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**
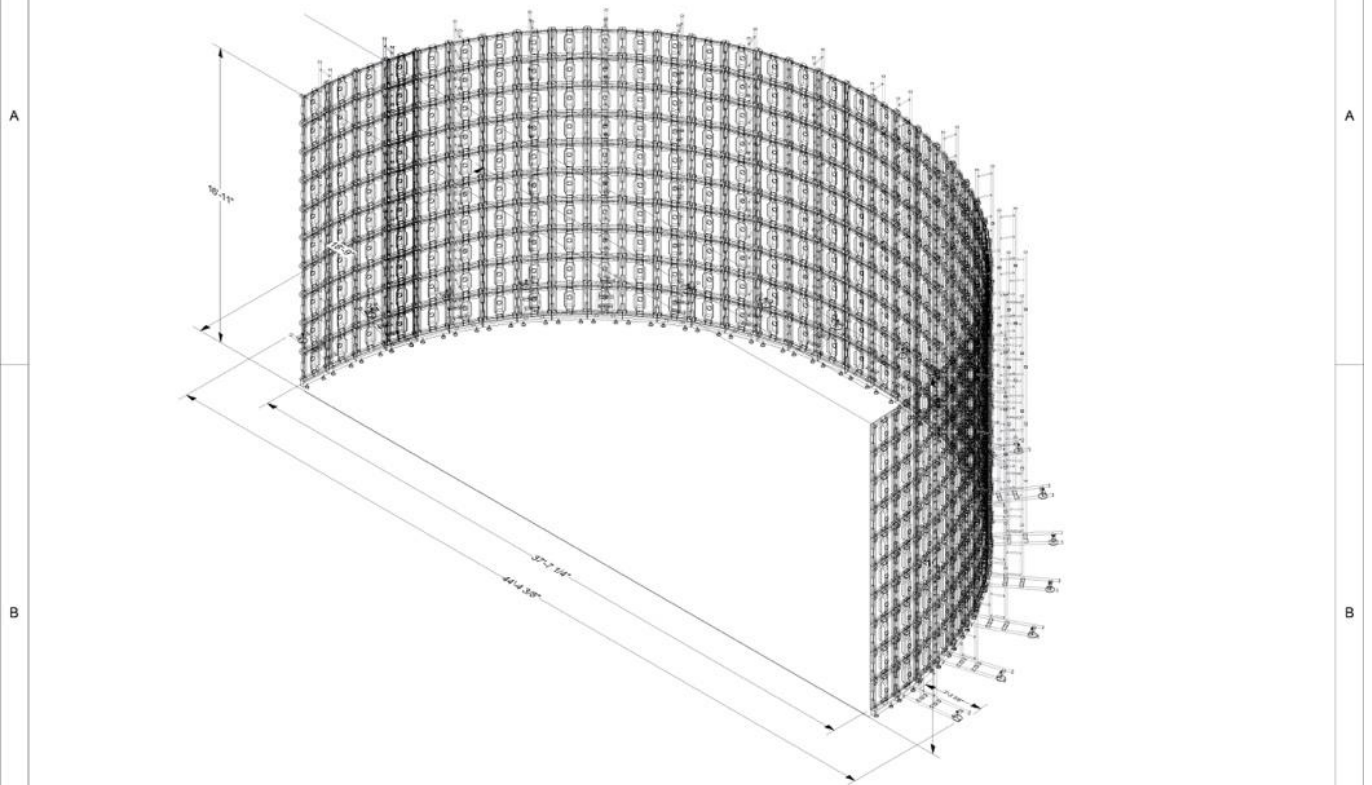