



FDS STUDIOS

◉ We Shape the Sound of Your Vision



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WELCOME



PLAY VIDEO

We produce music and sounds for films,
tv and audiovisual installations,
with passion, innovation, creativity.



Welcome to Our Company



We are a team of composers, sound designers, foley artists and sound engineers. Our special feature is that we take care of the entire sound creative process. We work to create the original sound of each visual project, to make it unique.



We strongly believe in teamwork, because every specialization can make a big difference in the process, moreover creativity needs to be shared.

Passion, Innovation, Creativity.

● We Feel the Music

The **passion** that we share for music connects us in creating unique soundtracks able to tell the stories hidden inside the images.

● We Dare to Create

Our tendency to **innovation** leads us to original, groundbreaking solutions.

● We Shape Ideas into Sounds

Creativity constantly inspires our work. With our experience and imagination, we create breathtaking, original music.





SERVICES

FDS Studios manage the whole sound creative process, from the beginning and very initial concept to the final result.



- COMPOSITION
- ORCHESTRATION
- RECORDING SESSION



- FIELD RECORDING
- FOLEY
- DUBBING



- SOUND DESIGN
- MIX
- MASTERING



INNOVATION

We record our analog and traditional instruments through an innovative audio transmission system, which is located in all the studio rooms. Dante is the evolution of AV systems, converging all previous connection types into one.

Also for post, depending on the output of the product, we process stereo masters for streaming platforms, but also multi-speaker finalizations for installations, or surround for film products.

TRADITION

For productions we prefer to use analog instruments for sound customization rather than virtual instruments. We have a variety of acoustic instruments such as piano, guitars, plectrum instruments, duduk, ethnic percussion, as well as various analog synths.

We use software such as pro tools, logic pro x, reaper, ableton, digital performer.



How We Work



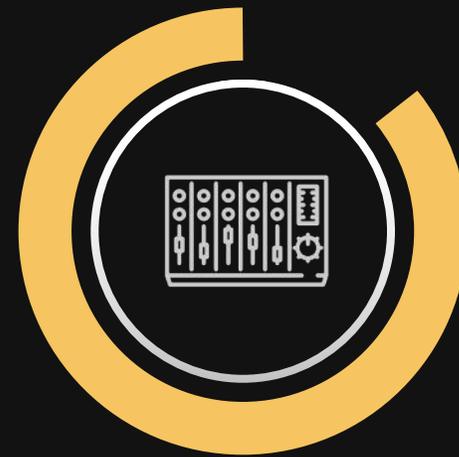
Concept

Meeting between Director-Visual artist and sound team.



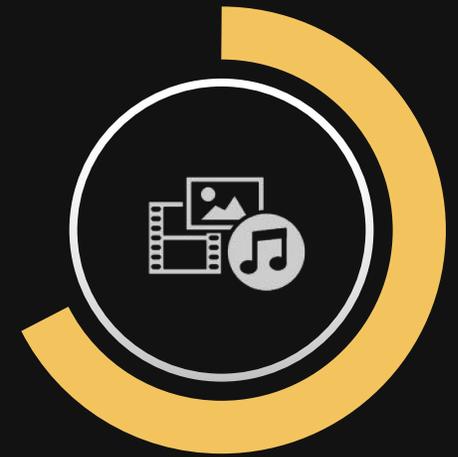
Production

The team works on recording sync sounds and music and creates the sound design.



Post Production

The score and sound effects are mixed together for the mix.



