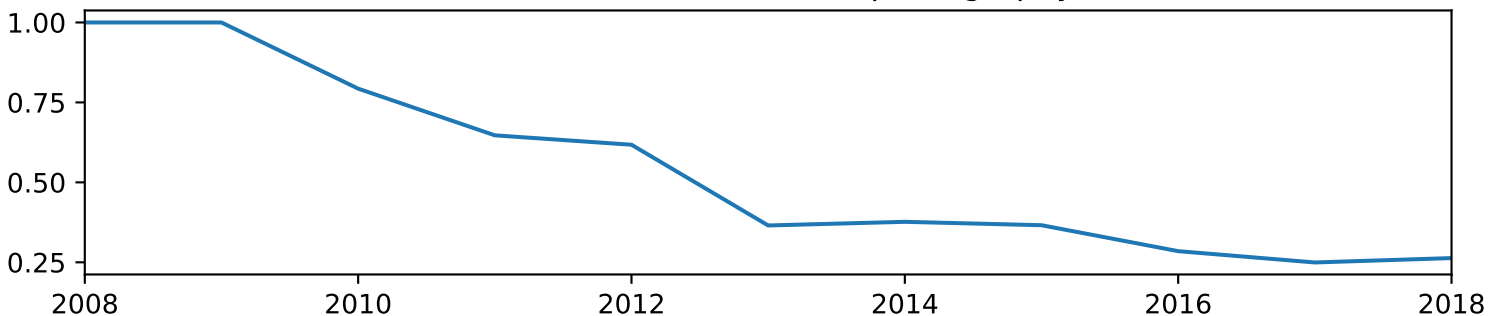
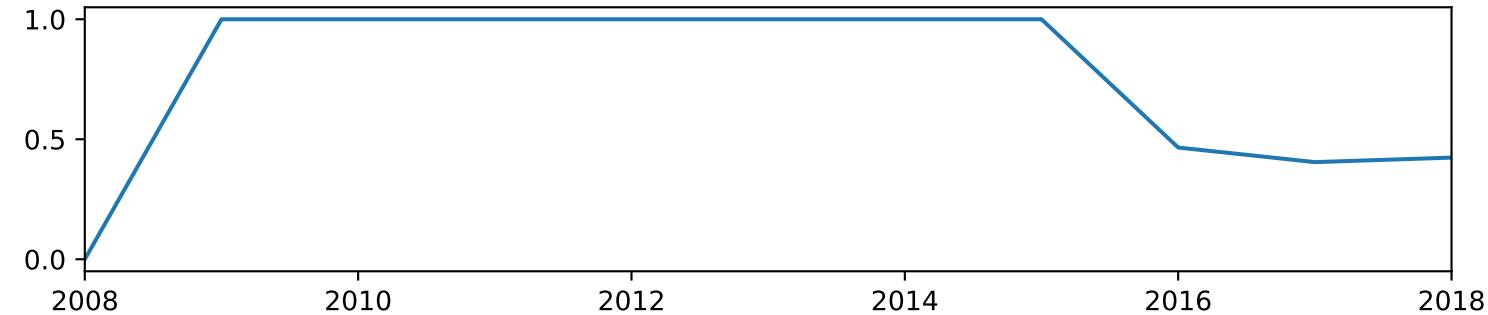


