

Real-time sports graphics in SD & HD

Broadcast graphics system with content creation and playout software for different sport disciplines: football, hockey, basketball, tennis, etc.



PRODUCT HIGHLIGHTS

- Database of sport events, teams and players.
- Integration with official scoreboard systems: game time, home and guest scores and period, several penalty timers, etc.
- Internal match (competition) statistics: total fouls, corner kicks, shots on target, penalties, score.
- Integration with official Data sources (the Internet, external DB, etc.)
- Template-based text and graphics creation and playout.
- Customizing of the graphics control interface (GUI) Full control over position, font, size, color.
- Autofill of templates according to database, statistics and scoreboards information.
- GPI control.
- Graphics transition generator for slow motion replay systems.
- HD/SD solutions



MIX Fight M1 Selection

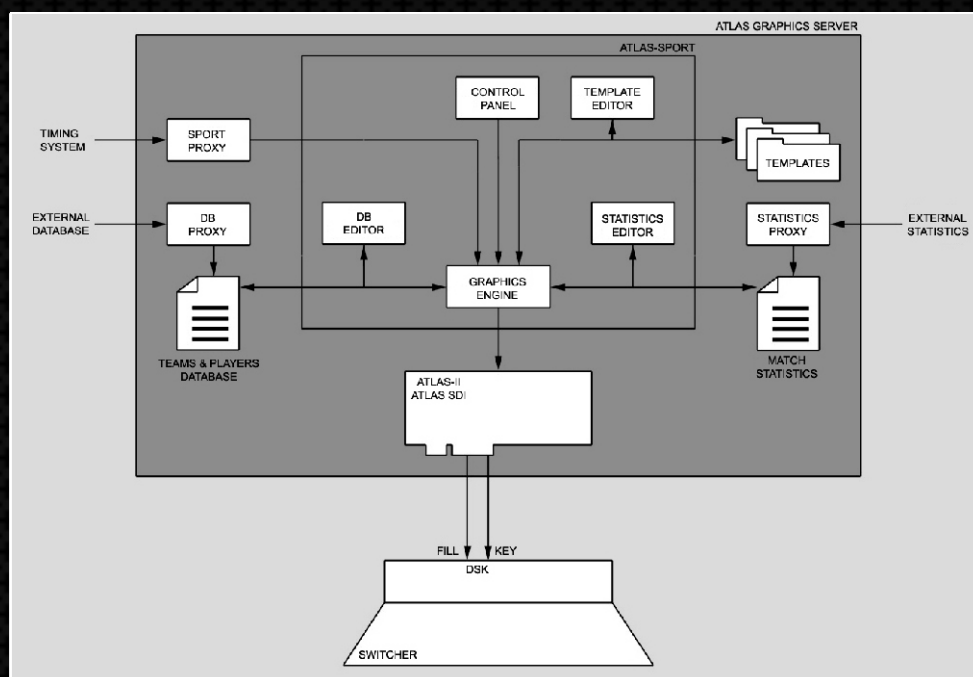


Europe Shooting Championship Kazan

CONFIGURATION

- Industrial High Performance (recommended when HD playout required) server platform with a set of interfaces: videointerface boards, GPI, LTC, RS232/422/485.
- Video interface: ATLAS, ATLAS-MIXER, DeckLink HD Extreme 3D boards for connection to OB Vans and digital control rooms. through HD/SD SDI Fill&Key signals,
- **ATLAS-SPORT software.** Main program. Data collection, processing and storage. Graphics template designer. Templates autocomplete according to the collected data. On-air playout
- **Database of sport teams and players.** Allows to adjust content and type of the information. Text and graphics data. Teams attributes: names, town, statistics (the number of games won and the total number of games played, scores, etc.), logo, sponsors, etc. Players attributes: name, number, photo, age, height/weight values, line (forward, defender, goalkeeper, etc.), “starting” mark.
- **Statistics table.** Editing of table fields number and names, automatically and manually filling during the game.
- **SPORT-PROXY.** Program option. Provides data transfer with scoreboard system on the transport and logic levels. Finalizes the information from different scoreboards systems to the programs type.
Actually it supports the following manufacturers: **SWISS TIMING (Switzerland)**, **NAUTRONIC (Denmark)**, **STRAMATEL (France)**, **ESK (Poland)**, **VICTORY (Russia)**, **NATA-INFO (Russia)**, **ARANEUS (Russia)**. Sport-Proxy emulates scoreboard system and allows data correcting in case of the connection loss. Can be installed on the remote station in local network.
- **DB-PROXY.** Program option. Provides integration with external sources (Databases) in local network or on the remote server (over the Internet).
- **STATISTICS PROXY.** Program option. Provides integration with information statistics systems used at hockey matches.
- **METROPOLE.** Standalone program for information transferring from content provider and aggregator.

