

DIRTY MONITOR

Since our creation in 2004, we've managed to become a reference for 3D Video Mapping, VJing, and Digital Art.

Over the years, the company has gained an international reputation, thanks to its fruitful collaboration with renowned directors, agencies, brands and other great names from the events industry. Live performances, installations, product launches, celebrations, inaugurations, parties...

Whatever the desired atmosphere, structures or surfaces are, we offer the audience a unique visual and immersive experience.

Our team is composed of multidisciplinary professionals and artists, all coming from different fields, ranging from architecture to graphic design, a wealth of ideas and skills, an essential source for impressive and memorable productions. We strive to create what has never been seen before, because our client needs are as unique as we are.

Our mission: Enhancing without distorting.

Dirty Monitor

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Contact

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Market(s)

Intercative media, gaming, transmedia, web, mobile, social networks

Cinema, TV and Animation

Strategic lines

2D/3D Animation, Festival,
Motion capture,
Museography, Special effect,
Video game, Video on mobile
and the web, HDTV virtual
studio and virtual character,
Post-production