

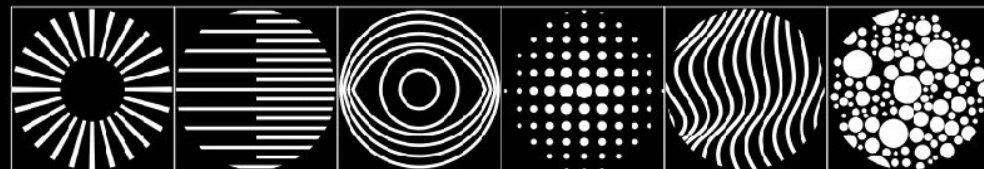
blit.

blit. was founded in 2015 as a studio focused on creating visuals with immersive and interactive technologies, with the goal of becoming a leading reference in this field and making audiovisuals a meaningful and memorable experience. An experience that transcends conventional boundaries with a unique narrative that captivates, inspires, and engages the audience like never before.

Our insistence on the importance of narrative and the educational power of audiovisuals has led us, in a short time, to dive into cultural projects that go beyond mere entertainment and provide added value. Since 2019, we've been creating VR, AR, audiovisuals for domes, impossible screens, and even robotic screens; as well as installations for museums (such as Bicilab, Casa Ametller, or the MAC - Museum of Archaeology of Catalonia) and other public, private entities or foundations with the aim of spreading knowledge and contributing to innovation in the museum sector, introducing the latest technological developments into their exhibition spaces.

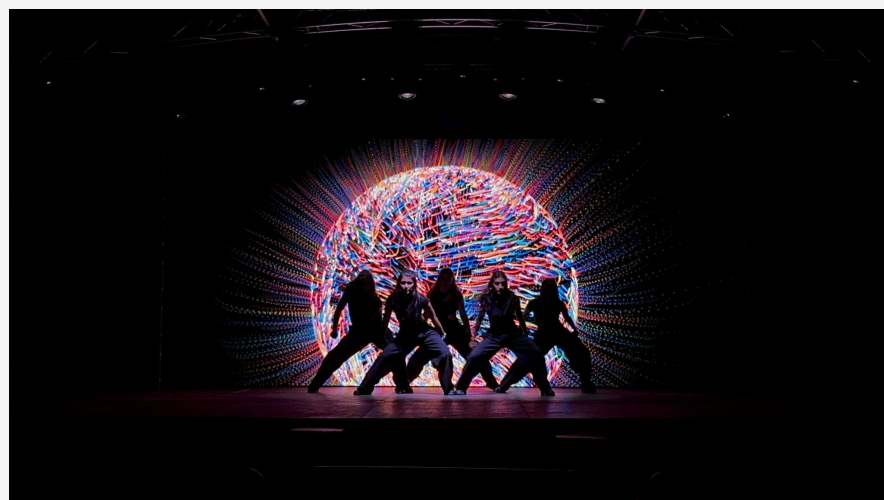
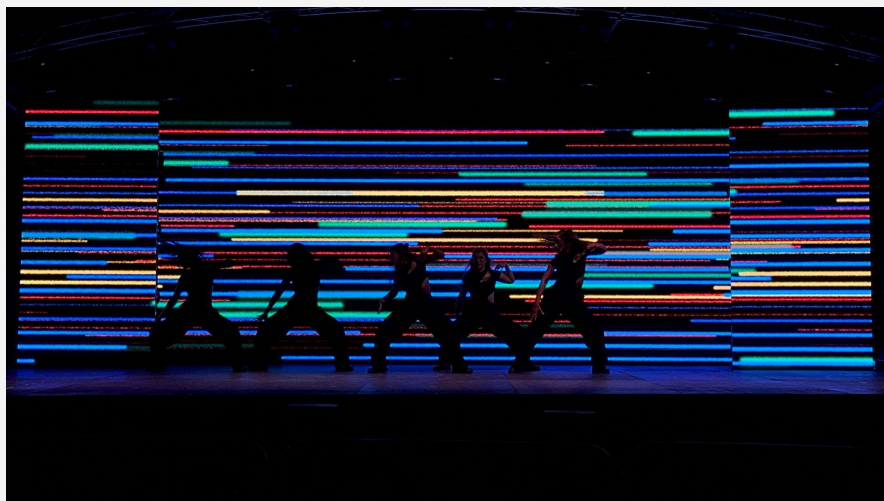
Our experience in this field has allowed us to collaborate with architecture studios, entities specializing in citizen participation, and to incorporate profiles into our team close to these areas.

