



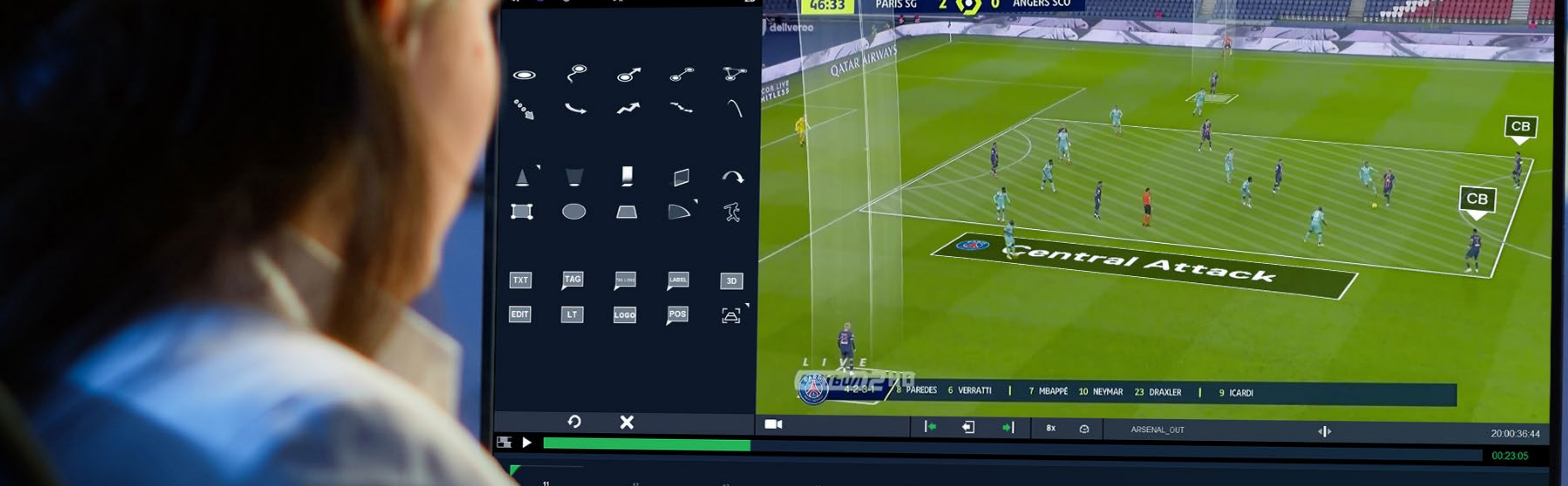
**Chyron®**

 **PAINT**

**Replay & Telestration**

 **SINCE  
DAY  
ONE.**





# The Global Authority in Illustrated Replay

From the living room to the locker room, PAINT has the highest global reach of any telestrator on the market today. With a feature-rich toolset of replay creation tools, 3D telestration effects, and unique live data integrations - PAINT helps pundits, commentators, and producers elevate their on-air sports analysis to new heights. Engage your fans in the magic of sport with dynamic, eye-catching illustrated replays that break down the brilliance on display in every match.

PAINT provides a robust four-channel replay server with complete start, stop, and jog control of live input footage. With a clip in hand, it's easy to visualize the play or highlight player performance with a comprehensive set of 3D-calibrated, live-

tracking telestration effects, including movement arrows, pass/shot trajectories, player spotlights, ball cursors, zoom-ins, linked team movement, and more! PAINT also includes tools for creating virtual lineups and field models for further in-depth analysis.

Optimized for flexibility, PAINT's supported data connections include NFL Next Gen Stats, Opta Sports Data, and many more! Through unique integration with TRACAB, the Emmy Award-winning camera-based player-tracking system, PAINT empowers operators to create compelling illustrated replays on the fly utilizing live game and player-tracking data.



# SIMPLE WORKFLOW FOR STUNNING ALL-SPORTS ANALYSIS



## REPLAY

PAINT is a robust four-channel replay server, supporting up to four camera inputs and up to two replay outputs via SDI and NDI connectivity. As footage feeds into PAINT's built-in disc recorder, it's easy to pick a camera angle - start, stop, and jog through footage - and select the IN and OUT points of your replay clip.



## TELESTRATE

PAINT makes creating hall-of-fame-worthy highlights a breeze. AI-enhanced pitch calibration and player tracking enable operators to make 3D perspective-accurate illustrations and drag-and-drop tracking effects onto moving players. Plus, an automatic chroma keyer ensures effects don't overlap players or field markings



## INTEGRATE

Whatever your workflow, PAINT plugs and plays. Native connectivity to industry-standard replay servers and media asset management (MAM) systems offers easy push-and-pull clip workflows. Meanwhile, PAINT's customizable HTML5-based interface makes it possible to telestrate from anywhere with an internet connection.



