

REAL-TIME TV GRAPHICS FOR SPORT EVENTS BROADCASTING IN SD/HD

Graphic workstation is using for template creations for TV sports broadcasting: football, hockey, basketball, handball, volleyball, swimming, waterpolo, athletics, big tennis, MMA, boxing, arm wrestling, weightlifting, shooting, etc.



MAIN CAPABILITIES

- Creating and editing of teams and players database.
- Import data into database from official sources (data system, ftp of sport federation, external database, etc).
- Creating and editing of sport statistic table on competitions: shots on target, disqualifications, fouls, goal, etc.
- Creating of graphics templates for the Internet and TV broadcasting.
- Integration with official sport data and timing systems (Araneus|DATA-Info|Victory|ESK|Swiss Timing|Nautronic|Stramatel|MTVisual|Bodet|Lynx|ALGE-TIMING) and receiving from them game and time data: game time, period number, disqualification of players, home and guest scores, data penalty times, etc.
- Integration with statistic systems of competitions and autofill of graphics statistic table.
- Customization of graphic control interface (GUI) with capability of templates distribution into logic groups, binding them into control buttons, and adjust buttons size, colour and position.
- Autofill of templates from the database, statistics and scoreboard systems.
- Real-time graphics rendering and replay of graphics templates.
- TV graphics transition for instant replay.
- Audio player with synchro-start of graphics templates.
- Remote control unit (RCU) for quick playback of TV graphic.
- HD/SD formats.



«Thank you for the invaluable contribution to the LTV channel development. We are looking forward to a productive cooperation in the future».

Edgars Kots

General Director, LTV, Latvijas televīzija

SPECIFICATIONS

- **ATLAS workstation:** Windows 7 32/64, Intel Core i7, 16Gb/ Interfaces - GPI, LTC, RS232/422/485.
- Video interfaces: BM DeckLink 4K Extreme, Matrox, AJA for connection to air studio and OBVan. Graphics output in the TV standard (Fill&Key signals)
- **ATLAS-SPORT Software.** Database, Broadcast Graphics Design, Rendering Engine, Graphic Templates Designer.

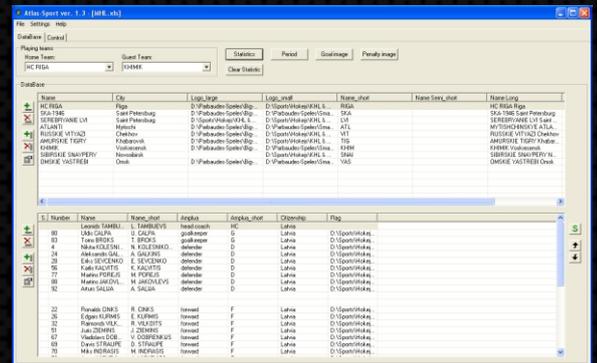
Database window.

Database of sport teams and players. Allows to format information table, using text and graphics data.

Teams list: name, city, statistics (number of played and won games, scores), logo, short title, etc.

Players list: number, name, photo, any personal information, line (forward, defender, goalkeeper, etc), "starting" mark.

In case of off-line working (without connection with official statistics) the statistic kept there.



Control panel.

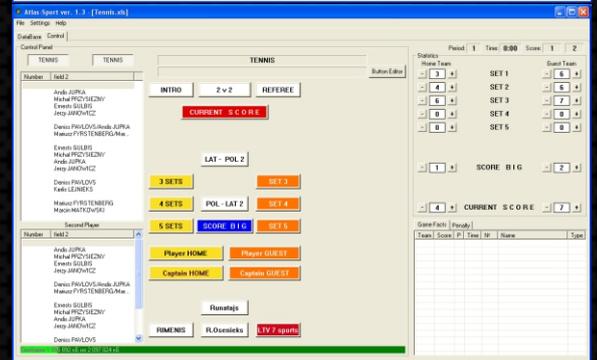
Players list.

Customization of size, colour and position of control buttons.

Game statistics (off-line variant): shots, penalties, etc.

Score monitoring window: time, score, team, player.

Penalty monitoring window.

