

INTV

innovative television systems



ATLAS - FRACTAL

MEDIASERVER FOR VIDEO WALLS
AND SCREENS OF SPORTS ARENAS

Atlas-Fractal - multichannel media server for output of video and realtime graphic content to video walls in TV studios, control rooms and for giant screens in sports arenas (mediacubes, video boards, video perimeters etc.)



References:

Media cube and LED banner in Ufa-Arena, Hokey Club «Salavat-Yulaev»
Giant screen and commercial video boards in Kazan-Arena

Multichannel

Editor of graphics templates for each output. Presets for synchronous playback of video and graphics. Possibility to use from 2 to 16 channels.

Titles

Text crawl and roll playback on arena perimeter video board by special settings loop and speed control. Triggering titles for the Emergency Warning System.

Video playlist

Playback of prepared video clips with one or several playlists at the same time. Real time control of speed and transparency of playing movie. Playlist and schedule for graphics templates.

Automation

Automated data exchange for the graphics templates from referees systems, statistics services and distant sources of information.

- Stat Proxy
- Sport Proxy

Control

Third party equipment control:

- Videomixers
- Switches
- Video wall controllers
- Lightning equipment
- Audio mixer

Certificates

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

Interface

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.



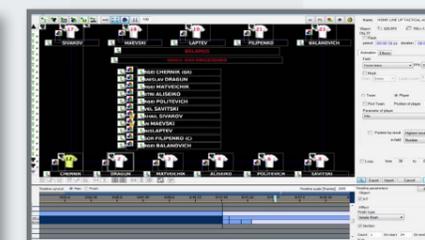
Replay wipe

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



Timeline

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.



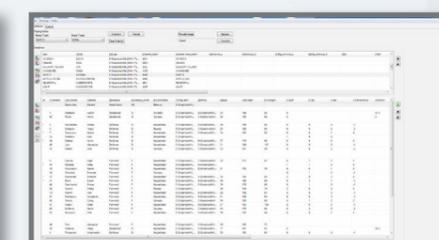
Preview/Multiviewer

A convenient preview monitor in the user interface allows your operator to minimize mistakes. Multiviewer option allows you to see all output or input signals at the same time.



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.



Picture in picture

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



Additional option:

- Multilanguage (Unicode support)
- Local time and data
- Audio player with synchro-start of graphics templates
- Scoring broadcast through Web/SMS services
- News crawls
- Internal DSK mixer

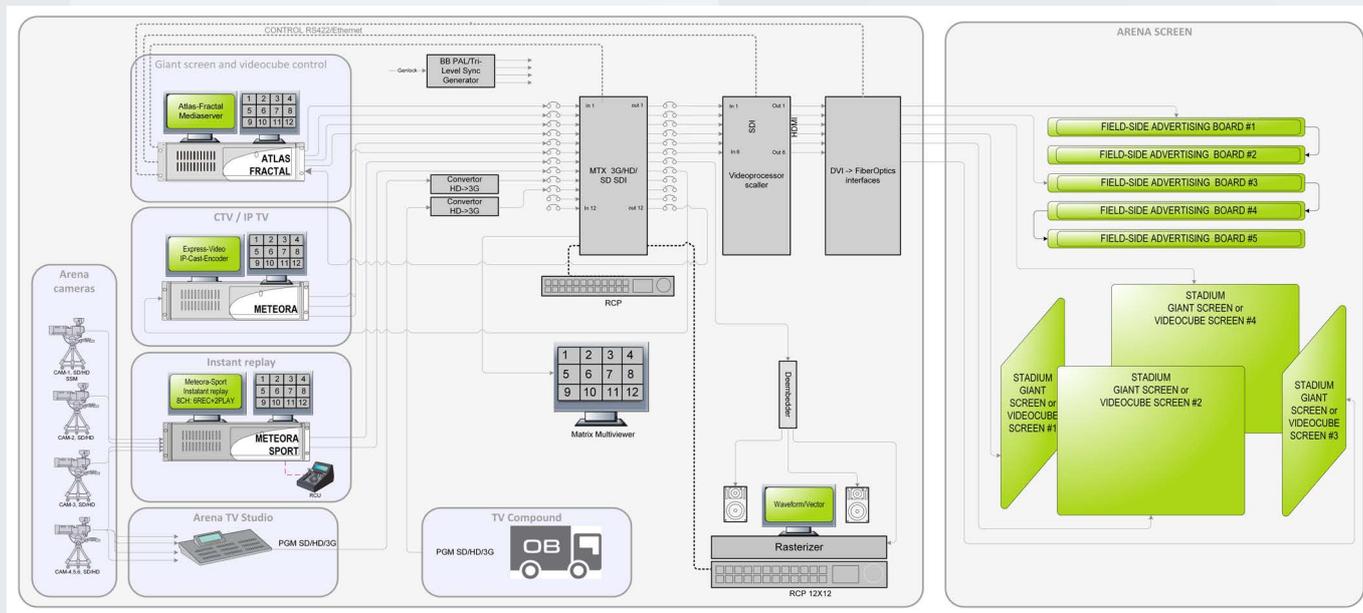
«Since 2016 INTV company set up «Atlas-Fractal» multi-channel video servers for graphic and video support on media cubes and big screens inside KHL arenas. The system was used during KHL All Star match in 2017, which was held on 21-22 of January in «Ufa-Arena» which is home stadium of «Salavat Yulaev» hockey team.

S.A. Dobrovalov, KHL marketing and communication vice president.

TECHNICAL SPECIFICATIONS

System configuration	Windows 7/10 Pro 64-bit Intel Core i7 от 32 Gb RAM PSU hot swap	Audio interfaces	Analog balanced Digital (embedded, AES) Stereo input-output 48 kHz, 24 bit
Video interfaces	SDI HDMI IP - SMPTE 2022-6	Synchronization	Black Burst PAL Tri-Level
Supported standards	625i50 720p50 1080i50 1080p25 1080p50/60 UHD-4K	Video card work mode	Fill+Key «Transit» (with relay bypass)
		Interfaces	GPI/Tally RS 232/422/485 Ethernet LTC DMX 512 MIDI
		Dimensions	4RU 440 x 176 x 560, 20 kg 2RU 440 x 88 x 710, 25 kg Laptop, 8 kg

STRUCTURAL SCHEME OF THE STUDIO FOR SPORT ARENA VIDEO SCREENS



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