



Company Overview



HISTORY

Founded in 1988, we have over three decades of experience serving customers throughout the globe. Our manufacturing facility and corporate headquarters are located in Long Island, New York. We have made a corporate commitment to our US roots and are proud to secure our leg in an ever-changing global economy. We utilize a US labor force and use more than 90% US materials.

STANDARDS

TBC Consoles upholds the highest standards of workplace safety, practicing strict compliance and operations according to Occupational Safety and Health Act (OSHA) regulations. Our products are designed and guided by the Business and Institutional Furniture Manufacturers Association (BIFMA) standards and Human Factors and Ergonomics Society (HFES/ANSI 100:2007) standards. Additionally, we can work with clients to ensure that they meet the Americans with Disabilities Act (ADA) requirements.

BROADCAST & BEYOND

TBC is recognized worldwide especially in Broadcast Television and Radio environments. We pride ourselves for this specialization as it acknowledges our ability to incorporate highly specialized equipment into our consoles and understand how it is to be used by the client. We understand the needs of the industry and stay up to date on the latest trends and advances.

For the past 30+ years, we have witnessed production environments evolve where modern needs continue to push the capabilities of technology. Process automation has allowed three people have been consolidated into one with redundancy to ensure continuous operation like any mission critical control room. TBC also has expertise with Network Operation Centers in a variety of other industries, as well as customized solutions for a variety of other production environments.

CLIENTELE

We believe that our commitment to customers is at the core of our success. We take great pride in understanding the vital elements of mission-critical operations and incorporate these elements and customer requirements into our designs in a sophisticated manner.

