

WORLD ECONOMIC FORUM

DAVOS, SWITZERLAND

Background Visuals

Development and Execution of Project: Tarkemoto

Date of event: 2020

Project Overview:

The staging creativity of the World Economic Forum Concert was live and based on the nine Nissan Engel's paintings, that related to the nine symphonies of Beethoven. This event took place on the 20th of January 2020 in Davos city.



WATER & PLANTS NATIONAL MUSEUM OF QATAR

QATAR, DOHA

Animated film

Development and Execution of Project: APD.S.A

Inauguration: 2019

Project Overview:

Animated video that shows Qatar local plants through elegant and original botanical illustrations.

The peninsula of Qatar has an endemic flora adapted to the hars conditions of desert life. Many of them have had medicinal uses.

Developed by PASOSLARGOS:

The video is a moving mural reproduced in a loop during all visiting hours and it decorates with its color and elegance the hall of Gallery III, coexisting with reproductions and samples of the country habitat.



ISA BIN TARIF NATIONAL MUSEUM OF QATAR

QATAR, DOHA

Animated film

Development and Execution of Project: APD.S.A

Inauguration: 2019

Project Overview:

Fort Jesus is an ancient Portuguese fortification located on the Mombasa's coast.

It was situated on an almost impossible position to assault. Because of this, Isa Bin Tarif had to use an unusual strategy, he used goats carrying lamps to distract the soldiers from the fort and be able to enter and conquer it.

Developed by PASOSLARGOS:

The film shows how Isa Bin Tarif carries out his conquest maneuver, all through original illustrations and animations.



ARCHAEOLOGY NATIONAL MUSEUM OF QATAR

QATAR, DOHA

Animated film

Development and Execution of Project: APD.S.A

Inauguration: 2019

Project Overview:

Two animated videos showing the process of manufacturing tools from flint stone and how the first inhabitants of the peninsula of Qatar made use of them.

Developed by PASOSLARGOS:

The manufacture of flint stone tools was a process that required great skills. In this video, we show this process starting with large blocks of flint that were sliced into smaller pieces, selected and then shaped into different tools.



SHEIKH ZAYED CONSTELLATION MEMORIAL PARK

ABU-DHABI, UNITED ARAB EMIRATES

LED screen wall production

Development and Execution of Project: APD.S.A

Museological Design: BARQUER LANGHAM, London

Inauguration: 2018

Project Overview:

The project, developed in Abu-Dhabi and named Constellation Memorial Park, offers a meditation experience where the visitor will definitively find a deep connexion with the life and inheritance of Skeikh Zayed, through the thoughtfulness of those principles and values that shaped his own living as Founder Father of the Emirate Nation.

Developed by PASOSLARGOS:

This installation is placed in the Visitor's Center and consists in a 23 meter-long wall made up of LED screens, where 75 minutes of continuous animation develops showing the different qualities, principles and highlights of Sheikh Zayed's life and his relevance in the, at that time newborn, Emirate Nation.

A succession of motion graphics organized in chapters are launched to embrace the different aspects of his biography. A big "alive digital sculpture" represents the advance of dunes in the emirate desert mixed along with chronological images and original footage of Sheikh Zayed.



KAZAHKSTAN PAVILION, ASTANA INTERNATIONAL FAIR

KAZAHKSTAN

Interactive floor installation, wall projection, 3D simulation

Development and Execution of Project: APD.S.A

Pavilion Development: SEMBOL CONSTRUCTION

Inauguration: 2017

Project Overview:

Project developed as part of the Kazakhstan Pavilion within the International Fair that was held in the city of Astana from June to September 2017 with the intention to warn about the real need of investment in renewable energies.

Developed by PASOSLARGOS:

This installation was located in the 3rd floor of the Kazakhstan Pavilion, a huge sphere shaped building and main attraction of the whole fair.

The installation consisted of a hiperrealistic 3D production simulating water flowing down the wall of a dam. The 6 x 14 meter-long projection showed the dam closing and opening the gates; the water falling from the top, would flood the 350 m2 surrounding area allowing the visitors to step on, play and interact with the inundated surface.

A total amount of 34 projectors and a complex system of IR cameras were developed in collaboration with TF Interactiva.



