

THUNDER XR XR STAGE

Thunder is thrilled to introduce the latest addition to our stage offerings: new XR + virtual production stage and motion capture stage. Powered by Unreal Engine and Pixotope VP/XR software, this 40' wide x 16' tall curved digital wall with half ceiling makes Thunder's XR Studio the ideal one-stop virtual production location.

XR, better known as 'extended reality', is an immersive virtual production solution powered by game engine mechanics and the new gold standard for capturing talent in a stage environment. With an 8K display resolution wall, nDisplay, Disguise d3 + Unreal RX servers, Brompton Processor, ROE 2.8 mm BP 2 LED tiles, and integrated RedSpy, stYpe, and Qualisys optical camera tracking systems in place, it is possible to create any environment you desire. Truly take your TV show, music video, commercial, and live stream content to the next level with this tech. Between the cost savings that comes from bringing multiple locations into one space (without the build) and limitless creative capabilities, XR is redefining the next generation of content production. Ask about Thunder's XR Stage availability and how your project can benefit from this cutting-edge technology by emailing us at sales@thunderstudios.com

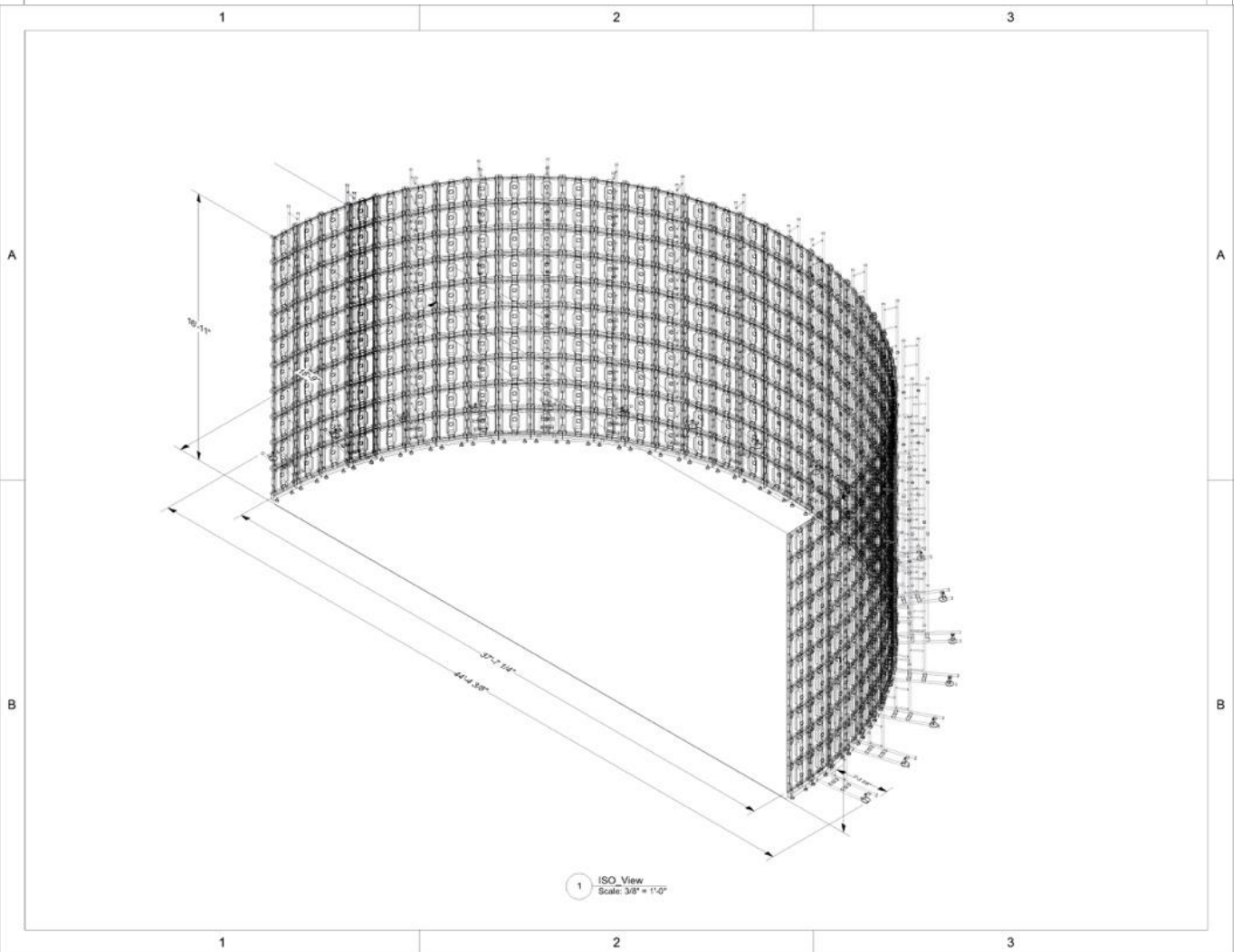
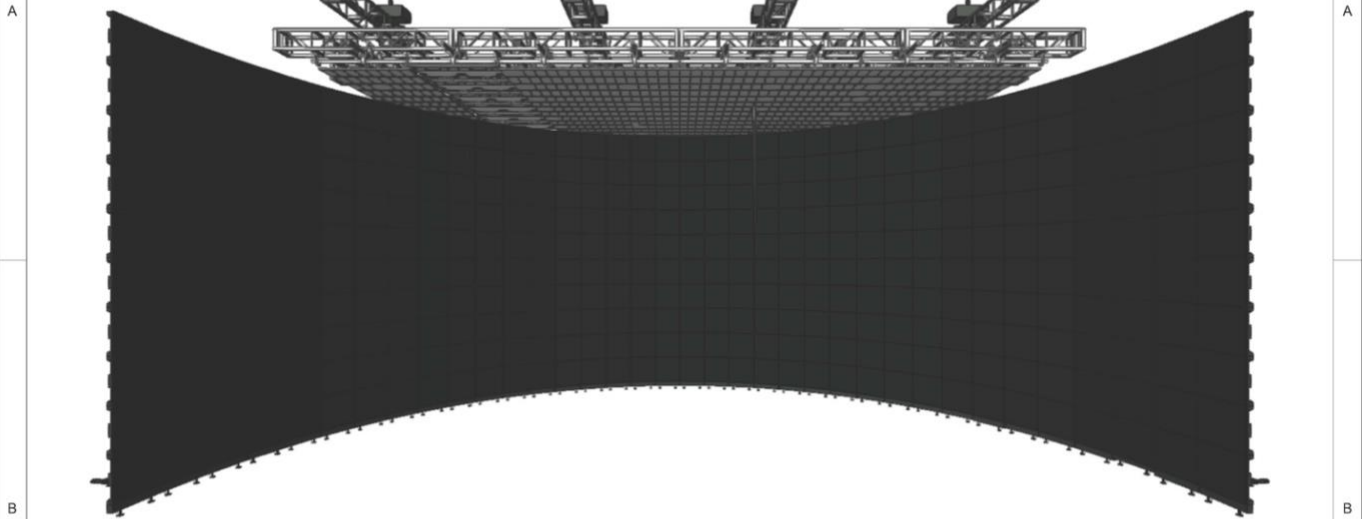


(CUTTING EDGE TECHNOLOGY)

