

REIMAGINE BRAND CUSTOMER EXPERIENCE THROUGH IMMERSIVE STORYTELLING

INTRO DUCTION

AREYES is a full cycle creative-engineering studio specializing in gamification and new formats of digital storytelling. With expertise in mixed reality, game design, and creative concept development, AREYES facilitates the expansion of global brands into the spatial dimension.

Meta











L'ORÉAL



SELFRIDGES & C.







realme



STELLANTIS







AUGMENTED REALITY VIRTUALREALITY GAME DESIGN 3D DESIGN VISUALART

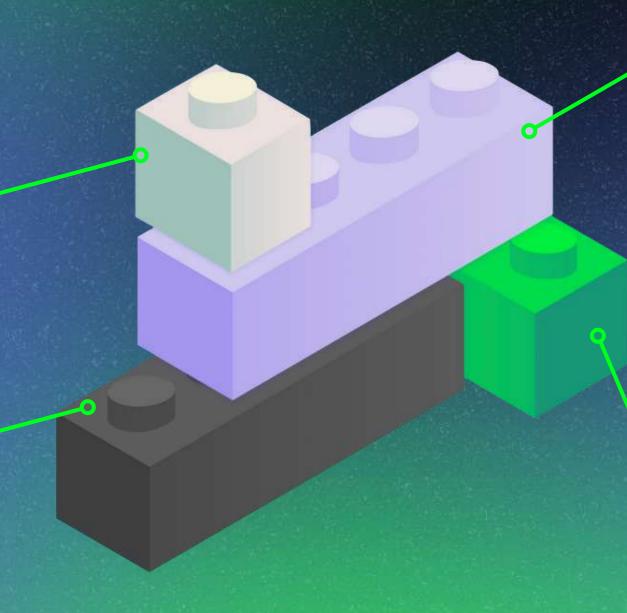
Empowering seamless integration of AR/VR solutions into client marketing campaigns to effortlessly achieve their KPIs.

INCREASE IN LIFETIME VALUE

Extended duration and value of their relationship with a brand or product

INCREASE CONVERSION RATE

AR increase the ad conversion rate by 51%



BUILD EMOTIONAL CONNECTION

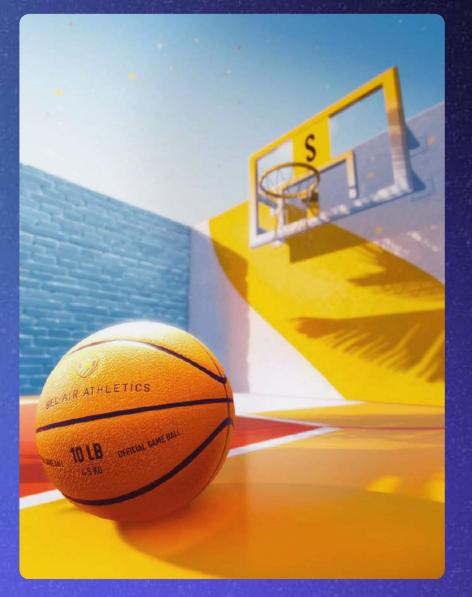
Establish positive memories and create emotional connections customers with brand or product through real-time interactive experience

INCREASE USER GENERATED CONTENT

AR experiences spark user creativity, fostering shareable experiences that empower self-expression









FASHION & RETAIL

Brand Awareness Product Visualization Virtual Try-On's

AUTOMOTIVE

Virtual Test Drive Brand Awareness Concept Design

ART & ENTERTAINMENT

Immersive Storytelling
Marketing Art
Character Exploration

GAMING

Game Design
Game Development
Concept Design

CASE STUDY

FASHION & RETAIL

PLEASURE GARDEN

Client: Selfridges
Service: AR Game,
Character Design, Marketing Art



Selfridges turned Valentine's Day shopping into an enchanting adventure with a Social AR game featuring tarot characters embodying love and celebration, set in a visually stunning paradise where shoppers collect delightful goods. This AR game enriches and transforms the pre-holiday gift search into a personalized journey through an aesthetically pleasing gateway.









