



Elevating Professional Bubble Effects

Bid Farewell to the era of basic bubble machines with open pans of fluid, children's wands, and feeble fans.

The Bubble Defender R-Series is our premier DMX controllable Bubble machine, frequently used in 4D theaters and amusement parks. This bubble machine uses a nozzle-pipe delivery system which protects each bubble from the disturbance of the machine parts and each other, allowing more of them to be released into the desired area. One tank provides for over 2 hours of continuous bubble output.





Direct Fluid Access

Our innovative system draws bubble fluid directly from the bottle, eliminating the mess and inconvenience.

Fast Set Up

Dedicated handles, secure hang points, and sturdy rubberized feet ensure seamless operation.

Double the Bubbles

Dual nozzles meticulously disperse bubble fluid, creating an enchanting spectacle of iridescent <u>bubbles</u>.

Effortless Precision

An onboard LCD panel with timers, 3-pin and 5-pin DMX connections. Perfect for theater, theme parks, and live events.

Exceptional Fan Control

Dual fans featuring adjustable angles and speed control, bubbles can soar up to 25ft without the need for an extra effect fan.

Easy Clean-up

The only bubble machine that reclaims unused bubble fluid back into the bottle! Run water to cleanse the wands & tubing.

Bubble Defender Specs

Machine Weight	38.6 lbs. (17.5kg)
Dimensions (Machine Only)	15.3" x 10.7" x 16.8" (388 x 271 x 427.5 mm)
Shipping Weight	43 lbs. (19.5.4kg)
Shipping Dimensions	19.7" x 15.2" x 19.7" (500 x 385 x 500 mm)
DMX	1. 0-9 OFF. 10-255 Variable Output
Electrical Supply	120 VAC, 2A, 50/60Hz 220-240VAC, 1A, 50/60Hz
Fan Speed	Variable, 1-100%
Limited Warranty	One Year
	· · · · · · · · · · · · · · · · · · ·

Bubble Size	1.25" - 3" (3cm - 8cm)
Bubble Distance	15' - 30' (4.5m - 10m)
Bubble Height	13-15' (4.5m)
Fluid Capacity	101 oz. (3L)
Consumption	Approx 32 oz. / hour. Approx 1L / 60 min.
Bubble Fluid	CITC Bubble Science Formula #150815 CITC Extreme Bubble Fluid #150825