We love stories and history, and we enjoy contributing our bit to the field of museology and museography, offering quality projects and human interaction with the entities we work with.



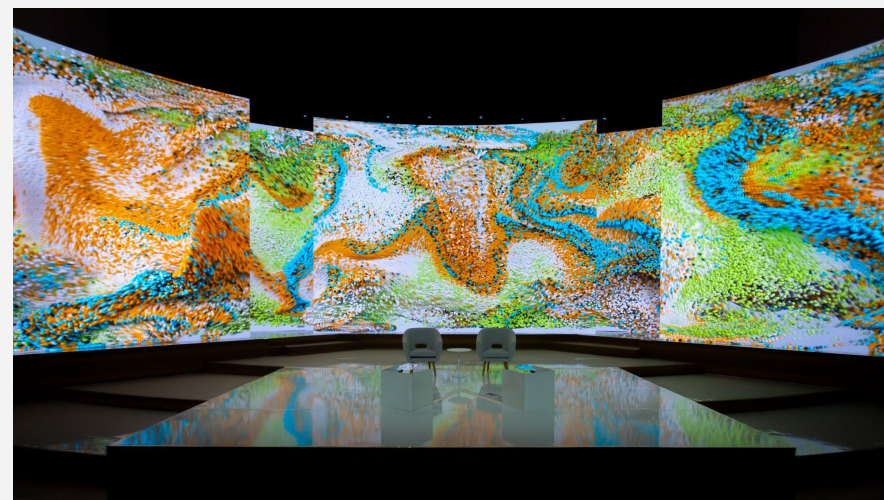
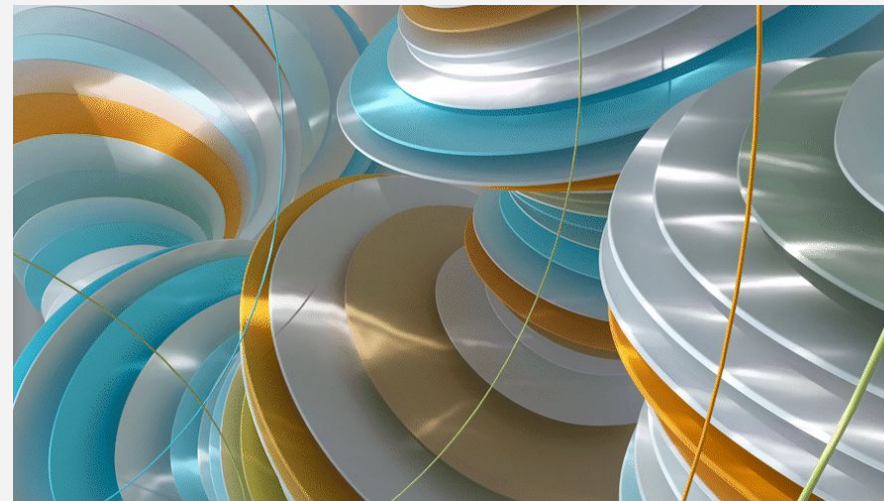
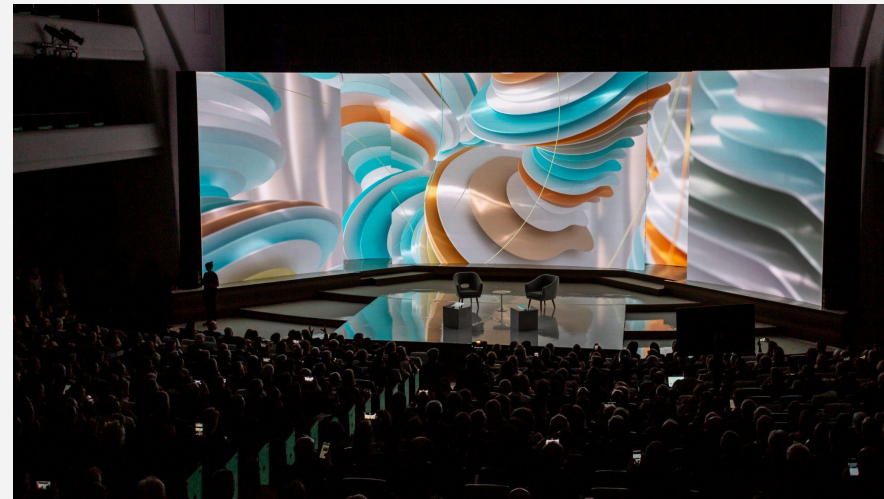
blit.

