

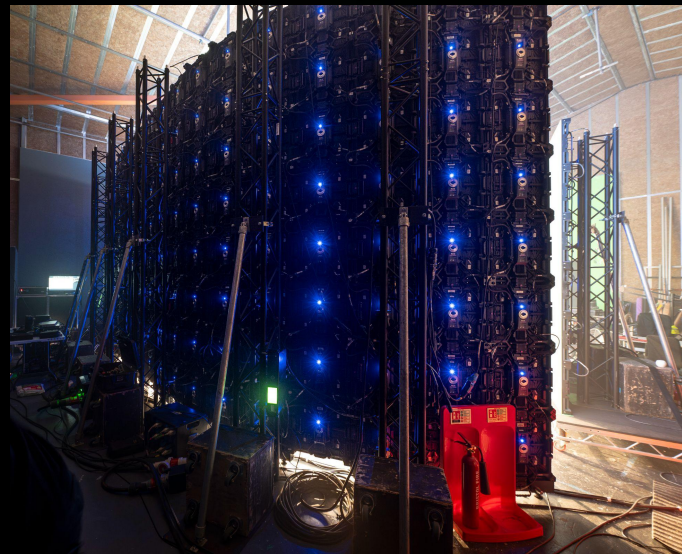
DISTORTION
STUDIOS

CUTTING
EDGE
VIRTUAL
PRODUCTION
STUDIO

About us

Distortion Studios is a Virtual Production Studio based in Bristol, UNESCO City of Film. Founded by a team of award-winning creatives and specialist technicians, Distortion Studios is the perfect location for a VP shoot. Created in partnership with IMAG Displays and funded by Creative UK, Distortion Studios was set up by Steve Garratt and Jonathan Brigden after over 40 years in the creative industries.

Distortion Studios is a 200sqm soundproofed studio with 11m wall of 0.5m ROE Black Pearl 2v2 LED Panels, staffed by a team of experts in Unreal Engine and technical creativity.



What do we have to offer?

Studio Spec

- Fully sound treated studio space
- 200 sq m studio space
- 11x4m curved LED Volume
- ROE Black Pearl 2v2 LED Panels
- Stype RedSpy tracking system
- Brompton LED Processor
- Dedicated Unreal Engine Environment Editing Workspace
- Infinity Cove 8m x 10m Green screen
- Power: 3 Phase split via distro boxes to 16amp & 32 amp sockets & 13 amp standard supply
- Access: 5m roller shutter door
- Lighting: 4 x 4.8Kw space lights (dimnable)
- AV: 5.1 Surround playback / HD Projector
- Heating: Infrared panels

Facilities

- Drive in access/loading bay
- Charging for electric vehicles
- Kitchen with full hob and oven
- Green room
- Spacious office and meeting rooms
- Bespoke broadcast control room
- 10GB fibre internet
- Disable access

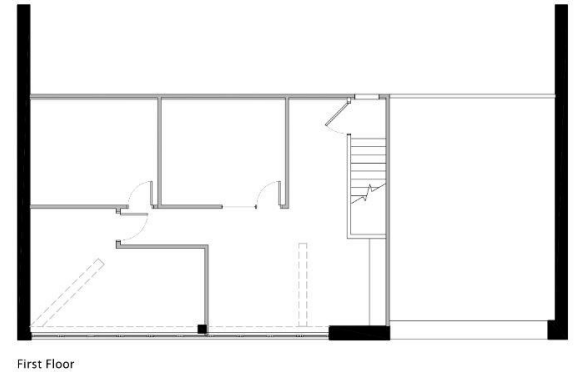
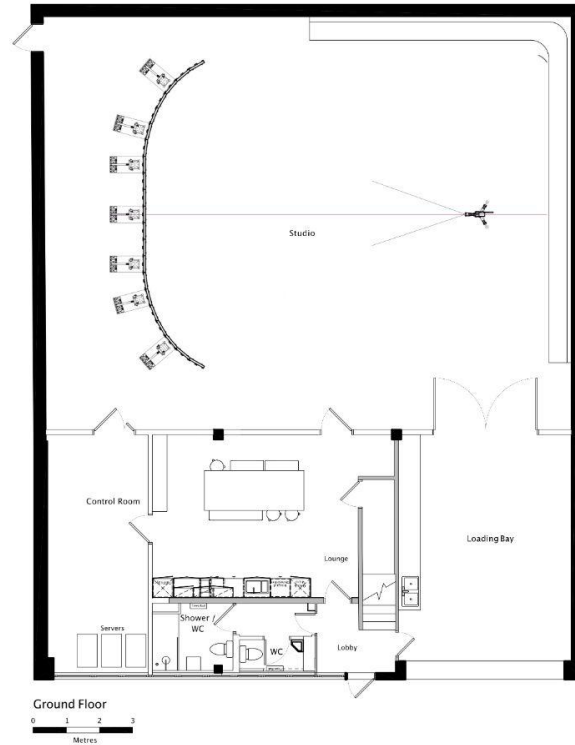


Studio

In Distortion Studios you have the option to film against LED or Green Screen. Our tracking systems encompasses the whole space.