Scheme of the complex for real time sport graphics





SPECIFICATION

- Supported standards: SD - 625, 525, 4:3 / 16:9 / HD - 1080i 50/59.94/60, 1080p 24/25, 720p 50/59.94/60, HDMI
- System configuration: videointerface with embedded 10-bits DSK, industrial computer i7/MB Asus/RAM2GB/HDD System/HDDx2 Video/USB RAID/DVD/Windows/DVD-RW/RJ45 Ethernet/ RS232, RS 422, RS485, 16 GPI, 16 GPO, Tally/ Hot Swap Power adapter
- Inputs: Composite, YUV, S-Video, HD-SDI - SMPTE 292M, SDI SMPTE 259M, PAL Black Burst synchronizing
- Outputs: Composite/YUV/S-Video/2 SD/HD-SDI - SMPTE 259M or 292M Fill+Key, PAL Analog monitor output (HD/SD) with RGB/YUV/YC/Composite
- Audio Interface: SDI Embedded and Analog stereo XLR balanced
- Time code: LTC and VITC inputs
- Relay bypass
- Dimensions: 4RU, 440x 176 x 500
- Weight: 15 kg

EXAMPLES OF USE AT THE KONTINENTAL HOCKEY LEAGUE MATCHES



Team list



Current score

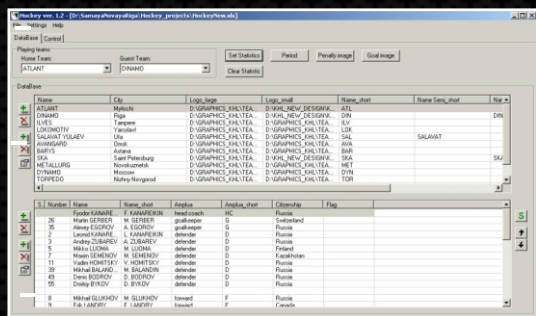


Player's info

	S	U	Z	GV	ZV	P
1 Metallurg Mg	9	8	1	29	10	23
2 SKA	9	7	2	27	11	22
3 Salavat Julajev	10	7	3	38	25	22
4 CSKA	9	7	2	27	19	20
5 Traktor	8	6	2	26	20	18
6 Neftehimik	10	6	4	32	32	18
7 Spartak	10	6	4	31	27	17
8 Atlant	9	5	4	29	20	16
9 Torpedo	10	6	4	32	26	16
19 Dinamo R	9	3	6	23	31	9

Game statistics

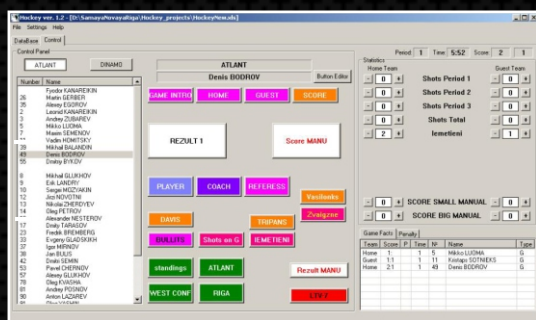
INTERFACE (HOCKEY CONFIGURATION)



Data base window

Teams list, Name, city, logo, short title, etc. In cases of off-line working the statistics is being kept there (without connection with official statistics).

Players list. Number, name, line, photo, any personal information.



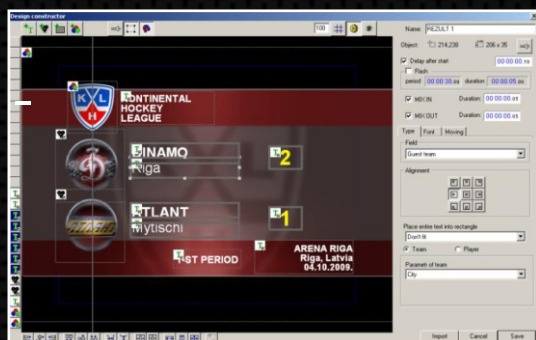
Control panel

Selection of Size, color and position of control buttons. Players list.

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

Roll-ins monitoring. Time, score, team, player.

Penalty shots monitoring.



Graphics template editor

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

2D In/Out effects, time delay, connection to external data.

"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



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