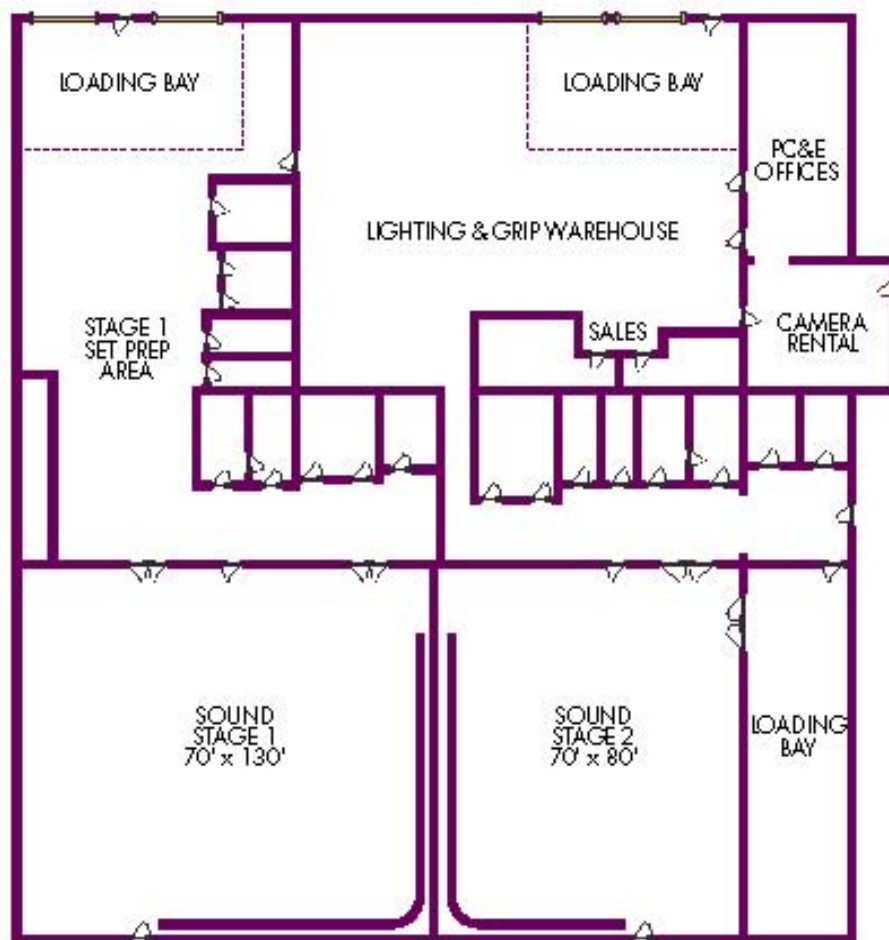
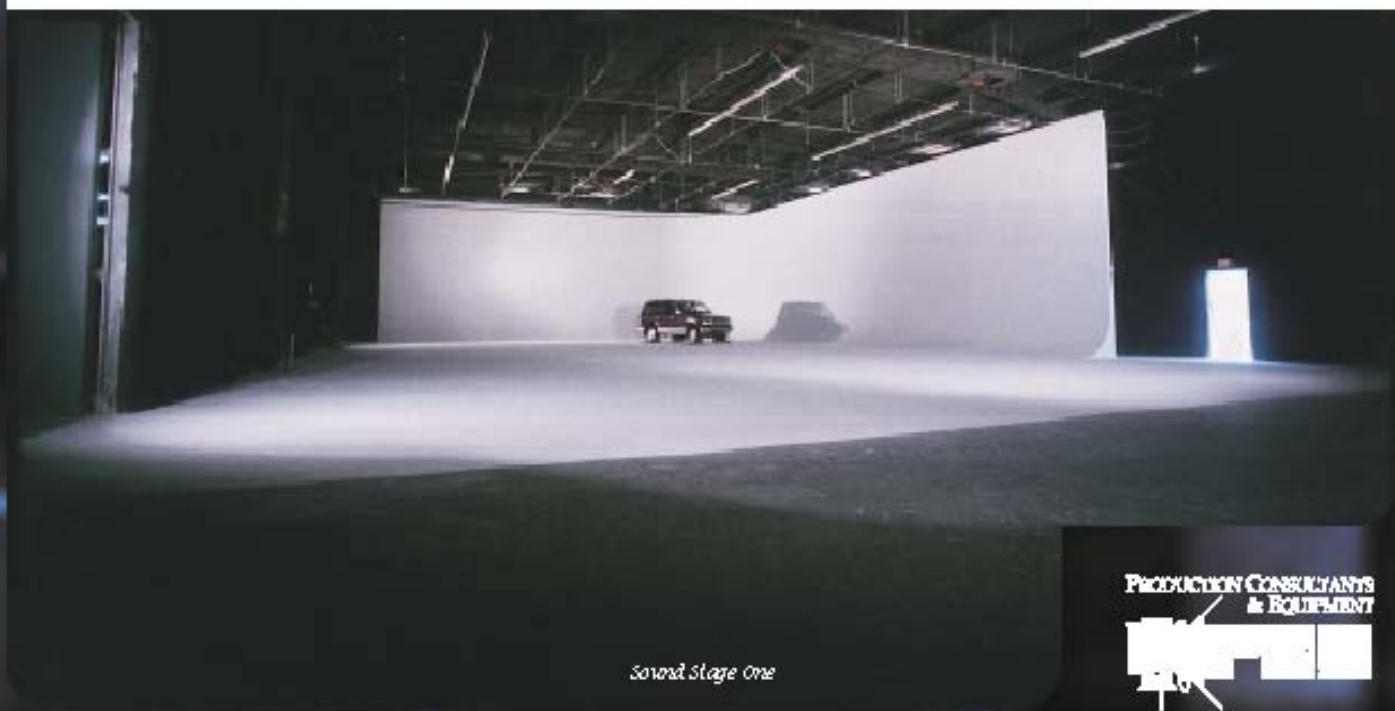