KAZAHKSTAN PAVILION, ASTANA INTERNATIONAL FAIR

KAZAHKSTAN

Animation film projection

Development and Execution of Project: APD.S.A

Pavilion Development: SEMBOL CONSTRUCTION

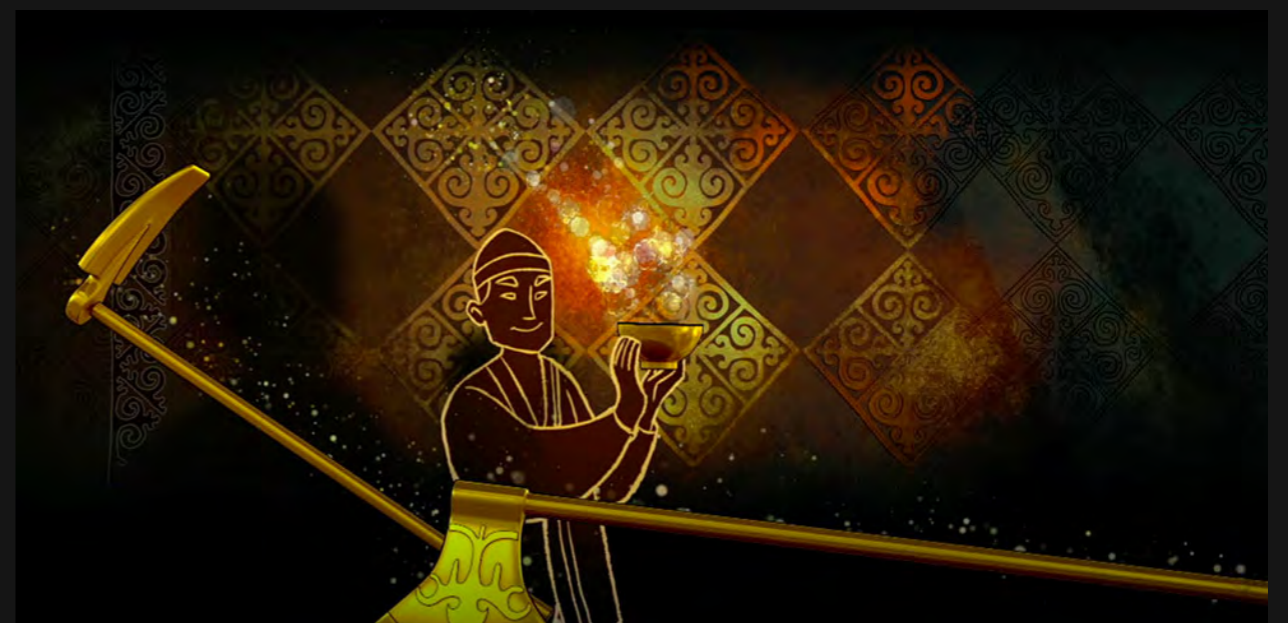
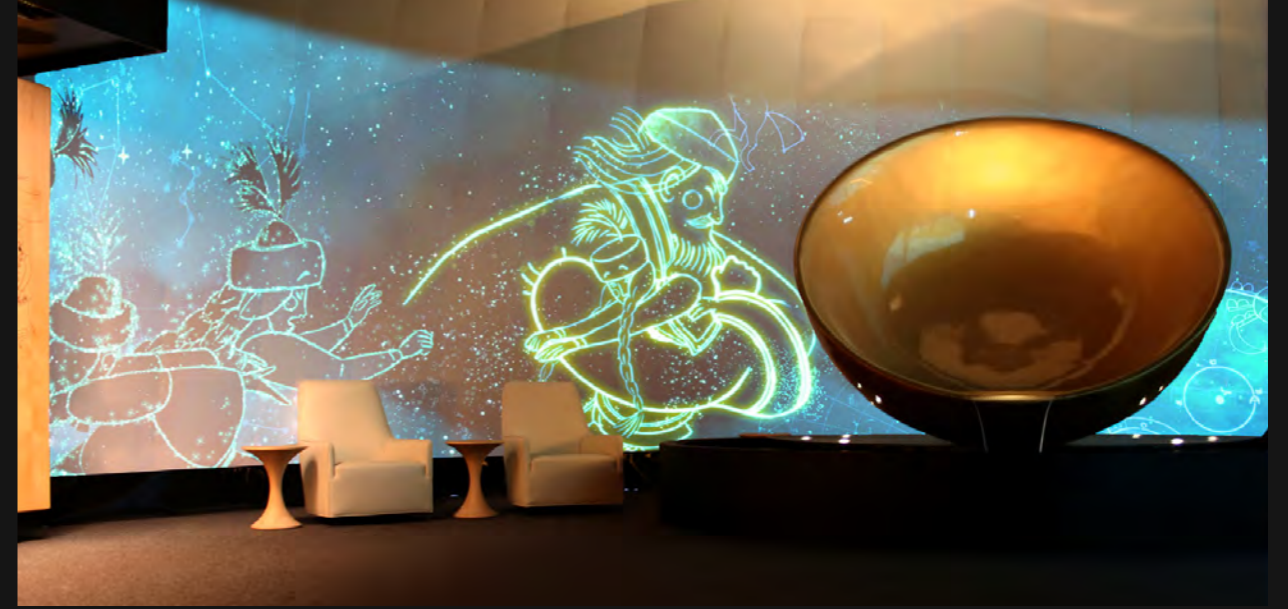
Inauguration: 2017

Project Overview:

An illustrated journey that take us from the steppe to that firmament full of stars and constellations, where takes place the beautiful old story of a princess kidnapped by the Ursa Maior and how the sisters, on the way to her rescue, become the stars of the Pleiades and how they have been following the North Star since.

