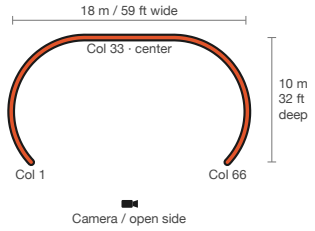
simplemente

LED Volume · Content Delivery Specifications

Estudios Churubusco · Foro 2 Matilde Landeta · CDMX

CONFIGURATION	FULL RESOLUTION	PIXEL PITCH	PREFERRED FORMAT
One continuous wall Curved horseshoe, single canvas	**14,256 × 2,592** pixels · 5.5 : 1	**2.3 mm** 792 panels · 66 × 12	**ProRes 422 HQ** .mov · 10-bit · Rec.709

WALL LAYOUT · PLAN VIEW

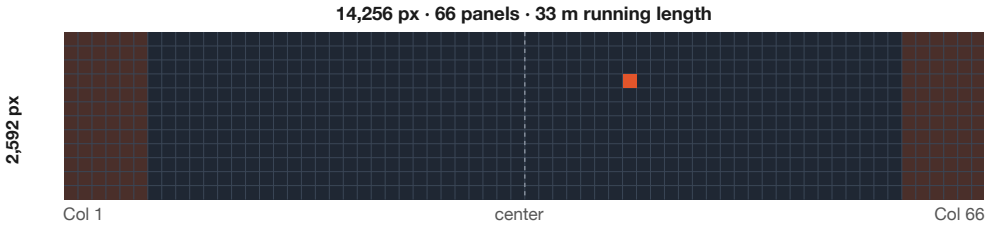


THE VOLUME



Foro 2 LED wall during calibration, showing the numbered panel grid.

PIXEL CANVAS · THE WALL UNWRAPPED FLAT



1 panel = 500 × 500 mm (216 × 216 px) · shaded: keep key action off the ends (cols 1–6 and 61–66)

The wall is driven as **one 14,256 × 2,592 px canvas**. Content mapped flat to this canvas wraps around the curve. For backgrounds that must hold perspective to a moving, tracked camera, deliver 360° plates or a real-time 3D scene.

LED WALL SPECIFICATIONS

Wall type	**Single curved wall**
Panels	**792 (66 columns × 12 rows)**
Panel size	**500 × 500 mm**
Pixel pitch	**2.3 mm**
Total resolution	**14,256 × 2,592 px (≈ 37 MP)**
LED surface	**33 × 6 m · ≈ 200 m² / 2,150 ft²**
Footprint	**18 m W × 10 m D × 6 m H**
Integrated	**Camera tracking, DMX**

DELIVERY CHECKLIST

- ☐ Deliver **48 hours before pre-light** (SSD or download link).
- ☐ No H.264 / H.265 or variable frame rate masters.
- ☐ Non-Rec.709 material: include LUT and reference frame.
- ☐ Name files **PROJECT_SCENE_SHOT_v01**.
- ☐ Keep key action off the far ends (cols 1–6, 61–66).

WHAT TO DELIVER, BY CONTENT TYPE

CONTENT	FORMAT	RESOLUTION
Video plates MOST COMMON	ProRes 422 HQ or 4444 (.mov) or 16-bit EXR / DPX sequence	14,256 × 2,592 for full wall; a smaller plate is fine if it only covers the center
Stills	16-bit TIFF or PNG	14,256 × 2,592 or larger
360° plates	Equirectangular 2:1, ProRes or EXR sequence	12K × 6K minimum 16K × 8K preferred
Real-time 3D	**Unreal Engine 5.7** project, built from the **nDisplay template** with these plugins enabled: **ZEISS UE Connect** (CinCraft Scenario), **Live Link, Stage Monitor, Multi-User Editing**	Scene must hold the shooting frame rate; we supply the wall geometry

FRAME RATE	COLOR
Match the shoot (23.976 / 24 / 25 / 29.97), constant	**Rec.709, gamma 2.4 · ACES / HDR on request**
BIT DEPTH	LOOPS
10-bit minimum	**Seamless, 60 s minimum, or shot length + handles**

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Specifications subject to change · confirm with our VP team before final delivery · Rev. 11/2026