FASHION & RETAIL

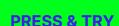
SAUT HERMÈS

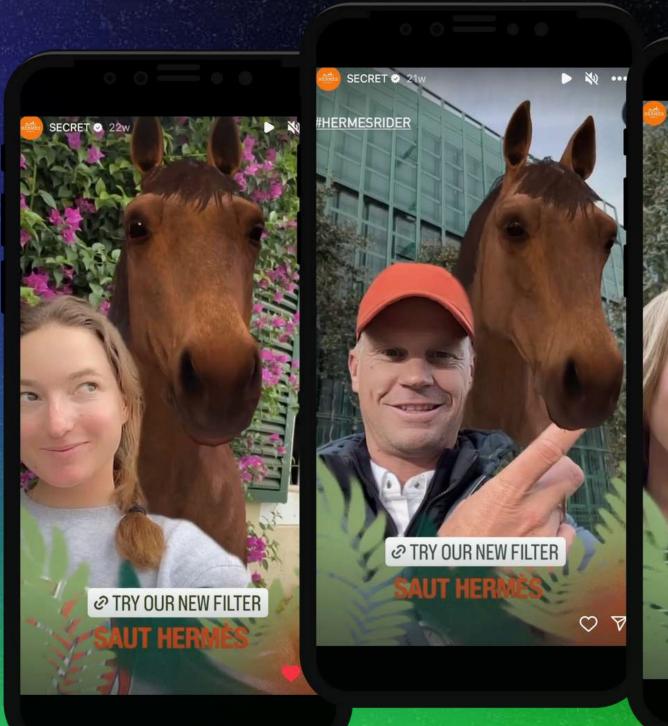
During the Saut Hermès event, Hermès unveiled an exclusive digital AR experience on their Instagram account. This AR filter brings the symbolic horse Rayan into virtual reality, allowing fans to engage and emotionally connect with the prestigious Saut Hermès annual show in Paris, fostering a sense of community among attendees and followers.

- Over 1.8 million people engaged with AR campaign.
- More than 30.500 unique user generated videos posted.
- The average time session within AR experince is 17 sec.

Client: Hermès

Service: Augmented Reality, Character Design







AUTOMOTIVE

PUMA STRACE

Client: Ford
Service: AR Game, Marketing Art





The Puma ST Race AR game project aimed to promote Ford's new urban SUV, the Ford Puma ST, through an engaging Instagram race experience. The project involved creating a dynamic AR game that showcased the Ford Puma ST on the Brands Hatch Circuit in 3D, optimizing the 3D model of the car, and incorporating special effects. **75,000 game session** and **over 2,000 user generated videos posted online in 2 week timeframe.**







AUTOMOTIVE

DODGE HORNET

Client: Dodge Service: AR Game, Marketing Art





Dodge celebrates the launch of Dodge Hornet R/T electric vehicle, with an engaging AR campaign. The campaign includes a head-controlled car racing game highlighting the Hornet's design and allows users to customize their dream car, share achievements, and engage in friendly challenges, creating an electrifying AR Social Media Advertising experience. Dodge AR-Ad campaign achieved +51% in CTA click-through rate compared to other social campaigns



GAMING & FMCG

VALORANT

Client: Red Bull, Riot Games Service: Augmented Reality

MORE INFO



Riot Games collaborated with Red Bull to establish the Red Bull Campus Clutch esports series, providing a platform for amateur players to showcase their skills and compete on a global stage. To support this collaboration, AREYES developed a set of AR Experiences that transform social media users into game characters.