Developed by PASOSLARGOS:

On the ground floor of the Sphere, a 5 min. big format audiovisual animation projection, based on colorful illustrations of landscapes and animated scenes, shows the story of two ancient legends that explain the origin of the values and feelings of the Kazakh people.



REMEMBRANCE MUSEUM, AL-SHAHEED PARK

KUWAIT

9 Animated films.

Development and Execution of Project: APD.S.A

Museological Design: Ralph Appelbaum Associates, NY

Inauguration: 2015

Project Overview:

Project developed in the new Al Shaeed Park, in the city of Kuwait. Consisting of two museums, one on each side of the park. The first: the Remembrance Museum, is related to geography, nature and the landscape of Kuwait. The second: The Habitat Museum, is related to the story, culture and past of the population.

Developed by PASOSLARGOS:

Design, conception and realization of nine animated films, each five minutes long. Created with great aesthetic charge, based on sketched, grey-scale illustrations. Flash and post-production animations using layers recreate the scenes of the principal battles in the history of Kuwait, and the events that occurred in each of them.

A warm and dusty atmosphere envelops the production, each scene characterized by a subtle yet distinct color treatment. One production is projected upon a physical model, vertically positioned behind a glass screen. Known as 'pepper ghost', the holographic projection coincides with the model which is illuminated behind glass, emulating the passage of day to night.

<https://pasoslargos.es/portfolio/remembrance-museum-al-shaheed-park-kuwait/>



MSHEIREB MUSEUMS

DOHA, QATAR

2 Animated films.

Development and execution of Project: APD.S.A.

Inauguration: 2105

Project Overview:

An ambitious project developed in the city of Doha in the downtown area of Msheireb. The museum forms a part of a complex which includes the construction of various other museums, governmental buildings, shops, a hospital and a cultural centre. The museum is composed of four large buildings, complete with an array of audiovisual installations and multimedia, telling the story of the development of the city, and the slavery throughout its history.

Developed by PASOSLARGOS:

"Transport and Sale" : An animated film, 3.30 min. long, which narrates the incredible journey of a family of Central American slaves, which brought them from their village in the center of Africa, to the distant city of Doha. It follows their passing through diverse landscapes, countries and situations.

"Modern Slavery" : A 4 min. graphic film, dealing with the subject of slavery in the modern world, and its distinct and raw reality. The film is supported by facts and information, with particular regard given to the problem of the enslavement of children and young people.

<https://pasoslargos.es/portfolio/transport-and-sale-msheireb-museums-doha/>
<https://pasoslargos.es/portfolio/modern-slavery-msheireb-museums-doha/>



ATLANTIC SAILING PAVILION

SEVILLA, SPAIN

17 animated films

Development and implementation of project: GPD.S.A

Inauguration: 2012

Client: Public Company of "Gestión de Activos", belonging to the Ministry of Public Administration of the Junta de Andalucía

Architect: Guillermo Vázquez Consuegra

Project Overview:

Recovery of the Navigation Pavilion, described as an Andalusian heritage site, into a new permanent exhibition center which is fun, educational, and developed using the latest technology. It stands as a reference point to Seville's universal position in the past.

Developed by PASOSLARGOS:

Projections: 17 animated clips of 3min long each, narrating various historical facts, each lasting three minutes. The clips give atmosphere to seven different stage spaces. Using technology 'watch out', together with illumination of the ceiling, the clips capture the atmosphere of day, night, and of a raging storm, all projected upon the large surface of the main room.



ATLANTIC SAILING PAVILION

SEVILLA, SPAIN

Interactive Installation. Sailing game.

Interactive installation:

5 Full HD projectors, of 10,000 lumens each, create a continuous screen, 25 meters long, which facilitates a nautical-themed game, which is played through three scenes: jungle, storm and battle.

Players are given a sense of how life was aboard a Spanish galleon in the seventeenth century, through an array of entertaining situations which test the players reflexes and skills. They physically manage live, interactive devices which control more than one element. For example, at the helm; the user manipulates the direction of the ship, with the wind and waves being simultaneously controlled.

