



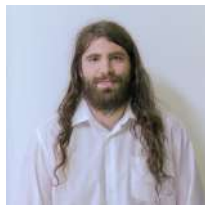
COMPANY PROFILE 2025



# WHO WE ARE

## About Netminds

We are a team of IT geeks that develop high level technologies solutions since **20 years**, covering many needs and business areas, we bring to life unique taylor made projects adding value to every type of business.





# TAILOR MADE INNOVATION

## About Netminds

Established by a young and innovative team in **2000** with the aim of offering unique solutions with great **added value** for customers. In **2016** it founded **Meangrip**, a spin off dedicated to the development of videogames.

## Vision

To become a leader in research and development in the field of **IT products** such as web applications, applications for mobile devices (iOS, Android, Windows Phone), videogames, virtual audio-guide systems, virtual, augmented and mixed reality.

## Mission

To become a point of reference for the design, development and implementation of solutions regarding the IT sector and digital publishing, with particular interest to the **multimedia** sector.

# OUR SERVICES

The Netminds **Team** consists of highly qualified professionals with varied **skills** to offer a wide range of services:

- ▶ Web Agency
- ▶ Mobile Apps
- ▶ Software
- ▶ Video Games
- ▶ Marketing





## KEY PARTNER

One of Netminds major assets is the partnerships that increase its skills **network**.



*SOME OF OURS*  
**CASE STUDY**

# OVS

## Playing with Augmented Reality since 2012

Among the first to believe in **Virtual Reality**, in collaboration with the prestigious clothing brand OVS, in 2012, we created an **Augmented Reality** app.

This is what can be done with the application we implemented.

Framing a dedicated line of **AR** t-shirt the image of the shirt became animate transforming it in a puzzle with the pieces to fill.

Once finished, you can share the result with your friends on Facebook and challenge them: there are different types of difficulty.

[Video](#)



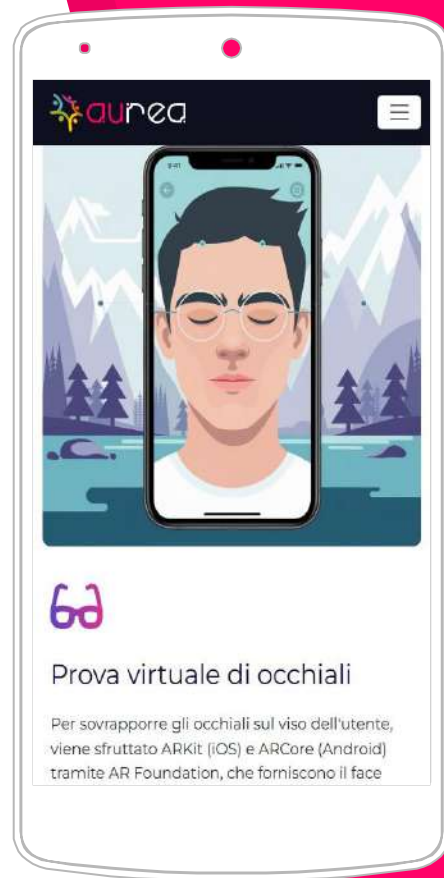
# AUREA

## A new AR experience

Immerse yourself in an **interactive experience** that seamlessly blends the real and digital worlds in a fluid and dynamic way.

With **Aurea**, your smartphone becomes a true "Sixth Sense," **enhancing your perception of reality** through augmented reality technology.

[Video](#)





# BACK TO POMPEII

## 3D reconstruction project

In 2010, at the time of the first iPad and of the iPhone 3GS, we conceived an application of **Virtual/Augmented Reality**, a window on time, which reconstructed pompeii in 3d.

Simply framing the area of interest of the archaeological excavations of Pompeii - thanks to the I.M.U. (**Inertial Measurement Unit**) - the visitor, through the use of **Augmented Reality**, can enjoy a **3D** reconstruction of the city in real time.

Not only that: to facilitate the visit, there is support to navigate along the paths of the excavations. Each area is enhanced with audio/video contents marked with a pin.

[App and Video](#)



# SPARATRAPP

An innovative way to do e-commerce

A **Mobile app** that allows pharmacies to enter their clients' homes through the virtual reality reproduction of the entire **3D** environment.

Users will be able to start a **video call** with their pharmacist and be assisted in buying the items they need, receiving them directly at home in just 5 hours.

The app for shippers with **geolocation** has also been developed to support this application.

[App](#) and [Video](#)



# MARCKAR

## Augmented Reality experience

Through the recognition system on which the **Augmented Reality** technology is based, it will be possible to associate a unique code (identified with the MarckAR sticker) with multimedia contents that can be customized and modified at any time by connecting to a reserved area.

Just download the **MarckAR app** and frame the sticker to view photos and videos in **Augmented Reality**.

