### CASTANO GROUP





Castano Group's **interactive** and **experiential** work allows audiences and individuals to build unique connections with curated environments. Those connections often give people control, agency, and decision-making power over a space or installation. Castano Group can construct interactive and experiential work for specific users or existing environments and spaces.

### **APPLICATIONS**

Interactive Displays

Video Walls

Sensor-based UI

Data visualization

**API** integration

Light applications

Dynamic sculptures

Projection mapping



**MUSEUMS** 



POP-UP EXPERIENCES



TRADE SHOWS



AWARD



**DIFFERENTIATORS** 



Blending creativity, technology, and the senses leads to transformative interactions with your audience.



Seamless technology integration into existing spaces allows people to interact and explore freely.



SPATIAL INTEGRATION

An experienced team that can seamlessly integrate digital elements within complex structural environments to create immersive experiences.



Work that has been recognized with multiple Emmy, Telly, and ADDY Awards.

#### **COMPANY DATA**

**UEI:** EZTCGMJSL9C5 **DUNS:** 81009077 **CAGE:** 834A7

**NAICS Codes:** 512110, 12191, 541430, 541490, 541810, 541850, 541922, 711510, 712110

#### CONTACT

Joash Brunet (905)-607-5522

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# **Feeding Northeast Florida** - 100 Plates Interactive Touch Display

Castano Group can combine tactile immersion, storytelling, and technology to create unique engagement points. Our 100 Plates installation combined these elements to tell the story of Jimmy, a boy suffering from food insecurity. People actively participated in Jimmy's journey when touching conductive ink "buttons" on 100 Plates' wooden surfaces. This interaction triggered projection animations that combined the static imagery on the wood to bring Jimmy's story to life.



### **Virginia 811** - The Wonders Right Under Interactive Exhibit

Castano Group combined gameplay, immersive design, art, interactive technology, and live interpretation to create and help teach specific learning objectives in a fun environment. Interactive and experiential work, when well executed, allows people of all ages to have fun while learning. That was our goal when Virginia 811 asked us to create a children's museum exhibit that could teach young children about the dangers posed by underground utilities.



#### **Jacksonville Public Education Fund**

- Interactive Book

Castano Group uses physical and virtual elements in unique combinations. We created an interactive book with pages that showcased layered campaign elements in photographic, graphic, illustrative, and text presentations. Projection mapping provided content, while fiducial markers directed that content to specific pages. Touch sensors allowed readers to activate interviews and animations.



# **Stronger Than Stigma** - The Living Room Pop-Up NYC

The Living Room pop-up installation gave people a safe space to negotiate the stigma surrounding mental health issues. The Living Room combined design elements, reactive lighting, and mixed media to create an immersive environment. Castano Group collaborated with a mental health researcher from Harvard University to ensure that the pop-up's design was appropriate and allowed for qualitative research to be collected.