INTV
INNOVATIVE TELEVISION SYSTEMS
ATLAS-SPORT

REAL-TIME TV GRAPHICS FOR SPORT EVENTS BROADCASTING IN SD, HD and 4K.

Graphics workstation is using for templates creation 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).
- Integration with official sport data and timing systems (Araneus | ESK | Nautronic | Victory | Stramatel | NATA-Info | Swiss Timing | MTVisual | Bodet | Lynx | Colosseo EAS | 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 statistics systems on competitions and autofill of graphics statistics table. Creating and editing of internal sports statistics table: shots on target, disqualifications, fouls, goals, etc.
- Creating and editing of graphics templates for Internet and TV broadcasting.
- Autofill of graphics templates from the database, statistics and data and timing systems.
- Real-time graphics rendering and replay of graphics templates.
- GUI customization (graphic control interface): distribution of control buttons into logic groups, adjustment of their position, size and color.
- Unicode support for text encoding and representation.
- Digital clocks and countdown timer up to sport event.
- «Picture-In-Picture» «live» video window.
- TimeLine for editing in\out effects of graphics compositions.
- TV graphics transition for instant replay.
- Audio player with synchro-start of graphics templates.
- Rapid formation of video replay playlist.
- Automation of TV graphics playback through GPI commands and remote control unit (RCU) (RS422 interface).
- SD, HD and 4K formats.

«Thank you for the invaluable contribution to the LTV channel development. We are looking forward to a productive cooperation in the future.»
Edgars Kot, General Director, LTV, Latvijas televizija

GRAPHICS WORKSTATION ATLAS-SPORT

- Control panel
Customization of control buttons position, size and color.
Game statistics (off-line statistics working): shots, penalties, etc.
Score monitoring window: time, score, team, player.
Penalty monitoring window.
Crawl player.
Players list.

- Database window
Database of sport teams and players. Allows to add necessary amount of lines and columns to tables and to format table information, 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 to official statistics system) the statistics kept there.

- Graphics template designer
TimeLine - editing in/out effects of graphics composition.
Multilayer composing. Alpha channel graphics.
Adding to composition text, animation, image, colored rectangle, «Picture-In-picture» video window.
2D In/Out effects, time delay, integration with external databases.
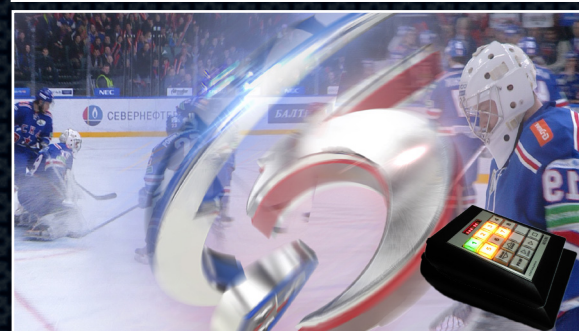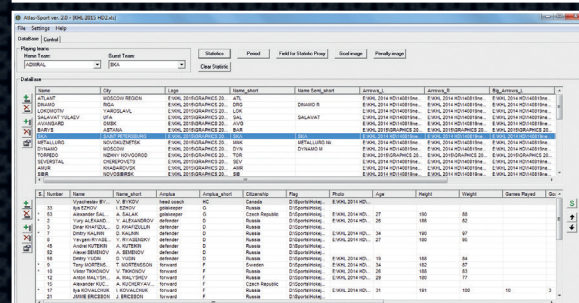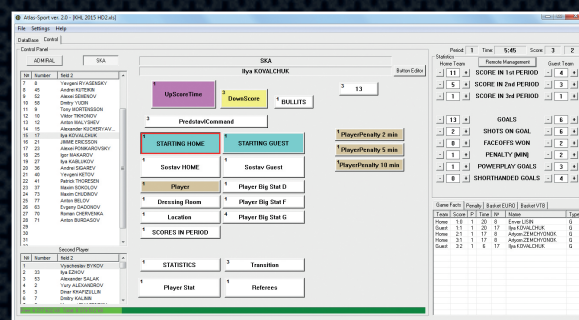
- «Picture-In-Picture» program option
Provides «Picture-In-Picture» effect: forms several scale «live» video windows with coach and/or players. Multi codecs, supports alpha-channel video.

