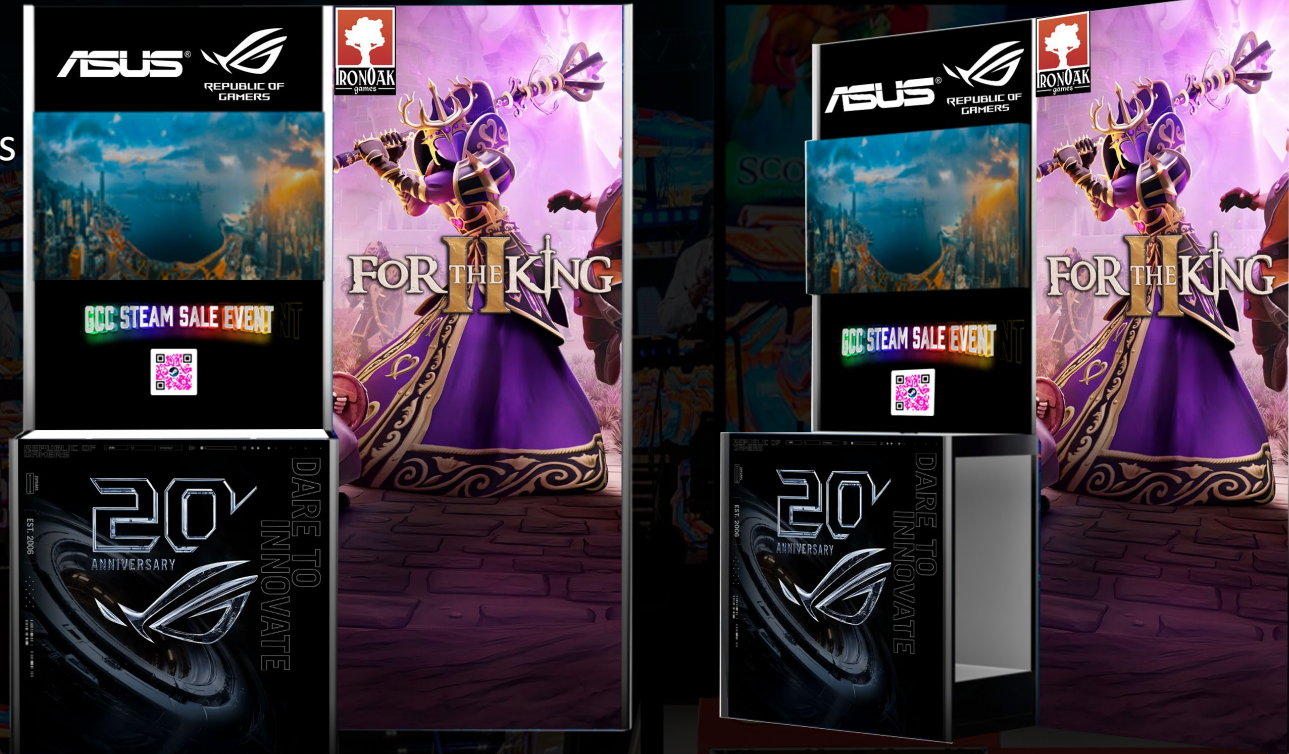


Turnkey Demo Booth Spaces: Example Booth Design

Introducing the newly redesigned GCC Turnkey Booth Spaces. Each turnkey space includes a 43" display and all required connection infrastructure, fully equipped and ready for attendees to experience hands-on gameplay at GCC 2026. Designed for zero setup stress, these streamlined booths deliver high-impact demonstrations in a polished, industry-focused setting.