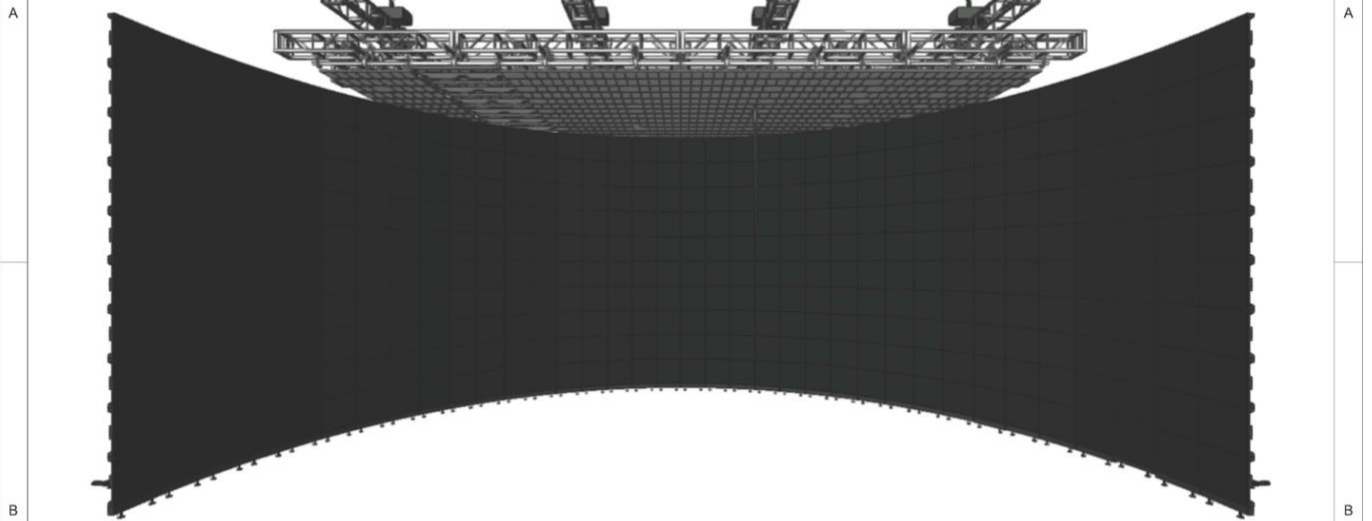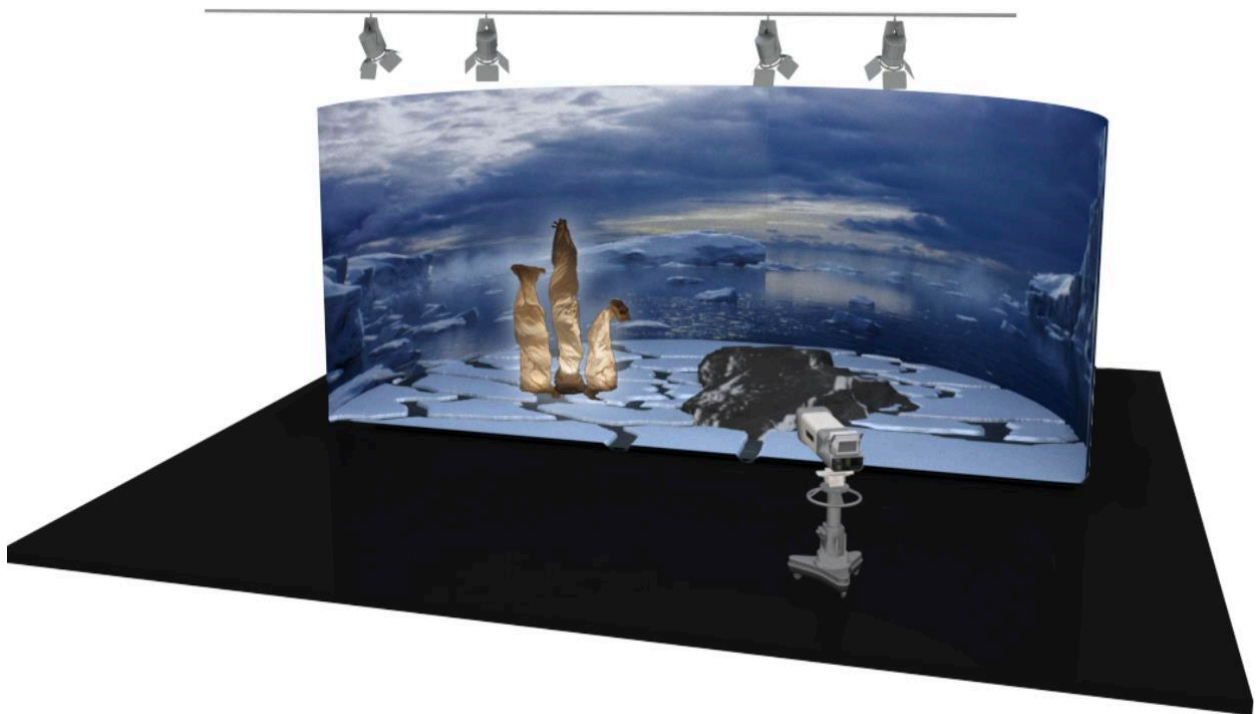

