



Virtual Junkets & Reality Programming

Inspired Image Picture Company (IIPC) is working collaboratively with our clients to deliver exciting new virtual technology and solutions to existing processes. We're adapting the current models for press junkets and reality programming as well as developing unique workflows for a pandemic and post-pandemic world.



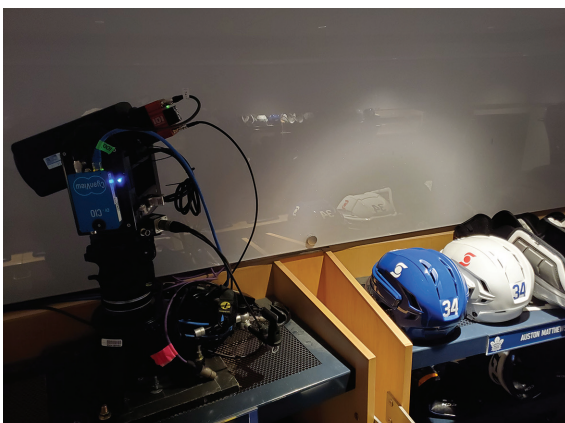
4K Remote Reality Programming

Amazon's All Or Nothing: Toronto Maple Leafs

ALL OR NOTHING



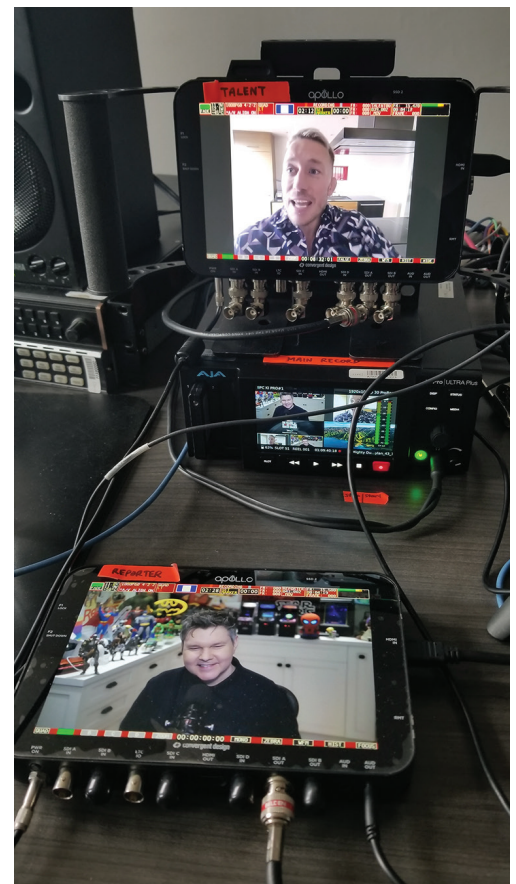
IIPC designed, engineered and installed an 11 camera, 4K remote PTZ (Pan Tilt Zoom) package with sound, within the NHL team's practice and game facilities for a unique and intimate look at one of sport's most exclusive clubs. With a run of several km's of tactical fiber cable, IIPC's proprietary 4K PTZ camera configuration, and control room enabled Amazon Executives to remotely tune in live from varying locations to all camera feeds, every practice and game day in Toronto for their creative monitoring, post, and subsequent broadcast requirements.



Virtual Press Junkets

Disney's The Mighty Ducks and Marvel's The Falcon and The Winter Soldier

Our concept and workflow contributed to several successful Virtual Press Junkets being completed on time with press and talent safely situated in their residences. For The Mighty Ducks: Game Changers and The Falcon and The Winter Soldier, we coordinated talent through Zoom, along with members of the press from across North America, for interview segments that included ISO recordings of talent camera & audio, reporter camera & audio as well as a Disney+ branded two shot.





IIPC engineered a broadcast center for TBS's competition show, Wipeout! from scratch. This was created for hosts, John Cena in Vancouver and co-host, Nicole Byer in Los Angeles for a multi-day production that included the creation of two green screen studios that had interconnectivity between studios, directors, floor directors, camera, lighting, audio and engineering. The entire process engaged the usage of a virtual set to mirror each location.

