





STUDIO LOKAL

Studio Lokal is an Istanbul-based creative studio operating at the intersection of new media, interactive systems, and cinematic storytelling.

The studio develops original digital worlds, narrative environments, and experimental outputs that move across formats such as games, film, and hybrid media. Rather than treating these disciplines as separate verticals, Studio Lokal approaches them as interconnected tools for world-building and contemporary storytelling.

Founded with a collective mindset, Studio Lokal works with a distributed network of creatives across different geographies, combining local perspective with a global production outlook. Process, authorship, and continuity are treated as core values, shaping both the work itself and the way it is produced.

The studio positions itself not as a service provider, but as a long-term creative entity focused on building original IP, systems, and cultural artifacts.

WHAT WE PRODUCE

Studio Lokal develops original creative outputs across games, cinematic content, and experimental digital media.

The studio's work includes narrative-driven game concepts, interactive environments, short and long-form cinematic pieces, and hybrid formats that exist between film, play, and emerging media. These outputs are conceived as parts of larger worlds rather than isolated projects, allowing ideas, aesthetics, and mechanics to evolve across formats and time.

Alongside finished works, Studio Lokal produces narrative frameworks, visual systems, and structural foundations that support long-term world-building and original IP development. Each output is treated both as a standalone artifact and as a building block within a broader creative ecosystem.

The focus is not volume, but coherence—developing fewer projects with stronger conceptual grounding, formal clarity, and cultural relevance.

HOW WE WORK

Studio Lokal operates through a research-driven, iterative production model that blends creative authorship with technical systems thinking.

Projects typically begin with world-building and narrative definition, establishing thematic, visual, and systemic foundations before moving into format-specific development. Games, cinematic content, and interactive experiences are developed in parallel where possible, allowing ideas to be tested, reinterpreted, and refined across mediums.

AI-assisted tools are integrated throughout the pipeline to support rapid prototyping, variation generation, and exploratory development. This enables the studio to test concepts early, reduce production friction, and focus human effort on direction, curation, and decision-making rather than repetition.

The studio works with small, focused teams and a distributed creative network, scaling collaboration as needed while maintaining continuity and authorship.

WHY STUDIO LOKAL

Studio Lokal exists to develop original creative work outside traditional service-based studio models.

Rather than operating as a short-term production vendor, the studio positions itself as a long-term creative entity focused on authorship, continuity, and the development of original worlds and IP.

By working across games, cinematic content, and emerging media simultaneously, Studio Lokal builds interconnected creative systems rather than isolated outputs—allowing ideas to compound over time.

The studio's structure prioritizes independence, adaptability, and depth—creating space for experimentation while maintaining a clear internal logic and production discipline.

www.studiolokal.co