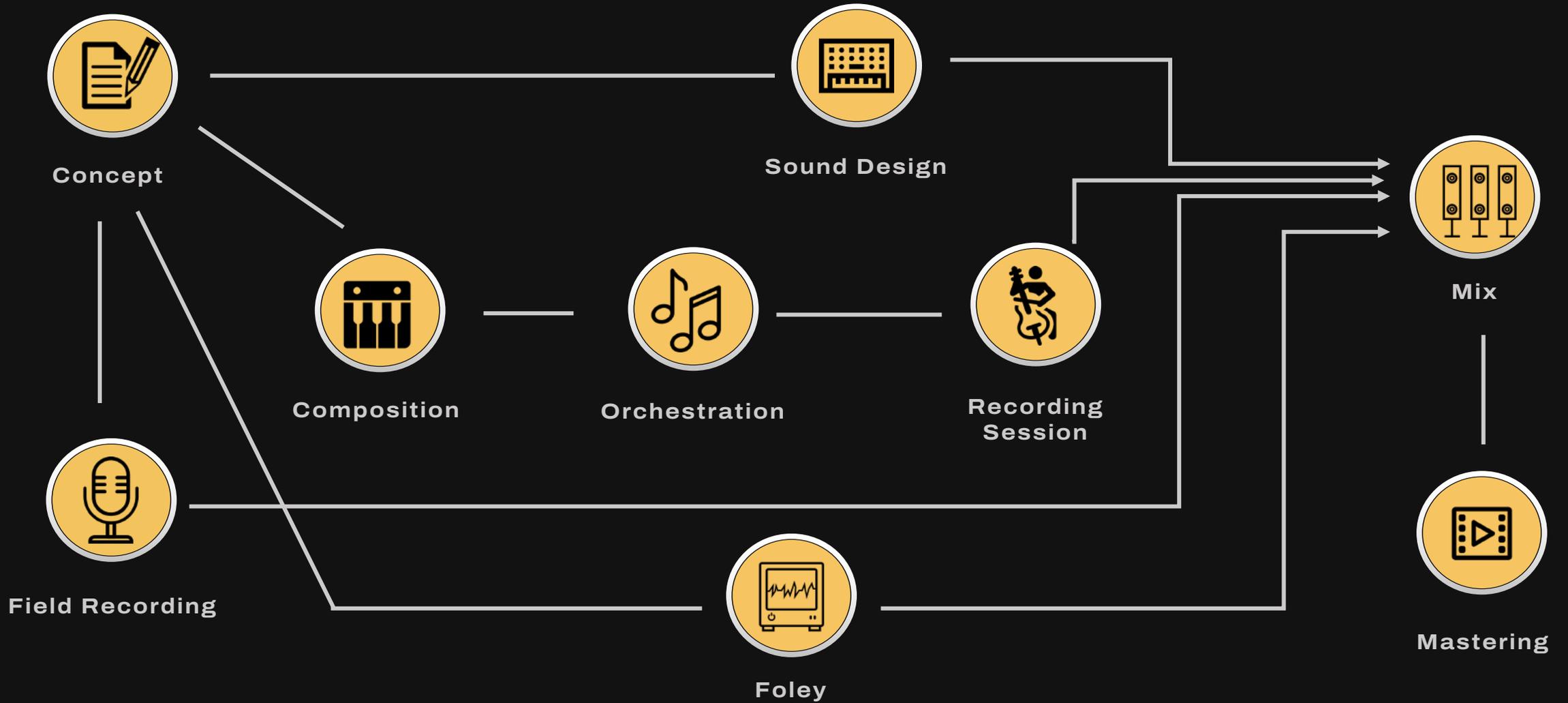
Delivery

The post-production team delivers the final version of the complete sound.

● ● Concept

● ● Production

● ● Post Production



Our Team



Francesco Leoce
*CEO,
Founder*

Sound Designer,
Foley artist and
Film music composer.
*«Music is the idea of
craftsmanship,
recording sounds in any place
to give great shape to
compositions.»*



Gaio Ariani
*Founder, Head of
Creative*

Film music composer,
with a range of styles and
instrumentation.
*«Working around the world, made
me passionate about traditional
instruments, but at the same time
attentive to contemporary
sound possibilities.»*



Giovanni Gramegna
*Head of technical
department*

Sound Engineer,
Sound Designer.
*«Mixing is the process of
extracting every bit of emotion
from the music while making sure
the focus is always clear. I am a
full time sound analyst,, wave
explorer, thingmaker.»*





Why Us?

Working with a team that handles the entire process has many benefits, in terms of time, quality, and identity.

Collaboration between composers, orchestrators, and sound designers within the team can facilitate a smoother workflow, reducing the risk of misunderstandings or delays. In summary, choosing a film scoring team can improve artistic and operational cohesion, offering a more holistic approach to the creation of a soundtrack.



TEAM

Our _____ Space





Came into our world

Our large space provides room for production, mixing and recording, with a rich variety of musical instruments and equipment for analog and digital recording.

FDS studios can provide recording sessions with a resident orchestra throughout different ensembles (from 27 to 60 elements).

The entire process takes place entirely in our space — with a great variety of tools and skills — allowing also remote production and recording sessions.



Our *Rooms*

- Live orchestra room
 - Production room A
 - Production room B
 - Foley room
 - Vocal booth for voiceover
 - Post Production room 7.1
-





Film

Art Installation



Experimental

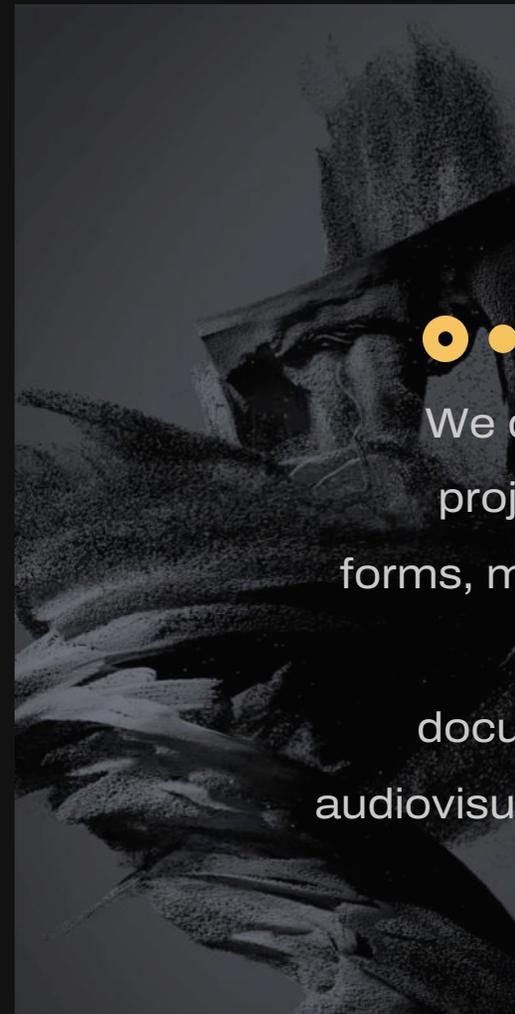


PORTFOLIO

Our Works



We deal with visual projects of various forms, motion pictures, short films, documentaries and audiovisual installations.



G.U.I.D.A. (2022)

Massimiliano Cosi

TRAVEL FILM



RETROSPECTIVE
OF JUPITER

G.U.I.D.A. is a travel film that delves into the individual memory, for the conservation of the intangible heritage of places.



PORTFOLIO



PLAY VIDEO



CONCEPT

Narrating a small town through the spiritual evocation of places that return to the mind of the lead actor through visions and memories.



OUTPUT

Short film distributed on *Retrospective of Jupiter*, a platform focusing on art films worldwide.