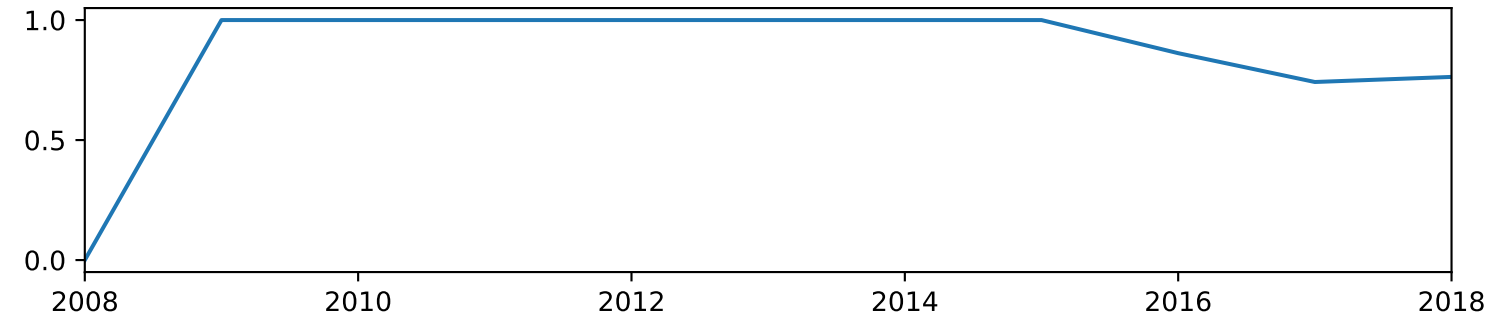
Film, tv, video, radio and photography



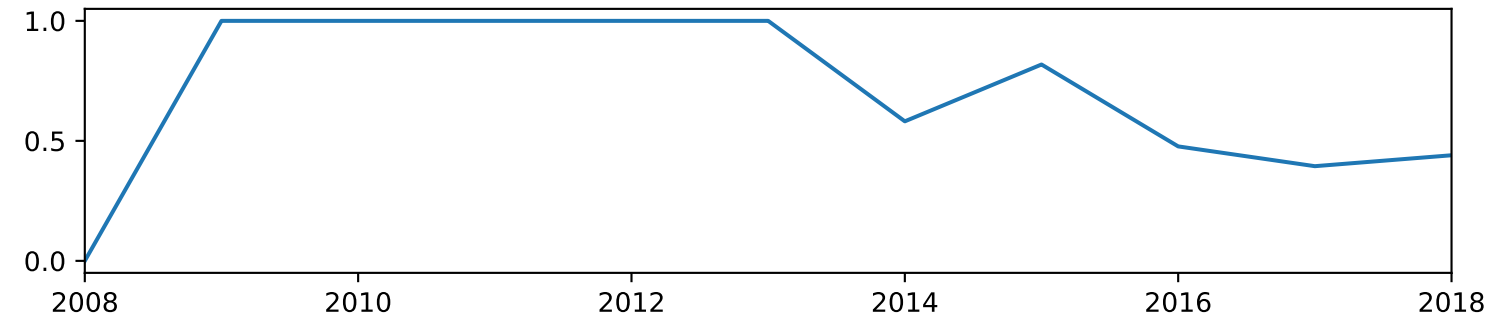
Music, performing and visual arts



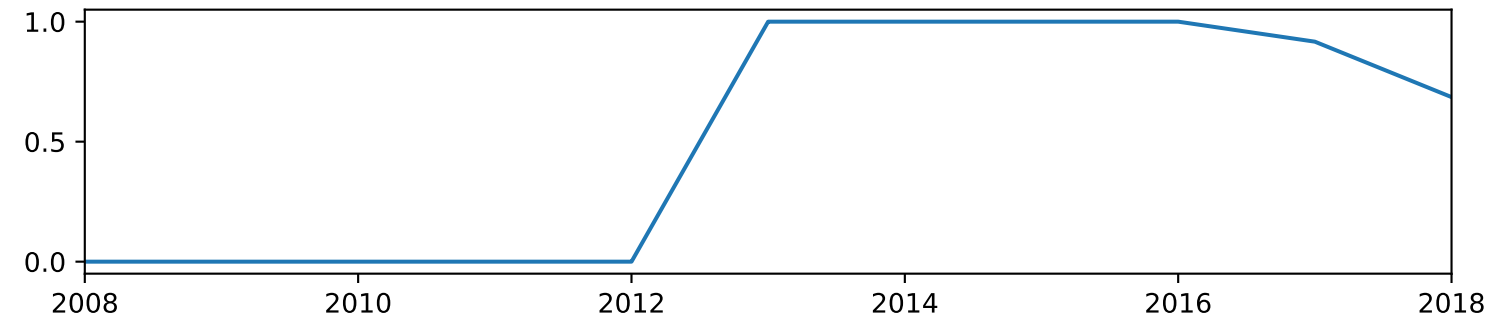
It, software and computer services