SHOWS & EVENTS



MTB WORLD CHAMPIONSHIP OPENING CEREMONY

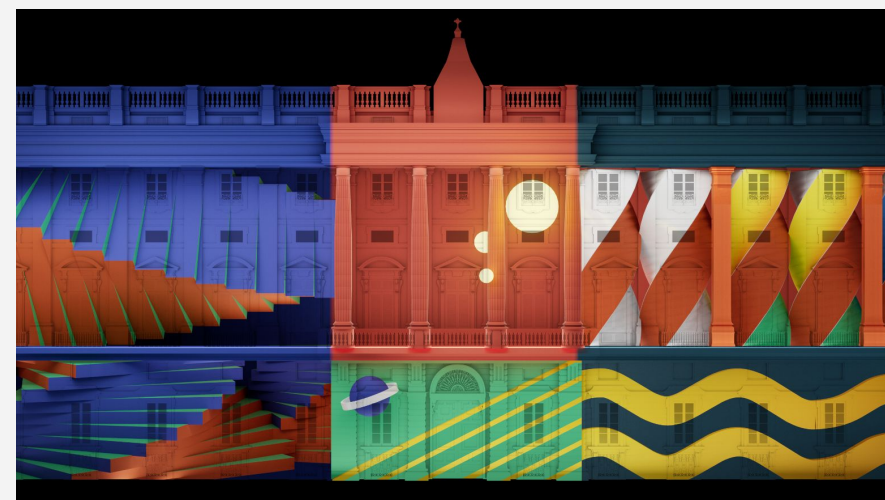
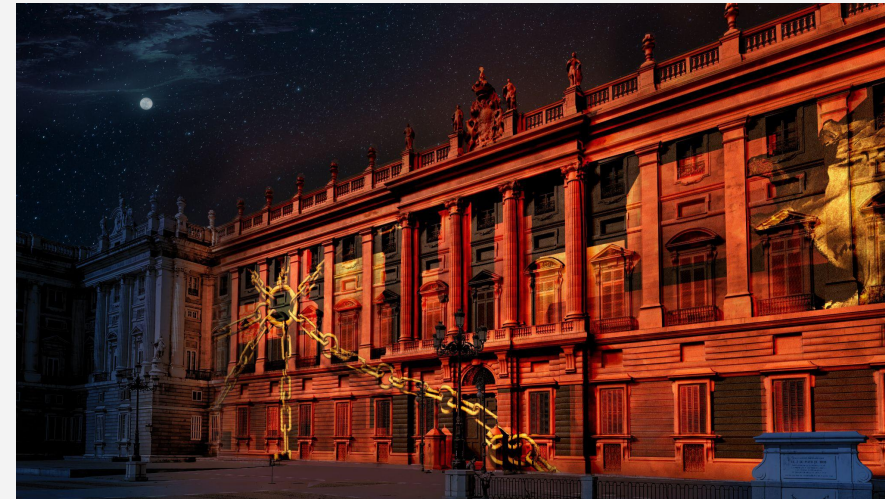
VISUAL CONTENT: blit.
CLIENT: Grandvalira & UCI
TECHNICAL PRODUCTION: blit.



