

Leoptic, the world's first transparent and luminous skate board from Seville

LOCATION: Seville

DURATION: 1'18"

SUMMARY: Shining whilst you skate. A dream on wheels made real thanks to a bright idea from Manu, a young Sevillian, who decided to set out and make his own skate board and snowboard. His design is unique, it's the first transparent prototype and it has its own lighting.

VTR:

Having everyone look at you whilst you skate. That's how Leoptic started, in Seville, the first transparent skate and snowboard in the world which creates light in its trail.

MANUEL DE LA TORRE
LEOPTIC Founder

"It's the first board which is completely transparent where you can see the ground when you go skating at high speed. And the effect it has once you've tried it for the first time, you're hooked."

CARLOS PAZ
Skater

"Skating has always been wooden, so putting something transparent through which you can see where you're skating, and on top of this it has a light, is something innovative. Because until now I'd seen none like this and it's something that attracts a lot of attention, and that makes people want to have one."

Manu, a graduate in business administration was certain, that after finishing his degree, he wanted to be his own boss. And his bright idea of a mode of transport was conceived to capture looks, he is now looking for financing through crowdfunding to take the project onto the street.

ENRIQUE TORRALVA
Al-Éxito Foundation President

"Bear in mind that we're talking about an alternative funding and it is the driving force behind the start of the project."

For now, Manu has ten boards, which have been turned into an object of desire for skaters from different parts of the globe.

MANUEL DE LA TORRE
LEOPTIC Founder

"There are a lot of people interested, a lot of bloggers that want me to send them a board so they can try it out."

Manu's dream of getting every city to light up in the night with his boards is getting closer.

For more information or support please email info@andalusianstories.com