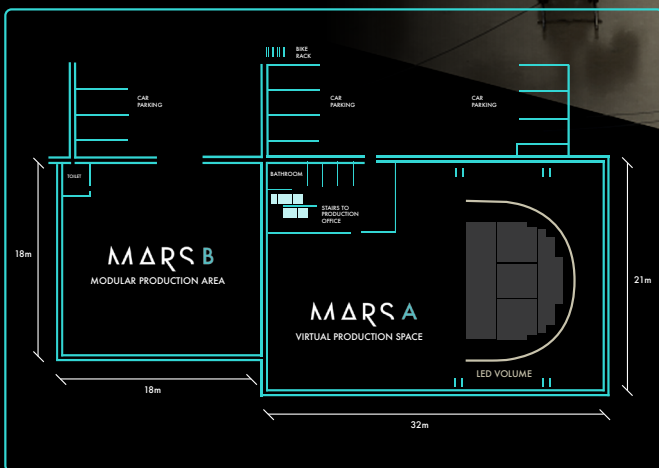
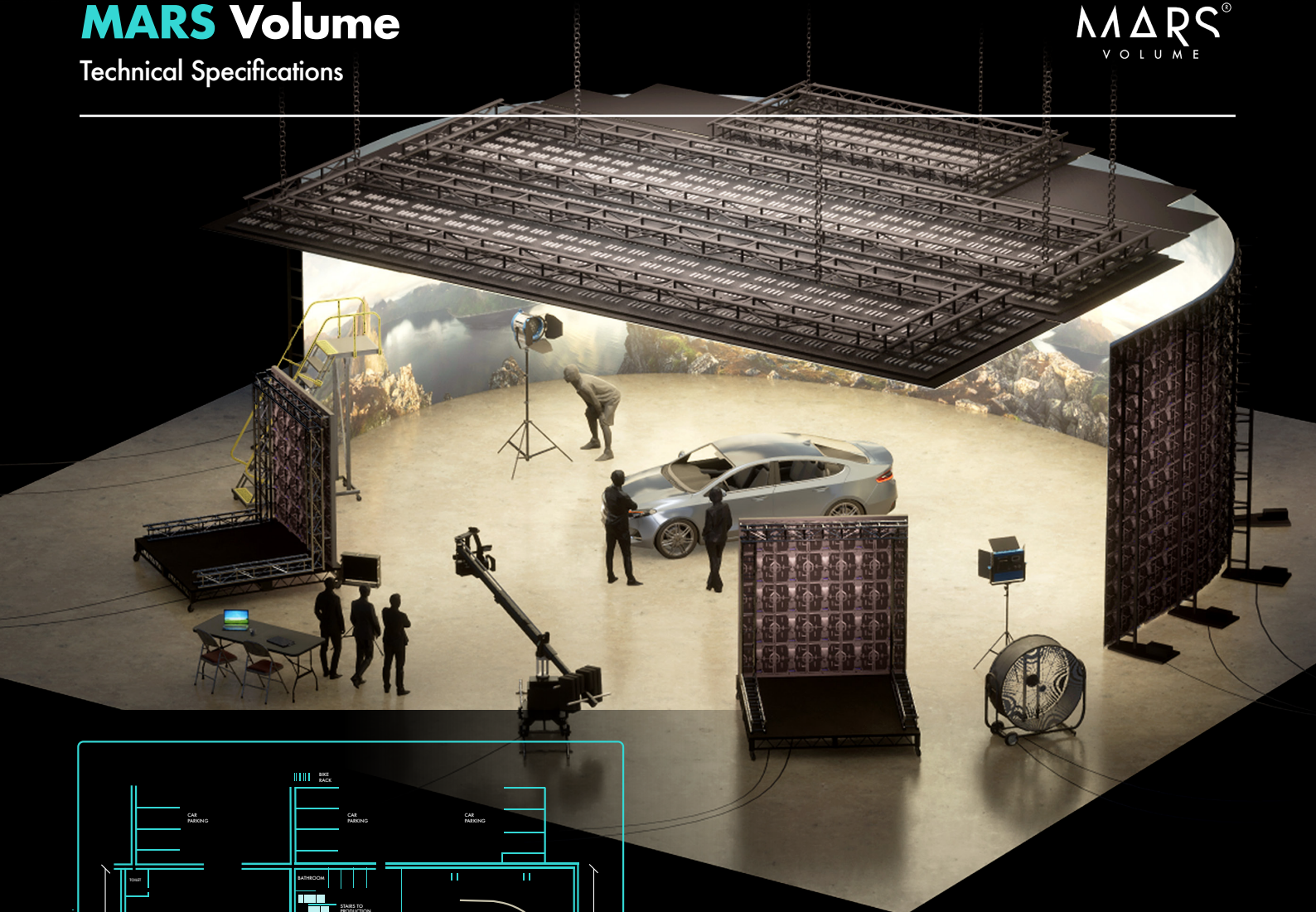