[CUTTING EDGE TECHNOLOGY]

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 Resoluton: 6336px x 1760px

16'-11"

37'-7 5/8"

44'-4 3/8"

ISO_View
Scale: 3/8" = 1'-0"

THUNDER
PRODUCTION | BROADCASTING | GAMING

1.855.5.THUNDER
310.762.1360
WWW.THUNDERSTUDIOS.COM

STUDIO PARKING

NORTH GATE

MAIN ENTRANCE

STAGE 20
100' X 65' X 20'
2 WALL CYC
GREENSCREEN

STAGE 19
135' X 48' X 20'
3 WALL CYC

NARRABEEN SUITE

RESTROOMS

LOBBY

CATERING KITCHEN & CAFE

BONDI

SYDNEY

OFFICE - 10'2" X 12'
OFFICE - 10'2" X 10'
MAKEUP - 10'2" X 8'
WARDROBE - 10'2" X 7'
(UPSTAIRS)

EDIT BAY

STAGE MGR

ZONE 5

COOGEE

STAGE 1
120' X 60' X 19'
3 WALL CYC

(UPSTAIRS)
VAUCLUSE
+
CRONULLA

STAGE 2
140' X 50' X 20'
2 WALL CYC
LIGHTBOX
TURN TABLE

STAGE 14
110' X 100' X 25'
3 WALL CYC
LIGHTBOX

DOUBLE DOOR
10' X 10'

CRAFT STATION

ZONE 1

STAGE 3
160' X 100' X 25'
3 WALL CYC
GREENSCREEN
CURTAIN
LIGHTBOX

STAGE 12
100' X 50' X 25'
2 WALL CYC
LIGHTBOX

SECURITY ENTRANCE

DRIVE-IN RAMP

PRODUCTION PARKING

LOADING DOCK

ZONE 4

STAGE 11
100' X 50' X 25'
3 WALL CYC

STAGE 5

ZONE 2

THUNDER XR

STAGE 10
100' X 50' X 25'
2 WALL CYC

UPSTAIRS

BRONTE
[47 x 29]
[19 x 26]
20'h

TAMARAMA

RB REMOTE BROADCAST STUDIO

STAFF ROOM
16 X 29 X 12

PRODUCTION SUPPLIES
40' X 32' X 27'

STAGE 6
30' X 40' X 20'
BROADCAST STAGE

SOUTH GATE
SECURITY CHECK

THUNDER GAMING
E-SPORTS ARENA

ZONE 3

THUNDER RENTALS

THUNDER RENTALS & EXPENDABLES

ESPORTS CENTER ACCESS

LOADING DOCK

BACKLOT

+ **SANITARY STATION**

| | ZONE 1 | | ZONE 2 | | ZONE 3 |
| ZONE 4 | | ZONE 5 | | |