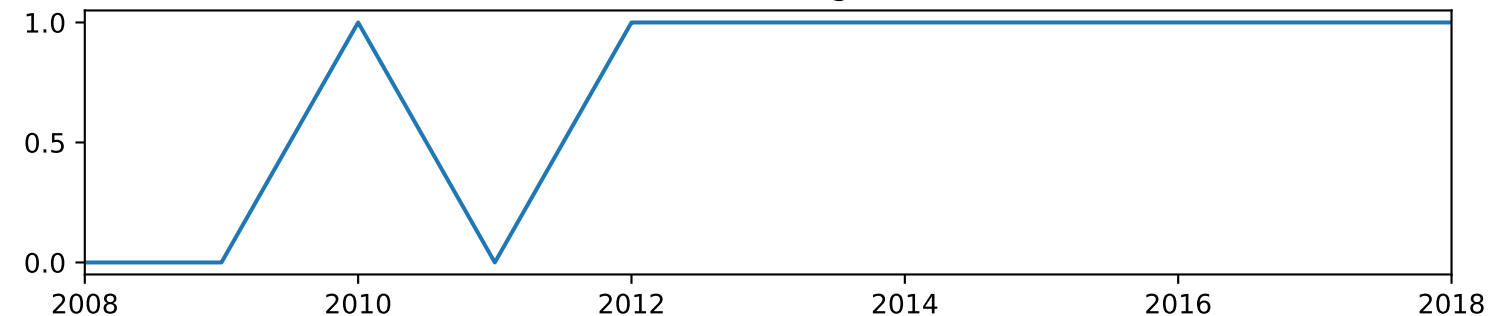
Advertising and marketing



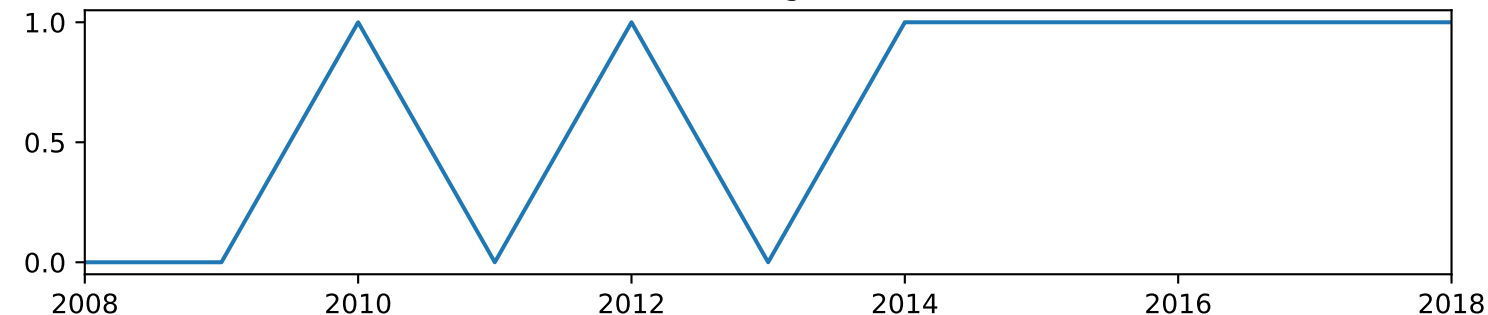
Architecture



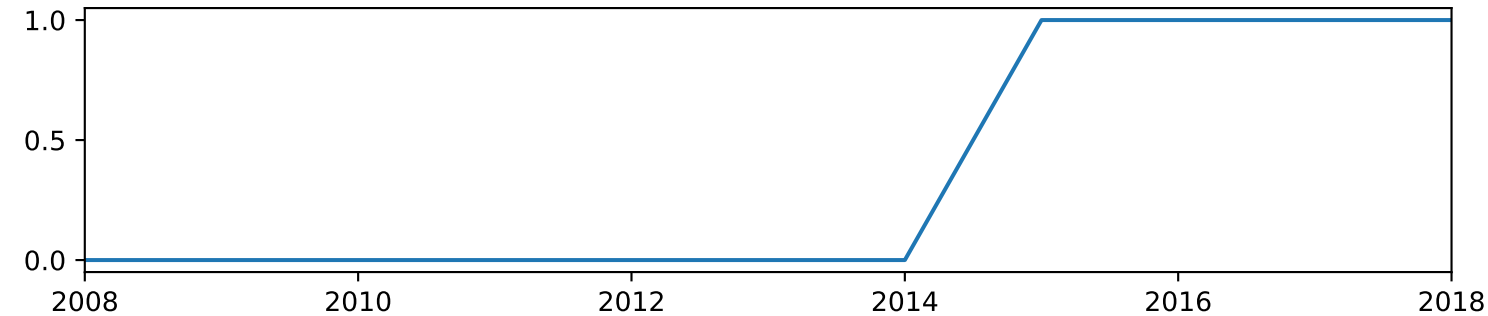
Publishing



Design



Museums, galleries and libraries



Immersive games