- 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.

- METROPOLE program option
Broadcast score through Web/SMS services.

- SPORT-PROXY-CLIENT program option

SPORT-PROXY-SYSTEM provides automatic data exchange between graphics workstation ATLAS-SPORT and official sport data and timing systems to autofill of sport graphics templates. Realise data transfer with different graphics workstation, slow motion replay servers, commentary systems, Google Docs tables, etc. 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), Colosseo EAS (Slovakia), etc.

In case of manual work (without sport data and timing system) it is possible to use SPORT-PROXY-CLIENT - stand alone PC with installed SPORT-PROXY-SYSTEM software to generate all game data offline.

- STAT-PROXY-CLIENT program option

STAT-PROXY-CLIENT - stand alone PC with installed STAT-PROXY-SYSTEM software. It provides operative collection of statistics data and allows to send it through network to the ATLAS-SPORT workstation to autofill of sport graphics templates. It counts percentage ratio of ball (puck) possession each team and have adjustment statistics panel.
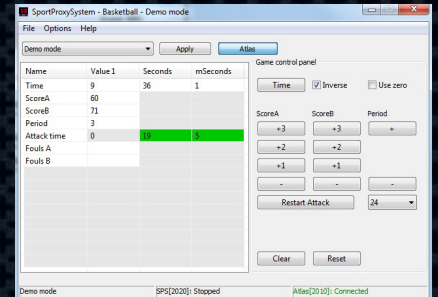
ATLAS-SPORT WORKSTATION STRUCTURE
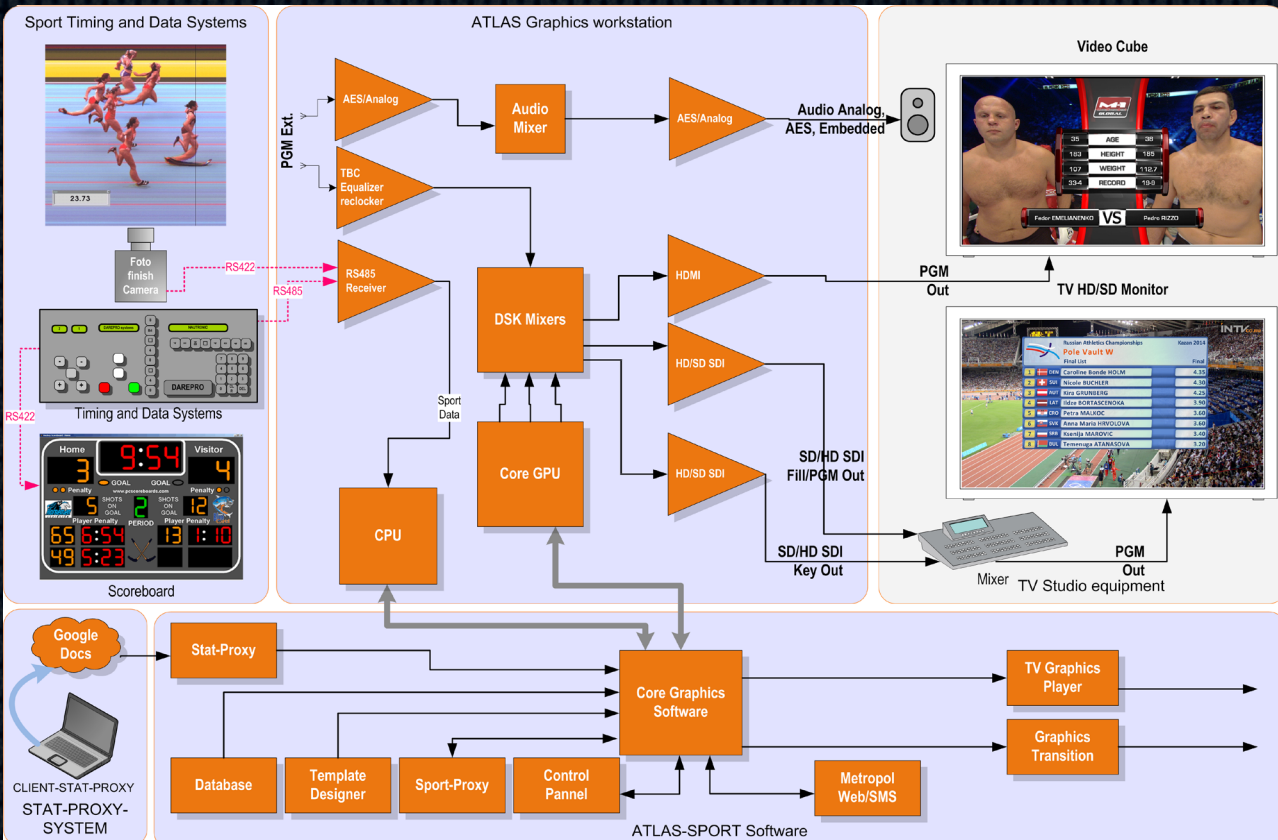
TECHNICAL SPECIFICATION