One is put in charge of various tasks, such as loading cargo on board, ensuring the ship avoids collision with rocks and maintains its trajectory, defending the ship from pirates, avoiding potential fires on board; and raising the sails in the midst of a storm. Five animated characters provide instruction, and congratulate or rebuke the efforts made, as the game develops.

The program was developed in Flash and was specially designed for software installation.



TEMPLE OF DIANA

MÉRIDA, SPAIN

Motion graphic animation Audiovisual show

Development and Execution of Project: PasosLargos

Inauguration: 2018

Developed by PASOSLARGOS:

A quite artistic motion graphic animation show of 4:20 min. explaining in a no dramatic manner, the roman ritual of offering an ox to the Divinities in order to obtain peace and quietness. The animation was projected simultaneously on a rounded table and the wall behind it bringing a scenographic value to this immersive installation in the main room of the Temple of Diana Museum.

The project also includes several audiovisuals and didactic interactive installed in other rooms of the museum.



DIOCESAN MUSEUM

ZARAGOZA, SPAIN

Animated projection on wall and dome

Development and implementation of project: GPD.S.A

Inauguration: 2011

Client: Archbishops of Zaragoza

Scientific Director: Domingo Buesa

Project Overview:

Museum space, housing a wealth of unique pieces from the Palace collection, including 286 exceptional pieces of religious art from between the first and nineteenth century. The museum displays a significant commitment to being a modern, innovative and educational space, as is demonstrated with the inclusion of a large audiovisual montage, illustrating the arrival of Mary of Nazareth to the banks of the river Ebro.

The projections of the dome and wall are developed synchronously and maintaining a unity of spatial perspective

Developed by PASOSLARGOS:

Design, generation of content and style, illustration, realization, animation and production of sequence showing the appearance of the Virgin Mary, which is projected upon the wall and ceiling of room 2, upon an area measuring 210 m², 7 HD projectors HD with 70.000 lumens rating.



CYMA, MEMORY OF ANDALUSIA MUSEUM

GRANADA, SPAIN

116 background animations

Development and implementation of project: GPD.S.A

Inauguration: 2009

Client: Caja Granada

Arquitect: Alberto Campo Baeza

Project Overview:

Cultural Center, theater, media library and interactive museum with state of the art museographic installations and technology within a magnificent building. Become established a pioneer center that collects, preserves and exhibits the most relevant aspects of Andalusian cultural, natural and social heritage.

Developed by PASOSLARGOS:

Concept of design and animation of stage backgrounds for the screens of the 116 leading figures of Andalusian history present in the museum; a total of 116 minutes of animation. The videos are shown on vertical screens that reproduce life size the different characters. A system of optical motion capture installed in each screen enables the user to select and browse around the different videos.



ARQVA, NATIONAL MUSEUM OF UNDERWATER ARCHAEOLOGY

CARTAGENA, SPAIN

LED screen wall projection

Development and implementation of project: GPD.S.A

Inauguration: 2008

Client: National Center for Underwater Archaeological Research

Arquitect: Guillermo Vázquez Consuegra, National Award in Architecture.

Project Overview:

New housing for the National Museum of Underwater Archaeology, ARQUA, a museum with cutting de edge resources and technology showing the variety and wealth of our underwater heritage.

Developed by PASOSLARGOS:

Within the permanent exhibition of the Museum of Subaquatic Archaeology (Arqua), the visitor is enveloped by a 70 meter-long wall made up of LED screens, making this installation the largest in Europe applied to a museographic production. The attractive final graphics and art created by Pasos Largos illuminate the main hall of the museum by means of clips of images that form a mural in movement. Clips of animations relating to the aquatic environment, the excavation and recovery of archaeological remains. The extremely complex dimensions of the wall correspond to a digital format of 1656 X 54 pixels.