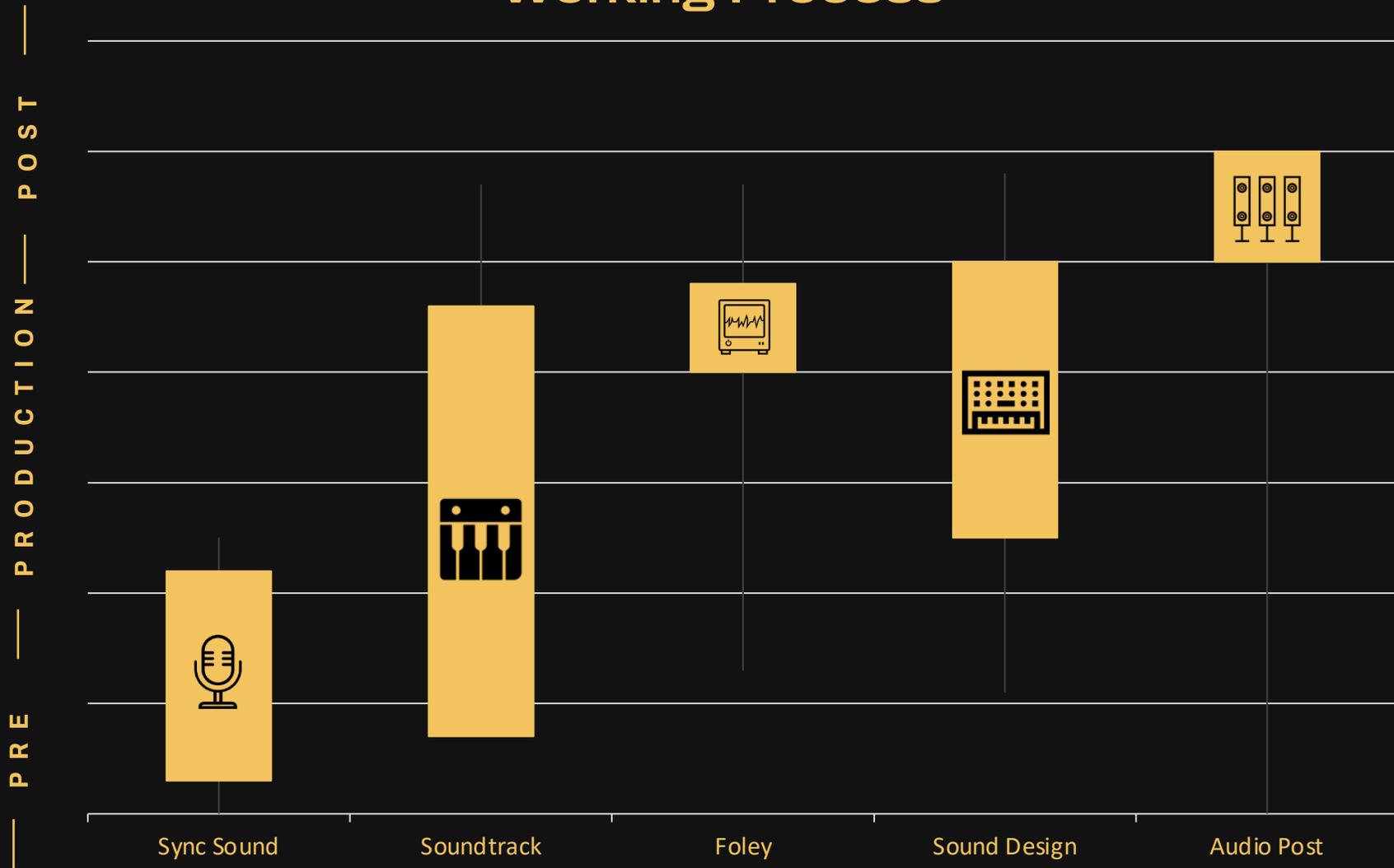
SOUND REQUEST

Using sounds and music for an unusual storytelling of places through ancestral songs that are mixed with sound design and direct-take sounds, between real life and the imagination of the spirit of places.





Working Process



PRE — PRODUCTION — POST



F.A.M.E. ROAD (2023)

MULTISENSORY INSTALLATION

F.A.M.E. Road is a European project that has evolved as a virtuous model of cooperation between municipalities in Apulia and Greece through integration, art, movement and energy.



PLAY VIDEO



CONCEPT

Moving portraits of artisans and material objects invite visitors to look beyond the mere outward appearance of objects and discover the history and culture behind each and every element of everyday life.



SOUND REQUEST

Record the voiceover of poems by Rocco Scotellaro, adding an ambient soundtrack that communicates with the history and peasant culture of Southern Italy so as to achieve empathy and connection with the stories.



