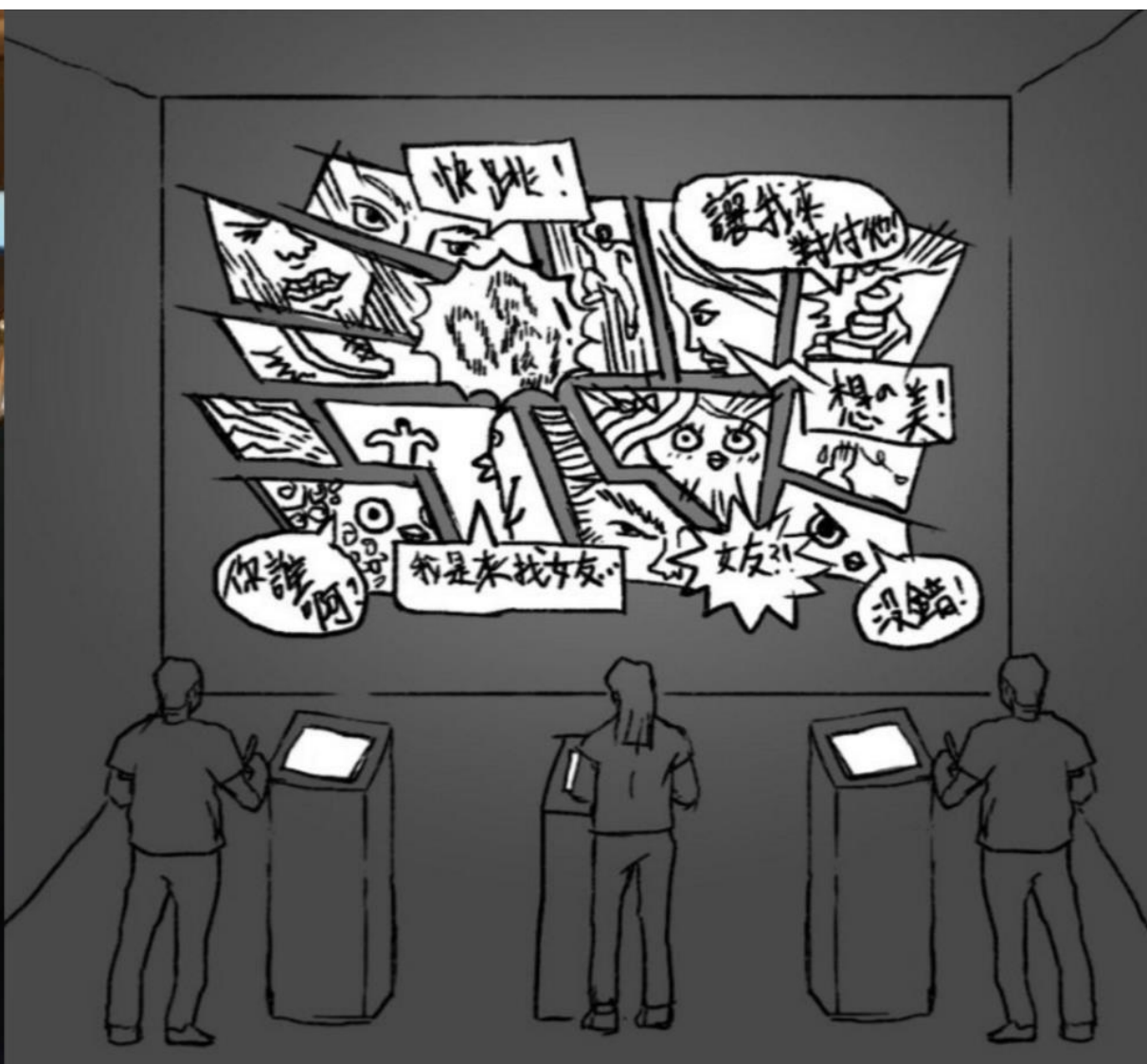


Comic Battle Microsoft Surface Go

Objective: To create a unique interactive experience which emphasis the key drawing features of Microsoft Surface Go

This initiative can be reproduced in more than one location and offer a unique below-the-line activation where Brand owner or its partners wishes.





The Idea Behind: Comic Battle is a collaborative storytelling experience. We use comic drawing as a mean for creating dialogue between visitors. A scene/story of a comic block can leads and inspires to another.

The Interaction: There are 2 tablets on site with designated drawing app. Multiple users can draw on the same canvas (comic projection) but each tablet has a different set of comic blocks, this allows users to build-up story upon each other's drawings. Furthermore, the animated feature adds an extra dimension into the storytelling experience.