5TH UNIVERSIA SUMMIT - OPENING SHOW & VISUALS

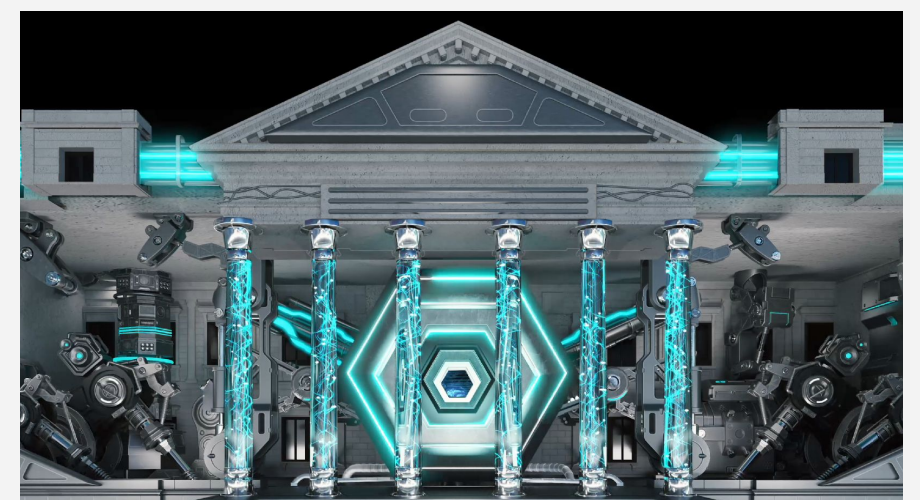
VISUAL CONTENT: blit.
CLIENT: Banco Santander
AGENCY: Acciona Events
TECHNICAL PRODUCTION: The Lighthouse