ACCIONA PAVILION EXPO ZARAGOZA

ZARAGOZA, SPAIN

"Hall of Air", 3D animations

Development and implementation of project: GPD.S.A

Inauguration: 2008

Client: ACCIONA

Arquitect: Boris Micka and Olano y Mendo Architecture

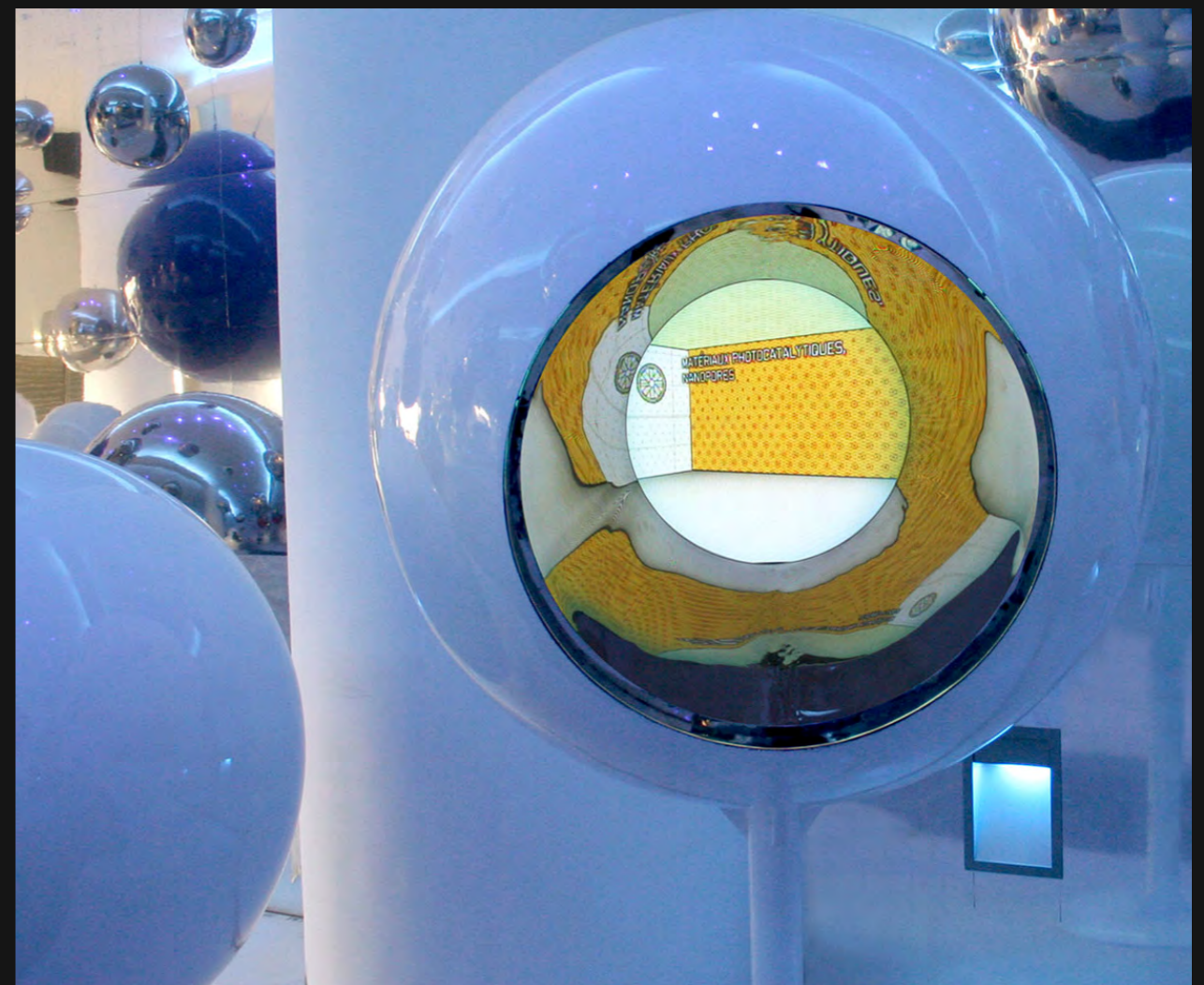
Project Overview:

The pavilion was a visual and interactive experience divided in 3 areas: "Hall of Water", designed by renowned Mark Tamschick Media Space, as an interactive space with cutting the edge motion capture and projection technology. "Hall of Earth", with a huge spiral-shaped sculpture, and the "Hall of Air", a clean and faultless space with 43 spheres with screens and models showing different projects ACCIONA is carrying out.

Developed by PASOSLARGOS:

22min. Of 3D animation: design and development of seven 3D animation films illustrating the spirit of technological innovation and future projects of the company.

These videos were shown within metallic spheres suspended at different heights that formed part of the third hall (Hall of Air) of the Pavilion.



ARQVA, NATIONAL MUSEUM OF UNDERWATER ARCHAEOLOGY

CARTAGENA, SPAIN

2 interactive installations and 2 animated films

Development and execution of Project: EXPOCIENCIA S.L.

Reopening of new exposition: 2014

Client : National Center for Underwater Archaeology Investigations.

Project Overview:

Redesign of some content and permanent installations due to the new installation and exhibition of coins from the frigate 'Our Lady of Mercy', which were recently recovered by the Spanish state after several years of litigation with the American company, Odyssey, which is dedicated to the recovery of treasure and sunken objects.

Developed by PASOSLARGOS:

Interactive Installation: Installation of four circular tactile screens embedded on a large steel ring, showing the various sea routes of the Spanish Empire in the Modern Age. An interactive globe can select different routes which are lit up on a hemisphere in the centre of the ring.