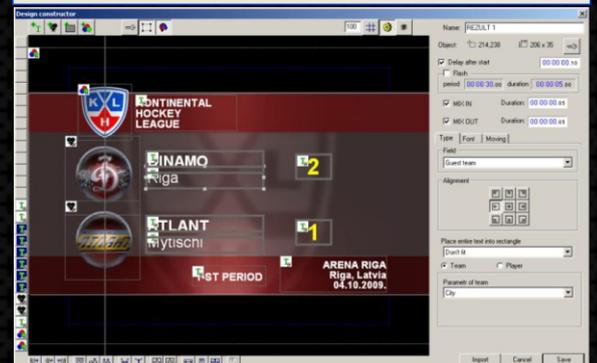


Graphics template designer.

Multilayer composing.

Alpha channel graphics. Features adjustment for the elements: image, text, animation.

2D In/Out effects, time delay, integration with external data sources.



- **Graphics transition** program option.

TV graphics transition for instant replay through GPI-Tally and control of graphics templates with remote control panel MTR-CTL Pult/16.





- **SPORT-PROXY** program option.

Provides manual and automatic data transfer with official sport data and timing systems to autofill of sport graphics templates. It supports the following manufactures: ARANEUS (Russia), NAUTRONIC (Denmark), ESK (Poland), MTVisual (Italy), VICTORY (Russia), NATA-INFO (Russia), STRAMATEL (France), SWISS TIMING (Switzerland), Bodet (France), Lynx (USA), ALGE-TIMING (Germany), etc.

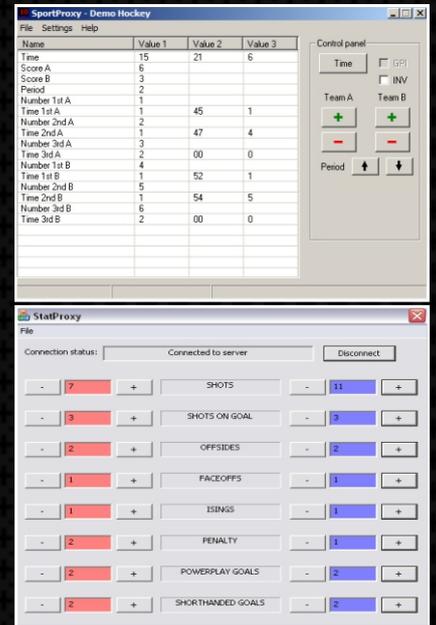
- **STAT-PROXY** program option.

Installed on a stand alone PC, allows to operatively collect statistics data and to send it through network to the graphic workstation, and to count percentage ratio of ball (puck) possession each team.