ARTS & ENTERTAINMENT

SAINT ABLOH

Service: Augmented Reality, Object Design, Marketing Art

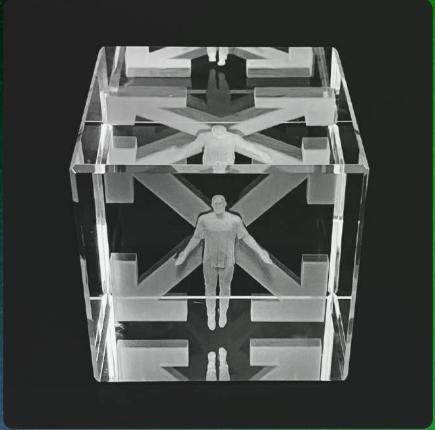


For Virgil Abloh's September 2021 music event in Kyiv, AREYES devised AR Brand Activation to celebrate his fashion influence. We created a glass phygital artifact that utilize target tracking technology allowing trigger AR activation. The augmented experience features a digital Abloh 3D avatar and geometric elements, showing how the physical cube blended real and virtaul realms.









ARTS & ENTERTAINMENT

GEORGE EZRA

For the release of George Ezra's album, "Gold Rush Kid," a multi-activation AR campaign was developed in partnership with AREYES Studio. The campaign involved the incorporation of 3D modeling of Ezra's visual art, enabling users to experience his live concert by pointing their camera at their surroundings.

Additionally, the album itself offers a special AR feature: album owners can transform it into a shimmering gold simply by pointing their camera at it.

Over 10 million people engaged with George Ezra new album through AR campaign.

Client: SONY Music
Service: Augmented Reality, Digital Twin







ARTS & ENTERTAINMENT

QUANTUM BLOOM

Studio IP Serivce: Mixed Reality

WATCH VIDEO

Quantum Bloom is a mixed reality experience that leverages innovative features like passthrough and hand tracking on the Apple Vision Pro and Meta Quest 3. These capabilities empower users to create captivating game worlds integrated into their surroundings.