Interactive Installation: Installation of a large format touch screen presenting the last journey of the frigate, which ended in its sinking at the hands of English ships off the coast at Cape Santa Maria. The installation displays illustrations of the frigate and allows one to see all the ports of the last journey, and the details of each, through historical documents from the General Archive of the Indies.

2 Animated Videos: Two videos of approximately three minutes each.



GREAT CAPTAIN PERMANENT EXHIBITION

CORDOBA, SPAIN

4 Animated films

Development and implementation of project: IMAGO

Inauguration: 2015

Client: Commission office of Cordoba. City council of Montilla.

Project Overview:

A permanent exhibition marking the key moments in the life of Gonzalo Fernandez of Cordoba, who is known as 'The Great Captain'. Opened to coincide with the V centenary anniversary of his death, the exhibition places an emphasis on his importance as a military and historical figure, and the significance of his strategic decisions, such as the creation of a new infantry and style of combat, which ensured Spanish troops dominated Europe in the sixteenth century.

Developed by PASOSLARGOS:

Four films, each lasting one minute. The scenes capture moments from various battles and display how it was that Gonzalo Fernandez, earned his title of 'The Great Captain'. Original illustrations in grey scale. Post-production layers create texture, atmosphere and color and incorporates animations of the main character.



"LA DAMA BOBA" NATIONAL LIBRARY OF MADRID

MADRID, SPAIN

Graphic video documentary

Development and implementation of project: El Taller de Comunicación

Inauguration: 2018

Developed by PASOSLARGOS:

La Dama Boba is a documentary video about the Golden Age comedy life cycle focusing on the play La Dama Boba, written by Lope de Vega.

This video was part of the exhibition of the National Library of Spain "Lope y el Teatro del Siglo de Oro" from October 2018 to February 2019.



MARQUESES DE LINARES HOSPITAL MUSEUM

LINARES, SPAIN

Graphic video documentary

Development and implementation of project: Portal G

Inauguration: 2009

Project Overview:

Video to introduce the visitors of the Museo del Hospital de los Marqueses de Linares to the historical and social context of Spain in general and the city of Linares in particular. It was the time period in which the Marquis lived and Linares underwent great changes.

Developed by PASOSLARGOS:

3 min. of animation. Audiovisual production of the museum introduction video: audio production, design, content and style generation, realization, animation.



ITINERANT EXHIBITION "EL PATRIMONIO DE TU TERRITORIO"

ANDALUCÍA, SPAIN

Paisajes interactivos

Development and implementation of project: TIQUITOC Producciones

Inauguration: 2008

Project Overview:

Interpretation centre "El patrimonio de tu territorio". Show exhibition which offers a trip through different landscapes and times in Andalucía.

Developed by PASOSLARGOS:

Five Interactive illustrations are the basis of five interactive viewfinders corresponding to five stages of history: prehistory, Roman era, Muslim era, medieval era and modern era. The visitor can move around the illustration selecting the hot points in order to obtain more in-depth information developed with FLASH.



EXHIBITION OF JOSE DE HERMOSILLA

BADAJOS, SPAIN

Graphic video documentary

Development of project: EL TALLER DE GRAFICA Y COMUNICACION

Inauguration: 2015

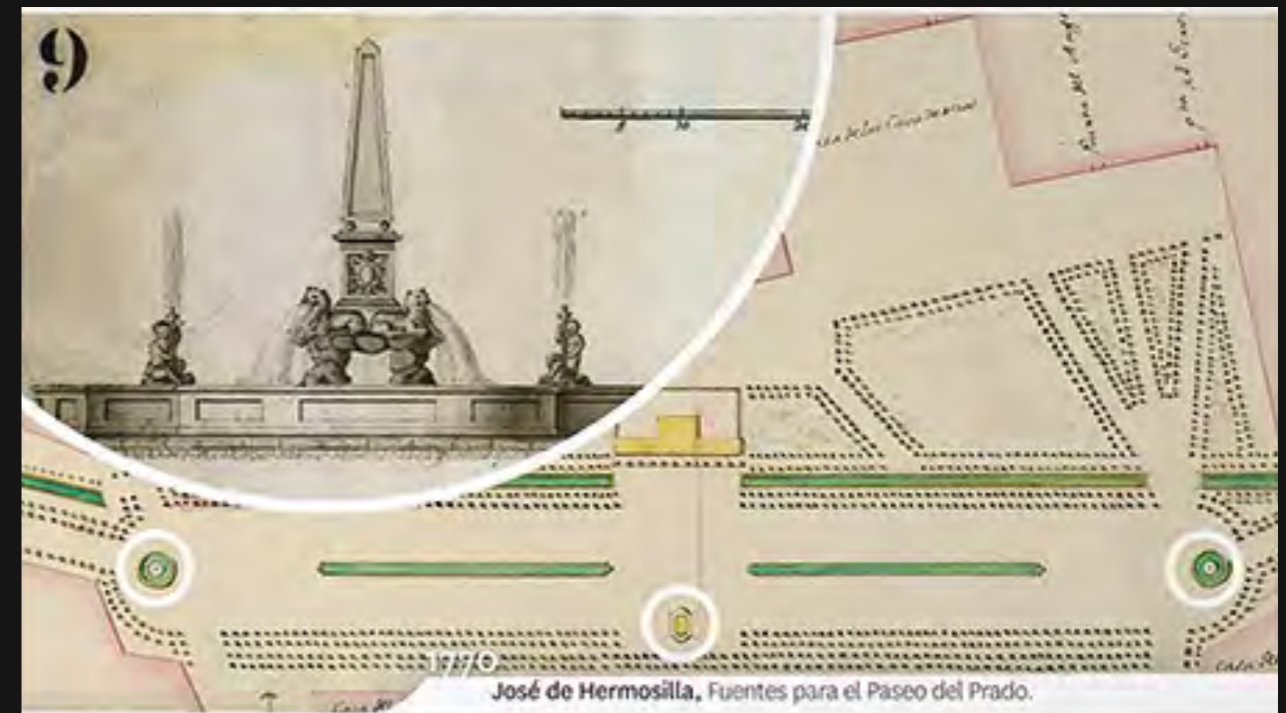
Client: Museo Historico Ciudad de Llerena.