We have a dedicated area on the ground floor for the control room where you can find our technicians and Unreal Artists. On the ground floor there is also a large kitchen, and two bathrooms.

On the first floor there is a green room for hair and makeup, and three production offices/meeting rooms.



Distortion Studios

Location

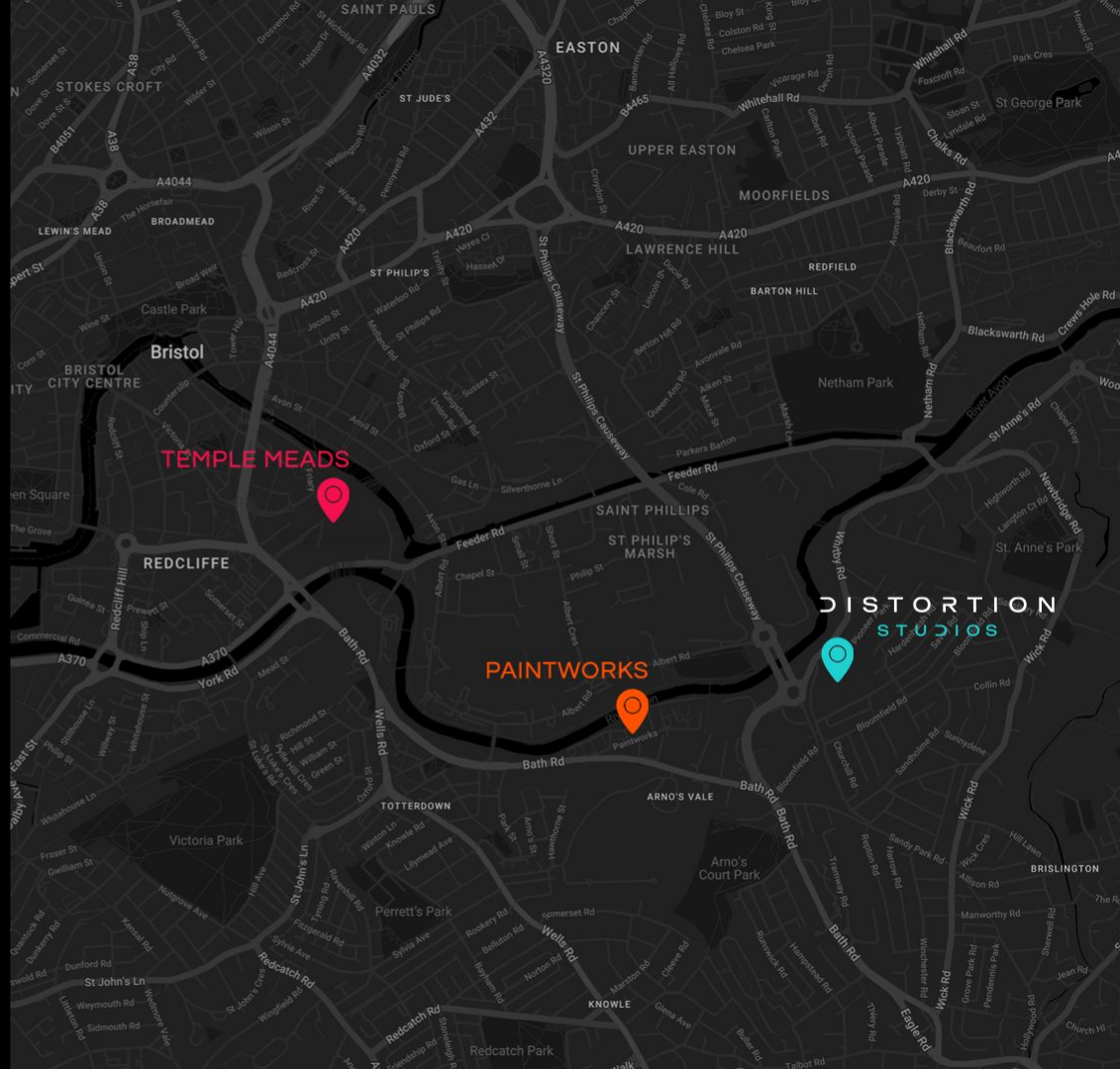
Distortion Studios is 10 Minutes from Bristol Temple Meads Train Station and close to the M32 and M4, therefore making it easily accessible for those travelling to Bristol.