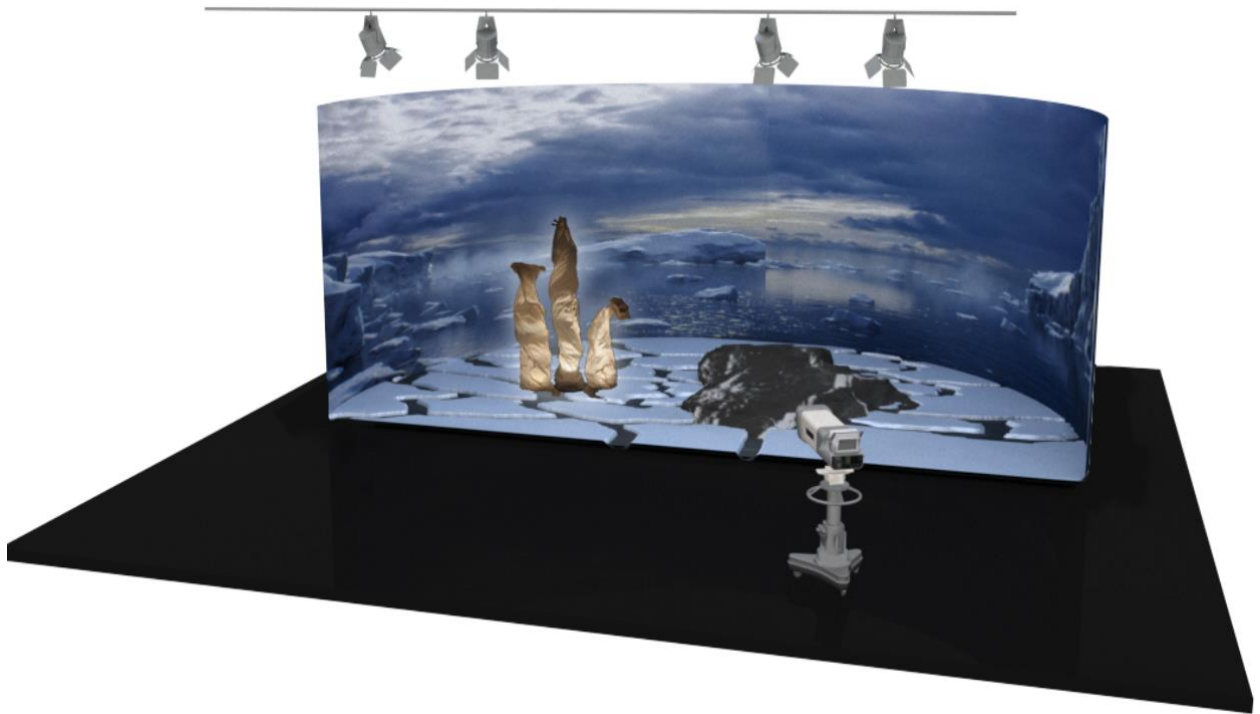
Details

- 5,000 SQF
- W50' D100' H28'
- XR Stage (W40' H16')
- Sound Proof
- Concrete Floors
- Digital Wall + Ceiling
- ROE 2.8mm BP 2 LED tiles
- Brompton Processors
- Unreal RX Servers
- RedSpy, stYpe, Qualisys tracking systems
- Internal elephant door linkage to motion capture Stage 11
- Cisco Meraki WiFi Access Points
- Dedicated ethernet access up to 1 Gbps available** optimized for QTake + video conferencing
- 1 Gbs fiber optic internet (scalable to 10 Gbps**)
- Private fiber optic network optimized for video delivery **Dedicated ethernet link speeds from 750 Mbps-10 Gbps require 4 weeks lead time for provisioning and must be quoted separately
- Direct Access to Backlot
- Permitted for Filming

Ceiling Resolution: 1664px x 728px
Main LED Resolution: 6336px x 1760px



EXAMPLES





THUNDER

PRODUCTION | BROADCASTING | GAMING

1.855.5.THUNDER
310.762.1360
WWW.THUNDERSTUDIOS.COM

All Thunder guests are required to pass through the security and health check entrance prior to entering Studio premises and again through facility entry or loading dock. Any person(s) seeking to transfer to a different zone must additionally pass through the mandatory hand sanitizer stations, located at entry and exit points of each zone.



