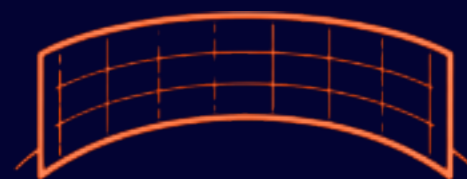


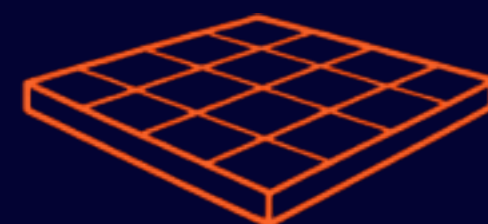


D1 Studios

XR Virtual Production Stage



300 m²
XR LED



800 m²
STAGE



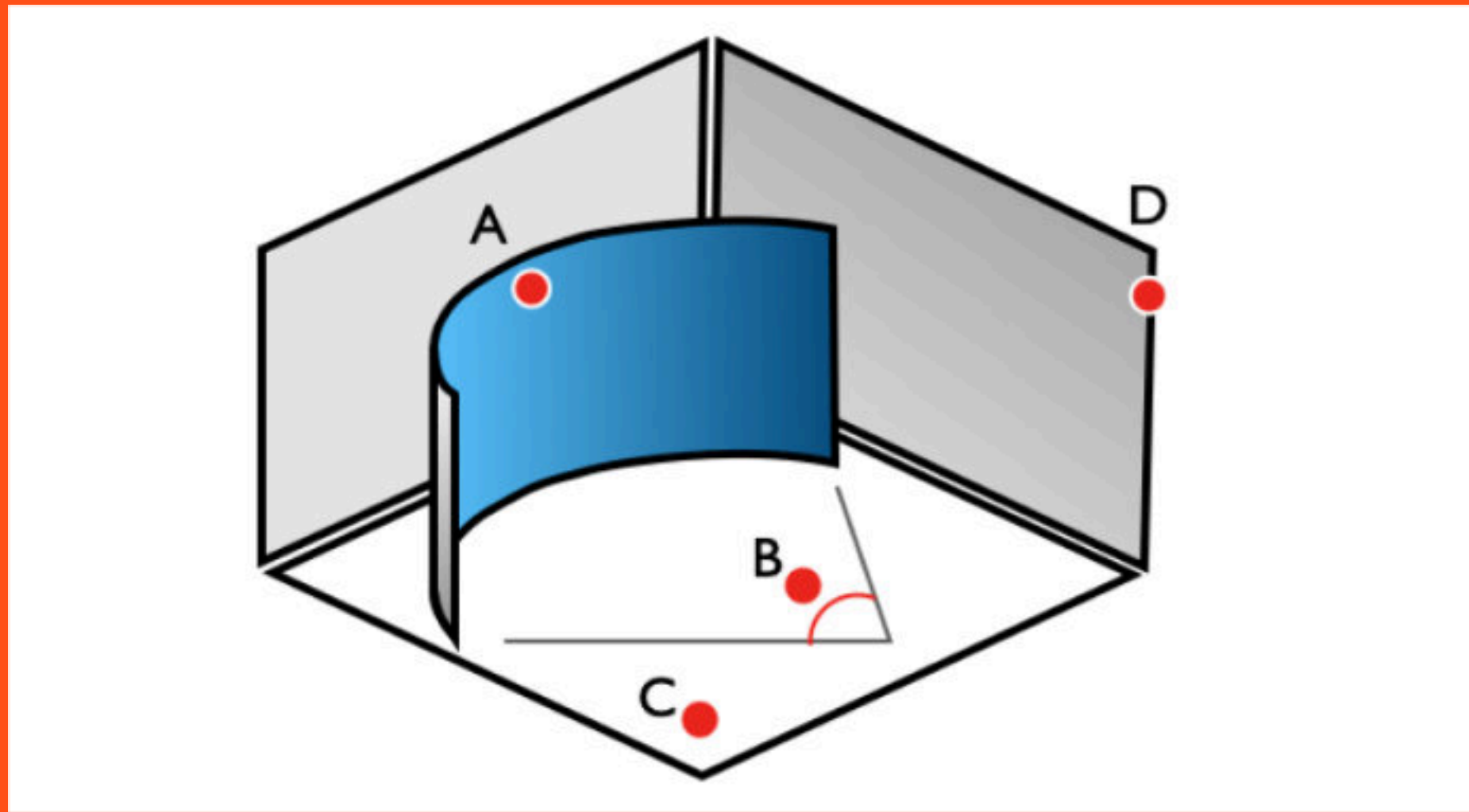
11 m
HEIGHT



P R A G U E
Modletice

... Where Worlds Meet

STUDIO CAPABILITIES



Virtual Production & XR Stage

- A LED dimensions – 28.5m x 7m (10944 x 2688 px)
- B LED curve angle – 180-degrees (d=19m)
- C Floor – 800 m² (29m x 27m)
- D Height of studio to grid – 11m
- E LED ceiling – Yes, up to 100 m²
- F additional 750 m² of production facilities

Motion Control System

BOLT - High Speed 6axis Robotic Arm

Animation, Live Capture + 3D models

MoCap (Motion Capture + Face MoCap) 3D Scans (Photogrammetry),
TMAC Scanner (Material Scanning)



XR Stage D1 Studios...

