ArtistryWare

Interactive Entertainment

From Concept to Hand Over, ArtistryWare is There!

The ArtistryWare team brings together decades of expertise in various entertainment venues from cinemas and television to theme parks and interactive experiences. From concept to final product, our staff of qualified professionals are able to provide a full range of services that can make your dream a reality.

Every project is unique and every client is special. We approach each venture with renewed excitement and use our experience to create the best possible solutions. Whether you need to visualize a story through detailed digital media, design and build the hardware components required to recreate reality or simply program an interactive experience that will engage your customers...
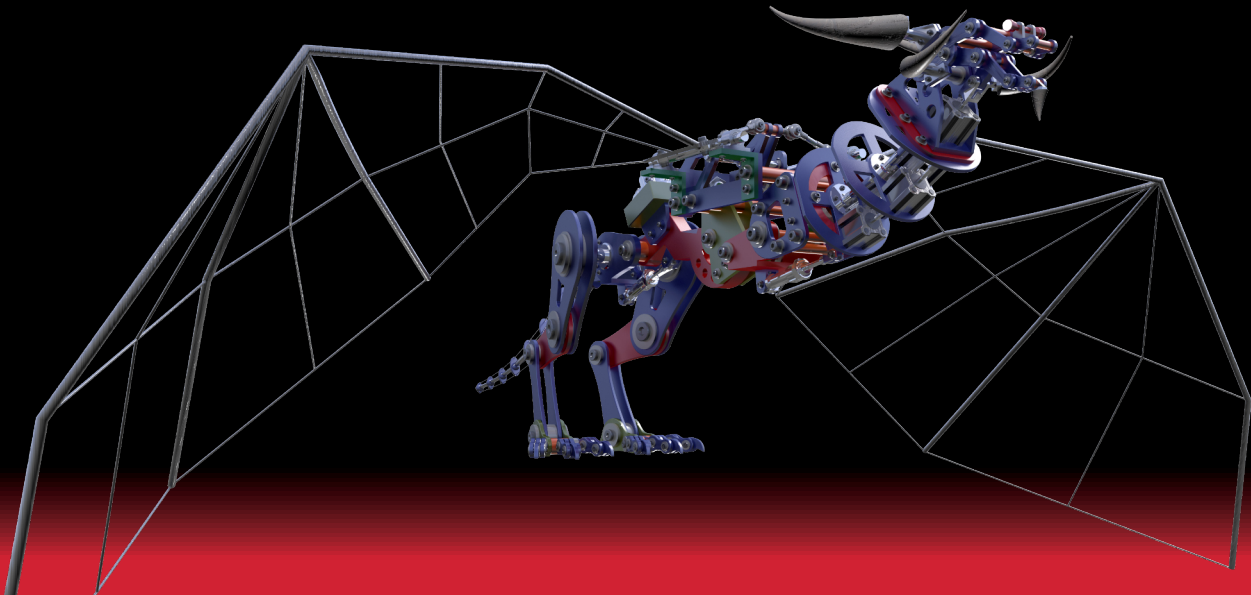
ArtistryWare will Always Be There!

What Can We Do for You?

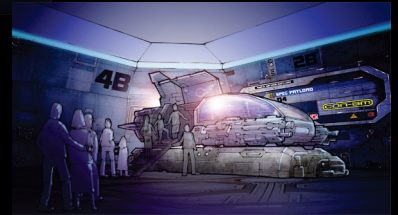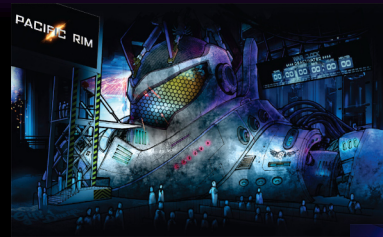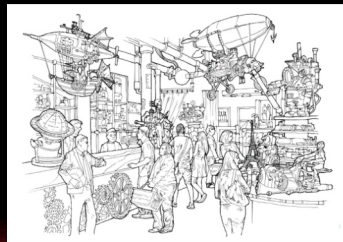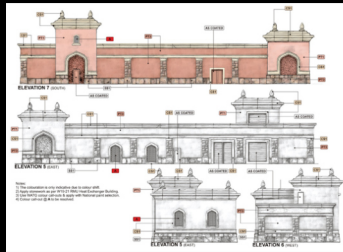Concept Design   Engineering   Animatronics/SAE