Graphics workstation «ATLAS»: Windows 7 Pro 64-bit Intel Core i7 / RAM16Gb / 2xHDD (System, RAID 1), 2xHDD (Graphics, RAID 0) / RJ45 1GbE / GPU NVIDIA reinforced / Interfaces - GPI, LTC, RS232/422/485 / Hot Swap PSU.

Video interfaces: BM DeckLink 4K Extreme | BM UltraStudio 4K | Matrox | AJA for connection to Air studio and OBVan. Graphics output in the TV standard (Fill&Key signals).

Supported standards: SD - 625/50 | HD - 1080/50i, 1080/60i, 1080/25p, 720/50p, 720/60p, 1080/50p | 4K (4x1080/50p) | HDMI.

Input video signals. PGM In: SD-SDI - SMPTE 259M, HD-SDI - SMPTE 292M, Sync Black Burst PAL, Tri-Level Sync.
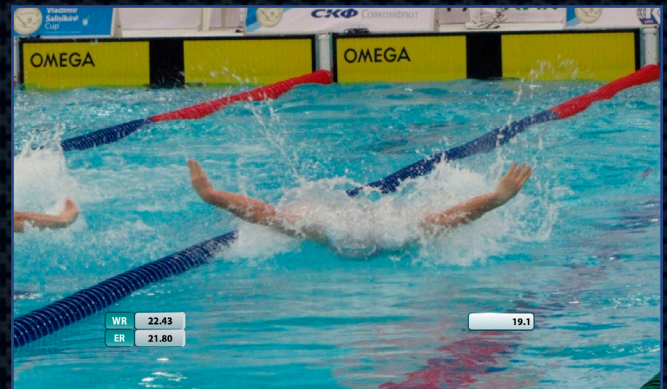
Output video signals. Fill, Key, PGM Out: 2xSD-SDI - SMPTE 259M, 2xHD-SDI - SMPTE 292M, HDMI.

Audio interfaces: Analog balanced (XLR) and digital (Embedded, AES) stereo - input and output.

Relay bypass.

Dimensions: 4RU 440 x 176 x 500, 20 kg.
2RU 440 x 88 x 710, 25 kg.
Notebook + SDI interfaces unit, 8 kg.

EXAMPLE OF USE AT THE SALNIKOVS CUP

EXAMPLE OF USE AT THE EUROPEAN ATHLETICS CHAMPIONSHIP

«Our Broadcasting Company is grateful INTV Co. Ltd for graphics workstation ATLAS-SPORT. It provided basketball game with all necessary graphics templates, which the basketball club «Lokomotiv Kuban» required.
Smeyuha V.S., Director «NTK»