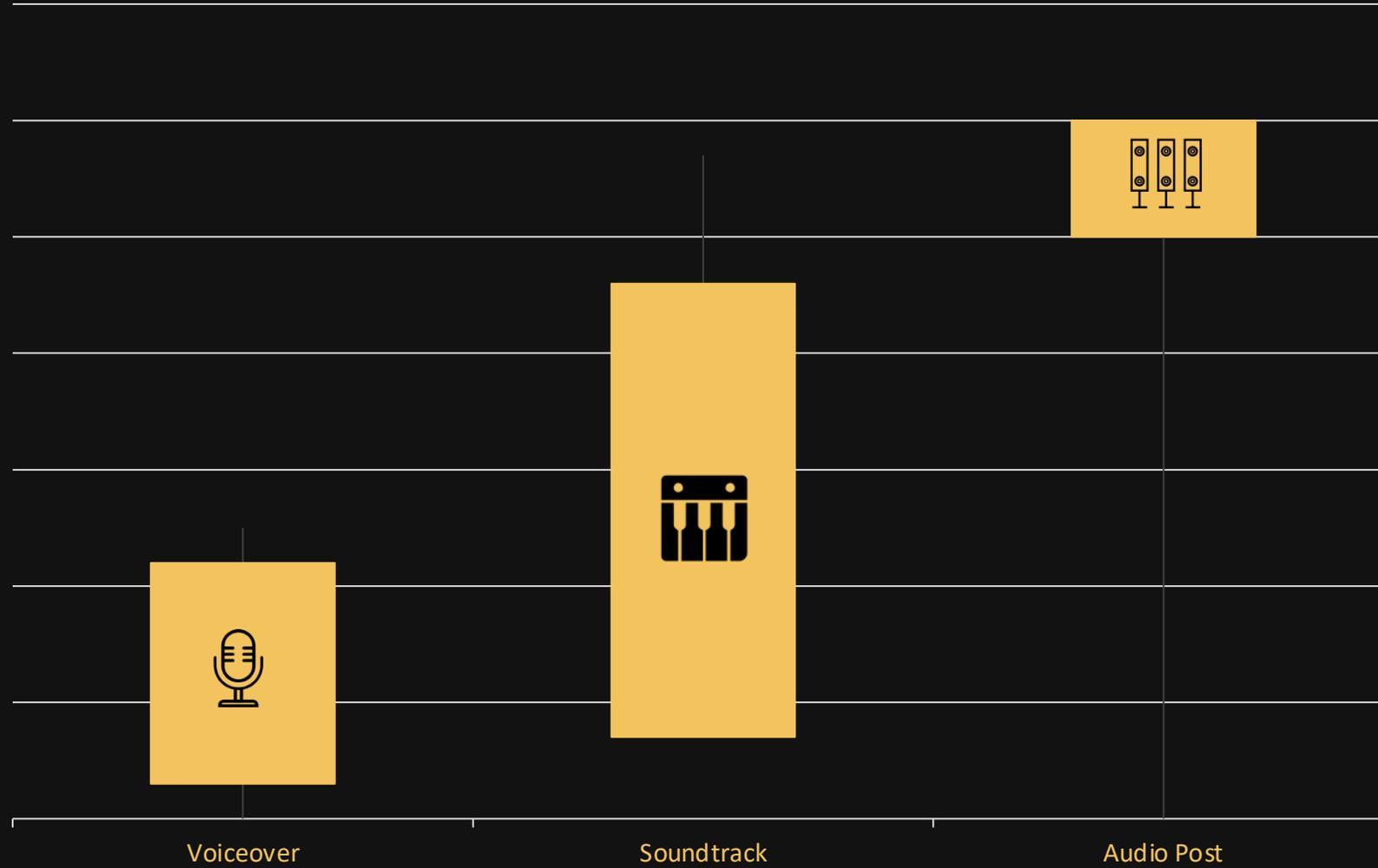
OUTPUT

Multisensory audiovisual installation consisting of three short films created by humans and AI, projected on three LED screens in a Museum of Rural Civilization.



Working Process

PRE — PRODUCTION — POST





DE ANIMA (2022)

Sarah Brahim

ART INSTALLATION

De Anima is an installation by Riyadh-based choreographer, dancer and artist Sarah Brahim, and features a performance film large-scale projection mapped onto the underside of a bridge in the Wadi Hanifa wetlands.



PLAY VIDEO



PORTFOLIO



CONCEPT

Light as the animator of the soul-how as individuals we surround ourselves with light, both physical and metaphorical, to achieve balance and harmony.



SOUND REQUEST

Contemporary Sounds combination with the visuals to deepen the immersion in the experience. Real sounds recorded during filming processed with analog machines and added to the soundtrack.

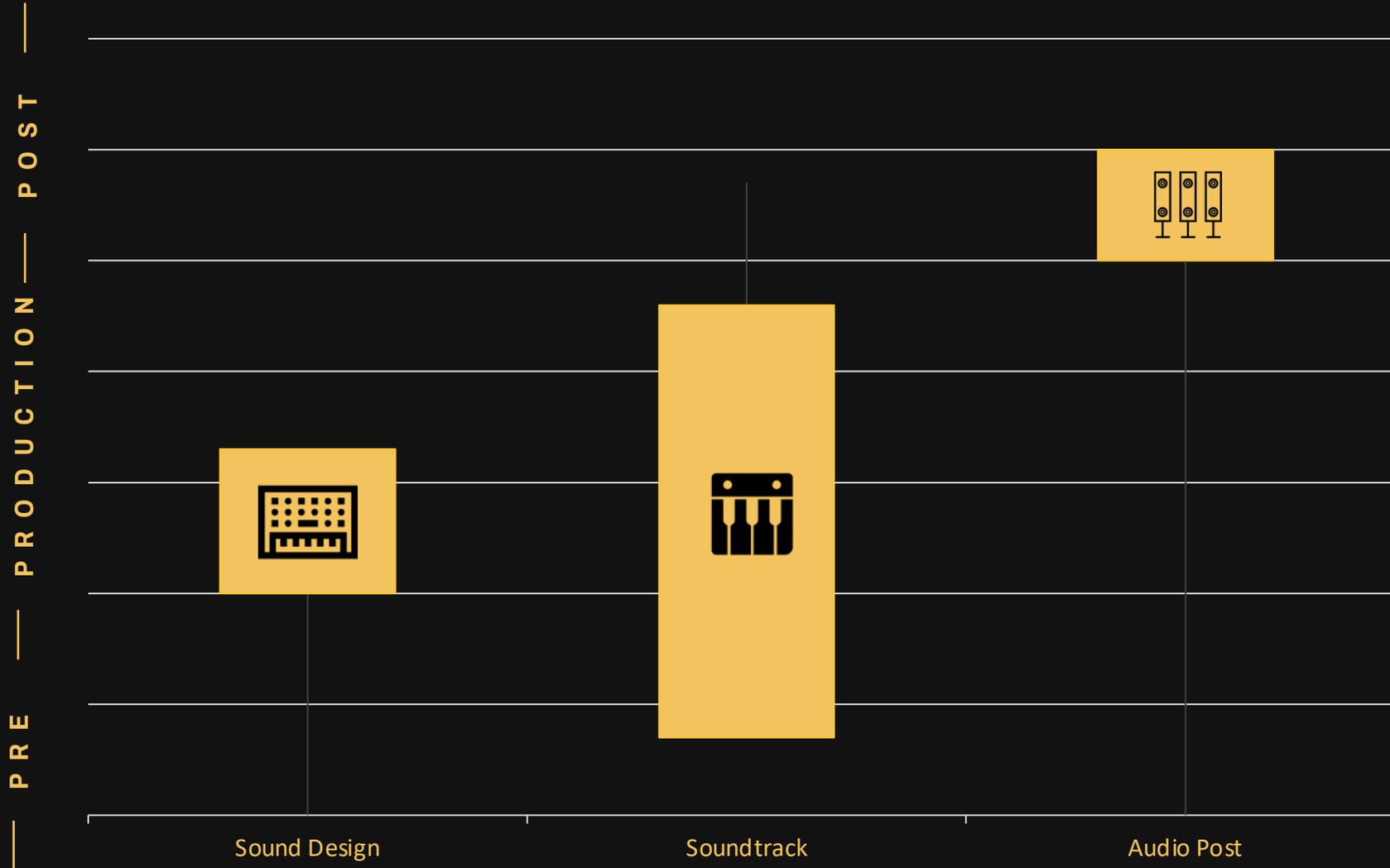


OUTPUT

Performance-film in large-scale projection mapped onto the underside of a bridge in the Wadi Hanifa wetlands.



