

Ghent, Belgium and Madrid, Spain February 5th, 2017 – Limecraft and Visiona announced today that Visiona will be distributing Limecraft services in Spain.

Limecraft helps television and film producers to manage their Digital Workflow. Limecraft Flow is a cloud-based platform for storage, online sharing and review, editing and subtitling of audiovisual material. Limecraft services some of the largest broadcasters and independent producers worldwide.

To provide the best possible service for their customers in Spain and Portugal, Limecraft and Visiona agreed that as of today Visiona is a preferred service provider for Limecraft. “Limecraft’s radical innovation in the area of Asset Management solutions always requires some form change management. Visiona’s excellent track record in that area makes this a successful partnership”, says Maarten Verwaest, founder and CEO of Limecraft, in a joint statement. “Limecraft provides the key elements for our customers to industrialise their production processes. These will thrive by Visiona’s hands-on experts for integration, training and support. Together we will enable our customers to maximize productivity and to explore new creative venues”, adds Nuria Sánchez Almodóvar, CEO of Visiona.

For press and publicity enquiries, please contact Limecraft (+32 93301323 or info@limecraft.com) or Visiona (+34 910514501 or nsanchez@visiona-ip.es). To stay updated, follow us on twitter (@Limecraft) and Facebook (facebook.com/Limecraft.Connected).

About Limecraft

Limecraft provides logistic solutions for the audiovisual sector. Limecraft Flow is an online platform designed to host the most demanding workflows in production and post-production of television and film. It is cloud-based to enable its customers to easily spin up and wind down services. Limecraft is a spin-off of iMinds and VRT.

About Visiona

VISIONA Ingeniería de Proyectos is a cutting edge IT company with solid experience in designing, developing and deploying complex workflows. Visiona is specialized in ground-breaking media technologies throughout along the value chain, from content production to end-user applications. These include broadcast solutions, video processing, media analytics, coding, mobile live streaming and hyper-personalization.