TURNKEY BOOTH DESIGN

SPONSOR DESIGN

STUDIO DESIGN

SPONSOR LOGO

43" SCREEN TV

GCC STEAM SALE EVENT QR CODE

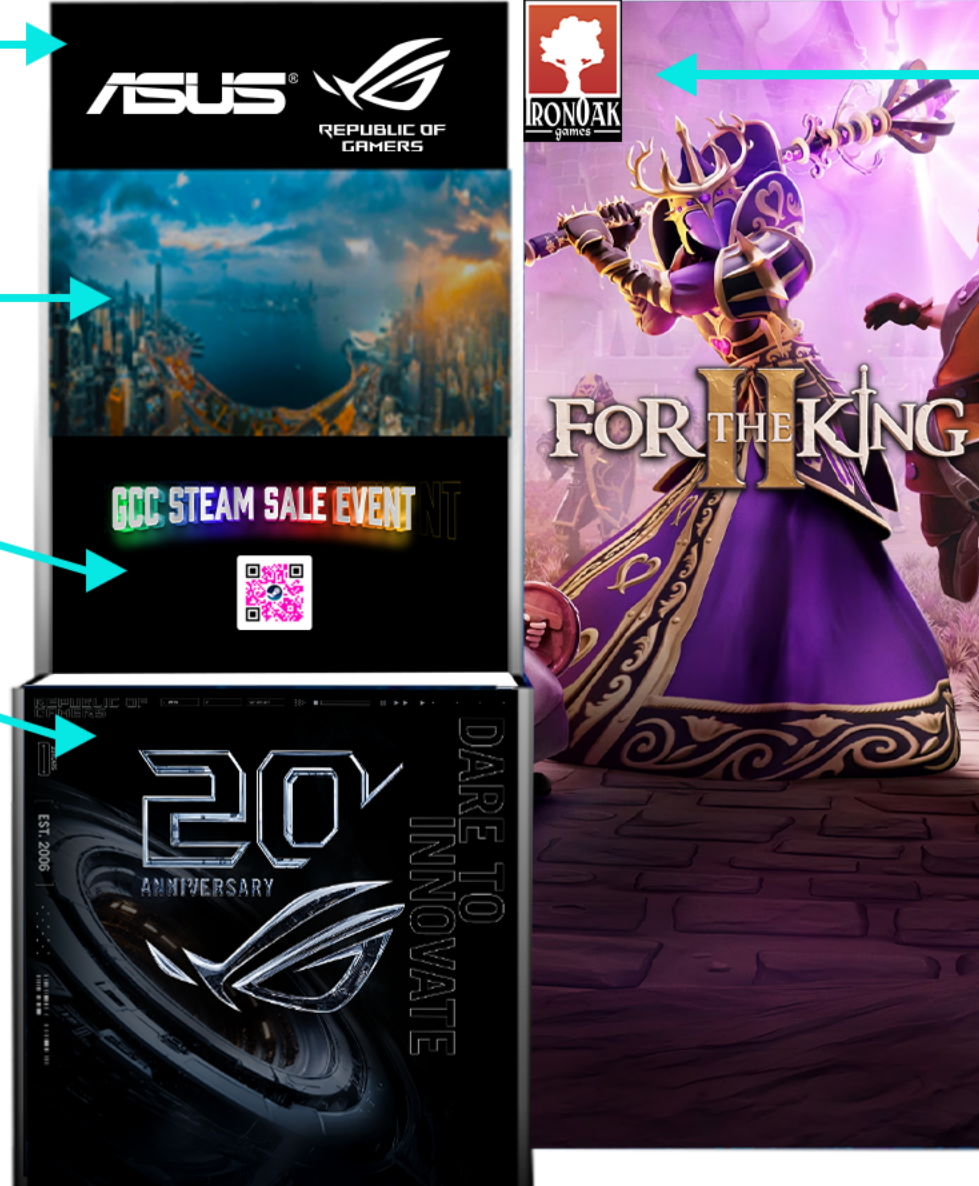
SPONSOR DESIGN

STUDIO LOGO

GAME GRAPHIC

THIS SIDE OF THE BOOTH IS DEDICATED TO THE DEVELOPER FOR SHOWCASING THEIR GAME AND STUDIO BRANDING. THE LAYOUT SHOWN IS JUST AN EXAMPLE.

YOU ARE FREE TO DESIGN THIS SPACE HOWEVER YOU LIKE. THE BACKDROP SHOULD FEATURE YOUR GAME'S KEY ART, WITH YOUR STUDIO LOGO POSITIONED PROMINENTLY IN THE TOP SECTION OF THE DESIGN.





GameCon 2026 Standard Template

Notes to Designers :

Printing area

Make sure to extend the background images or colors all the way to the edge of the black outline.

IMPORTANT

- **CMYK** color space
- Resolutions must be **100-150** dpi
- All Fonts Outlined
- Images Embedded



B1 = 38.5625" x 96"

B1 CONTAINS THE DESIGN SPECIFICATIONS FOR THE SPONSORED STUDIO'S GAME GRAPHICS.

ALL REMAINING AREAS OF THE BOOTH DESIGN ARE RESERVED FOR SPONSOR BRANDING.

Please include your Exhibiting Company Name and Booth #.

Files larger than 7MB, please send files to GES Graphic Designer via WeTransfer (free): <https://wetransfer.com/>

