

# Wall of Wonder

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## Photo Deliverables

**Format:** jpg, png, tiff, bmp  
**Color Mode:** RGB  
**Frame size:** 6400x2400 pixel (100-250dpi)  
(Alternatively it can be: 8000x3000, 5600x2100, 4800x1800, 4000x1500, 3840x1440, or any other size within same aspect ratio of 2.66:1)

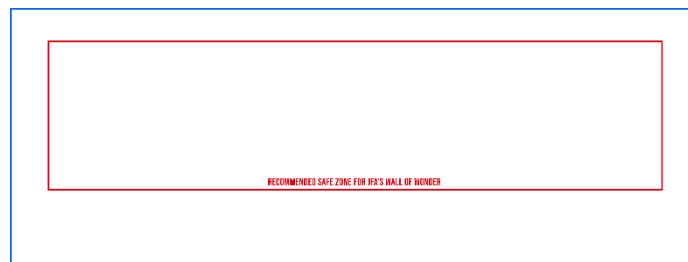
## Video Deliverables

**Format:** mp4 (H264, H265), QT ProRes and other popular video formats  
**Frame Rate (fps):** 23,98, 24, 25, 29.97, 30, 59.98, 60  
**Color Mode:** RGB  
**Frame size:** 6400x2400 pixel  
(Alternatively it can be: 5600x2100, 4800x1800, 4000x1500, 3840x1440, or any other size within same aspect ratio of 2.66:1)

## NOTES

A) Artworks and videos with lower resolution than 3200x1200 pixel may show poor quality, especially if camera is zooming onto the screen. To take full advantage of our high resolution wall, it is recommended to create canvas for your artwork as close as 6400x2400.

B) While the positioning of your text or key areas of the artwork is relevant to your camera framing, stage setup and blocking, it's normally ideal to keep them in the upper 1/3 of the frame, as shown here. For extra peace of mind, you can bring your "Multi-layered" original project file (Photoshop, After Effects, etc.) with you so if needed we can adjust it prior to the shoot.



C) It is recommended to have brighter and vibrant colors rather than too much dark or black areas in your artwork. Having black on a video wall is almost like having the video wall turned off, which doesn't look good on camera.

You can use our transparent template as a reference:

[DOWNLOAD TEMPALTE](#) (png file)

## Recommended Setup for Camera & Lighting

- Using gen-lock (if supported by your camera)
- 144 degree shutter angle
- Filming at 59.98, 29.97fps or 23.98fps is preferred. 24fps is optional
- Having the talent at least 3ft away from the screen
- It is recommended not to point the lights directly at the video wall, as it may cause the picture quality on video wall look faded, or in worse case scenarios, may expose the cabinets in the black areas of the artwork. Therefore we recommend lighting the talent from sides and above, and as much as possible block the lights from directly hitting the video wall.

## Technical Specs of the Wall

<b>Screen pixel pitch:</b>	P1.2mm (6400x2400 pixel to pixel)
<b>Actual size:</b>	26.24ft x 9.84ft
<b>Curve:</b>	3 degrees
<b>Gap between wall and floor:</b>	Seamless (0mm)
<b>Default White Balance:</b>	5600c
<b>Screen Refresh rate:</b>	3800htz
<b>Processor's refresh rate:</b>	60htz@4k / 120htz@4k
<b>Video Processor:</b>	Novastar H2/ Gen-locked
<b>Computer Graphics card:</b>	nvidia RTX 5000 ADA (with quadro sync ii)
<b>Playback program:</b>	Resolume, Adobe Premiere
<b>Virtual Production gear:</b>	VIVE MARS cam-track, Unreal Engine, Red Komodo X (global shutter) all devices in the pipeline gen-locked together.