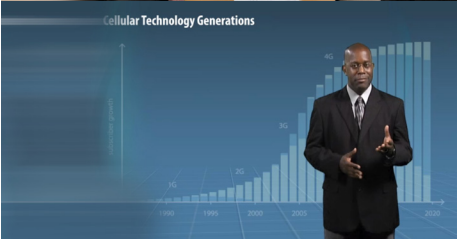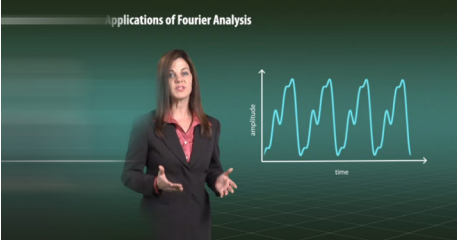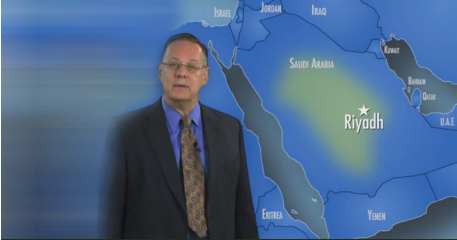# NFLC

Art and Media Production

put your message in motion

PRODUCTION FACILITY

- 440-square foot studio with a 90-degree Pro Cyc cyclorama
- 12-inch-thick walls with double-layer gypsum board
- Auralex sound absorption
- Teleprompter

CAMERAS AND MEDIA

- Blackmagic Pocket 6K Pro
- Panasonic 4K
- Panasonic HD
- Blackmagic Studio HD
- BirdDog P200 PTZ
  In conference/training rooms accessible over secure NDI network
- Atomos monitors/recorders
- NVMe, SSD, P2 and SD media

SOUND

- Shotgun and video condenser mics
  SE Electronics, Sennheiser, Shure, Panasonic
- Wireless and wired lavalier mics
  Countryman, Sennheiser, Shure
- Voice-over and podcast mics
  Neumann, AKG, MXL
- PZM mics
- Sound Devices field mixer
- TASCAM multichannel field recorder

LIGHTING

- Kino Flo Celeb
- Litepanels 1x1
- ARRI and Lowel incandescent fixtures
- Drum cyc lights

STREAMING AND SWITCHING

- ATEM, TriCaster, OBS, mimoLive
- Virtual sets
- SDI, HDMI and NDI sources
- Comms systems

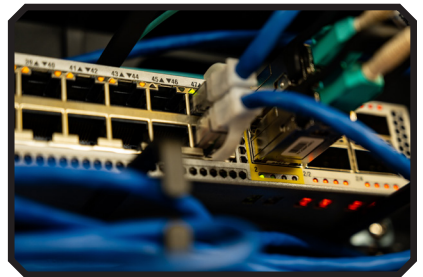

POSTPRODUCTION

- ProRes, Blackmagic RAW workflows
- Adobe Premiere, Davinci Resolve (editing)
- After Effects, Maya, Blender (graphics)
- Audition, Fairlight, iZotope RX (sound)

INFRASTRUCTURE

- Edit bays with Apple M1 Max
- MOTU audio interfaces
- Behringer reference monitors
- Dedicated media SAN
- Dedicated NDI network
- LTO tape and cloud backup and archive

The NFLC Art and Media Production department has been producing high-quality video, audio and graphic elements for NFLC products and programs since 2004. Whether in our production facility near the UMD campus or on location around the country, our team of talented media professionals has the skills and resources to put your message in motion.

CAPABILITIES AND SERVICES

- Video production
- Video postproduction
- Color correction
- Audio production
- Audio postproduction
- Advanced audio repair and noise removal
- Music production
- Photography
- AR/VR development
- Graphic design
- 3D modeling
- Motion graphics and animation
- IMAG
- Podcast and vlog production
- Live streaming
- Video conference management and enhancement
- Remote crew management