SOUND STAGES

The PC&E Sound Stages were designed in response to our client's needs for larger and more sophisticated production facilities. Both sound stages feature complete and separate support facilities so you won't be sharing space with someone else's production crew. Both stages feature K13 insulation on the ceiling and walls with massive Jamison stage doors sealing off the outside world. A multi-layered 15,000 square foot seamless membrane roof reduces impact noise and outside acoustic interference. Two loading bays service each stage area which has its own private entrance and reserved parking spaces. The production office suite includes a main production office with telephone and intercom, fax and copy machine, conference room and video distribution system. To complete the picture, each stage also has its own wardrobe room, makeup room with 4 stations, salon chairs and a shampoo sink, and a fully equipped canteen designed to accommodate even the largest crews.



Layout not to scale



Sound Stage One

**PRODUCTION CONSULTANTS
& EQUIPMENT**



SOUND STAGES

SOUND STAGE 1

- 70' X 130' 9100 Sq/Ft
- 60' X 80' CYC WALL
- 21 feet to the Grid
- 30 Ton HVAC System
- 800 AMPS / 3PH Power
- 2400 AMPS TOTAL

SUPPORT FACILITY FEATURES:

- Full Security System
- Private Entrance
- Reserved Parking
- Indoor Loading Bays
- 5000 Sq/Ft Set Prep Area
- 10 ton Central Heat/Air

PRODUCTION OFFICE SUITE:

- Private Executive UPM Office
- Main Production Office
- Full Access Telephone system with Intercom
- Fax Machine (as used \$1/pg)
- Copy Machine (as used \$.10/pg)
- Conference Room
- Full Video Distribution System
- Monitor/VCR

WARDROBE ROOM:

- Clothing Racks
- Three Way Mirrors
- Work Counters with Storage

MAKEUP ROOM:

- 4 Makeup Stations
- Color Temp Lights
- 2 Hydraulic Salon Chairs
- Shampoo Sink and Chair

CANTEEN / CRAFT SERVICE:

- Sink
- Refrigerator
- Microwave
- Tables
- Chairs
- Clock Radio
- Coffee Maker
- Cleaning Supplies

BASE DAY RATES:

Build/Construction and Strike
Pre-Light and Shoot
Based on a 14 Hour Production Day

SOUND STAGE 2

- 70' x 80' 5600 Sq/Ft
- 30' x 30' CYC Wall
- 21 feet to the Grid
- 30 Ton HVAC System
- 600 AMPS / 3PH Power
- 1800 AMPS TOTAL

SUPPORT FACILITY FEATURES:

- Full Security System
- Private Entrance
- Reserved Parking
- Indoor Loading Bays
- 7.5 ton Central Heat/Air

PRODUCTION OFFICE SUITE:

- Private Executive UPM Office
- Main Production Office
- Full Access Telephone system with Intercom
- Fax Machine (as used \$1/pg)
- Copy Machine (as used \$.10/pg)
- Conference Room
- Full Video Distribution System
- VCR/Monitor
- Modem Lines

WARDROBE ROOM:

- Clothing Racks
- Three Way Mirrors
- Work Counters with Storage

MAKEUP ROOM:

- 4 Makeup Stations
- Color Temp Lights
- 2 Hydraulic Salon Chairs
- Shampoo Sink and Chair

CANTEEN / CRAFT SERVICE:

- Sink
- Refrigerator
- Microwave
- Tables
- Chairs
- Clock Radio
- Coffee Maker
- Cleaning Supplies

BASE DAY RATES:

Build/Construction and Strike
Pre-Light and Shoot
Based on a 14 Hour Production Day

FOOD STYLING KITCHEN

- Centrally located and accessible from either Stage 1 or Stage 2
- Overhead commercial ventilation hood with Fire suppression system
- Commercial gas grill and Stove burners
- Commercial Refrigerator
- Commercial Freezer
- Commercial 3 tub Stainless Steel Sink
- Double Deep Fat Fryer
- Conventional Oven
- Convection Oven
- Microwave Oven
- Telephone System linked to both Stages

BASE DAY RATES:

Prep and shoot
Based on 14 hour production day

STAGE IS STOCKED WITH A FULL "AS USED" EXPENDABLE PACKAGE.

PC&E SALES STOCKS VARIOUS PAINTS:

- Rosco Ultimate Blue and Green
- Rosco Chroma Key Blue and Green
- Sherwin Williams Cyc White

Cyc Wall is white.
Floor is furnished as is.
Floor and wall can be painted to specifications for an additional charge or they can be painted by the customer. Stage Wall and Floor must be returned to the original cyc white. All paint prices quoted will reflect returning to white.

Please Call For rates

**PRODUCTION CONSULTANTS
& EQUIPMENT**

