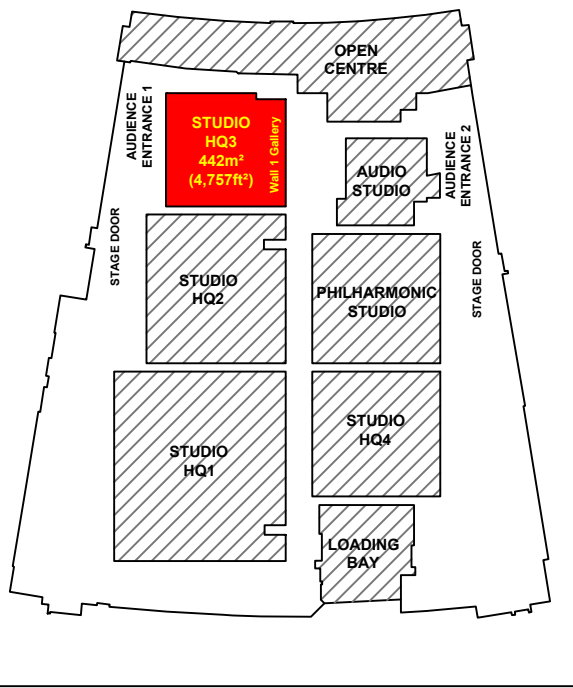


MEDIA CITY

HQ3 Studio Plan

Floor Layout

STUDIO HQ3 LOCATION PLAN



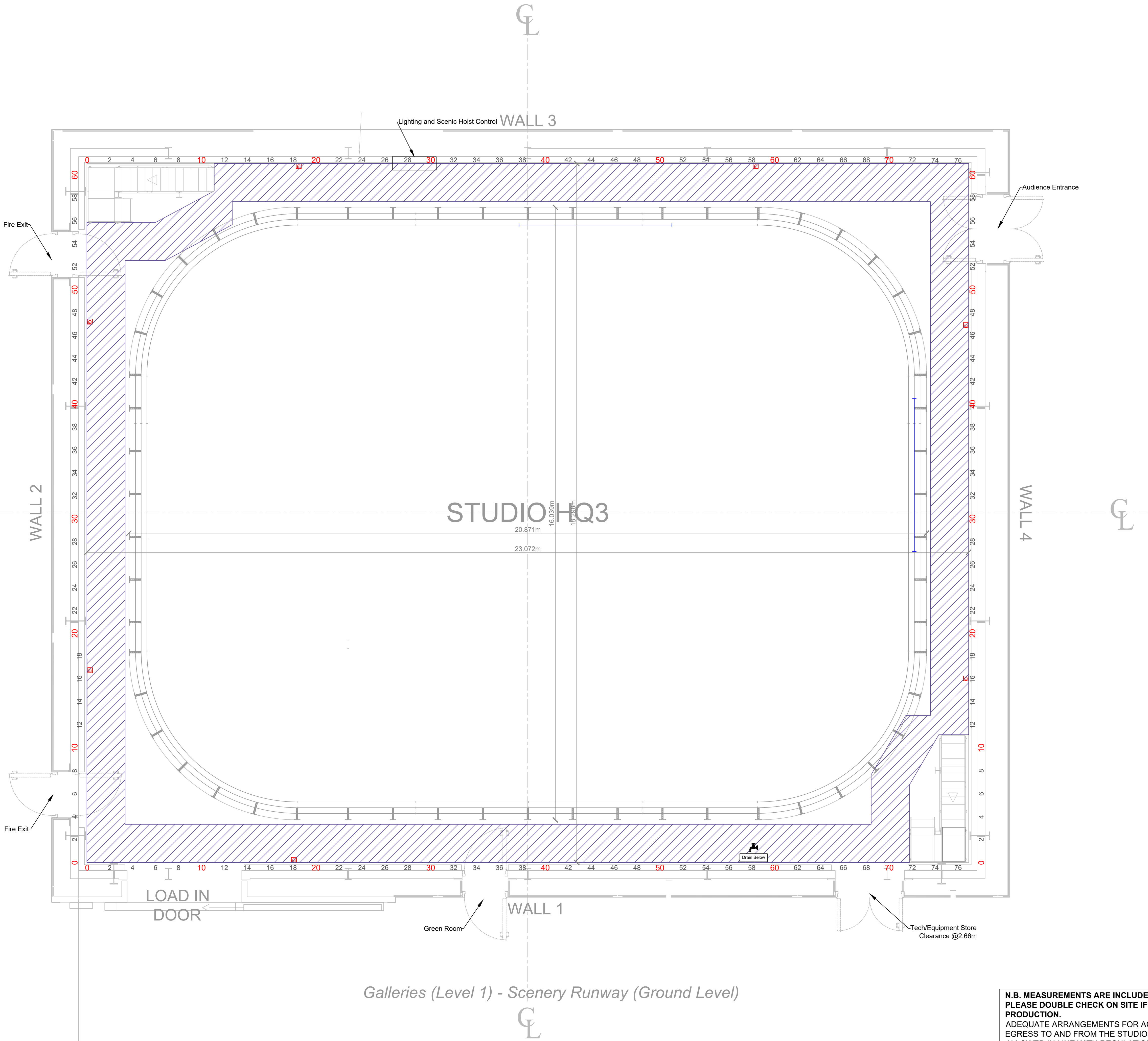
- Measurements**
- STUDIO FLOOR GRID MADE UP OF 600mm SQUARES
 - STUDIO WALL 2 TO WALL 4: 23.072m (75.7ft)
 - STUDIO WALL 2 TO WALL 4 WITHOUT FIRELANE: 21.01m (68.93ft)
 - STUDIO WALL 1 TO WALL 3: 18.298m (60ft)
 - STUDIO WALL 1 TO WALL 3 WITHOUT FIRELANE: 16.22m (53.21ft)
 - STUDIO SPACE: 422.17sq m (4,757 sq ft)
 - STUDIO SPACE WITHOUT FIRELANE: 340.78m (3667.76ft)
 - IMPOSED LOAD 12kN per sq m
 - HEIGHT TO UNDERSIDE OF GANTRY IS: 7.36m
 - HEIGHT TO GANTRY UPPER HANDRAIL IS: 8.44m
 - HEIGHT TO UNDERSIDE OF GRID IS: 11.5m
 - HEIGHT TO OUTER CYC TRACK IS: 6m
 - HEIGHT TO MIDDLE CYC TRACK IS: 6m
 - HEIGHT TO INNER CYC TRACK IS: 9m
 - MAXIMUM HEIGHT OF SCENERY HOOKS IS: approx 10m
 - MAXIMUM HEIGHT OF LIGHTING BARS IS: 10m
 - SIZE OF LOAD IN DOOR: 3m Wide , 5.2m High