Working Process



FORMOSUS (2022)

Bloodynose

SHORT FILM

The forgotten story of Pope Formosus, fled from Rome because accused of treason, refugee in France as a heretic, redeemed and glorified at the papal throne. At last, exhumed for a trial, in the collective hysteria of the Cadaver Synod.



PLAY VIDEO





CONCEPT

The epic of the damned pope will be the starting point for a space-time leap to a dystopian future, to reflect on the relation between human beings and history.



SOUND REQUEST

Narrative music with the visuals to deepen the immersion of the experience. Field recording with surround spatialization.



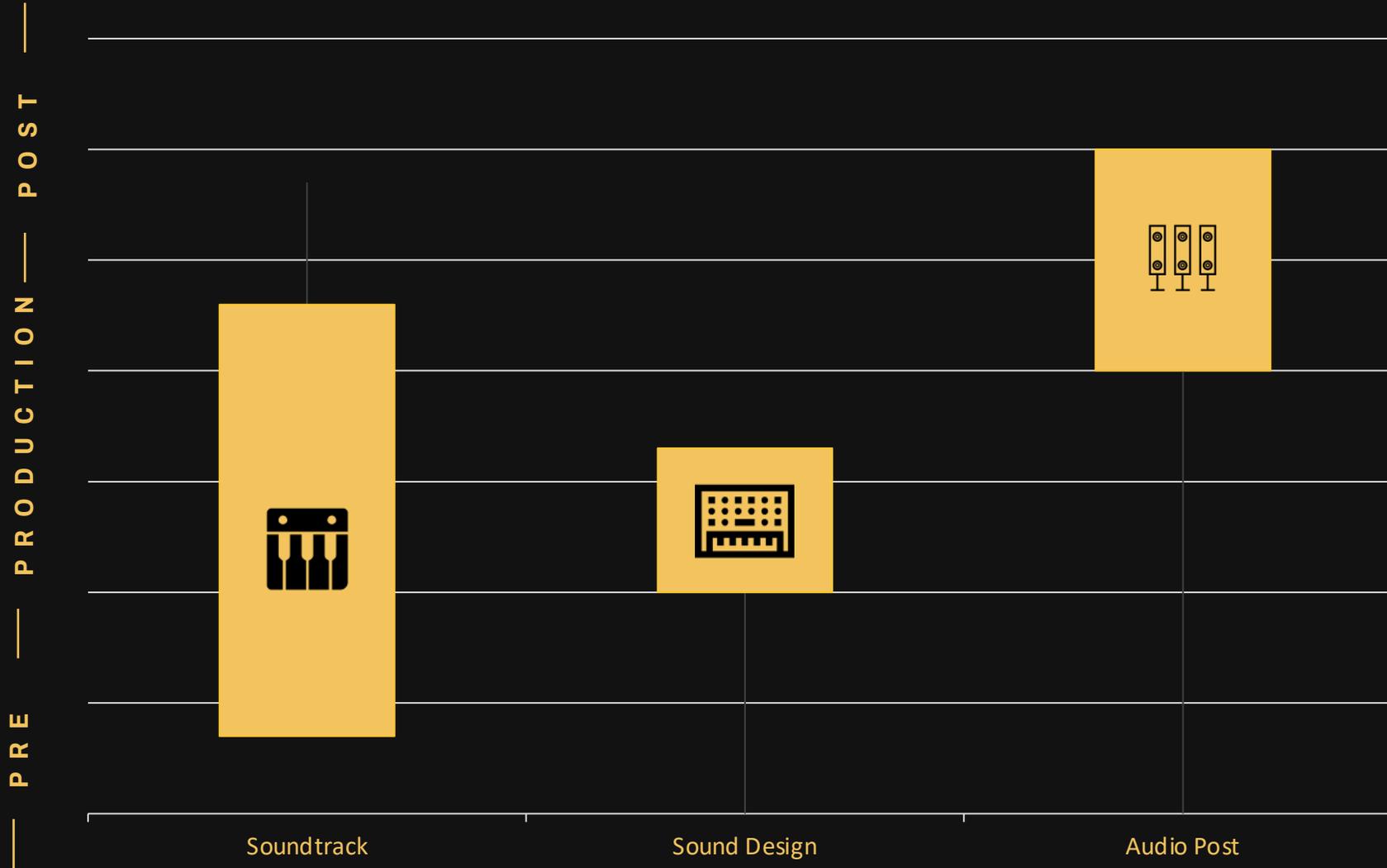
OUTPUT

Short Film in six episodes, distributed on WeShort Platform.

Audiovisual Installation, distributed on Amazon Prime Video UK,US,DE,JP.



Working Process



PRE — PRODUCTION — POST



FORMOSUS



GO GO AROUND ITALY (2023)

Animated TV Series

Animated series portraying the beauty of Italy's artistic, landscape and cultural heritage. Created for the international market in collaboration with Rai Kids, the Ministry of Culture, the Apulia Film Commission.



CONCEPT

In a typical Italian town, the three main characters have a special mission: to find out why in Italy there is so much artistic and landscape richness ... to make it unique in the world.



SOUND REQUEST

Build all the realistic foley sounds for the entire series. The steps of the characters, the movement on the ice the noise of the clothes were used and the right objects sought to represent the scene correctly.



OUTPUT

The series, made in animation and live action, is distributed on television on RaiPlay and Rai Yoyo.