Programming   Mixed Reality
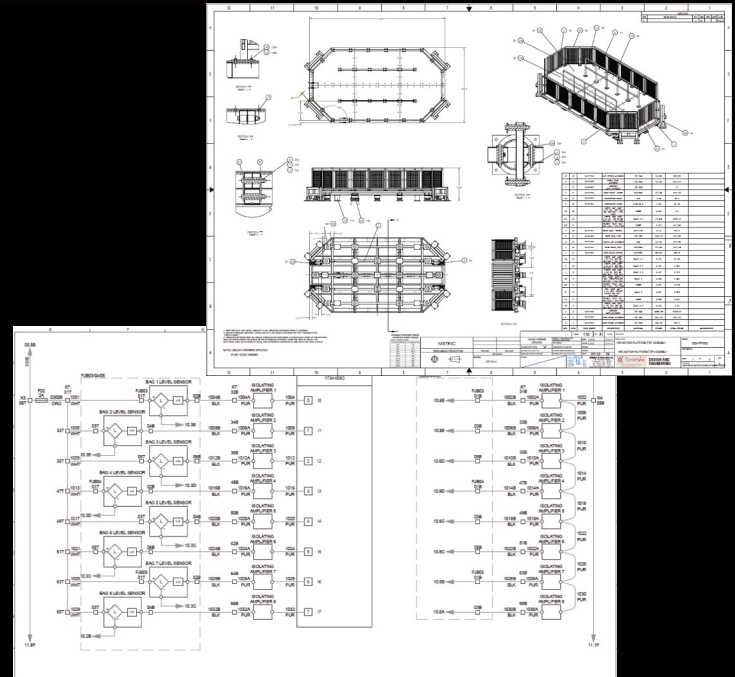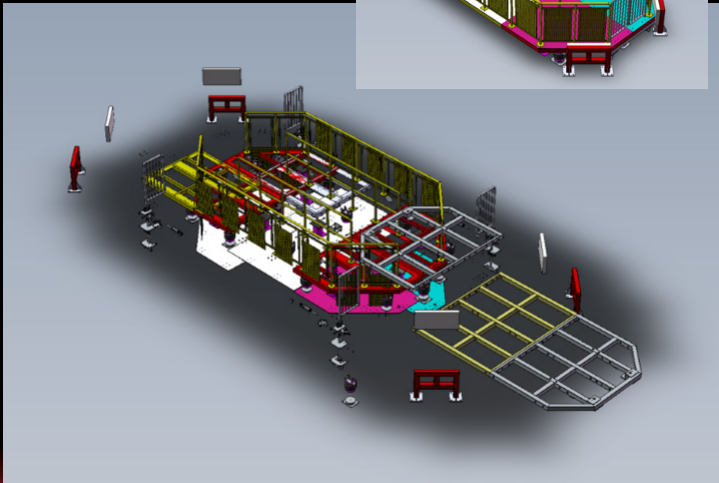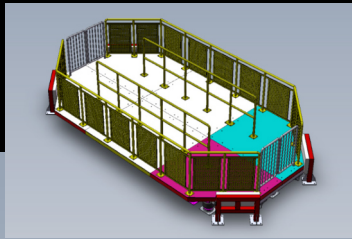
Concept Design

Concept Design is crucial to realizing your dream. Getting those thoughts on paper is an important first step in turning an idea into reality.

We have the resources to develop a fully visualized concept from 2D sketches to 360° 3D renderings. Then it's time to take your concept to the next level.
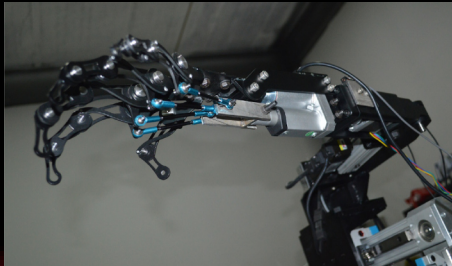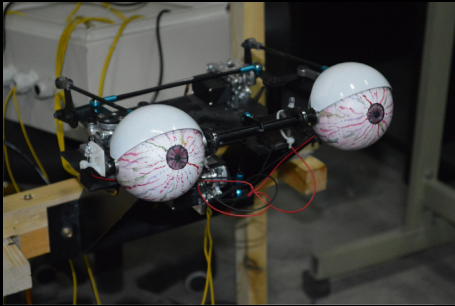
Engineering

As an integral part of our design services, we offer full engineering development support that moves your Concept into the development phase and beyond.

Whether it's complex mechanical systems or the electrical systems to control them, the ArtistryWare team can develop the documentation needed to build your dream.

Animatronics/SAE

Animatronics and Show Action Equipment
provide an unforgettable guest experience
to almost any Ride, Show or Attraction.

From fully articulated mechanical devices
to simple animated props, our team of
designers, fabricators and sculptors will
help bring your attraction to the next level.

Programming

Programming is a core service offered by ArtistryWare. Ride, Show and Interactive experiences require a specialized mind set to create a safe and engaging experience.

Rockwell Automation

AB Allen-Bradley   ROCKWELL SOFTWARE

SIEMENS

FESTO

MEDIALON
Show & Media Control Solutions

MEDIALON CERTIFIED PROGRAMMER

TATSOFT LLC
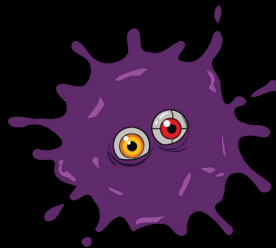Evolution in SCADA HMI

Alcorn McBride Inc.

