



## Monster Colours

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MONSTER COLOURS came about at the beginning of 2008 when we were asked to create a collection of games for Costa Rica's International Festival of the Arts (FIA). There, we had the great opportunity of the country's best illustrators bringing our games to life. We were so satisfied with the result that we decided to create a new collection where the utmost importance would be given to the games' setting.

We can now present this collection. It has been illustrated by Carles Porta, plastic artist, graphic designer and animation producer. The way the collection is illustrated creates a visual, expressive and exciting setting in the streets and public squares. All the games exhibited in this way are at the same time an artistic collection.

## Technical Requirements

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We need an area of around 400m<sup>2</sup>.with little slope. Accessibility for a large van to get through to the set-up area and nearby parking.

**Set-up time:** 2 h

**Length of activity:** from 3 to 6 h

**Dismantle time:** 1.5 h

## Artistic Profile

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**Creator:** Toni Tomàs. **Craftsmen:** Tombs Creatius. **Illustration:** Carles Porta. **Direction:** Toni Tomàs. **Production:** Tombs Creatius.

## Contact

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