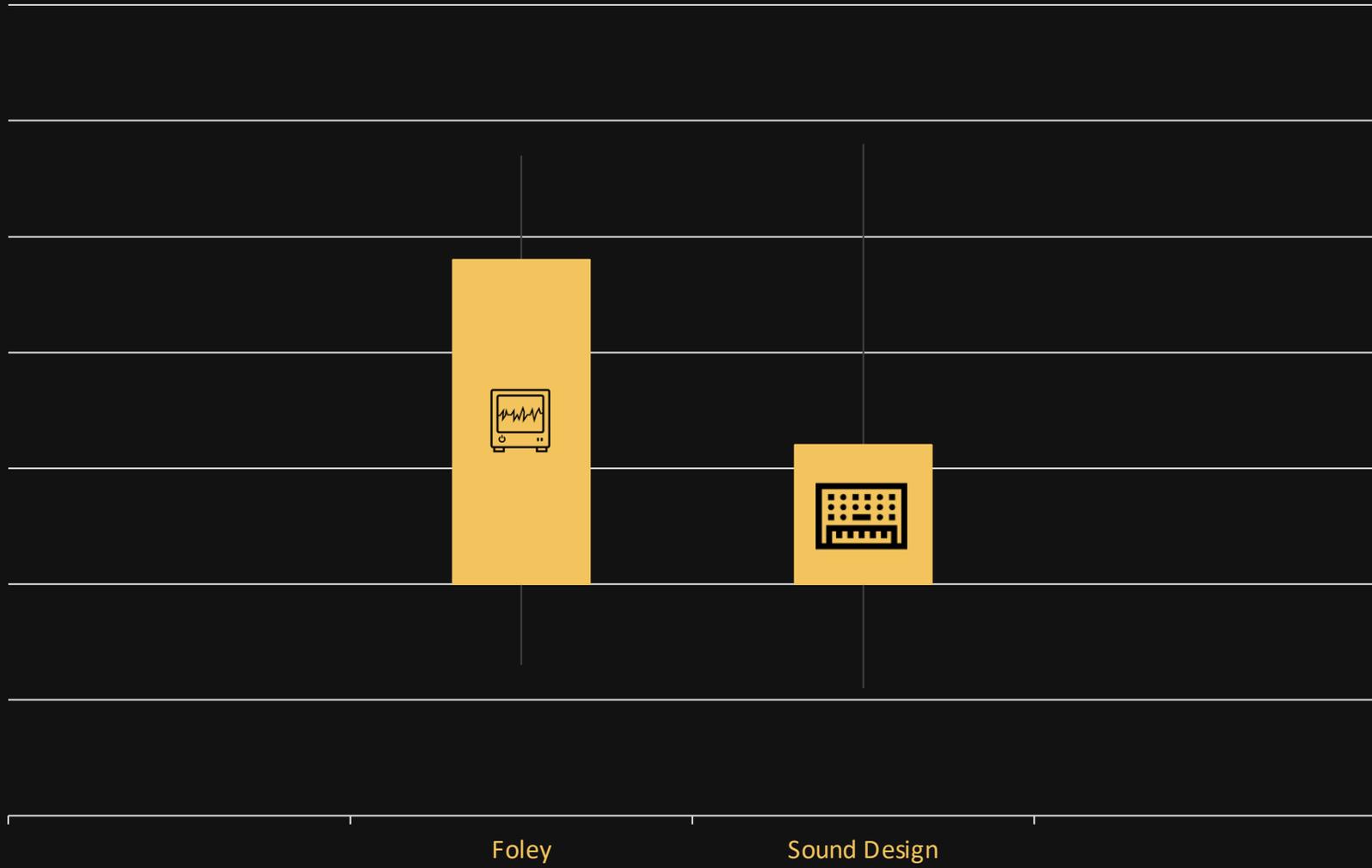


PLAY VIDEO



— PRE — PRODUCTION — POST —

Process





SRC TC: 00:25:59:19

REC TC: 00:44:07:12

ACTION! (2022)

Donatella Altieri

DOCUMENTARY

ACTION! is a narrative of the world of youth in relation to activism, creativity, culture and the world of work in a territorial context where youth policies need energy to create new lymph. The project is a vessel in which ideas can in this way form, evolve, contaminate and develop.



PLAY VIDEO



PORTFOLIO



CONCEPT

Trying to tell through young people the difficulties, fears, and dreams of an entire generation. Trying to find a common thread among all their stories, colliding with reality and the beautiful paradoxes of the Apulian land.



SOUND REQUEST

Record direct-take sounds during the filming of the entire documentary and create a modern soundtrack to support the dialogues of all the characters.