WEIGL CONTROL

ArtistryWare staff is highly skilled in the art of ride, show and interactive programming including PLCs, show controllers, computer and mobile applications,
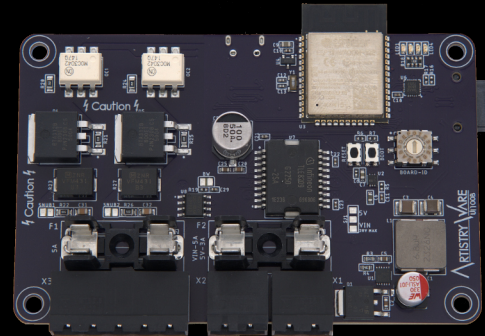
Mixed Reality

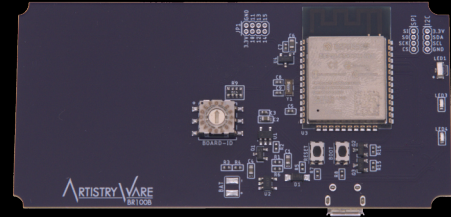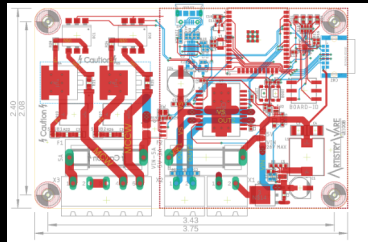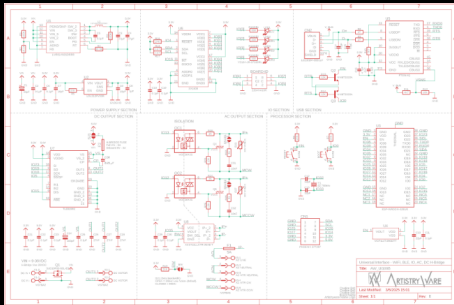YES, we do Mixed Reality and Video Games too! We have translated our background in interactive entertainment design to develop experiences unique to the themed entertainment industry.

Our custom hardware allows Augmented Reality characters to interact with real world objects as well as synchronizing animation across multiple devices. Everyone sees the same thing at the same time.

WAVE C5
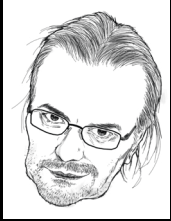
ENEMIES LEFT

3

Custom Electronics

Should your Attraction require a custom electronic solution to fulfill your Dream, ArtistryWare engineers are thoroughly qualified to assist.

Skills such as component level schematics and printed circuit board design compliment our services to provide the best solution to fit your needs.

Talent is at the Core of ArtistryWare!

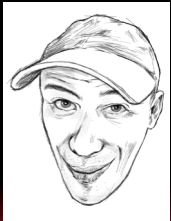## Gregory Arndt - The Grand Poohbah

Gregory is a two-time Emmy Award winning Engineer and Programmer with degrees in Game and Simulation Programming and Game Development. He has been involved in the design and programming of themed attractions throughout the world, producing exciting experiences for Universal Studios Japan and Singapore, Legoland Carlsbad and Germany,Sega Japan and many others. Software programmer, electrical engineer, gamer extraordinaire, Gregory leads the charge here at ArtistryWare, because you want your product to be produced by people with the passion, talent, and experience to get it done right the first time.

Sam Hatcher - Controller of Chaos

As our expert in Entertainment Operations, Sam is able to break though the barriers and bring his extensive knowledge of guest experience, technical direction and project management to every project. His experience in client relations has enabled him to destroy preconcieved notions of how and why to do things right. As Director of Entertainment for Universal Studios Hollywod he was responsible for all aspects of the parks marquee show attractions from performers to technical operations as well as developing new show attractions. What worlds can this giant destroy for you?

Rommel Sedano - The Creative Guru

Our Filipino secret weapon. Our Renaissance Man. Painter, sculptor, designer, thinker, animator, a man who sees in the dark. Rommel is happiest when tasked with developing cutting edge themed architectural and mechanical creative concepts. He can then take those concepts to the next level by means of sophisticated computer modeling. Best known as Art Director for Atlantis, the Palm in Dubai, working directly with world renowned designer Kobus de Beer, Rommel also holds a degree in Computer Science. Give the man a challenge, please.

Associations

ArtistryWare is proud to be associated with the following organizations:

TEA ASIA PACIFIC DIVISION

MEDIALON

GDAP GAME DEVELOPERS ASSOCIATION OF THE PHILIPPINES

TATSOFT LLC
Evolution in SCADA HMI

ArtistryWare.com