PROJECTION MAPPING



FELIPE VI 10TH ANNIVERSARY - ROYAL PALACE PROJECTION MAPPING

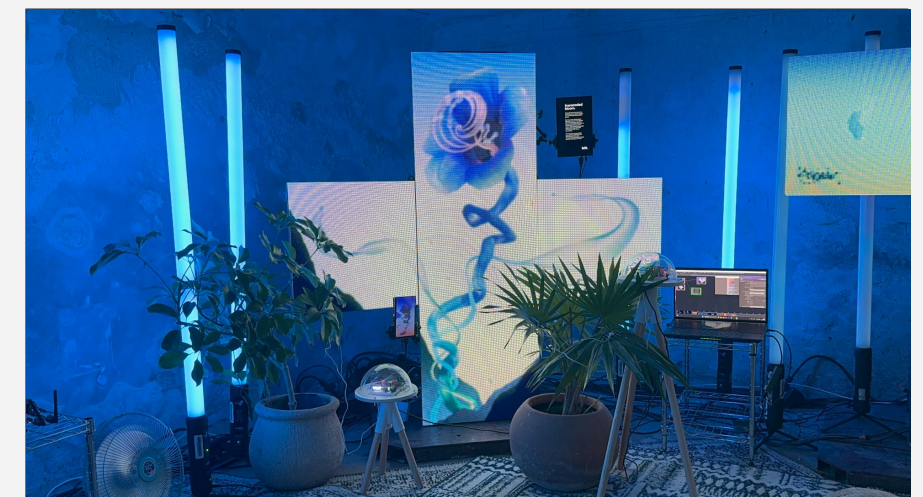
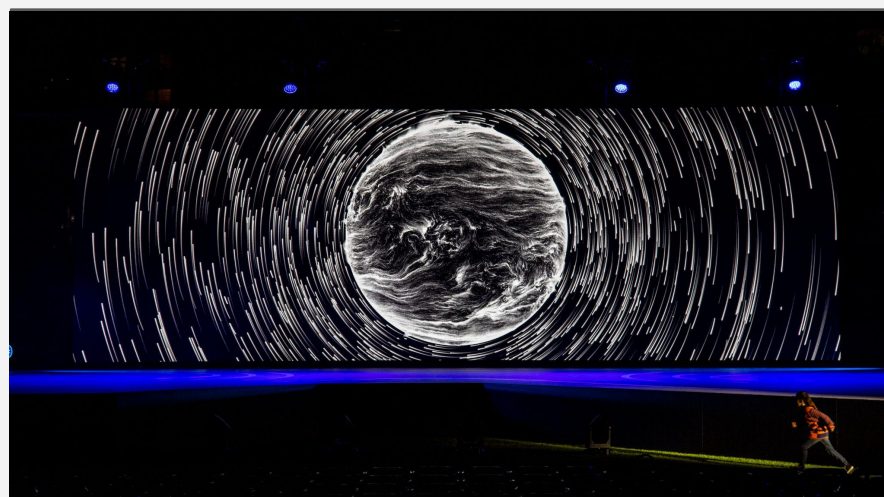
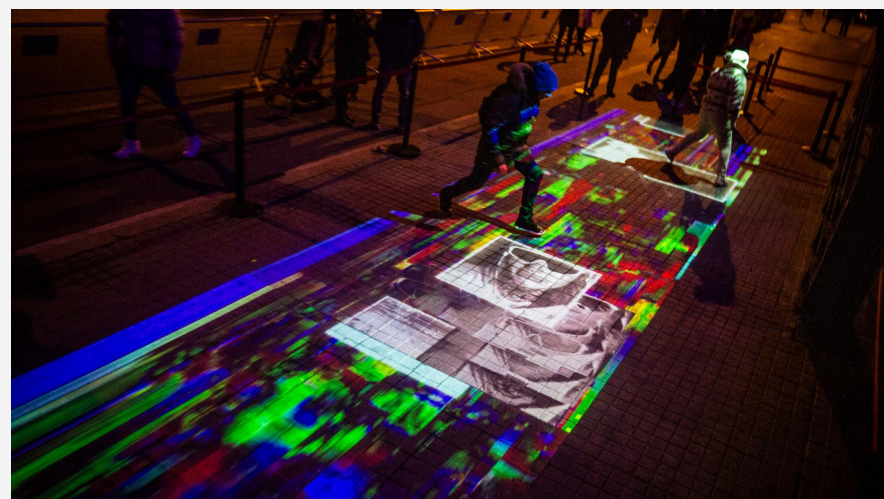
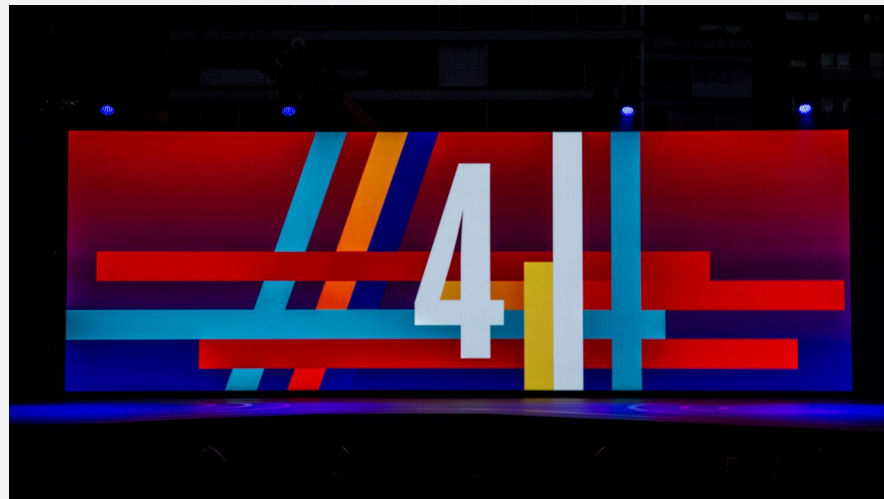
VISUAL CONTENT & MAPPING: blit. | Michael & Markus
AGENCY: Telefónica
TECHNICAL PRODUCTION: The Lighthouse



CONGRESS OF DEPUTIES - HISTORICAL PROJECTION MAPPING

VISUAL CONTENT & MAPPING: blit.
CLIENT: Loterias del Estado
AGENCY: Contrapunto BBDO
TECHNICAL PRODUCTION: The Lighthouse

