



ABOUT POP UP CINEMA

Since 2010, Pop Up Cinema has staged hundreds of events around Sydney, activating everyday locations and creating magical cinema and performance spaces.

RIG & EQUIPMENT

We use a modular scaffold screen system that can be configured to suit most indoor and outdoor locations. It is suitable for audiences of 100 to over 750 people.

Unlike inflatable screens, our screen presents as an attractive stage-like proscenium, further enhanced by laser and LED lighting. The option of rear projection allows the area in front of the screen to be used as a dedicated stage for presentations and performances.

Our audio system offers superb sound range and quality.

'NINJA' RIGGING

Our rigging is very nimble. Depending on the location, full installation can be under 2 hours and bump-out around 90 minutes.

Our rig is equally suited to indoor and outdoor locations. We can set up in locations where one simply wouldn't expect to see a cinema!

INTERACTIVE OPTIONS & ADD-ONS

We bring 'more than a movie' and have optional extras that make our events more interactive.

For example our popular **text-a-request service (0488 80 SONG)** has now been upgraded to a **virtual music video jukebox**.

Goofy-cam is our live-feed camera with an **on-screen photobooth** option.

We offer **laser and LED lighting effects** and **special effects** including the high-capacity **Bubble Master 2000**, and **fog machines**.

COST

Our set-up cost for most metropolitan locations is subject to quotation following a no-obligation site inspection. Any public screening of a feature film must also include a royalty to the film distributor.

RESERVATIONS & BOOKING

Some times of year can be very busy, so we recommend letting us know your preferred date as early as possible. We can reserve that date and arrange a site inspection. Generally a deposit is required to secure a booking.

RAIN & ADVERSE WEATHER

Postponements due to unsuitable weather can be made as late as the morning of the event and do not affect the deposit.

