



ELECTRONIC ARTS STUDIO & MOCAP STUDIO

Project Team:

Owner: Electronic Arts Canada
Construction Manager: PCL Constructors Westcoast Inc.
Architect: Musson Cattell Mackey Partnership

Mechanical Team:

Mechanical Contractor: Fred Welsh Ltd.
Consultant: Cobalt Engineering
Sheet Metal: Apollo Sheet Metal
Insulation (Pipe & Duct): Arc-West Mechanical Insulation
Controls (DDC): ESC Automation
Sprinklers: Simplex Grinnell

EA project at a Glance:

The Electronic Arts Canada Campus was constructed in 3 phases. Phase I comprised of 218,960 sqft office space with 149,400 sqft of underground parking for 369 cars. Phase II was construction of a 204,000 sqft 3½ level underground parkade which is located under the soccer field. Phase III included a 176,000 sqft five storey office building with multilevel landscaped plazas, a gymnasium, open-plan work areas with 16 foot ceilings, a glass atrium “street” to connect departments, and a 38,500 sqft motion capture studio with a green roof.

Mechanical Systems:

The entire office facility utilized a raised computer floor which facilitated distribution of mechanical systems. Phase III mechanical systems comprised of: central chiller and boiler plant; separate heat pump system with closed circuit coolers serving server/ data/ electrical rooms; in-slab radiant heating/ cooling through-out; fan coil systems dedicated for audio and video studios.



Below: *EAC Campus, Burnaby*

Above: *Creating the action for FIFA Soccer 09 at EA Motion Capture Studio*