ARTS & ENTERTAINMENT

PINK SPACE

Service: Augmented Reality, Object Design, Marketing Art



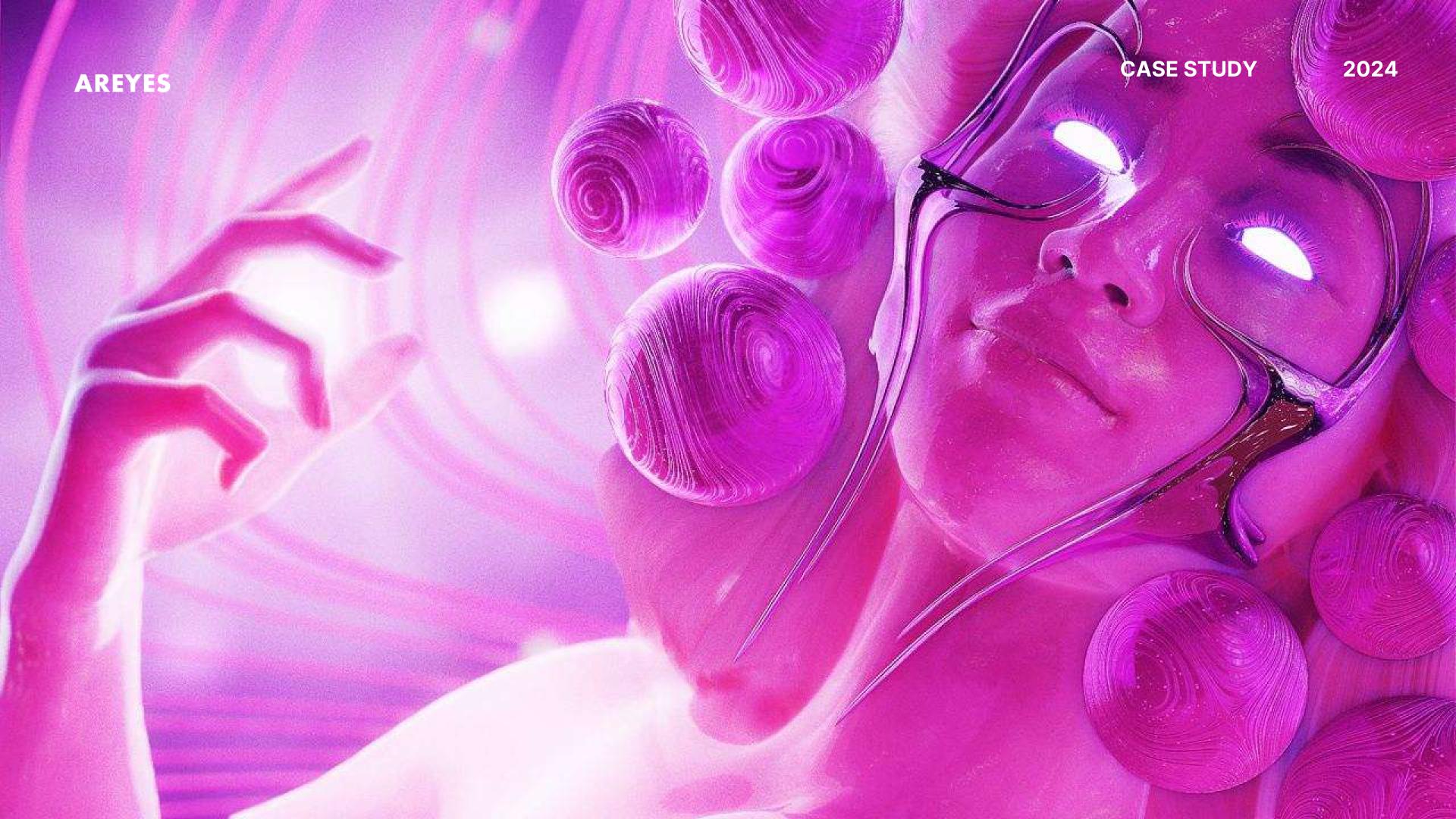
Pink Space NFT art is about creating dreamy pink spaces to evoke emotion and thoughts. Pink Space is based on visual research on the color pink and its power. The magical aspect of it seems to be coming from a deep need of positive feelings and a space where you can simply enjoy yourself and embrace the love for yourself and others. **Sold for 3.70 ETH \$12,063.66**











GAMING

POSTHUMANISLAND

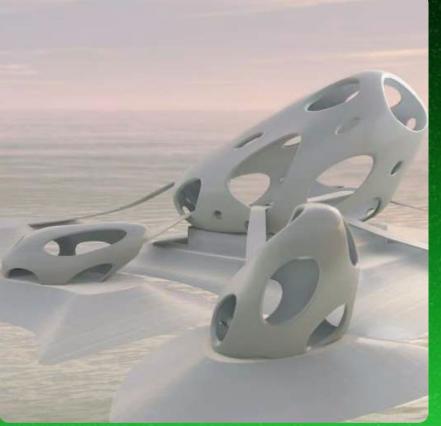
Client: Cultural Policy
Service: Web XR, Metaspace