SHOWS & INTERACTIVE INSTALLATIONS



OLIMPIC GAMES OF THE SMALL STATES OF EUROPE OPENING CEREMONY

VISUAL CONTENT: blit.
CLIENT: International Olympic Committee
AGENCY: Aymara Comunicació

PULSE - INTERACTIVE INSTALLATION OFFLLUM FESTIVAL

VISUAL CONTENT: blit.
FESTIVAL: Off Llum Ben
TECHNICAL PRODUCTION: Razzmatazz

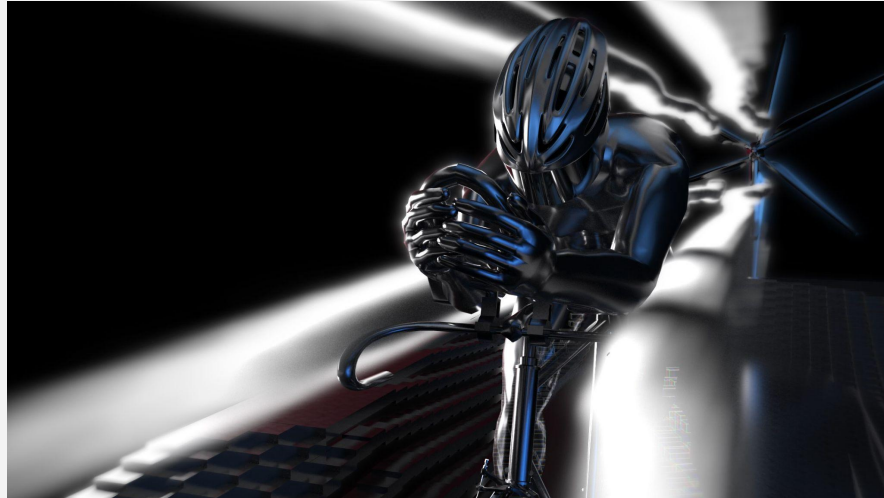
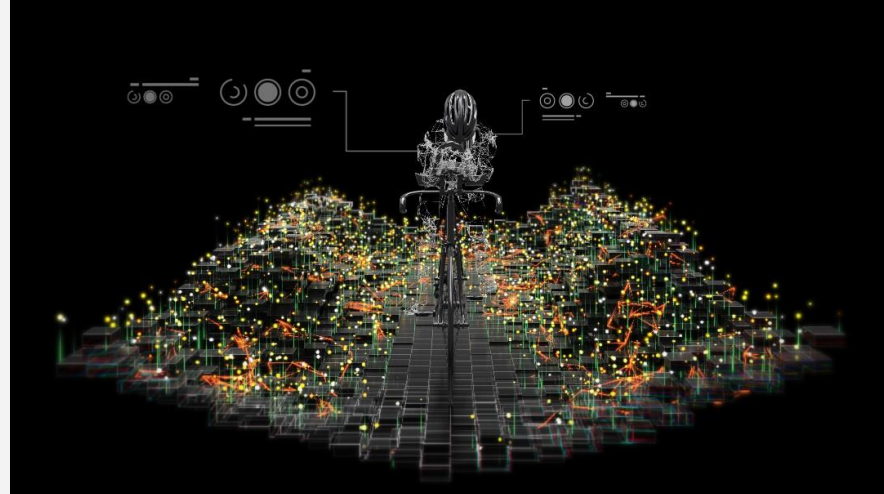
TOTOGI

VISUAL CONTENT, MAPPING & LASER SHOW: blit.
AGENCY: MUT
TECHNICAL PRODUCTION: blit.

ECHOES - REAL-TIME INSTALLATION PARADISO FEST

VISUAL CONTENT: blit.
FESTIVAL: Paradiso
TECHNICAL PRODUCTION: blit.

MUSEUMS & INSTALLATIONS



DATAISM DOME EXPERIENCE

VISUAL CONTENT: blit.



