



The magic bullet for your on target production

Mission

2nd GUNMAN Studios is the Digital studio backlot for any series, movies, & games. A massive digital warehouse of assets, sets, stages, lighting, sound, FX, props, & costumes are ready to make new creative magic for your project.

The exposure of travel, actors, grips, crowd scenes, stunts, craft services, & accommodations have been neutralized, while the talent, writers, directors & music can work effectively & remotely.

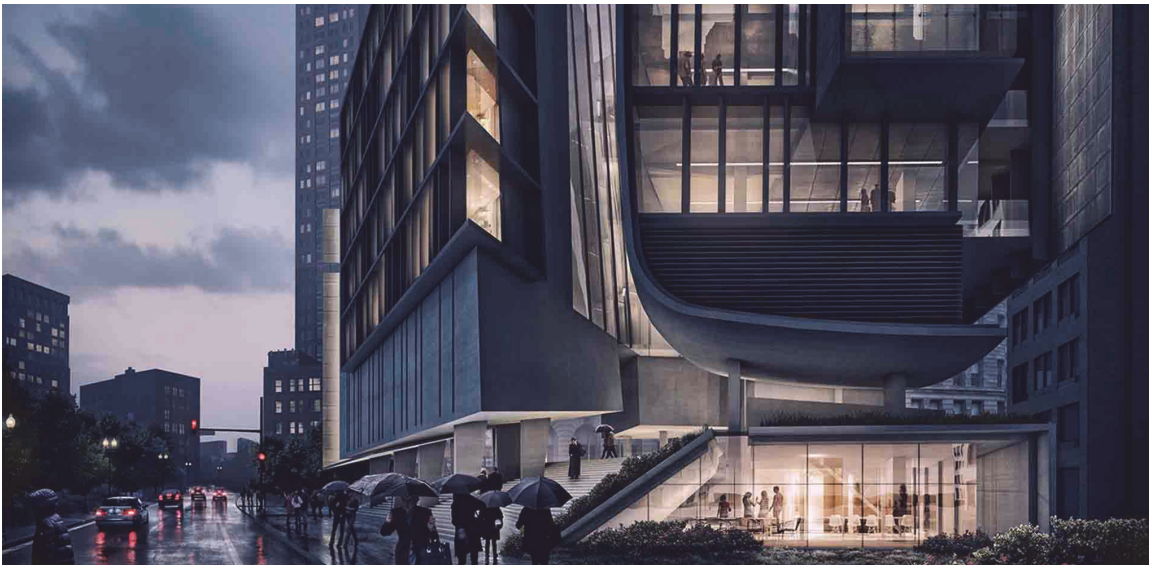
We provide a safe house for your production to reach market without delay.

Operation

Team special operators utilizing Unreal engine real-time production flexibility, sets and shots to be approved, assets gathered remotely, operations handled by the lead creative assigned, story board, draft, select, edit, final, post production as normal.

Objectives

Fill the production void, get people back to work. Take advantage of existing technology. Real world talent using unreal talent in virtual world productions with new stories the market is hungry to see.





Surveillance

Directors & creative managers remotely supervise, interactively, covertly with control.

Intel

Our operatives have expertise with next-gen technology, with A-list properties, & titles.

Assets

Anything you can think of, it can be made or modified. We bring game. Our teams already work in top film projects and games.

Agents

Yes, we deal with them, or they could disappear.

Logistics

No problems with weather, permits, daylight, night shoots, construction, zoning, etc

Classified

We can't tell you that.

Covert

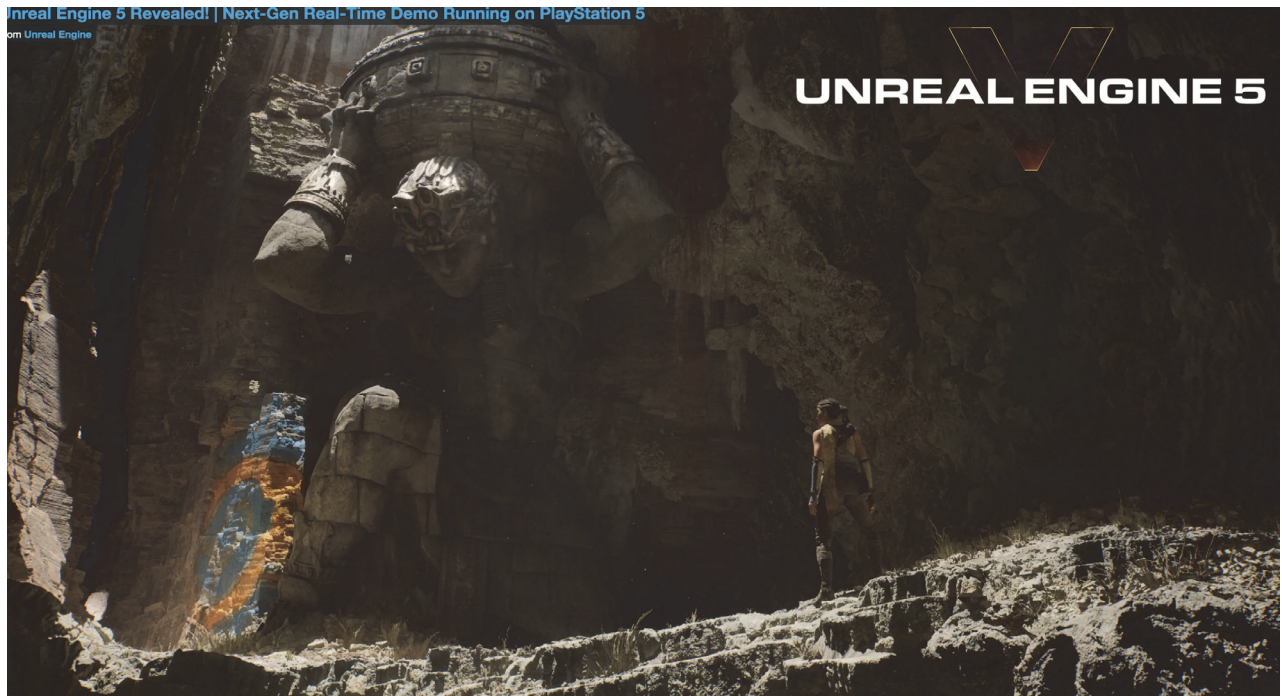
We can keep a secret.

Scope

IP, series, movies, games, & toys are converging. Take your shot with the biggest impact, ROI.



Unreal Engine 5 Revealed! | Next-Gen Real-Time Demo Running on PlayStation 5
on Unreal Engine



Case files Documentation

Unreal 5

<https://www.youtube.com/watch?v=Oa2drgVThbs>
<https://www.youtube.com/watch?v=yukGwQyejDA>

Unreal 4

<https://www.youtube.com/watch?v=SR9-6P9f1Rw>
<https://www.youtube.com/watch?v=24vImIROfA>





In depth eyes only briefing, covert operations for 2nd Gunman Studios

Assets: AAA game titles, environments, physics, flocking, FX, etc. Real-time flexibility.

Tactical: all of Unreal 5 CG movie sets, architectural, & game build assets

Personnel: Experienced A-list Movie Game experts.

Operations: Fog studios, IPS Studios.

Schematics: Optimized tested work flow planning for rapid staged achievement

Contingencies: Huge talent pool for expand & contract production model

Cover story: Become the cover story, showing the imposable is now possible

Contact: You will be contacted



Yeah, that's a virtual shot, could you tell? We've got photo real architects, with digital scene light & camera matching for live actors & digital duplicates.

2nd Gunman: Solving the case of next-gen entertainment and ROI.