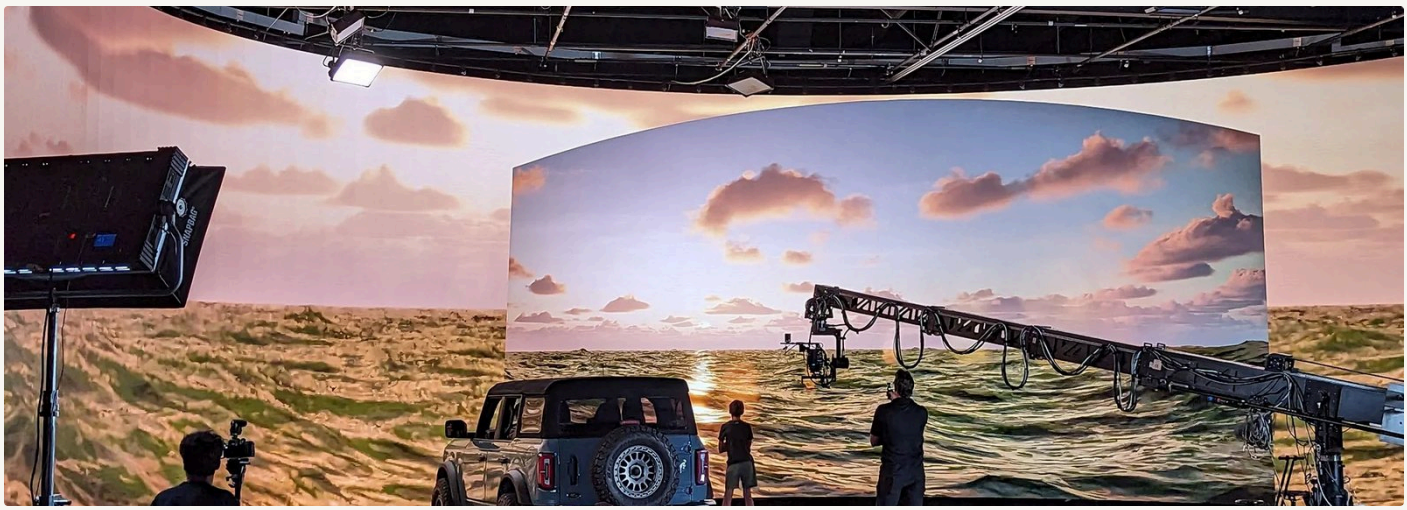
GOAL LINE

REV 2.0
ISSUED SEPTEMBER 24, 2026

STUDIO A · THE VOLUME

Studio A Technical Specifications

A cinematic-scale J-curve LED volume for 2D content (a presentation, images or video) and tracked XR, driven by Disguise with Stype RedSpy camera tracking and Unreal Engine.



106′ × 18′	12288 × 2112	25,952,256	53′
LED VOLUME	PIXELS (W × H)	TOTAL PIXELS	UNOBSTRUCTED CYC

LED VOLUME

Form	J-curve, concave to the stage
Size	106′ wide × 18′ high (32.3 × 5.5 m)
Resolution	12288 × 2112 px
Total pixels	25,952,256
Aspect ratio	5.82 : 1
Pixel pitch	≈ 2.6 mm (calculated from size and resolution: 2.63 × 2.60 mm)
Playback	2D: a presentation, images or video on the LED, no camera tracking. XR: tracked, in-camera VFX

SYSTEMS

Media, tracking and render

Media servers	Disguise, in a dedicated server room
Camera tracking	Stype RedSpy
Real-time engine	Unreal Engine
Content modes	2D presentations, images and video; Unreal Engine environments and set extension for XR

STAGE

Cyc	53′ unobstructed cyc wall
Grip and lighting	On-site rentals, planned with the stage manager
Load-in	Oversized stage entrance for large equipment and vehicle work; coordinate dimensions with the stage manager

FACILITY

Internet	10 Gbps
Broadcast	Fiber tether to Pac-12 headquarters and its 8 control rooms (exclusive REMI studio partner)
Sound room	Midas M32, 32 channels, fiber to the stage
Conference room	Upstairs, overlooking the stage; 60-inch monitor, dual whiteboards
Green room	Seating for 8–12 guests; 60-inch 4K monitor
Hair and makeup	2 vanity stations, hair-washing basin
Wardrobe	Private changing space
Kitchen	Commercial kitchen with a separate caterer entrance

Figures marked calculated are derived from the published size and resolution. Confirm production-critical values with the stage team before build.

TECHNICAL QUESTIONS

Goal Line Studios stage team

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