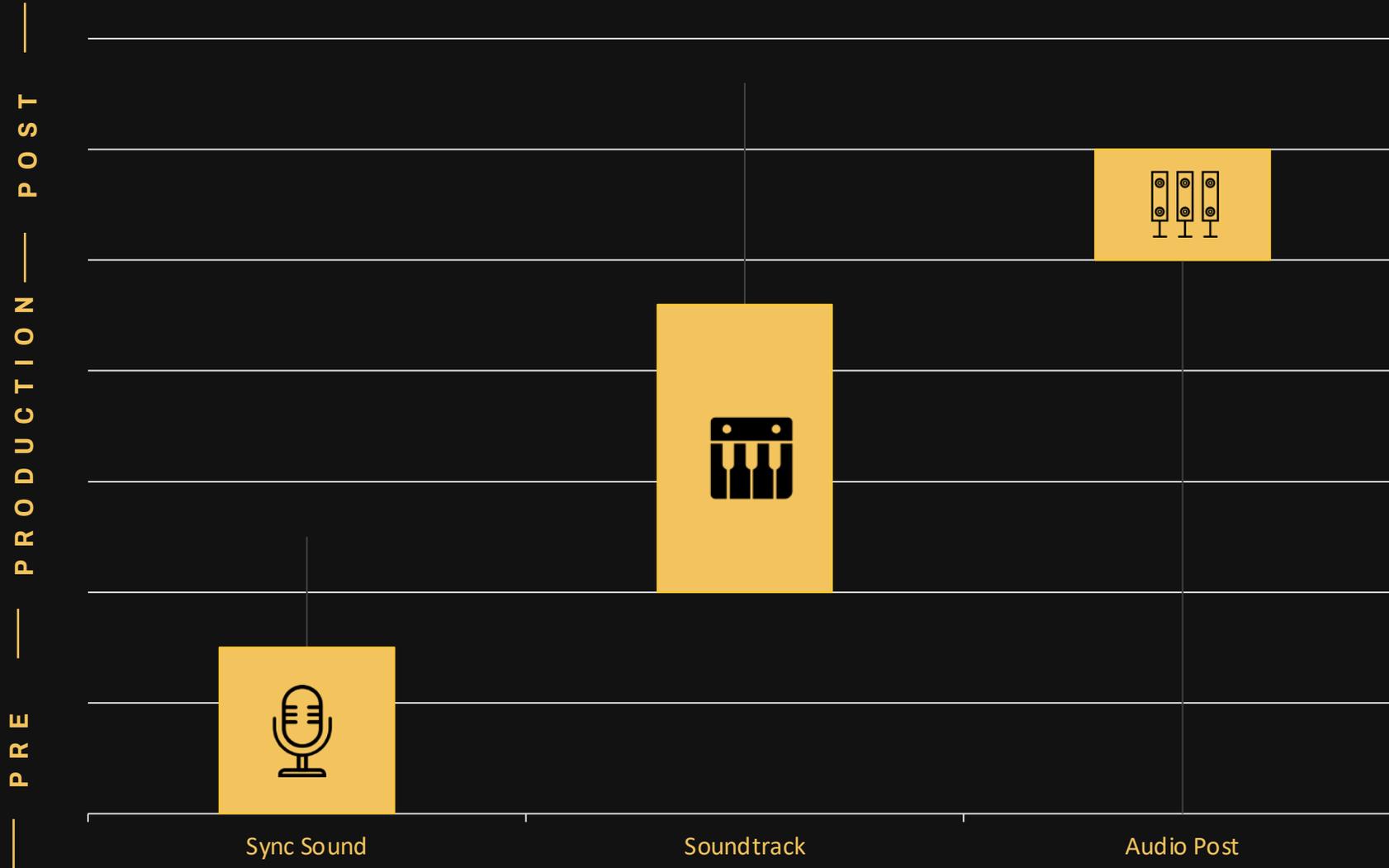


OUTPUT

Documentary made for the call "Youth for the Social" of the Department for Youth Policy and Universal Civil Service of the Presidency of the Italian Council of Ministers.