It is close to several retail outlets and food establishments.

There is a bus link to the city centre and train station.

Parking for 12 cars.

Unit 1 Whitby Road
Brislington
Bristol
BS4 3QF





Productions

We've been working on some R&D projects between renovations. This has included the creation of an award winning short film, Interrogation. A TV commercial for The American University of Kuwait. A documentary coming out later this year. And a temporary installation for Netflix to launch Rebel Moon.

Distortion Studios is the perfect space for all kinds of productions, whether it's a music video, short film, corporate communication film, advertising or TV & Film.



Sustainability and Community

We are on a path to net zero production and are currently undertaking the Albert Studio Sustainability standard. We are planning on having solar panels installed next year. This will feed a battery array within the studio and will enable us to maximise sustainable energy production in everything we do. We also use a local energy company that provides us with 100% renewable fuel mix.

We have an electric vehicle charger in our building that colleagues and customers can use for free while working at the studio.

We ensure that waste is recycled by using a reputable waste provider that recycles an average of 85% of waste.

We invest a lot in the latest technology and computing equipment at Distortion. When we have to dispose of computer equipment that is unfit for the highest standards of production, it is always in good working order. We actively seek out users that might benefit from this equipment. For example, we recently donated our high-level laptops to university students that might not have access to decent computing equipment. In addition, we aim to buy reclaimed items where possible. For example, all our racking in the studio is reclaimed from a local steel company. All of our office furniture in the Brighton studio is reclaimed.

To reduce equipment burnout, and therefore needing to buy more regularly, we take pride in maintaining our equipment.

At Distortion Studios, we want to be a training centre for virtual production techniques and we're dedicated to sharing our knowledge and expertise.

When you come to our studio you will find a bunch of people that love what they do and want nothing more than to talk about it.

We believe that activism in your local community connects you to a wider world of opportunity. We aim to be a facility that can help to open the doors to a diverse range of communities and individuals who may have otherwise not been able to join the creative industries. As a result, we have joined a number of initiatives to support our staff, the local community, and budding creatives finding their feet in the film industry for the first time. Initiatives and partnerships include:

- Better Business Better Bristol by Bristol24/7- Member
- Watershed- Business Member
- University of West of England – Scholarship
- Creative UK – Investment Partner
- Agency Collective – Member
- EVCOM – Member
- Bristol Creative Industries – Member
- ThinkBIGGER! – Partner
- PACT – Member



Frequently asked questions

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| What is Virtual Production? | Virtual production is a film-making method that combines physical and digital techniques for real-time visualization of scenes and effects. VP is often used to reduce time spent on expensive locations, for CGI shots and to allow creatives to film in places that would be complex or impossible. |
| Do you need an LED volume for Virtual Production? | No. In some situations working on green screen is preferable. This may be to do with cost (speed of setup) or allowing for additional CGI effects/ animations that can't be run in real-time therefore making in-camera capture impractical. Distortion Studios is setup to work with both LED and green screen workflows, or a combination of the two. |
| What is tracking? When do you need it? | Our Red Spy Tracking system situates the camera in the real world and the Unreal world simultaneously, allowing for human control of virtual cameras. You need to have camera tracking when you want to move the camera and for the Unreal Engine scene to move in conjunction with the camera movement. |
| What is Unreal Engine? | Unreal is a realtime 3D animation software that we use to create photo-realistic animated environments for virtual production. It was developed as a game engine so moves the content in relation to the camera position. |
| How does Unreal Engine work? | Unreal Engine is a game engine developed by Epic Games to run games like Fortnite. As you play a game the scene moves as you explore the world. In the same way, we create environments and scenes in Unreal Engine to create and immersive cinematic set to film against. |

Frequently asked questions

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| Is the studio sound proofed? | Our studio is sound treated. We are not a 'room in a room' but we are well known as being a fantastic studio for sound. |
| Can we dry hire the studio? | Distortion Studio will not be a dry hire studio, this means that it will be hired out with our core crew, equipment, etc. People can, of course, bring their own kit and crew, but the wall will always be there and there will be supervision from our technical team. |
| Is green screen cheaper than LED? | Not necessarily. For example, you need more crew to operate a green screen shoot than a LED shoot. In some circumstances green screen is preferable to LED; if speed of set-up for shots is a factor, this may reduce costs of the studio shoot, however, you would need to factor more post production time into your budgets so any cost savings are relative. |
| Do you just need subject lighting? | Lighting on a volume is as important as lighting any film shoot. The LED volume provides the volumetric environment lighting but it needs to be supplemented with lighting exactly as you would on a location shoot with practicals, subject lights and global lighting. Video based lighting is the latest development and can really add realism to your shots. |
| What is key when scoping a VP production? | Storyboards should be locked before shooting commences. Keep creative decisions to pre-production. Shoot what was planned in the studio first, don't get distracted by the technology. Treat it like a location shoot. What you see in the viewfinder is what you get. |

