



ATLAS-SPORT

GRAPHICS WORKSTATION FOR SPORT BROADCASTING, SCOREBOARDS AND GIANT SCREENS

ATLAS-SPORT

Atlas-Sport – graphics workstation which is using for templates creation for TV sports broadcasting and for graphics playback on video screen panels of stadiums. It has official approval of sport federations and complies their requirements.





- football hockey volleyball basketball handball water polo
- tennis shooting boxing MMA swimming arm wrestling
- athletics weightlifting cybersport etc

Sport data

«Sport-Proxy-System»

Automatic data transmission between Atlas-Sport and official scoreboard and timing systems, receiving in real-time all timing data of the game and using it in graphics compositions.

Manual input of game data in case of losing connection with scoreboard.

Data logger.

Supported systems:

- Araneus Nautronic Bodet
- NATA-Info MTVisual Dian
- ESK Stramatel Swiss Timing
- Lynx ALGE-TIMING MegaS
- Favero IWF TIS

Statistics

«Stat-Proxy-System»

Collecting of full team and players statistics during the game. Connection to remote statistics servers, receiving date and autofill of graphics statistics table. Ability of emergency data correction.

Supported systems:

- UEFA LIVEX Steam Web API
- Google Docs
 KHL ftp
 InStat

Remote control

Connection through GPI/Tally and RS422 interfaces for automatically graphics compositions playback by video switcher or MTR-CTL Pult/16 (INTV production).

Control by remote touchpad panel.

AIBA FIVB M1 Global

Approved by federations:

IAAF KHL IBU FIFA EHF VTB FINA EBU

Control panel

Simple and reactive GUI to control all graphics templates. Playback of all compositions using mouse button and/or hot keys from keyboard or by commands from automation systems.

Database of teams and players for quickly players selection.

Template designer with Timeline

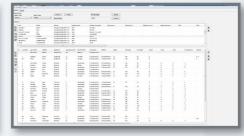
Prepare and render of graphics templates using graphics sequences and internal functions. spell checking, records calculation Possibility of quickly correction in templates during the transmission. Comfortable GUI and timeline for effects creation and its trimming.

Database

Creating and editing of internal database of teams and players, and automatic sorting by value. Connection to placed on distance official databases and import of all necessary information.







Replay wipes

TV replay wipes for instant replay through GPI/Tally commands from video switcher.



Picture in picture

Picture-in-Picture windows for «Live» and video clips player with alpha-channel.



Preview

A convenient preview window in the user interface allows your operator to minimize mistakes.



Additional options:

- Multilanguage (Unicode support)
- Local time and data
- Audio player with synchro-start of graphics templates
- Broadcast score through Web/SMS services
- News crawls
- Playlist for graphics templates

«Chechen State Television and Radio Company "Grozny" expresses deep appreciation to «Since 2008 INTV graphics stations Atlas-Sport are used for KHL hockey matches INTV for assistance in organizing of the broadcast of the Russian President Cup 2015 in TV broadcasting...» weightlifting. We wish successful progress and prosperity to your team.»

TECHNICAL SPECIFICATIONS

Windows 7 Pro 64-bit **System**

configuration Intel Core i7

> 16 Gb RAM PSU hot swap

Audio Analog balanced

> Digital (embedded, AES) Stereo input-output

48 kHz, 24 bit

Video interfaces CVBS

YUV

SDI **HDMI**

IP - SMPTE-2022-6

Synchronization Black Burst PAL

Tri-Level

Video card

work mode

Fill+Key

«Transit» (with relay bypass)

Supported 625i50 standards 720p50

1080i50 1080p25 1080p50/60 UHD-4K

Interfaces

GPI/Tally

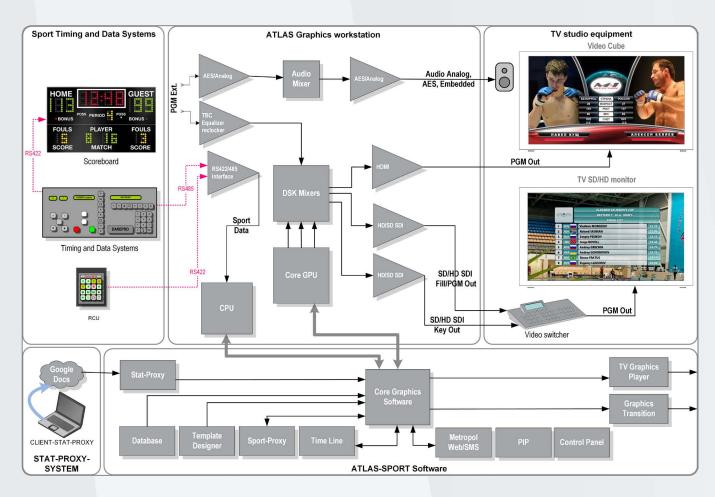
RS 232/422/485 Ethernet, LTC

Dimensions

4RU 440 x 176 x 560, 20 kg

2RU 440 x 88 x 710, 25 kg

Laptop, 8 kg



CONTACTS

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