

Good ideas. *Very real.*



Your audience has better things to do.

We make showing up worth it.

Would we want to be there? That question survives every brief.

The ideas refused to stay in one lane

Events

Conferences, launches, celebrations and live shows.

Spaces

Exhibition stands, experience centres and interiors.

Films & motion

Screen content, brand films and visual storytelling.

Technology

Interactive ideas, immersive media and digital experiences.

Some familiar names. Some very different briefs.

Accenture

AB InBev

PwC

SAP

GE

Wipro

Fidelity

Guidewire

The Leela

GROHE

EO

Ola

Google

Nike

Estée Lauder

SpotDraft

Selected work across events, environments and design collaborations.

The business behind the brief

*“Make it pop” is a comment.
We’ll still need the brief.*

What needs to change?

Belief, understanding, demand or belonging.

Who needs to care?

Their context, expectations and reasons to act.

What will make it work?

The format, message and experience they need.

What can we commit to?

Budget, timing, approvals and practical constraints.

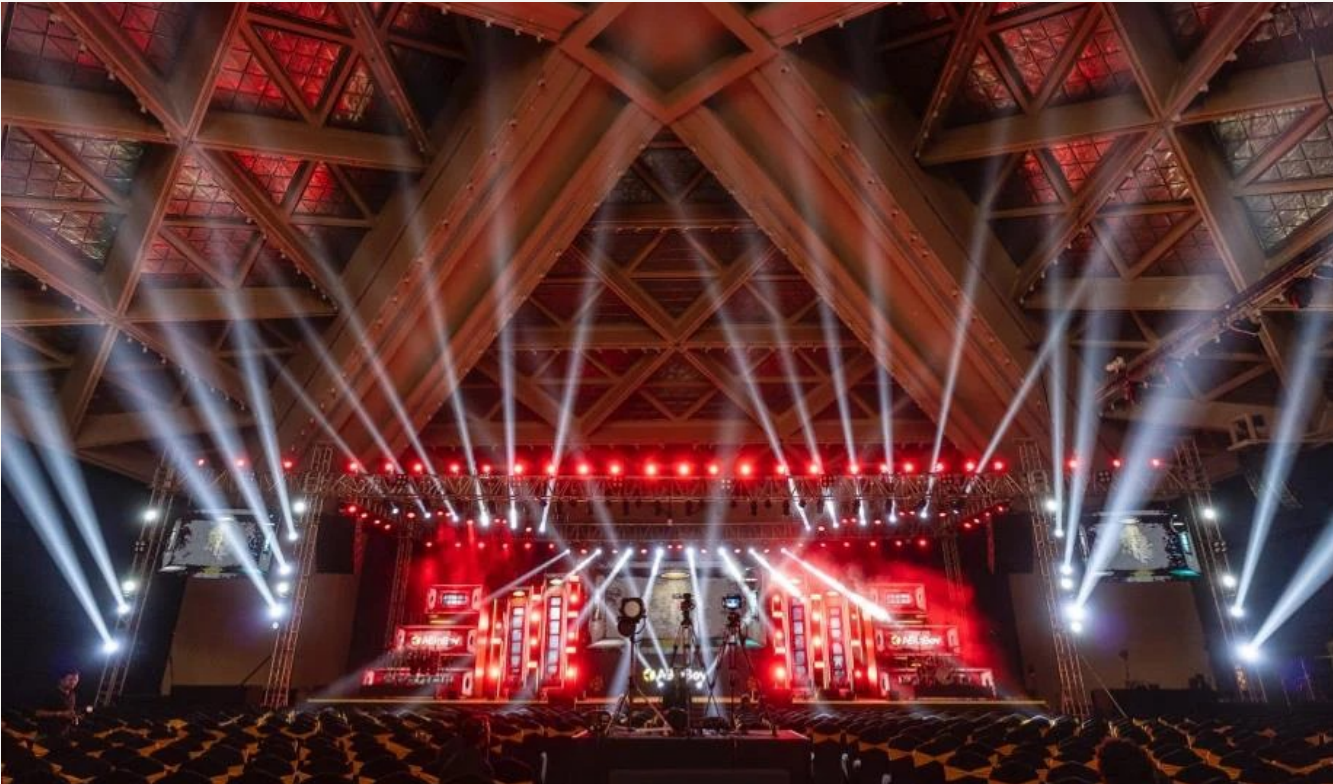
A community. At full volume.