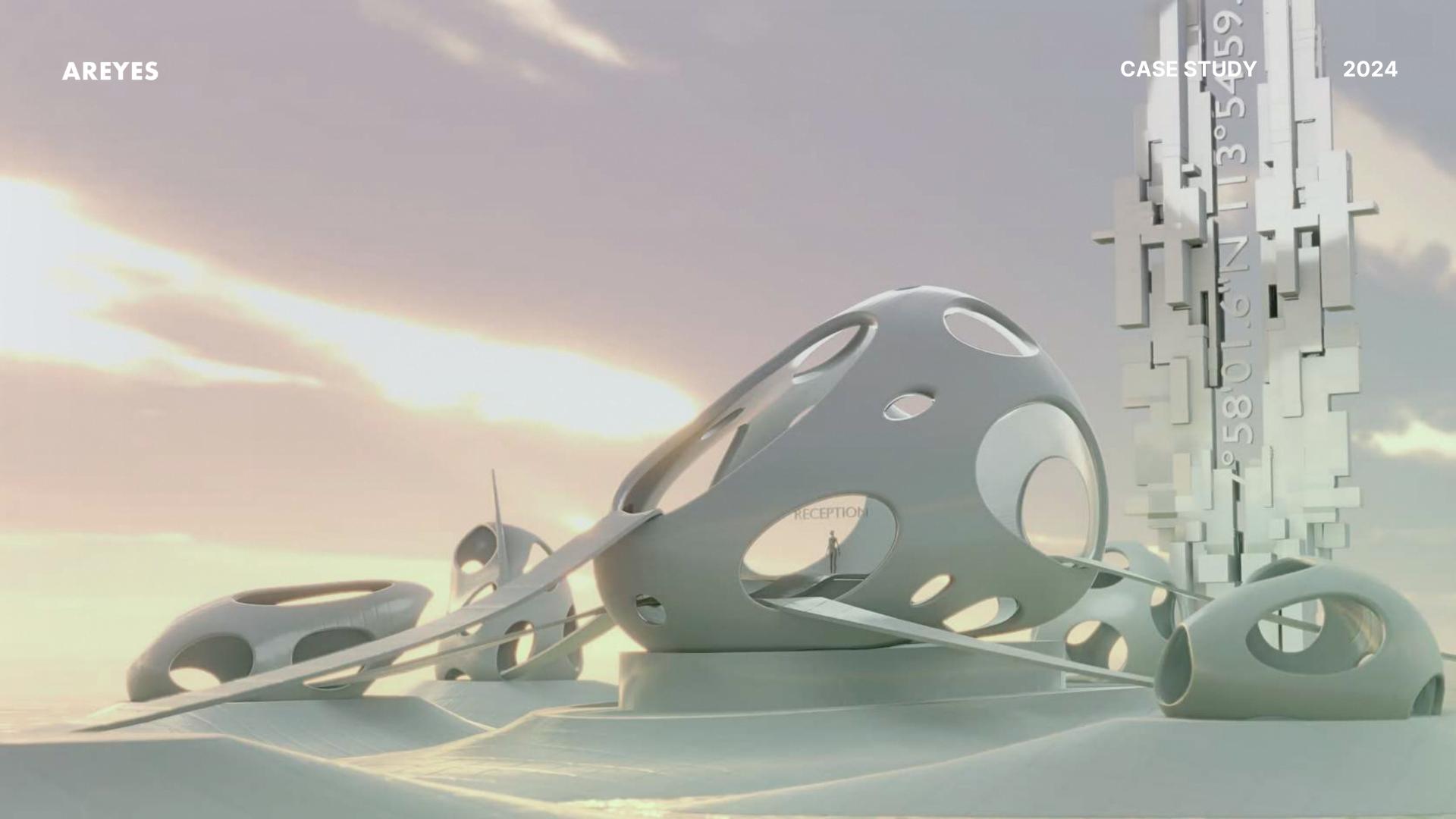
Posthuman Island is interactive multilevel virtual environment with 20 visual artworks and Al-generated sounds in collaboration with Cultural Policy, Felt Zine, Gray Area, and Mubert. The design was built around the idea of a virtual research center on an island in the Philippines set in a futuristic world showcasing transformed humans in 2060.