Frequently asked questions

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| How much does it cost? | <p>A 1 day shoot generally requires 2 days of testing and pre-lighting and will cost you around of £9-12K. This does not include shooting crew and scene creation.</p> <p>For a 2 days shoot with more than one environment set up, we recommend a week in the studio for preparation and shooting. This will cost you around £20-£25K. A whole production (for example a 60 second TVC with multiple scenes) would cost you in the region of £80K-£100K.</p> |
| How much does an environment cost? | <p>Unreal environments can cost anything from £3,000 to adjust a Unreal Marketplace scene to £5,000 for a basic bespoke scene. The cost can skyrocket the more detailed it is. We can advise on how to maximise your budget for scenes.</p> |
| What is the post production process? | <p>As with any production there is a post-production process. This can be quite light if we are talking about an in camera shoot. Colouring / Grading is a big thing to think about when shooting in virtual production. It is a very complicated process to get the colour on the LED right with the glass of the lens and the sensor of the camera to get the desired 'look'. We can advise on the post-production process.</p> |
| Are pre-light days required? | <p>This would depend on the complexity of the shoot and the experience of your gaffer and DOP working in a volume. We would recommend that time is allocated to do test shoots and pre-lights if the budget allows. If you are doing a 1 day shoot, we would recommend a day of scene testing and a day of camera and lighting ahead of talent arriving on set.</p> |
| What cameras do you use? | <p>We have in-house cameras, but a wide variety of cameras (minimum spec: has to have genlock) and all lenses can be used according to need and preference. Set-up time for cameras and lenses should be factored into planning for a virtual production shoot.</p> |

Rate Card

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| Basic Studio Cost inc. studio manager & power | £1,250 |
| Basic LED cost Roe BP2V2 11m x 4m | £2,000 |
| Basic studio crew | £1,800 |
| Basic engineering | £1,000 |
| Unreal environment engineering with camera tracking | £1,000 |
| Unreal artist per day | £800 |
| Recording cost - 4 channels | £500 |
| Extras | Cameras, lenses, lighting, sound, shooting crew, LED wild walls, LED ceiling, catering. Content creation and post production to be costed subject to brief |

Virtual Production Process Overview

| Scope of Work > | Pre-production > | Production > | Post-production > |
|---|--|--|---|
| <ul style="list-style-type: none"> Script developed Shot-list/storyboard created Scene/content creation Pipeline identified LED/green screen agreed | <ul style="list-style-type: none"> Blocking scenes and shots All creative decisions made Animatic created | <ul style="list-style-type: none"> Studio set-up Scene testing in the servers Art department set-up | <ul style="list-style-type: none"> Edit to picture lock Compositing/Animation/VFX Sound Design |
| <ul style="list-style-type: none"> Filming dates Art department requirements Talent brief Crew requirements Technical specs/format delivery Catering requirements | <ul style="list-style-type: none"> Agree naming conventions Shot list finalised Post-production workflow / deliverables list outlined | <ul style="list-style-type: none"> Pre-shoot lighting based on shot list Shoot Pick-up shoot | <ul style="list-style-type: none"> Final cut Grade Master/export |
| <ul style="list-style-type: none"> Who is responsible for post production? Edit, VFX, grade? Post-production deadline | <ul style="list-style-type: none"> All production logistics and scheduling | <ul style="list-style-type: none"> DIT management | |
| <ul style="list-style-type: none"> Budget/brief/SOW/production timelines approval | <ul style="list-style-type: none"> Set builds and Art department engaged | | |

MEET THE TEAM



JONATHAN
BRIGDEN

Managing Director



STEVE
GARRATT

Creative Director



NICK
DIACRE

Technical Director



PETE
MARTIN

Studio Manager



SABRINA
BOWMAN

Operations Director



AMY
HUNTER

Marketing Manager



CONRAD
BRUCE

Studio Technician



STEPHEN
BOYD

Technical Artist



ED
VOSPER

Technical Artist



JENIVA
CHAMBERS

Researcher

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