NORTH GATE

STUDIO PARKING



MAIN ENTRANCE

SECURITY ENTRANCE

PRODUCTION PARKING



SOUTH GATE
SECURITY CHECK

ESPORTS CENTER ACCESS



HEALTH CHECK / SANITARY STATION



ZONE 1



ZONE 2

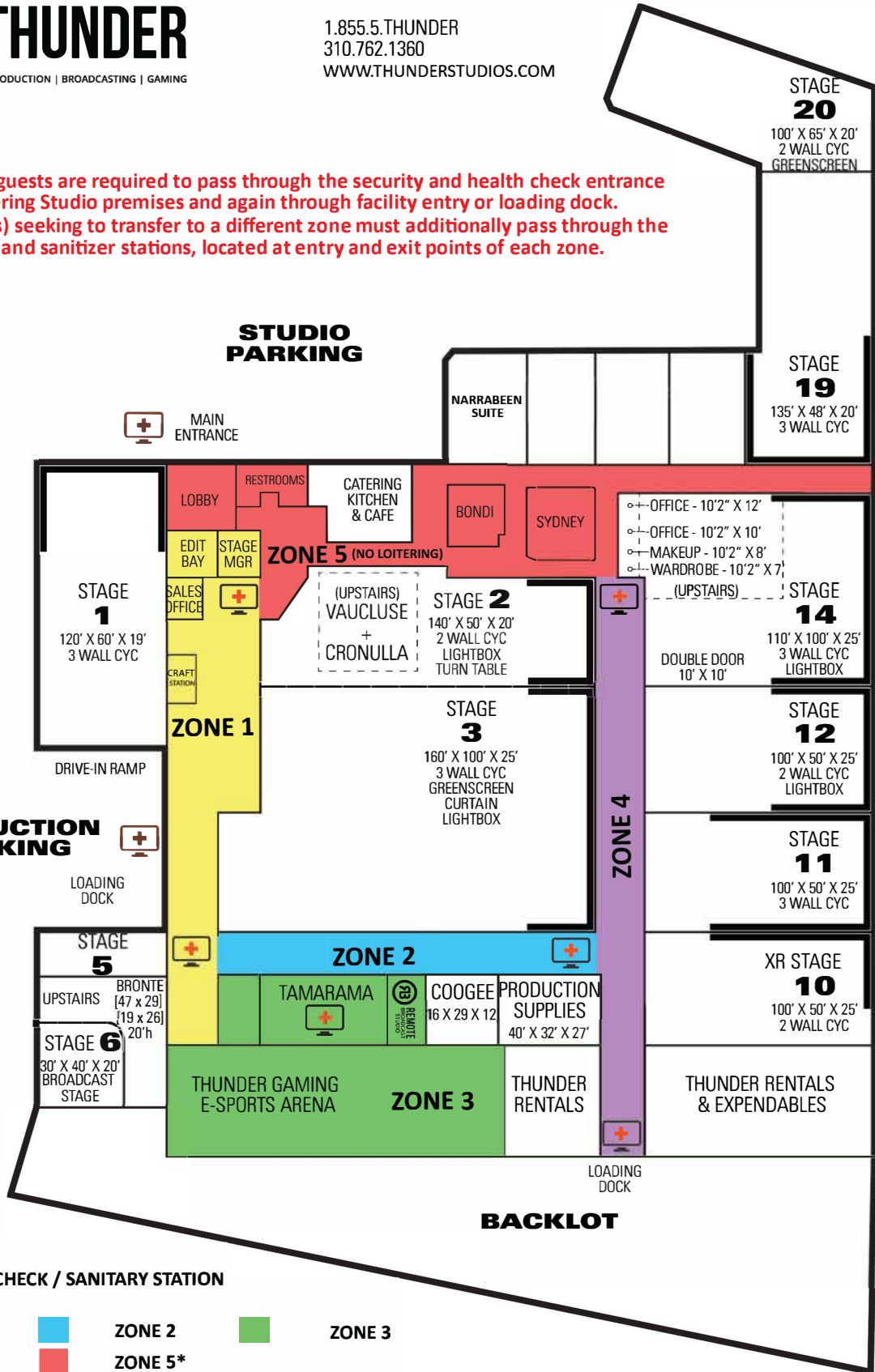


ZONE 3

ZONE 4



ZONE 5*



* ZONE 5 is a no loitering zone. Person(s) in this zone should only be here for the purposes of using the restroom, ordering from the cafe, or enroute to SYDNEY, BONDI, ZONE 1, or ZONE 4.