[App and Video](#)



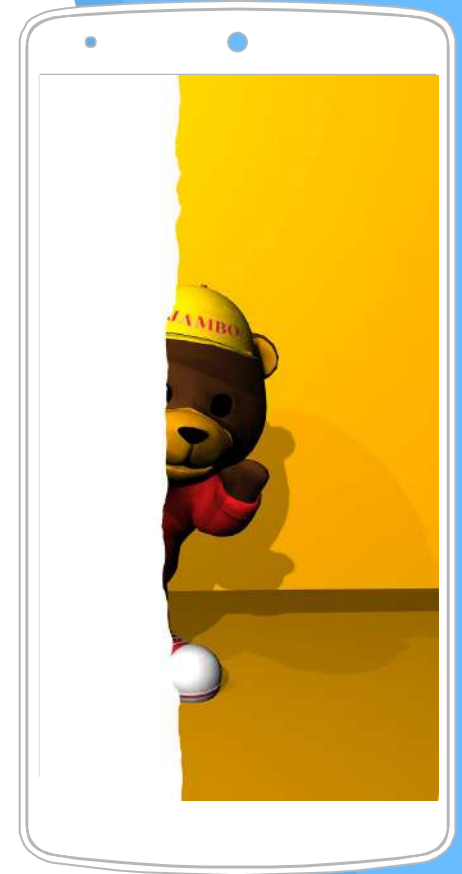
# JAMBO SUMMER FEST

## Playing with [Augmented Reality](#) experience

We have developed the website of the much followed [Jambo Summer Fest 2019](#) event and design and its [Augmented Reality](#) mobile app.

An innovative mobile app that provide useful information about the event and competitions with instant prizes contests. The user can win gadgets just framing the [mascotte J1](#) on billboards placed in every corner of the city.

[App](#) and [Video](#)



# PALAZZO FRUSCIONE

## Augmented Reality museum experience

A treasure hunt in **Augmented Reality**, this is the app that we developed for the third edition of **Salerno Biennale of Arts**, that to a new and innovative tour experience.

[Video](#)



# SANT'ANNA DEI LOMBARDI

## Augmented Reality museum experience

One the first experiences made with Microsoft Hololens in the cultural field in Naples.

A physical-virtual tour inside the hypogeum of the Monumental Complex of Sant'Anna dei Lombardi that involves visitors in this holographic, immersive and interactive experience, accompanied by the hologram of Bernardo Tanucci, who guides them on a path in search of the its remains with the possibility of individual choices from which different endings derive.

[Video](#)



# HOLONET

## ART experience

It's a framework for **Microsoft Hololens** © that can be specialized for many application areas.

This technology allows you to visualize real object as **3D holograms**, with the possibility to **interact** with them in the surrounding environment through specific commands like gaze, voice, gesture through a specific storytelling.

[Video](#)



# MAV ART experience

It's a framework for **Microsoft Hololens** © that can be specialized for many application areas.

This technology allows you to visualize real object as **3D holograms**, with the possibility to **interact** with them in the surrounding environment through specific commands like gaze, voice, gesture through a specific storytelling.

[Video](#)





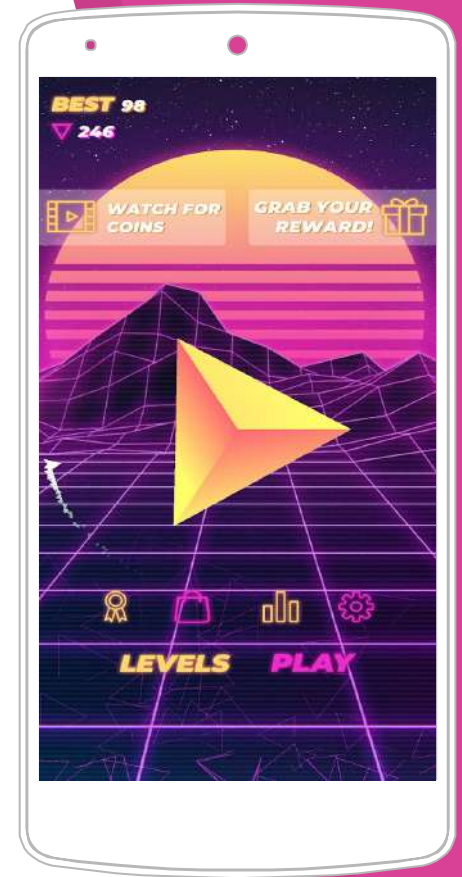
# POLY 80

## Arcade mobile game

Inspired by the fantastic **style of the 80's**, we developed an Arcade game for smartphone with bright colors and synth sounds, typical of the retrowave setting, that mark the entire time of game.

The purpose of the game is to shoot arrows on the edges of polygonal figures in the shortest time possible by accumulating coins, climbing rankings and unlocking new features.

[App](#)



# HOLONET

## Exhibit

Presentation of a new European research and development project for Leonardo Spa in collaboration with the University of Nottingham.



The spectator has no restrictions and is free to enjoy the 360° show case.

[Video](#)



# A.I.U.T.O.

## Artificial Intelligence Unit Teleassistance Operation

Collaborate with a remote operator streaming what you see so that the remote operator can interact on “your reality” like it is there with you.

The remote operator can:

- Talk and indicate what you have to do
- Share with you files
- Add a 3D hologram onto your reality



# A.I.U.T.O.

## Artificial Intelligence Unit Teleassistance Operation

This is a generic example of what the remote assistance can do





# KEY BUSINESS ACHIEVEMENTS



OVS



biogem



ZUIKI

JAMBO<sub>1</sub>

CLAYTON



MARCKAR



NALI



*ONE OF OUR GREATEST PASSIONS:*  
**VIDEOGAMES**



## A NETMINDS SPIN OFF

born as a research and development project

Meangrip Game Studios is an indie development team located in Naples (Italy). The Team is made up of seven professionals and five external collaborators. Some members of our team have worked on important titles for PC, PlayStation, Xbox, iOS and Android.

The Meangrip Team are currently working on a new project called **Reverse: Time Collapse**, a time travel story driven Graphic Adventure game. A unique experience that combines playing cutscenes, puzzle solving, character dialogues, stealth features and meta-reality.

[Pitch](#) and [Trailer1](#) [Trailer2](#)





netminds.it  
meangrip.com  
rtc-game.com