BICILAB MUSEUM TECHNOLOGY & BIKES - AUDIOVISUAL SHOW FOR ROBOTICS SCREENS

VISUAL CONTENT & ROBOT CHOREOGRAPHY: blit.
CLIENT: BiciLab
AGENCY: Play Media
TECHNICAL PRODUCTION: Ping Pong



ARCHAEOLOGY MUSEUM OF CATALONIA

VISUAL CONTENT: blit.
CLIENT: Museu d'Arqueologia de Catalunya
SOUND DESIGN: David Lara



ESPAI MEMÒRIA RÀDIO ANDORRA

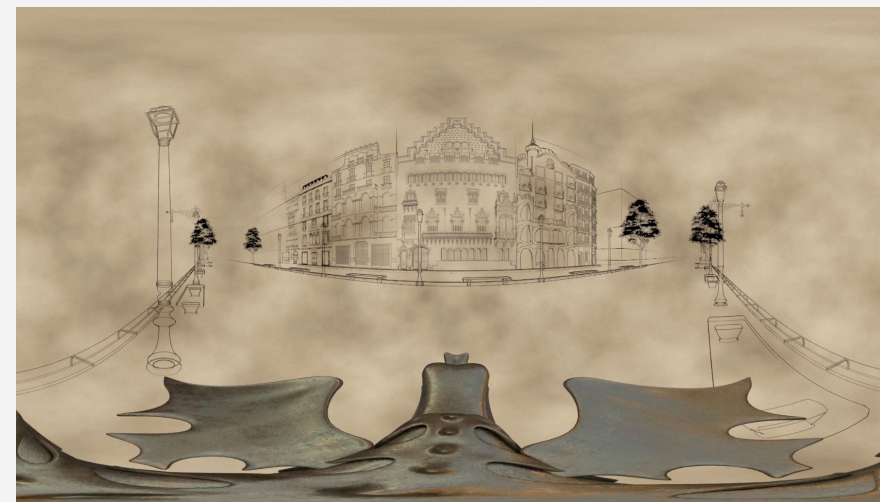
VISUAL CONTENT: blit.
CLIENT: Ministeri de Cultura del Govern d'Andorra
SOUND DESIGN: Lluís Casahuga

VR & AR EXPERIENCES



CADAVRE EXQUIS - FRIDA KAHLO VR

VISUAL CONTENT: blit.
CLIENT: IDEAL Barcelona
SOUND DESIGN: Rafel Plana



CASA AMATLLER 1900

VISUAL CONTENT: blit.
CLIENT: Casa Amatller
PRODUCTION: Layers of Reality
SOUND DESIGN: Rafel Plana