Project Overview:

Exhibition marking the tercentenary of the birth of architect and military engineer José Agustín de Hermosilla y Sandoval, born in the town of Llerena in 1715, and considered one of the most important architects of eighteenth century Spain. The exhibition commemorates his career, persona, works and projects, which were of great significance in eighteenth century Spain, and, indeed, the rest of Europe. In Spain, such a marked contribution was unusual amongst architects of his generation.

Developed by PASOSLARGOS:

6:30 min. Of animation. Video based on artwork from the era drawings, oil paintings and prints, showing the historical context in which Juan de Hermosilla developed his work as an architect and urban planner. An emphasis is placed on the design of the 'Salon del Prado' which was inspired by Rome's 'Piazza Navona'. The design served as the basis for the current Paseo del Prado, the Main Street and recreation and social areas within the capital.



DOCUMENTARY FILM **NORMAN FOSTER** MADRID, SPAIN

Motion graphics animations for film documentary

Development and Execution of Project: Art Commisioners

Developed by PASOSLARGOS:

A series of journeys to the inner world of the memories of Norman Foster, created for the biographical documentary "How much does your building weigh, Mr. Foster?", a production of Art Commissioners.



MAIN TITLE SEQUENCE

EL AUTOR

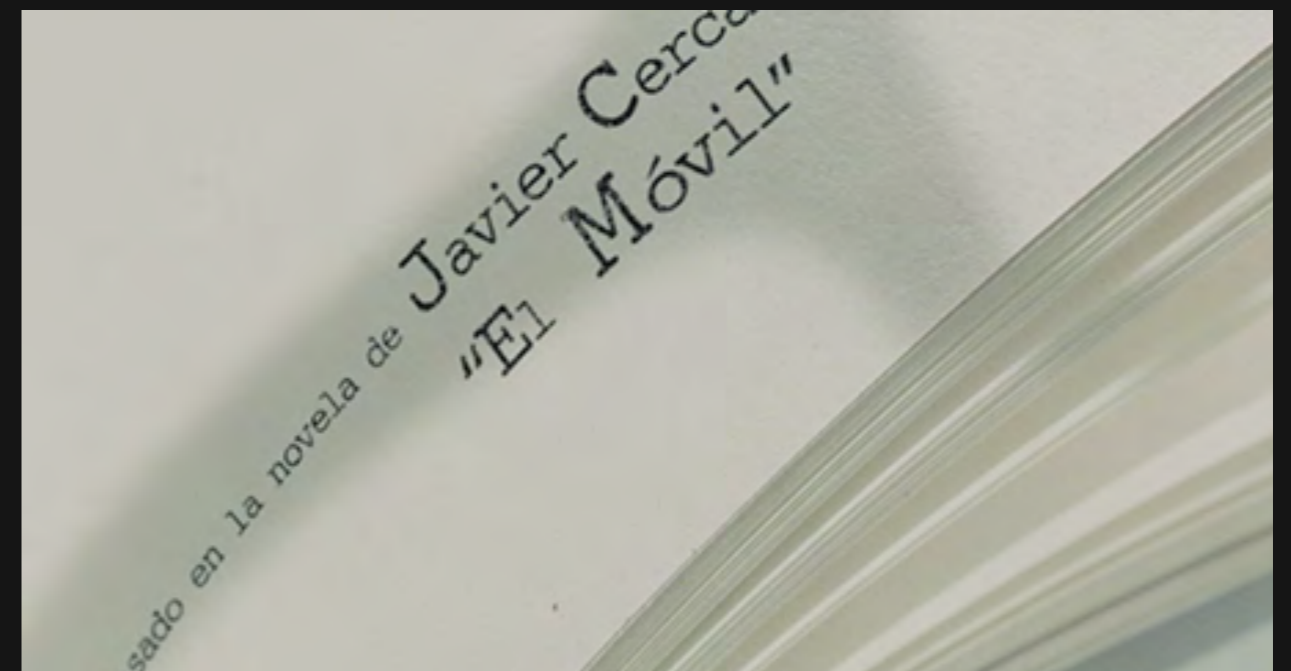
MADRID, SPAIN

Motion graphics animations for film documentary

Development and Execution of Project: La Zona Producciones

Developed by PASOSLARGOS:

Main Title sequence with filmed footage and postproduction process.



OPENING TITLE AND CREDITS

NO MANCHES FRIDA II

MADRID, SPAIN

Motion graphics animations for film

Development and Execution of Project: Panthelion Films

Developed by PASOSLARGOS:

Opening Title Sequence and Final Credits sequence for No Manches Frida II. A film directed by Nacho G. Velilla.



OPENING TITLE AND GRAPHICS

DOLOR Y GLORIA

MADRID, SPAIN

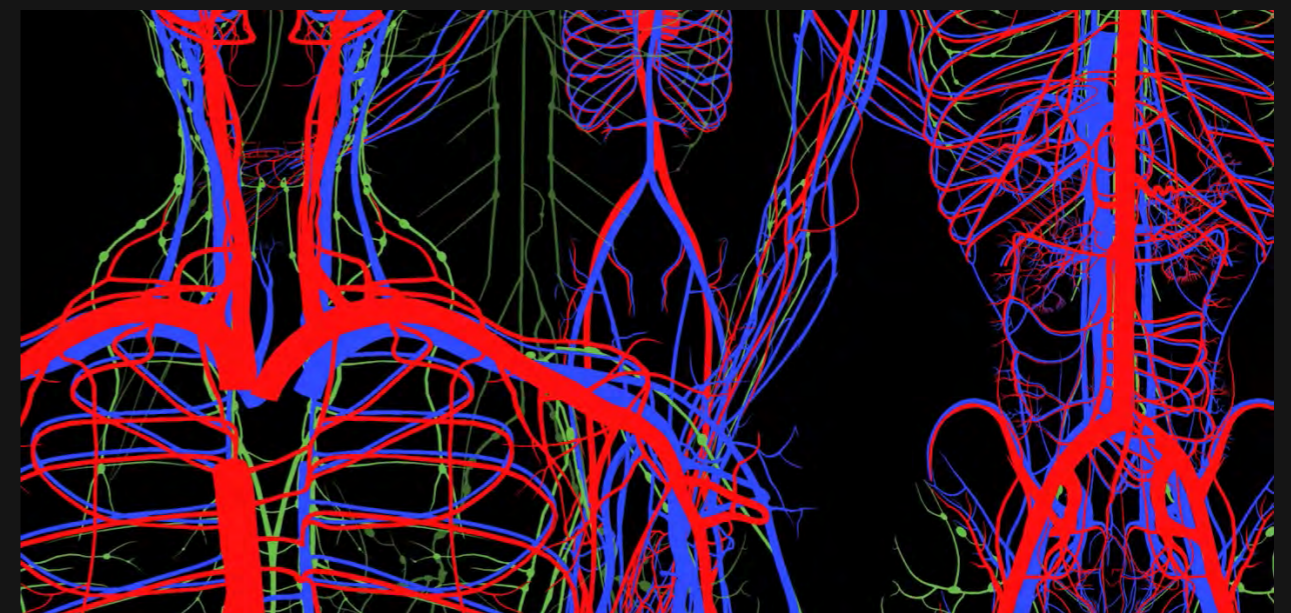
Motion graphics animations for film

Development and Execution of Project: ©El Deseo ©StudioGatti

Developed by PASOSLARGOS:

Opening Title Sequence and Graphic Sequence for the film Dolor y Gloria, directed by Pedro Almodóvar and design by Juan Gatti.

In this animation, Juan Gatti beautifully illustrates the biographical comments of Pedro Almodóvar. Pedro Almodóvar summarizes in a few words how his success opened frontiers and discovered new terrain and secondly lists the pains and ailments he suffers.



P A S O S L A R G O S

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