

P D F I I I // P A S T W O R K + T E A M

# Strangeloop Studios.

Selected past work in projection-mapped, large-format, and architectural settings. Key personnel and references for the BLINK 2026 commission.

---

C O - F O U N D E D B Y I A N S I M O N A N D D A V I D W E X L E R // L O S A N G E L E S , C A

STUDIO

# An Audio-Visual Studio Built for Architectural-Scale Work.

Strangeloop Studios is an audio-visual practice working at the intersection of music, philosophy, and large-scale projection. Our work appears on the façades of concert halls, in the air above festival crowds, and on the rear of stadiums for the world's most-watched live performances.

We treat buildings and stages as instruments rather than screens. The practice is built for public, architectural, large-format work, in close coordination with venue engineering, projector teams, and front-of-house audio.

## Practice Areas

/ ARCHITECTURAL PROJECTION MAPPING

---

/ LARGE-SCALE CONCERT + FESTIVAL VISUALS

---

/ REAL-TIME, AUDIO-REACTIVE SYSTEMS

---

/ 3D RENDERING + CINEMATIC COMPOSITING

---

/ PUBLIC COMMISSIONS + INSTITUTIONAL WORK

---

# David Gilmour

HOLLYWOOD BOWL // LOS ANGELES, CA

Projection-mapped visuals for David Gilmour's Hollywood Bowl performances.

Strangeloop Studios designed and produced large-format visuals for David Gilmour's Hollywood Bowl run, integrating projection-mapped imagery with the venue's iconic concentric arched shell. The work treated the architecture itself as a performer, with imagery cut to the music, calibrated to the venue's lighting design, and executed in close collaboration with Gilmour's creative direction and the Bowl's technical staff.

