

USC BLAVATNIK CENTER FOR VIRTUAL PRODUCTION FACT SHEET



Source: USC School of Cinematic Arts

The **Blavatnik Center for Virtual Production** is a proposed new teaching and virtual production facility on USC property adjacent to the Robert Zemeckis Center for Digital Arts.

The Center will support preparing the next generation of entertainment and creative professionals, and strengthen collaboration with industry leaders, in the rapidly evolving area of filmmaking and media production. The Center will provide a place for content to be created that communicates the cultural diversity, creativity and innovation of Los Angeles, while supporting the goals of the USC School of Cinematic Arts to strengthen the industry's future workforce here in Los Angeles.

The project requires a General Plan Amendment and Zone Change. Construction is anticipated from 2027 through 2028 so the Center can be operational ahead of the Olympic Games and ready for the 2028 fall semester.

Project at a Glance

- **Location:** 643-647 W. 32nd Street, adjacent to the Robert Zemeckis Center for Digital Arts,
- **Facility Size:** Approximately 45 feet tall and 18,000 square feet
- **Core Spaces:** Two virtual production stages, classrooms and laboratories
- **Capabilities:** Wraparound LED panel walls, camera tracking, advanced lighting, production equipment, 3D design software, digital asset libraries and other technologies

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