Working Process



CLIENTS



Statistics

COLLAB



+50

Directors,
Visual Artists,
Productions

PROJECTS



+200

Movies,
Art Installations,
Documentaries

SPACE



+300

mq of studio for
recording and
production

EXPERTS



+180

Musicians,
Engineers, Voice
Actors

QUALITY



x3

Teamwork
Improves Efficiency
and Quality

TIME



x4

Teamwork
speeds up
delivery time

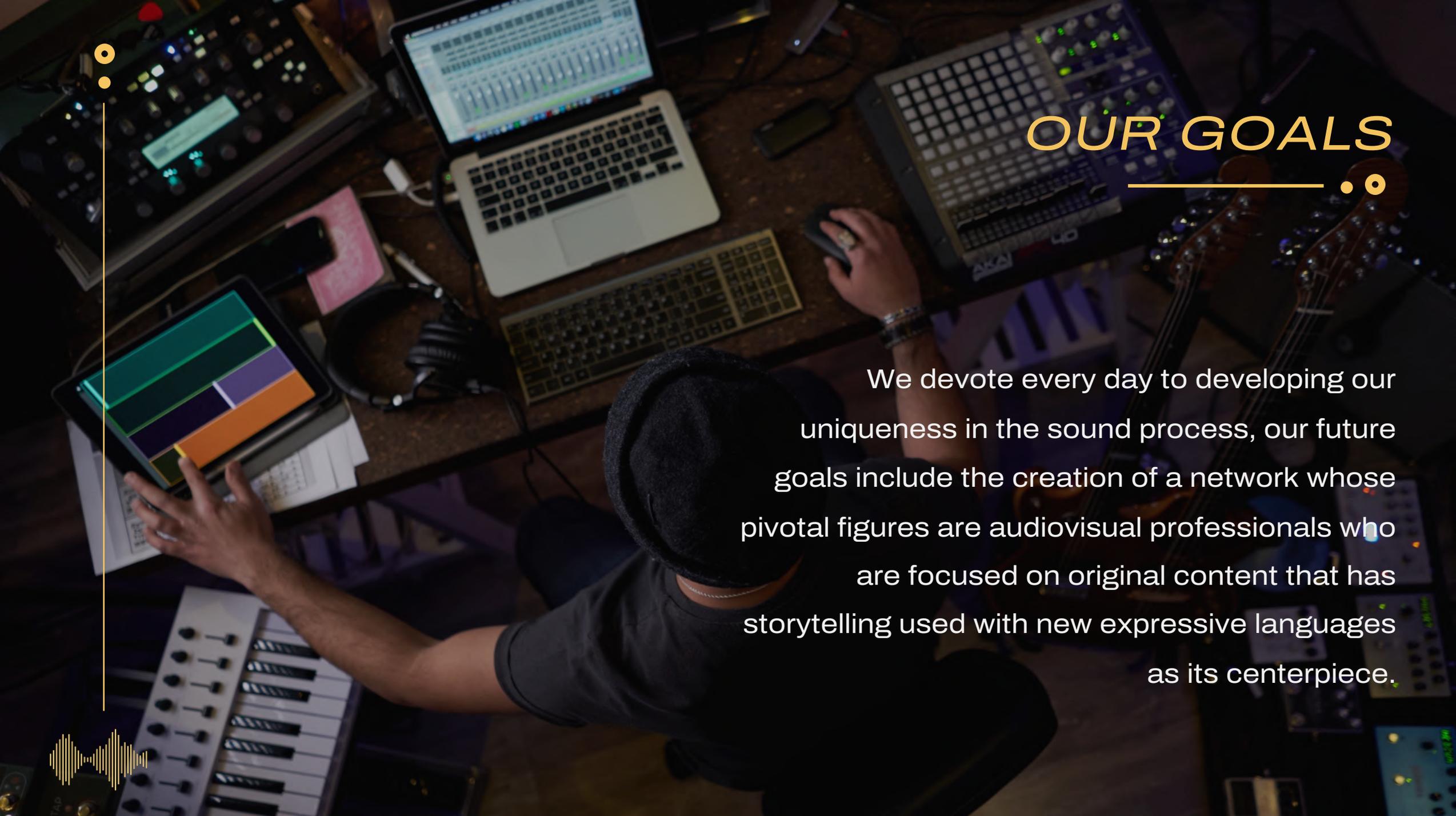
IDENTITY



x5

Teamwork improves
consistency and
identity





OUR GOALS

We devote every day to developing our uniqueness in the sound process, our future goals include the creation of a network whose pivotal figures are audiovisual professionals who are focused on original content that has storytelling used with new expressive languages as its centerpiece.





CONTACT US



We love to hear from you

● LISTEN TO US



● FOLLOW US



● WHERE WE ARE

Gravina in Puglia (BA)
Largo Parco Bimbi, 4
Italy

● ADDRESSES

www.fdsstudios.com
hello@fdsstudios.com

Learn more
About
The Team

How do you match traditional music with sound film?



A sound has the power to take the audience to faraway places, and when it guides visions, this power reaches its maximum.



In my music productions, I aim to keep a traditional approach while placing it in a purely modern sound context.



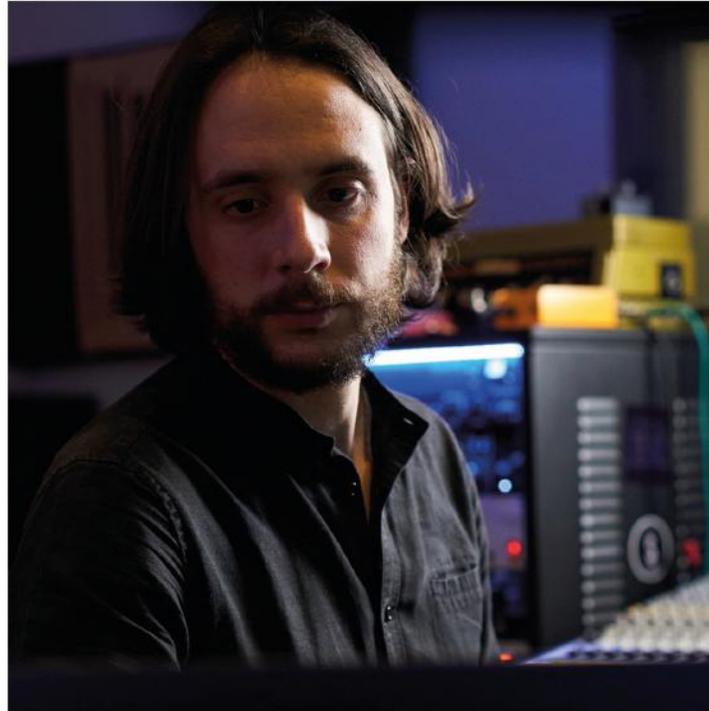
Furthermore, traditional music and instruments have a great evocative power in film music as they represent the voice of people and lands.



How about the connection between creativity and technique?



Our working sound world constantly swings between these two poles. We realise we are experiencing a cyclical exchange of roles between them: when creativity is the end, technique is the means, and vice versa.



The greater the creativity, the greater the 'hunger' for technique. The important thing is to never stop!



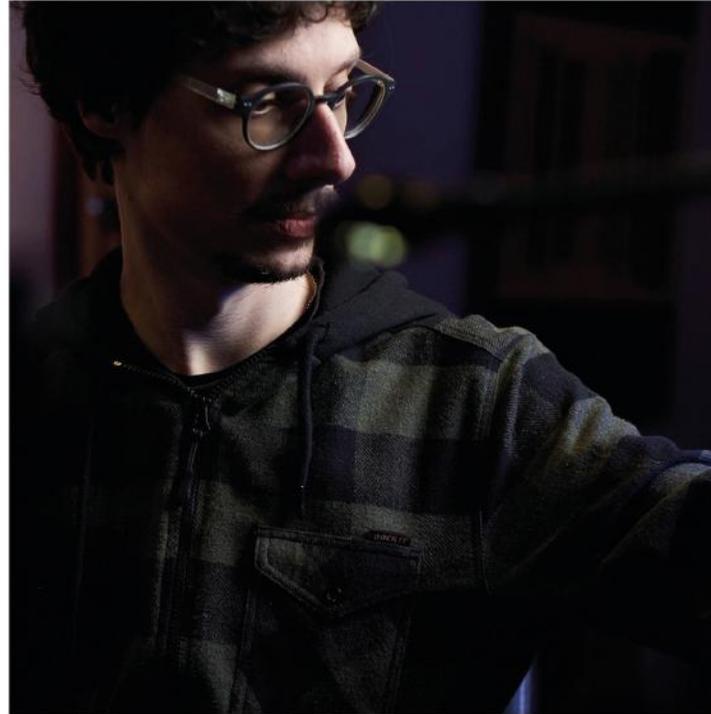
The focus is on putting the qualities of one at the service of the other. Creativity is also reality, the ability to put fantasies into practice, to transform them into objects, movements, actions.



How much important is technology in your job?



I think that the contribution of digital technology to the audiovisual world today is essential. Its impact in terms of time savings brings benefits far greater than costs.



This enables to retain only the advantages of analog heat and eliminate all the problems associated with real machines.



My knowledge in programming languages allows me to study analog machines and replicate their behaviour in a digital environment