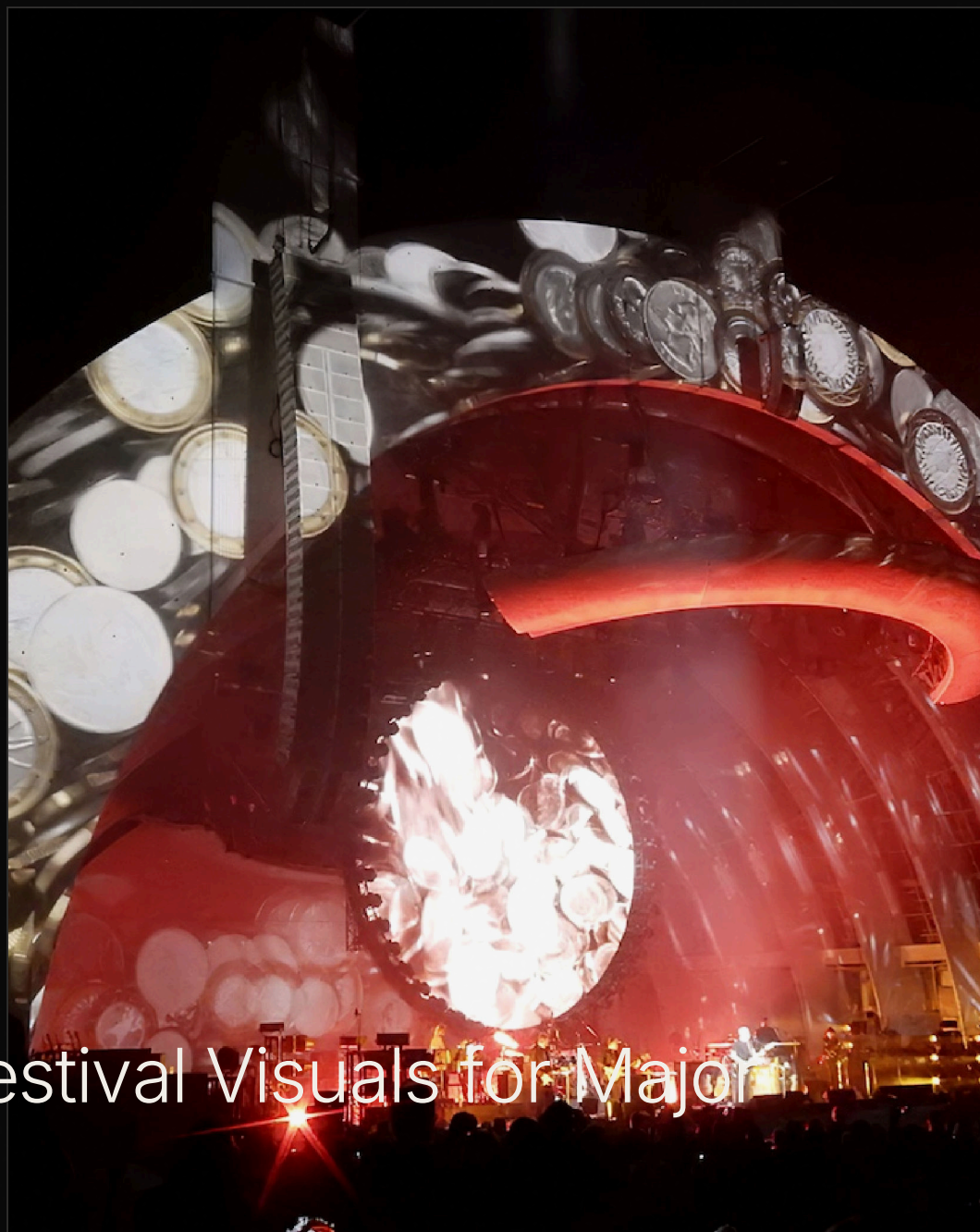
// RELEVANCE TO BLINK 2026

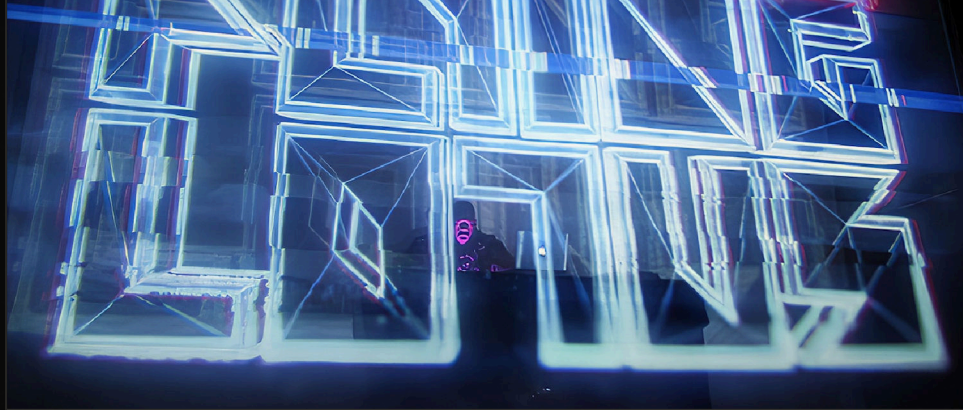
SELECTED LIVE + TOURING WORK  
Direct precedent for the Cincinnati Music Hall

commission: a fixed iconic facade, a live orchestral or musical performance as the score, calibrated

## A Decade of Stage and Festival Visuals for Major Artists

multi-projector mapping, and on-site commissioning under similar conditions. The Hollywood Bowl run exercised every stage of the pipeline this proposal





LONG-TERM CREATIVE PARTNERSHIP

## Flying Lotus

TOURING + FESTIVAL VISUALS // MULTI-YEAR COLLABORATION

Long-running creative partnership with Flying Lotus, including stage visuals, festival headline sets, and audio-driven real-time systems. Defining work in the studio's audio-reactive, fractal-aesthetic lineage.



STADIUM + FESTIVAL

## Kendrick Lamar

TOUR + FESTIVAL VISUALS

Visual content and creative collaboration for Kendrick Lamar live performances, including festival main-stage and tour appearances. Large-format imagery cut to set pacing and song-by-song direction.



PROJECTION-MAPPED STADIUM SHOW



CONCERT + CULTURAL

# The Team for The Common Ascent.

// CO-FOUNDER

## Ian Simon

CREATIVE DIRECTION // PRODUCTION LEAD

Co-founder of Strangeloop Studios. Leads creative direction, narrative development, and producing across the studio's touring, festival, and architectural work.

Direct point of contact for production planning, budget, scheduling, and venue coordination on this commission.

// CO-FOUNDER

## David Wexler

ANIMATOR // VISUAL DIRECTION

Co-founder of Strangeloop Studios. Animator.

Builds real-time, audio-driven motion for live performance and architectural projection. Cinematic lineage in the family of Haskell Wexler.

// ANIMATOR

## Nic Juister

MOTION DESIGN // REAL-TIME VISUALS

Motion designer specializing in immersive visual experiences for live performance and large-scale events. Real-time visuals and projection mapping for top-tier touring artists and broadcast.

Selected work: The Weeknd (Coachella 2018), Lil Nas X (Grammy + BET), BLACKPINK (Coachella 2023), Mariah Carey Las Vegas, The Game Awards, Metro Boomin x Future.

// LEAD COMPOSITOR

## Alec Maassen

COMPOSITING // FINISH

Lead compositor on the project. Integrates Notch, Unreal, and animation passes into the final master, with light-spill control and color disciplined to Rec.709 reference.

Senior compositing experience across the studio's touring, festival, and architectural projection work.

# Available on Request.

Documentation of past work, including stills, footage, and references from venue engineering and creative teams, is available on request from the Cincinnati Chamber and BLINK 2026 selection committees.

---

// PUBLIC PORTFOLIO

[strangeloop-studios.com](https://strangeloop-studios.com) // case studies, press, and selected reels

---

// REFERENCES

Venue engineering, label, and management references for past work available on direct request to David Wexler or Ian Simon

---

// DOCUMENTATION

Project stills, footage, and live capture from the works listed in this document available in private folder on request

---

Strangeloop Studios

CO-FOUNDED BY IAN SIMON AND DAVID WEXLER

[david@strangeloop-studios.com](mailto:david@strangeloop-studios.com)

[ian@strangeloop-studios.com](mailto:ian@strangeloop-studios.com)

[strangeloop-studios.com](https://strangeloop-studios.com) // Los Angeles, CA

