ACAS3D DIGITAL SOLUTIONS designs and creates customized, open, and implementable digital solutions for the use of 3D models and their associated data, based on gaming tools and high resolution 3D survey.

ACAS3D is a spinoff of the University of Pisa and was born from the union of two existing realities: a university that includes teachers of the disciplinary scientific sectors ICAR-06 (Geomatics) and ICAR-17 (Drawing) and an entrepreneurial one, the ACAS3D.

The union of the two realities in the spinoff has created a working group with different and complementary professional skills that allow to face in an innovative way the challenges of the three-dimensional survey and above all of its use in the most diverse fields.

Company name: ACAS3D SOLUZIONI DIGITALIS.R.L.
Location: PISA (PI) Via David Supino 5, 56123
Fiscal and VAT code: 02375520505
Established: Giugno 2020
Legal form: LIMITED LIABILITY COMPANY (LLC, SRL)
Internet site: https://www.acas3d.com/
NACE Code: 71.12
Sector: ENGINEER AND CULTURAL HERITAGE
Spinoff: University of Pisa
Requirements for technological innovation: Qualified team

<table>
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<th>Turnover Value</th>
<th>90K</th>
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<td>Subscribed Capital</td>
<td>12K</td>
</tr>
<tr>
<td>NO Female, young or Foreign Predominance</td>
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Qualified Team

- **Prof. Marco Giorgio Bevilacqua**
  - Member of the Scientific Methodological Committee

- **Geom. Marco Bisdomini**
  - CEO & Commercial manager

- **Ing. Junior Federico Capriuoli**
  - Head of the Trial
  - Member of the Scientific Methodological Committee

- **Prof. Gabriella Caroti**
  - Head of the Trial
  - Member of the Scientific Methodological Committee

- **Geom. Luca Coscarelli**
  - Administrative Manager

- **Prof. Andrea Piemonte**
  - R&D Sector Manager
  - Member of the Scientific Methodological Committee

Contact:

- acas3dsd@pec.it
- info@acas3d.com
Thanks to its multidisciplinary approach, ACAS3D manages to cover the whole pipeline ranging from 3D digital survey of the object, to its knowledge, data processing, creation of customized output, up to the creation of VR/AR experiences for its fruition at the different scalar and infographic dimensions.
### INTERESTS AND MARKET GEOGRAPHIC AREA OF INTEREST

#### INTERESTS

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<thead>
<tr>
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<th>Customers</th>
<th>Lender / Investor</th>
<th>Incubator / Coworking spaces</th>
<th>Partner university</th>
<th>Business partners</th>
<th>Technical support figures</th>
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#### MARKET GEOGRAPHIC AREA OF INTEREST

The geographical area of extension of the entrepreneurial project is represented by the entire national territory with extension to the international one: within these reference areas a high number of subjects is identified (Regions, Provinces, Municipalities, Public and private management companies and mixed, concessionary bodies, museums, Competitors) representing the potential customers interested in the survey and return service offered.

#### POTENTIAL SECTOR

- **CULTURAL HERITAGE**
- **CRAFT MANUFACTURING**
- **REAL ESTATE**
- **AUDIOVISUAL** (Gaming and Training)
- **FASHION**
- **INFRASTRUCTURE** (Architectural-Engineering Construction)