

STUDIO.  EYE

Creativity + Inclusion = Something More

What is Studio Eye?

Studio Eye is a remote creative agency that intends to support, diversify, and socially include the neurodiverse and people with disabilities who want to develop optimistic impacts worldwide through creative collaboration in multiple industries. Since it is at a starting-up position, it will be going on a roadmap while growing from a remote design agency to an on-site creative studio to an international enterprise with an organized system for the creative sectors.

Meet the Founder

My name is Robbie Ierubino, a US-born, autistic motion graphic artist & designer, plus electronica music producer, living in Europe. Throughout my entire life, I faced many challenges that “typical” kids do not. It took me a long time to speak as a child, and communication is still difficult. Because of my autism, I struggle with verbal communication. Talking with people and writing my thoughts are difficult because it is hard for me to find the right words. Through my art, I feel free. I think autism has given me a unique perspective, and I hope it comes through in my art. As my senses are always on high alert, my understanding of the world around me may differ from others. For example, when I hear music, I see pictures in my head. Or, when I think of a movie, I can see it and listen to it playing in my mind. Sometimes, these constant bombardments are unwelcome and may overwhelm me, but this allows me to boost my visual communication to let my works convey an intended message in a manner I may not be able to verbalize.



The 10 Creative Industries

The creative industries that creatives with disabilities wanted to be included in are:

- 1. Films & TV Shows** - produced by the entertainment industry.
- 2. Music** - created by musicians and produced by the music industry.
- 3. Books and Magazines** - written and published by the publishing industry.
- 4. Artwork & Sculptures** - created by artists and sold by galleries and art dealers.
- 5. Graphic Design** - created by designers and used in advertising, marketing, and branding.
- 6. Video Games** - developed by the gaming industry.
- 7. Architecture** - designed by architects and built by construction companies.
- 8. Fashion** - designed and produced by the fashion industry.
- 9. Photography** - taken by photographers and sold to clients or used in advertising and marketing.
- 10. Performing Arts** - including theater, dance, and opera, produced by the performing arts industry.


Since Studio Eye is starting up as a remote business before on-site, the reason why is that due to mental health issues that some people with disabilities are having, flexibility is essential to everyone's timing, scheduling, balancing, and productivity. Having people with disabilities join businesses is essential to them because some struggle to find jobs of interest and have little money. And that is why Studio Eye intends to do that based on its...

Values of Business.



Value 1: Inclusion

Sometimes, requirements are essential for employee recruitment. However, job hunters are looking for the jobs they would enjoy, the ones they believe they would be good at, and the ones that will pay them well. And some of those job hunters are autistic, neurodiverse, and live with disabilities.



Value 2: Possibilities

While working at Studio Eye, creative or not, we plan to have the capability to provide special needs for our members, clients, and future recruits who want to use their unique talents, join communities, and get paid for their jobs as is the right for all workers.





Value 3: Support

Some people desire to explain and share ideas but have trouble communicating with others. Often, those people are neurodivergent, and their brains can think in different ways. Even if they have medical disorders, learning disabilities, and other conditions, it is normal for neurodivergent people to develop differently. They may struggle in some areas and be talented in others. This is similar to all humans.



Value 4: Development

Many people can think about new brilliant ideas, but not all can make them a reality. Some people can use their creative skills to bring ideas to life. Others use their technical and scientific skills to create. Disability doesn't stop this. Throughout human history, disabled people, including Leonardo da Vinci, Pablo Picasso, Walt Disney, Steve Jobs, Alexander Graham Bell, Albert Einstein, Franklin D. Roosevelt, Stephen Hawking, and Temple Grandin, have impacted the world through various subjects, such as math, science, engineering, music, design, and art.

Value 5: Partnership

The most significant fact about competitive rivalries is that they can dent the morale and philosophy of businesses. But it won't be an issue for Studio Eye because community-based support is what we expect from our members, clients, and other organizations, including agencies, studios, and different types, as partners.

Value 6: Accessibility

Accessibility is an essential need for people with disabilities. That is why Studio Eye is prepared to empower and assist creatives with disabilities by creating an accessible environment for them to showcase their talents and receive support.



Investing money and support is essential for businesses but also for people with disabilities who need that too, which is why Studio Eye will be a hybrid-type business:

For-Profit & Non-Profit

With that, the creative business would like to revive, run, and transform a charity organization titled...



NeighborHeart

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What is NeighborHeart?

NeighborHeart was founded by my father, Rob, and was committed to supporting autistic children and adults. And since I am about to continue its legacy, from a small county business to an international organization, NeighborHeart will commit to raising money and awareness for people with disabilities, including the employees of Studio Eye, whose life-quality grants must be financially supported for service and provided for them and their families.

While doing business, Studio Eye plans to grow from a remote design agency to an on-site creative studio to an international business with an organized system for the creative sectors via...

Roadmap.

1. Remote

- Services for Film & TV, Music, & Graphic Design are active

2. NeighborHeart Relaunches

3. First On-site Office

- Access to studio rooms for Film & TV, Music, Art & Sculptures, Graphic Design, Video Games, Fashion, Photography, and Performance Arts

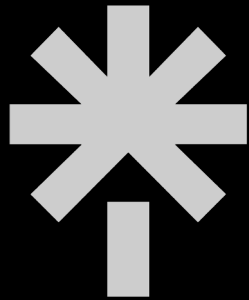
4. Main Headquarters

- On-site access & remote services to all 10 creative industry types
- Launches partnership program for creative businesses to let creatives with disabilities have access to their studios

5. International Enterprise

- Opens more on-site offices and grants access to partnered creative business studios in different locations around the globe
- Expands remote business for international employees and clients
- NeighborHeart goes international

So, now that you've learned about Studio Eye and its business plan, are you interested in building your support and commissioning your creative project to us? Studio Eye is open to projects that are self-initiative, collaborative, and client-commissioning, and my team and I look forward to connecting and collaborating with you. If you're interested in following and supporting us, please click or copy-&-paste the link to our Linktree page. See you there!



<https://linktr.ee/wearestudioeye>

Thank You!!!