GAMING

RIVAL RIDES

Client: Argarium
Service: Game Design, Character Development, Game Art



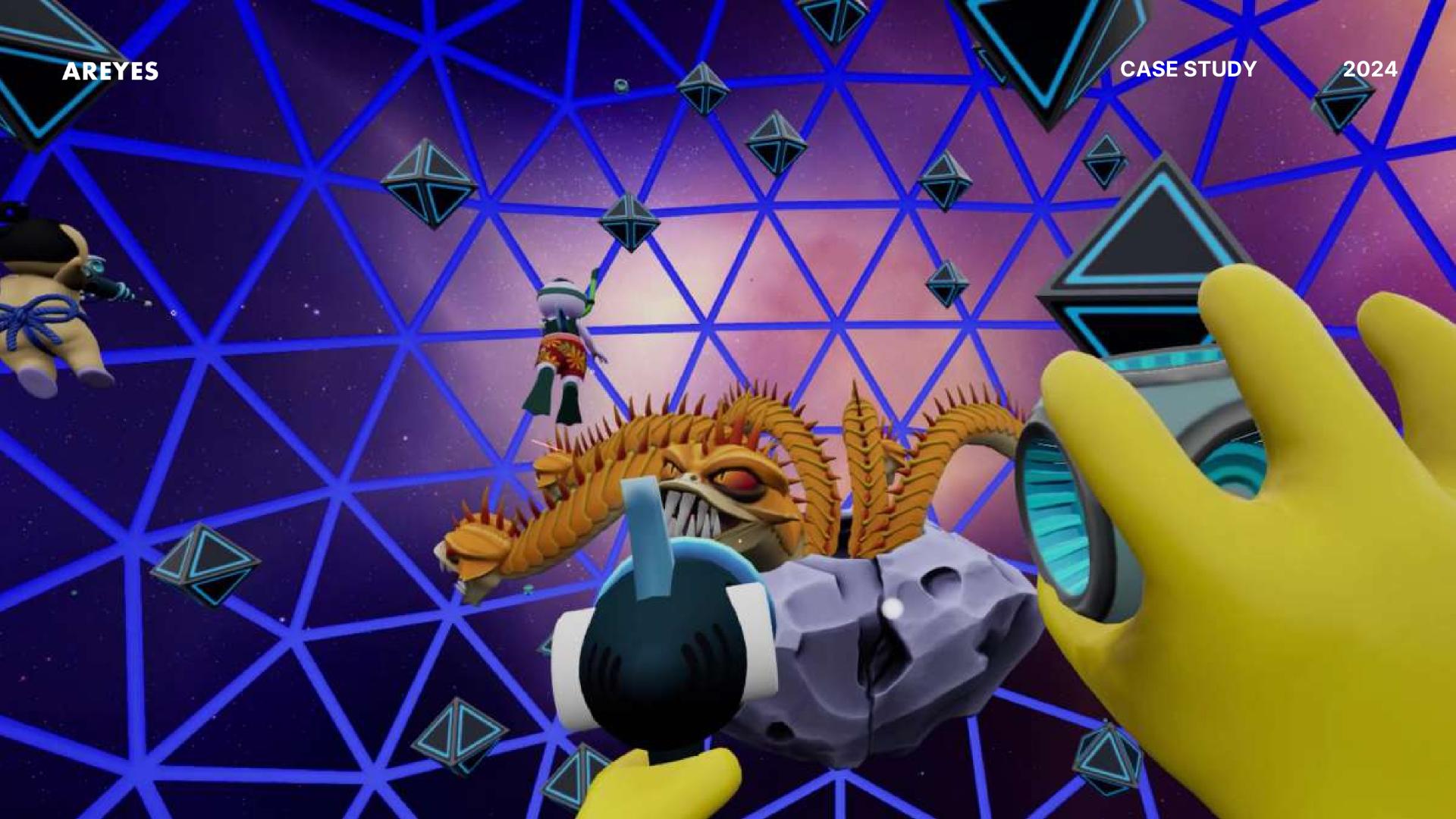
Rival Rides is a VR multiplayer party game set in a thrilling theme park where players compete against their friends in multi-game worlds. Our team provided the full spectrum of services to create a world-class VR experience from game design and character development to 3D Game Art & Animation.











LET'S CREATE THE FUTURE!