An event identity that
carried through the stage,
the welcome and the
things people took home.

Live event and experience design



A big night needs a bigger sense of occasion



2,000
employees

Sheraton Grand
Whitefield, Bengaluru

Employee celebration

Technology, with a pulse

Live performance and screen
worlds built around the
same moment.



The garage had a guest list



A garage theme gave the launch a setting rooted in startup culture.

A brand you can walk into

An experience centre in Indiranagar, Bengaluru.
Architectural detail and material choices carry the hospitality story.

Experience design and space design



A few square metres. A whole brand.



Chester's

EO RIE 2025



DESERV

EO RIE 2025



Fidelity

NASSCOM 2025

Workplaces can have a personality



A familiar brand language, carried into shared spaces.

Before anyone builds, everyone can see it



Google / Workplace concept



GE / Reception concept



Estée Lauder Companies

The room becomes the story

Immersive brand environment / design visualisation

Design: evenflow Experiences. Execution: Skunkworks Studio.

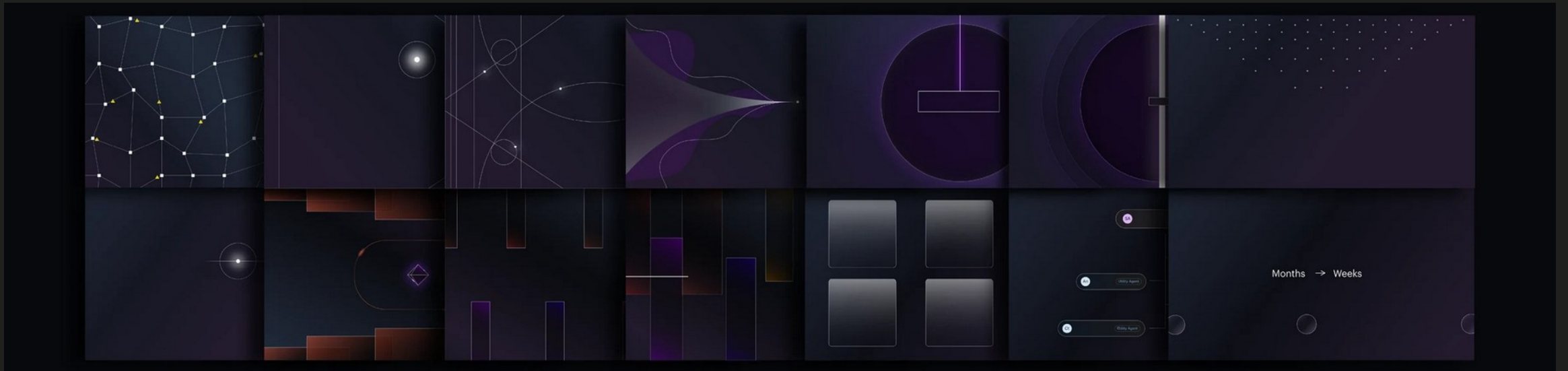
A screen can do more than hold a logo



Cinematic content / motion visual

Design: evenflow Experiences. Execution: Skunkworks Studio.

A visual language that keeps moving



A consistent treatment across screen content and transitions.

An invitation to play

Projection, digital surfaces and objects with a little more ambition.



Design renders

Business on the agenda



3-day conference

Hilton



5-day freshers' induction

The Leela Palace

The backstage bit matters

Client understanding

A clear brief, named decision-makers and an agreed scope.

Production planning

Budget, suppliers, technical needs and a schedule people can use.

Creative development

A concept with a reason to exist, made tangible through design.

Delivery

Clear responsibilities, rehearsals and decisions made in time.

We agree success before the doors open

For a launch

What should people understand, try or enquire about?

For a space

How should visitors move, explore and start conversations?

For an internal event

What should colleagues know, feel or do differently?

For every brief

Which evidence will show whether it worked?

Done well.
Done quick.

We take the work seriously.
Ourselves, a little less.

What are we making?

A brief. A problem. A very ambitious idea.

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[Explore the work](#)

[Watch the showreel](#)