



Ubisoft GSA League Final 2020, Munich

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- realisation of the GSA-League Final of “Tom Clancy's Rainbow Six® Siege” at the Eisbach Studios in Munich
- supply of the live stream signal and broadcast sound for around 120,000 viewers on various platforms (YouTube, Twitch)
- conception of the studio technology such as lighting, video, audio and rigging as well as the set design
- implementation of the set design as well as the construction of set and decoration
- Softedge projection with the help of six projectors



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- **Client:** Ubisoft GmbH
- **Commissioned by:** FLIMMER GmbH
- **Branch:** Erfurt
- **Project Manager:** Marc Erhardt
- **Location:** Eisbach Studios, Munich
- **Project Period:** 10<sup>th</sup> – 14<sup>th</sup> September 2020
- **Services:** Audio, Lighting, Video, Rigging, Staging
- **Special Features:**
  - holistic studio solution with international live stream
- **Further Information Online**