MARS Volume

Technical Specifications

MARS[®]
VOLUME



Why MARS Volume?

MARS Volume has been specifically designed to deliver Hollywood level virtual production technology and talent at accessible pricing.

About MARS

Our new virtual production facility MARS Volume is a permanent 12000 sqf facility situated in Ruislip, West London.

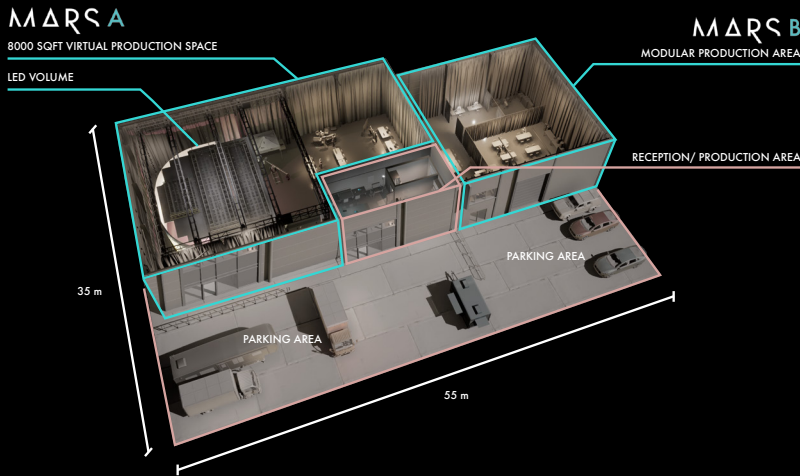
That's 15 mins off the M25, 25 mins from Heathrow and approximately 30 mins from Pinewood.

We're surrounded by key film production suppliers such as Arri Rental, Panalux, Focus 24, Panavision, Take 2 Films, MBS Lighting, Movie Makers and more.

MARS has been designed and built from the ground up by Bild Studios. Bild are the UK's leading specialists in virtual production workflows, following

the teams' two decades of experience of applying the principles, technologies and software within major live events. Bild is a member of the Studio UK advisory group and recently announced a global partnership with Lux Machina, LA-based Virtual Production pioneers (involved in the VP behind Disney's The Mandalorian).

A recent industry article we were featured in: [click here](#)



Our facility

MARS A: 8000 sq ft

- Houses the Volume
- Drive-in access
- 400amp three phase power supply
- 7 ton overhead rigging capacity
- Includes production office space, toilets, reception area, and kitchenette
- External yard space

MARS B: 4000 sq ft

- “Vanilla” space which can be configured for a production’s specific requirements (extra production office space, storage, catering, art dept, dressing rooms etc)
- Drive in access
- External yard space
- Spacious enough to facilitate socially distanced catering

Customizable ceiling configurations



Partial Ceiling + lighting



Full Pod Ceiling

Volume Specs



In-camera LED:

Size: 25.5 x 5m high
Pixel pitch: 2.3mm
Brightness: 1500 nits
Contrast Ratio: 6000:1

Lighting LED (Wild Walls & Ceiling):

Size: 40m sq
Pixel Pitch: 6mm
Brightness: 6000 nits



Control Equipment:

Dual GPU (RTX A6000) server render nodes with nDisplay for Unreal Engine real-time environments. Disguise based plate playback system, with support for up to 16K wide 10 bit plates.



Tracking Equipment:

Stype RedSpy
Stype Spyder