



ATLAS - SPORT

GRAPHICS WORKSTATION FOR SPORT BROADCASTING,
SCOREBOARDS AND GIANT SCREENS

CAPABILITIES

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 data and autofill of graphics statistics table. Ability of emergency data correction.

Supported systems:

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

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.

Approved by federations:

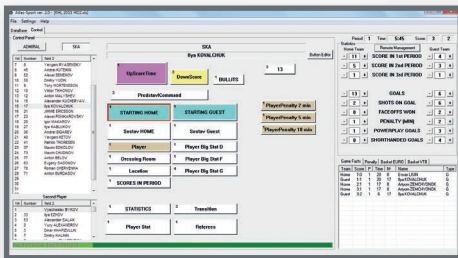
IAAF KHL IBU FIFA EHF VTB FINA EBU
AIBA FIVB M1 Global

KHL Marketing confirms that graphics workstation Atlas-Sport complies technical regulations of KHL and works at KHL transmissions since 2008 year.

N. Chaikovskaya, Chief of TV projects department.

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

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



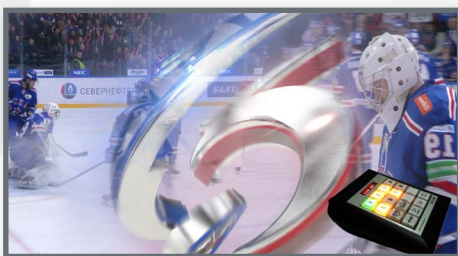
Database

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



Graphics transition

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



Event timer

Event timer (countdown) up to sport event.



«Picture in picture»

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



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

«Chechen State Television and Radio Company "Grozny" expresses deep appreciation to INTV for assistance in organizing of the broadcast of the Russian President Cup 2015 in weightlifting. We wish successful progress and prosperity to your team.»

A.Bachae, CHGTRK director.

TECHNICAL SPECIFICATIONS

System configuration

Windows 7 Pro 64-bit
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

Synchronization

Black Burst PAL
Tri-Level

Video card work mode

Fill+Key
«Transit» (with relay bypass)

Supported standards

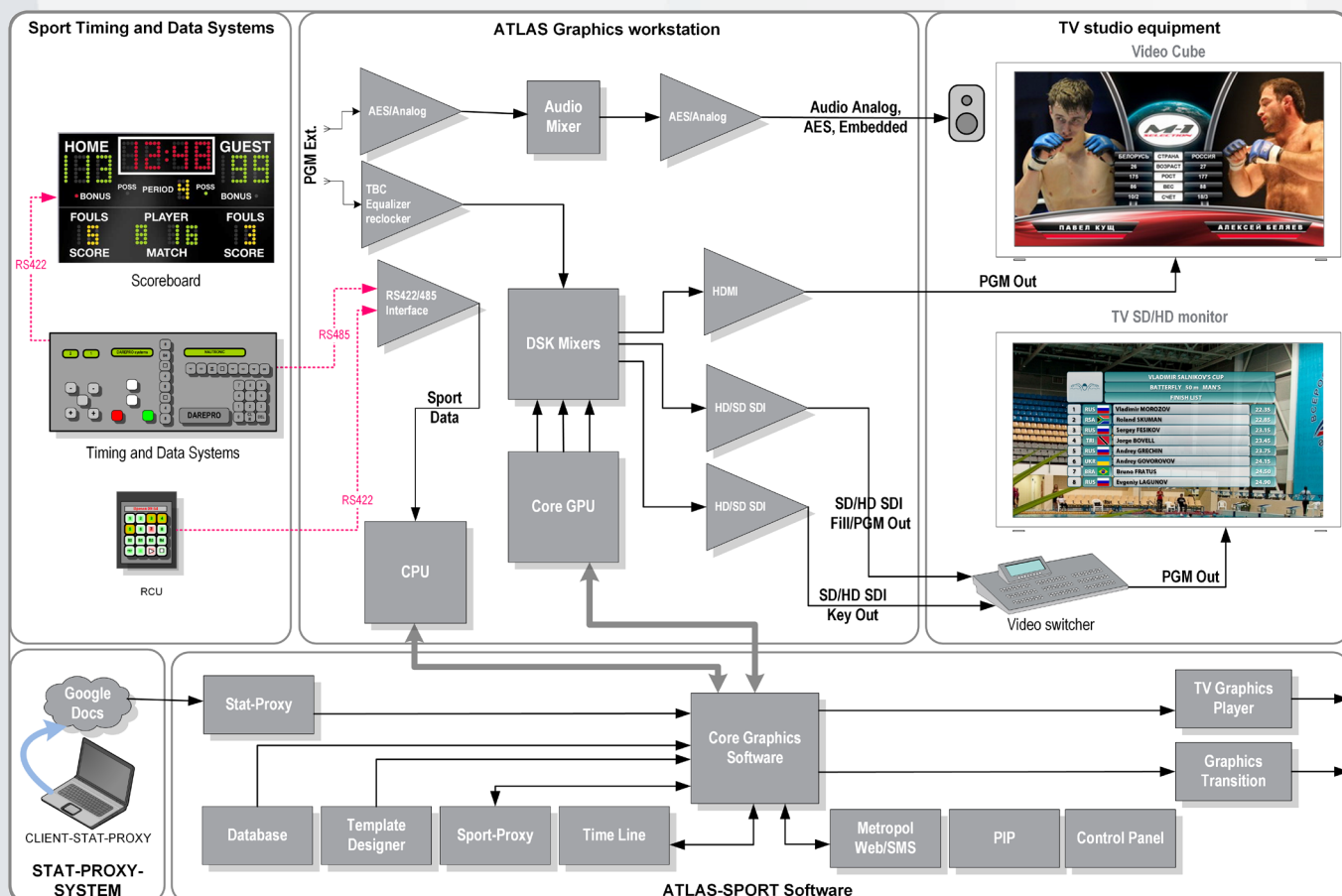
625/50
720p50
1080i50
1080p25
1080p50/60
UHD-4K

Interfaces

GPI/Tally
RS 232/422/485
TCP/IP, 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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