...Large-scale environment



D1 Studios brings together physical space, real-time rendering and precise tracking into one integrated whole.

At D1S, it's not about individual technologies — it's about a unified environment where everything works together.

XR LED volume:

Main curved wall: 28.5 × 7 m

Resolution: 10,944 × 2,688 @ 10-bit

XR LED P2.6, 1200 nits, Refresh rate: 7,680 Hz

Moveable sections: 2xWildWalls

Moveable ceiling: expandable up to 100 m²

Processing & Rendering:

Playback: Unreal Engine / PIXERA

Rendering: NVIDIA RTX PRO 6000 Blackwell

Processor: NovaStar MX6000 Pro

Receiving cards: NovaStar A10s Pro

Tracking & Motion:

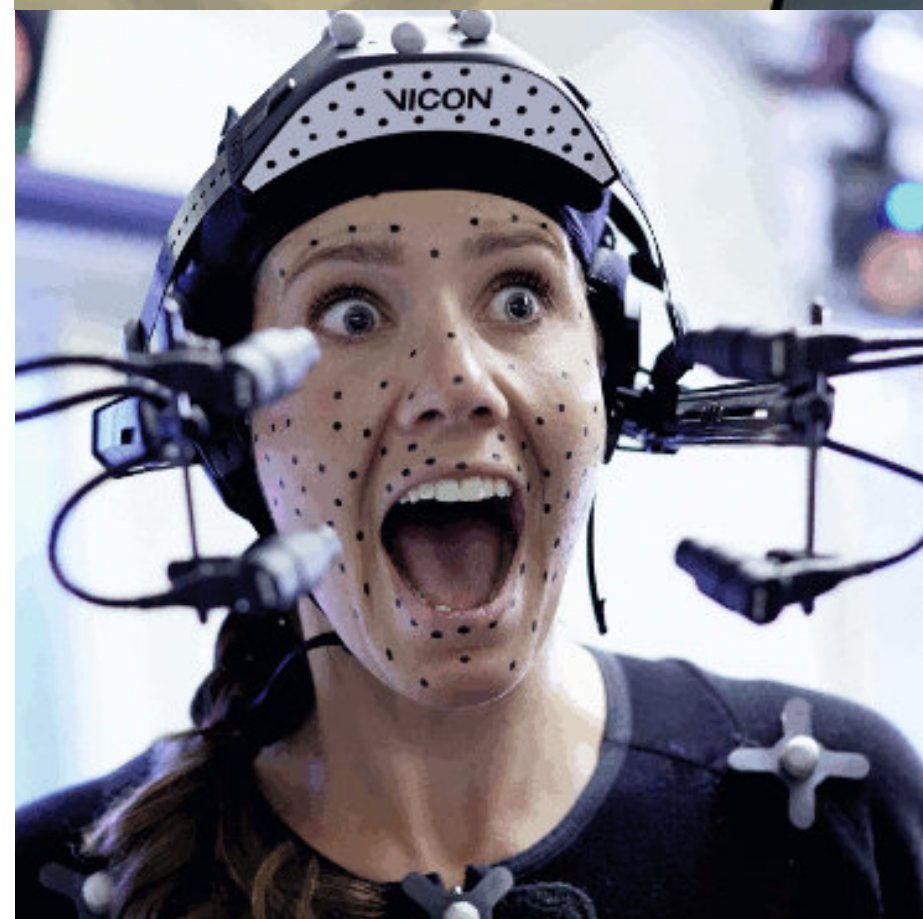
VICON Motion Tracking:

56× Viper cameras, VICON Shogun

Motion control: Bolt High-Speed Cinema Robot

From reality to the digital world...

...Without losing detail



We capture people, objects, and environments and transform them into production-ready digital assets.

MoCap / Performance Capture

Transferring movement and performance into digital characters.

3D Scanning

High-fidelity scans of faces, bodies, objects, and locations.

Digital Humans

AI-powered avatars that communicate and interact in real time.

Volumetric Reality → VR

Turning real-world data into living, explorable digital environments.

Collaboration

3d.sk, TIMEBREAK and additional partners for extended production capacity.



We find ways to make things happen. Not reasons why they can't

Virtual Production at D1 Studios is not about individual technologies. It's about creating an environment where everything works together.