MODERNISME.0

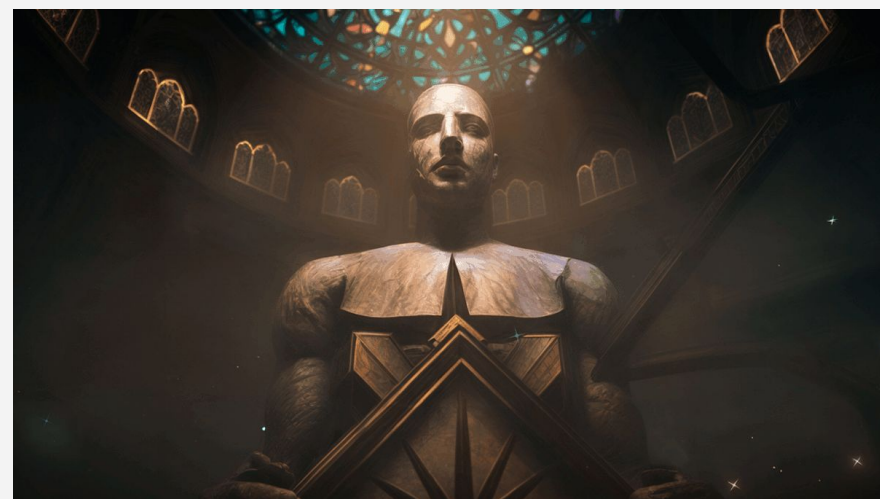
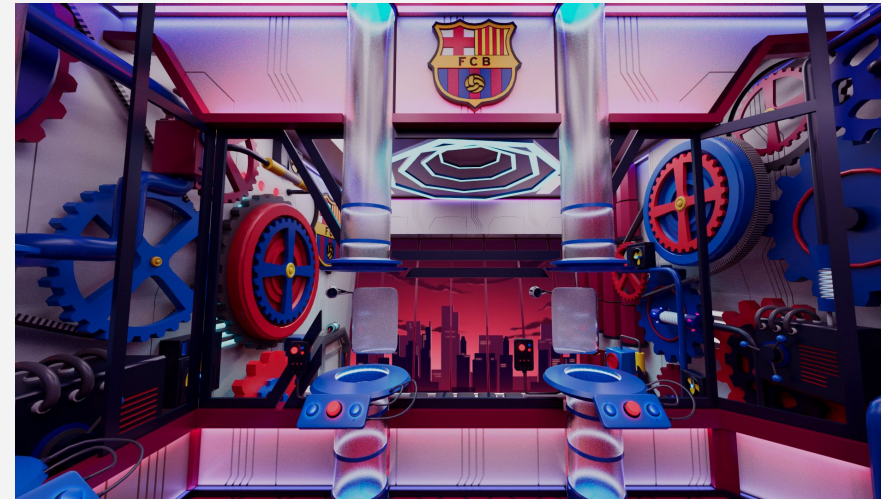
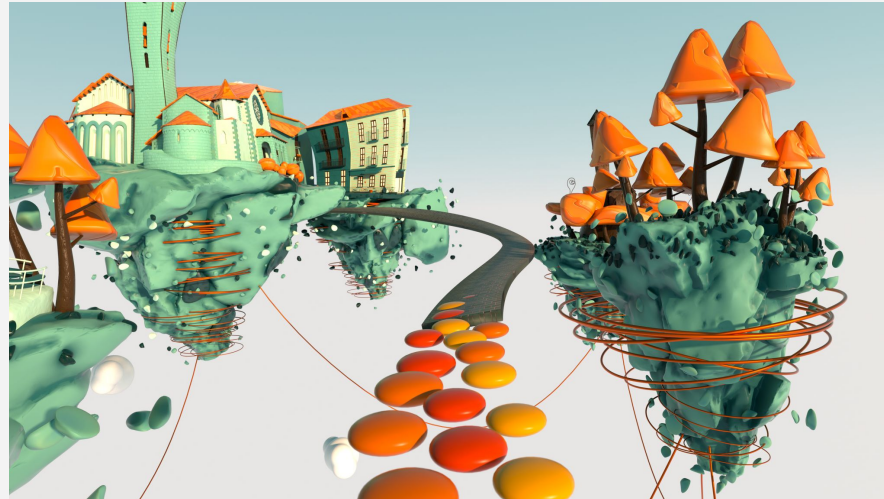
VISUAL CONTENT: blit.
SOUND DESIGN: Rafel Plana



MANGO BEHIND THE FASHION - VR EXPERIENCE

VISUAL CONTENT: blit.
CLIENT: MANGO

VR & AR EXPERIENCES



ENTRE NÚVOLS

VISUAL CONTENT & PRODUCTION: blit.
CLIENT: Comú d'Andorra La Vella
SOUND DESIGN: Opal

TOMORROWLAND - THE GREAT LIBRARY OF TOMORROW

3D ENVIRONMENTS AND ASSETS: blit.
CLIENT: TOMORROWLAND
AGENCY: LAYERS OF REALITY
PRODUCTION: UNIVRSE

BARÇA VIRTUAL DREAM

VISUAL CONTENT: blit.
CLIENT: Fútbol Club Barcelona
AGENCY: UNIVRSE
PRODUCTION: UNIVRSE

DALIVERSE

VISUAL CONTENT: blit.
CLIENT: IDEAL BARCELONA
AGENCY: LAYERS OF REALITY
PRODUCTION: UNIVRSE

Thank you!

Hector Mas

Project Manager

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