



# POP-UP STUDIOS

Remote Virtual Broadcasting for today's challenging world.

Deliver breathtaking immersive live content while keeping staff and talent safe.

Our real-time virtual production system uses fully realized 3D environments powered by Unreal Engine. Using the latest advancements in real-time raytracing, volumetric lighting and HDR, we can deliver engaging photo realistic next generation productions for industries such as broadcasting, augmented reality, live events, esports and music.



With multiple live video feeds from a variety of sources. Using Skype TX and DigiCaster, Your talent can be located anywhere on the globe. From a home office using one of our Pop-up studio solutions and skype, a corporate broadcast center using a DigiCaster Direct link box, or a Digital Comm Link Satellite studio. You have your choice of recording locations to keep your talent socially distanced and safe.



Our extensive selection of stock virtual sets covers many types of broadcast and event needs. The stock virtual set options are always increasing so check the website for new and updated sets. All of the stock sets are fully customizable. Our design team can create new sets and environments to meet your production needs.

- Cloud based technology, all talent and staff are remote
- Sets and set elements are completely realized 3D elements
- Starting with our stock virtual locations, modifying them to meet your specific needs or create a completely custom set to meet your unique needs
- Powered by Unreal Engine
  - Real time Ray Tracing
  - Volumetric lighting
  - HDR output
- High quality Skype TX remote video feeds or using point to point secured video feeds through the DIGICASTER Global network for the ultimate in quality
- Network live broadcasts are delivered securely through the DIGICASTER Global network or to the distribution destination of your choice.
- Each environment can have eight simultaneous live video feeds