We combine physical space, real-time rendering and precise tracking into a controlled production system — designed to reduce risk, save time, and deliver predictable results.

SPECIAL SERVICES

3D face/body scanning, Metahumans

3D location scanning, Digital Twins

High-end VR / 360° / 180° capture

Virtual Environments and props

PBR texture maps - TMAC

Volumetric video

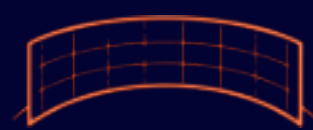
Motion Capture

Motion Control

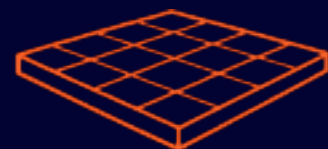
3D printing

Set Design

Catering



300 m²
XR LED



800 m²
STAGE



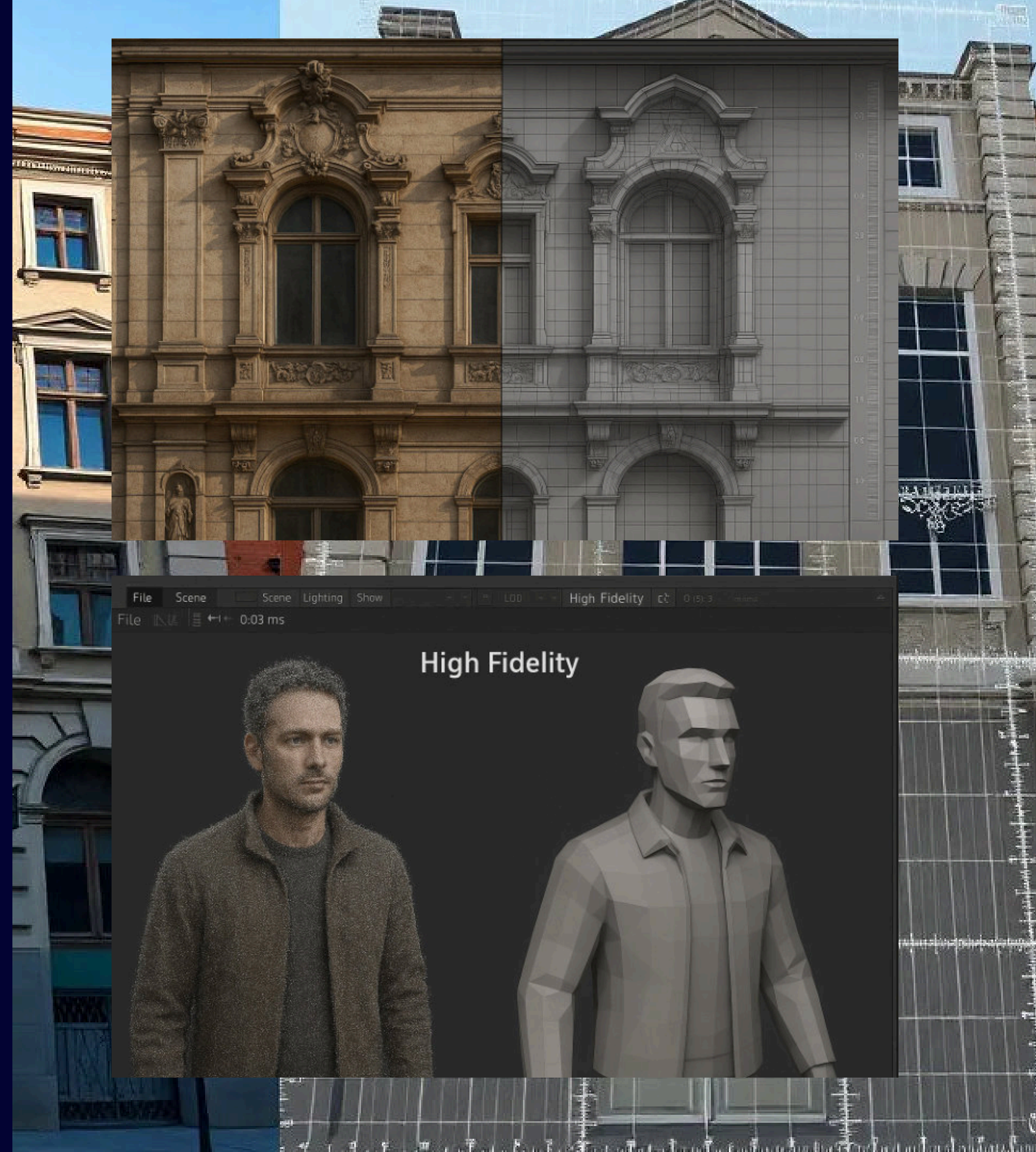
11 m
HEIGHT



PRAGUE
Modletice



D1 Studios





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