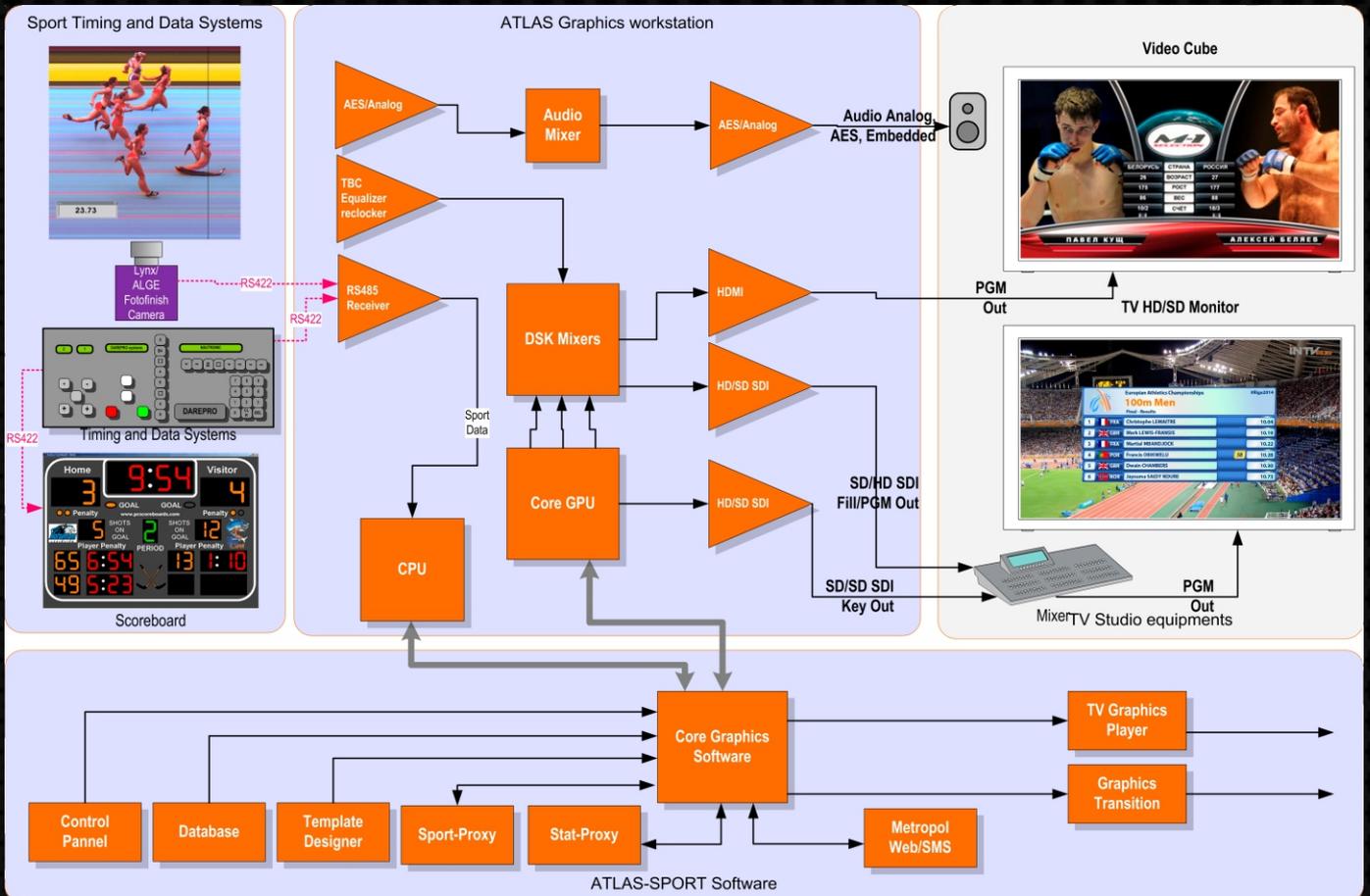
Statistics Panel. Partially adjustable manually. Editing number and name of table fields, manual or automatic (using the STAT-PROXY) filling during the game.

- **METROPOLE** program option.

Broadcast score through Web/SMS services.



ATLAS-SPORT WORKSTATION STRUCTURE



TECHNICAL SPECIFICATIONS

- Supported standards: SD - 625i, 525i / HD - 1080i 50/60, 1080p 24/25, 720p 50/60, HDMI - 1080p/4K.
- System configuration: SDI video interface with embedded 10-bits DSK, PC Win'7 32/64, i7/ RAM16GB / HDD System / 2xHDD RAID / RJ45 1GbE / Interfaces RS232, Rs485, GPI / Hot Swap PSU.
- Input video signals. PGM In: SD-SDI - SMPTE 259M, HD-SDI - SMPTE 292M, Sync Black Burst PAL, Tri-Level Sync.
- Output video signals. Fill, Key, PGM Out: 2xSD-SDI - SMPTE 259M, 2xHD-SDI - SMPTE 292M, HDMI.
- Audio interface: Analog balanced (XLR) and digital (Embedded, AES) stereo - input and output.
- Relay bypass.
- Dimensions: 4RU 440 x 176 x 500;
3RU 440 x 135 x 550.
- Weight: 20 kg.

EXAMPLES OF USE AT THE KONTINENTAL HOCKEY LEAGUE MATCHES



Team list



Current score



Player's info



Game statistics

"Our Broadcasting Company is grateful INTV Co. Ltd for graphic workstation ATLAS-SPORT. It provides basketball game with all necessary graphic templates, which the basketball club «Lokomotiv Kuban» required."

Smeyuha V.S., Director «NTK»