- Hoists**
- NUMBER OF LIGHTING HOISTS: 57 AT 2.4m, 4 AT 2m, 4 AT 0.48m
 - 12 SCENERY TRACKS WITH 3 HOISTS IN EACH TRACK
 - NUMBER OF SCENIC HOISTS WITH SWL 180KG: 36
- Mains**
- GROUND LEVEL MAINS: 2x 125A 3φ, 12x 32A 1φ (FUSED AT 25A), 24x 16A 1φ, 48x 3Kw SINEWAVE DIMMERS
 - GANTRY LEVEL MAINS: 2x 63A 3φ, 8x 32A 1φ (FUSED AT 25A), 16x 3Kw SINEWAVE DIMMERS
 - LIGHTING HOIST MAINS: 65x 32A 1φ (FUSED AT 25A) WITH A 16A 1φ PIGGY BACKED, 296x 3Kw SINEWAVE DIMMERS
 - GRID MAINS: 2x 32A 3φ (FUSED AT 25A), 4x 3Kw SINEWAVE DIMMERS

- SWL**
- STUDIO FLOOR 12kN/m²
 - GANTRY FLOOR 500kg/m²
 - GANTRY HANDRAIL CENTRE POINT 100kg, THIRD POINTS 120kg
 - GRID 150kg/m²

- KEY:**
- Fire Lane**
 - Water Tap**
 - Fire Alarm Beacon**
 - Fire Alarm Sounder**
 - Facility Panel**
 - 3 Phase Mains Outlets**

PRODUCTION:	
DIRECTOR:	
DESIGNER:	
DRAWN BY:	
PRODUCTION DATE:	
Useful Telephone Numbers	SCALE: A1 @ ISO_A1_(841.00_X_594.00_MM) Version: 2 Drafted 10/06/2026,



N.B. MEASUREMENTS ARE INCLUDED AS A GUIDE. PLEASE DOUBLE CHECK ON SITE IF CRITICAL TO PRODUCTION.
ADEQUATE ARRANGEMENTS FOR ACCESS AND EGRESS TO AND FROM THE STUDIO SHOULD BE ALLOWED IN LINE WITH REGULATIONS