

Marcos Viñals Bassols  
Scenographer - Art director

M +32 475 54 97 30  
E [marcos@bassols.art](mailto:marcos@bassols.art)  
W [www.bassols.art](http://www.bassols.art)



## BIO

Born in Barcelona in 1967, Marcos Viñals Bassols studied scenography at the Visual Arts School La Cambre in Brussels, Belgium, and graduated with a Master of Fine Arts degree in 1994.

Over the past 30 years he has been creating scenic and exhibition designs in Europe and abroad. In 1998, he was awarded the Belgian Theatre Award for Best Scenographer. Marcos' unique vision led to four additional nominations for this award.

Marcos expresses his visual poetry and meaningful vision by crafting captivating scenic environments for large-scale shows, events, exhibitions, and immersive experiences.

As a scenic designer, Marcos has collaborated closely with renowned stage directors such as Franco Dragone, the celebrated creative director of Cirque du Soleil, or Franz Marijnen, a renowned theater master, on numerous productions worldwide.

As a scenographer and art director, Marcos has conceived, designed, and directed world-class shows and events in various countries across Europe, Asia, and the Middle East, amassing extensive experience in storytelling and stage direction.

Since 1999, Marcos has also created exhibition designs for a wide array of touring and permanent exhibitions and museums throughout Europe.

The fusion of these two distinct practices - show design and stage direction on one hand, and exhibition and museum design on the other - has positioned him as a leading expert in crafting immersive and interactive experiences.

Marcos also creates light art installations for large audiences, such as Ovo, a touring light art installation since 2010, and Tree Rings, a light art installation on the Avenue des Champs-Élysées in Paris from 2011 to 2014.

In 2015 he created the permanent exhibition of the Battle of Waterloo's Memorial for the commemoration of the 200th anniversary of the famous battle. The exhibition covers 2,000 sqm located next to the Lion's Mound. The exhibition is a suite of breathtaking scenic installations enhanced by interactive technologies, such as augmented reality, animated paintings, touchscreens, video mapping, transparent screens and multi-lingual audio-guides.

In 2018, he was commissioned to design The Smurfs Experience, a touring exhibition for the 60th anniversary of the Smurfs. Spanning 2,500 sqm, this immersive experience featured interactive exhibits, holographic projections, augmented and virtual reality, as well as captivating rides and spectacular life-sized sets. It is currently being showcased across Europe.

In 2022, Marcos was commissioned by Exhibition Hub to create an immersive and interactive experience for audiences of all ages. The result was Bubble Planet, which was inaugurated in Italy in 2023. This immersive experience has been successfully duplicated several times and is currently touring worldwide.

The year 2024 was dedicated to the conception, design and art direction of the touring experience Titanic : an immersive voyage. This exhibition displays the story of the Titanic through a collection of genuine artifacts, real-size recreations enhanced with audio visual features, full color renderings, an immersive room and a walking VR.

Visit [www.bassols.art](http://www.bassols.art) for more information and portfolio.

## RECENT WORK

*Titanic : an immersive voyage*, immersive touring experience for all audiences, displaying the story of the Titanic through real-size recreations, audio visual features, full color renderings, an immersive room and a walking VR. Position : Concept / Art Direction / Storytelling / Exhibition Design. Client : Exhibition Hub

*Kuwait National Day*, outdoor show for the 2023 National Day of Kuwait for a massive audience set on 3.5 Km of surrounding beaches and live on national TV. Position : Art Direction / Storytelling / Stage Direction. Client : LSE

*Bubble Planet*, immersive touring experience for all audiences inspired by the fancy and colorful world of bubbles, 2022. Position : Concept / Art Direction / Storytelling / Exhibition Design. Client : Exhibition Hub

*Orval Museum*, exhibition design for the permanent museum of the cistercian Orval abbey, Belgium, 2021. Position : Exhibition design. Client : Orval abbey.

*Our Common Heritage*, immersive touring experience about the common history of the border territories between France, Germany, Belgium and Luxembourg throughout the World Wars, 2020. Position : Art Direction / Experience Design / Storytelling. Client : European Union

*The Smurf Experience*, immersive touring experience for the 60th anniversary of the Smurfs. Belgium, France and World tour 2018-2025. Position : Concept / Art Direction / Storytelling / Exhibition Design. Client : Cecoforma

*Kuwait Museum*, opening show of a major museum complex composed of five cutting-edge themed museums in Kuwait, 2018. Position : Concept / Art Direction / Stage Direction / Scenic design. Client : Laser Systems Europe

*Bayan Palace show*, musical and dance show at the Kuwait's Emir Theatre, 2012, 2014 and 2017. Position : Concept / Art Direction / Stage Direction / Scenic Design. Client : ARG Group

*The Land of Legends*, permanent show directed by Franco Dragone, 2017. Position : Concept / Scenic Design. Client : Dragone Show Creation

*Philip Kirkorov*, musical show directed by Franco Dragone at the Kremlin Theatre and on tour, 2016-2021. Position : Scenic Design. Client : Dragone Show Creation

*Hala Layali Febrayer*, musical live show on Kuwait TV, annual production, 2012-2016. Position : Scenic Design. Client : ARG Group

*Waterloo Memorial*, permanent exhibition design for the 200th anniversary of the battle of Waterloo, 2015. Position : Concept / Exhibition Design. Client : Sien / Wallonia Region

*Mons Superstar*, temporary exhibition at Mons European Cultural Capital in 2015. Position : Concept / Exhibition Design. Client : Sien / Mons European Cultural Capital

*OVO*, temporary light art installation created at the Fête des Lumières, Lyon and on tour in numerous light festivals like Jerusalem, Istanbul, Frankfurt, Beijing, Amsterdam, Astana, Helsinki, London, Baltimore, Kuwait. Position : Art Direction / Scenography.

## EDUCATION

1989-1994 : Master of Fine Arts degree in Scenography at the Superior National School of Visual Arts of La Cambre, Brussels (B). Magna Cum Laude.

2000 : Scenic design and directing for opera, workshop directed by Willy Decker

1998 : Scenic design for theatre, workshop directed by Josef Svoboda

1988-1989 : Studies of interior architecture at Institut Saint-Luc, Brussels (B)

## LANGUAGES

French            ooooo

Spanish           ooooo

English           ooooo

Dutch            oooo

Catalan           ooo

Italian           oo