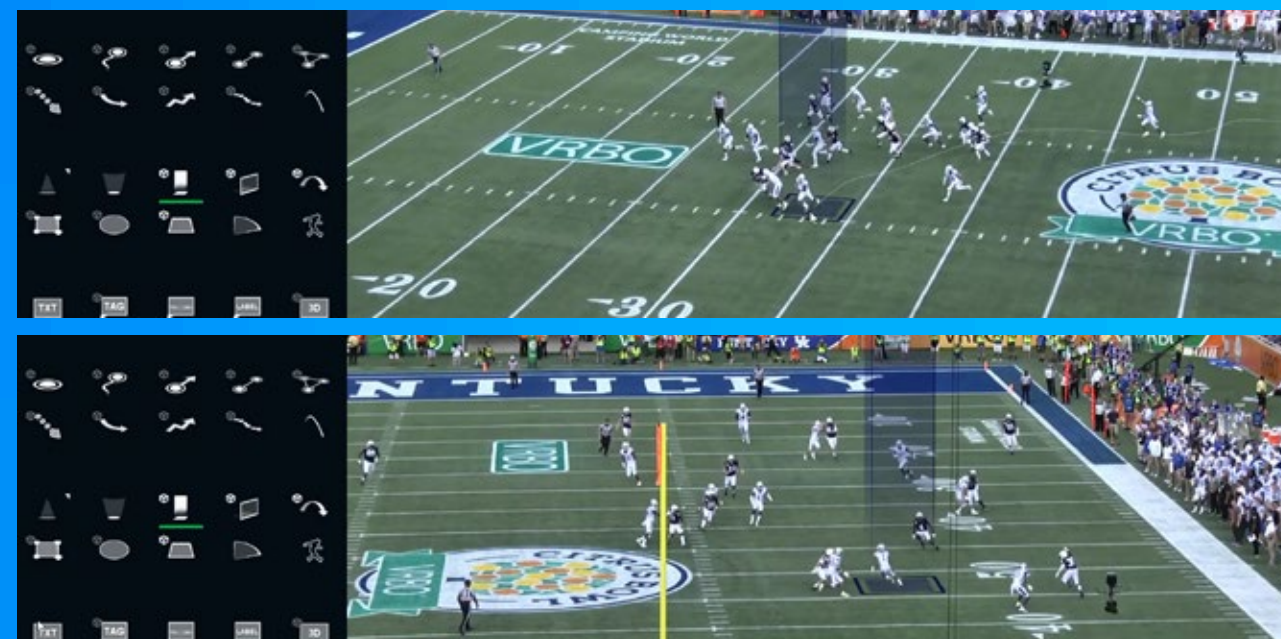
## BROADCAST

With PAINT's exceptional ease of use, content creators can excite their audience with the fastest-to-broadcast illustrated replays in the market, taking the feed to air via SDI or NDI connectivity. Additionally, in-studio analysis can be taken to new heights by connecting the PAINT UI to ultra-large touchscreen displays via DVI.



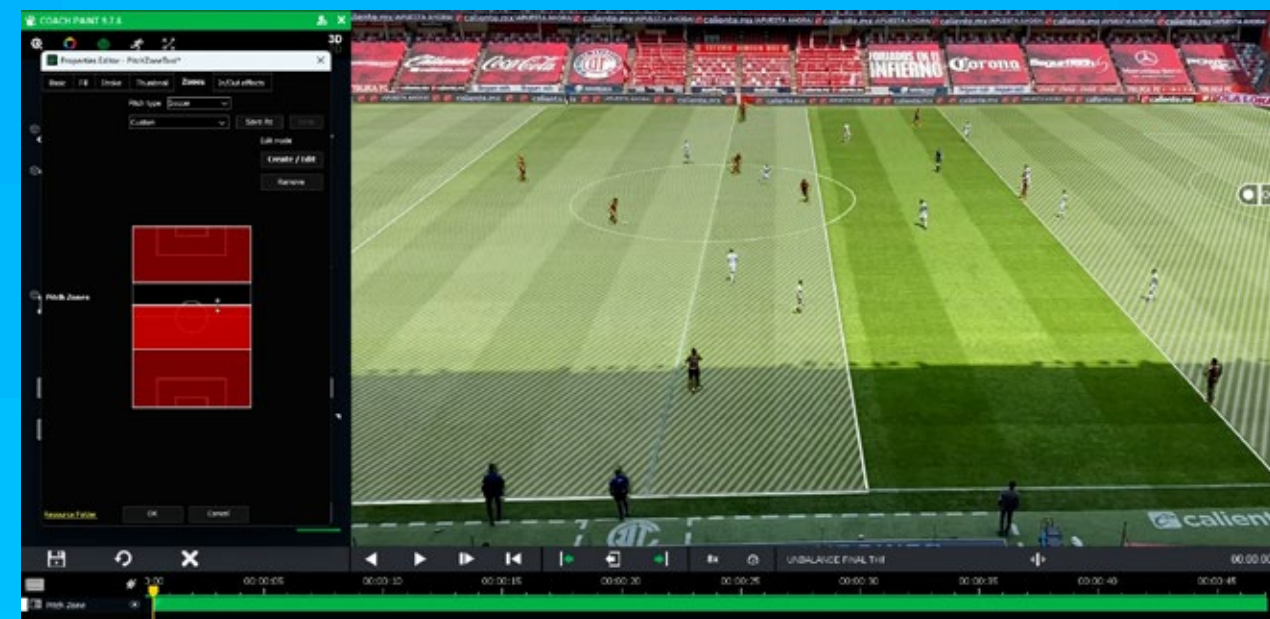
# ELEVATE LIVE SPORTSCASTING

PAINT equips broadcasters with the essential tools to deliver sports analysis with unparalleled clarity and insight. Its sports-specific features elevate storytelling, ensuring that audiences are not just watching, but fully immersed in the experience. With its innovative capabilities, PAINT stands as the essential toolkit for live sportscasting!



## MULTI-ANGLE TELESTRATION

Multi-Angle Telestration elevates sports broadcasting, offering synchronized graphics across multiple camera angles for comprehensive game analysis. Seamlessly blend telestration in 3D space, ensuring clear, insightful visuals from every angle, enhancing the audience's understanding and engagement.



## HIGHLIGHT PITCH ZONE TOOL

Transform sports analysis with PAINT 9.6's Highlight Pitch Zone Tool. Precisely visualize critical game areas in soccer and football, offering in-depth insights into player tactics. This tool enhances real-time analysis, bringing clarity and strategy to the forefront of every broadcast.



## CUT OUT ANIMATION

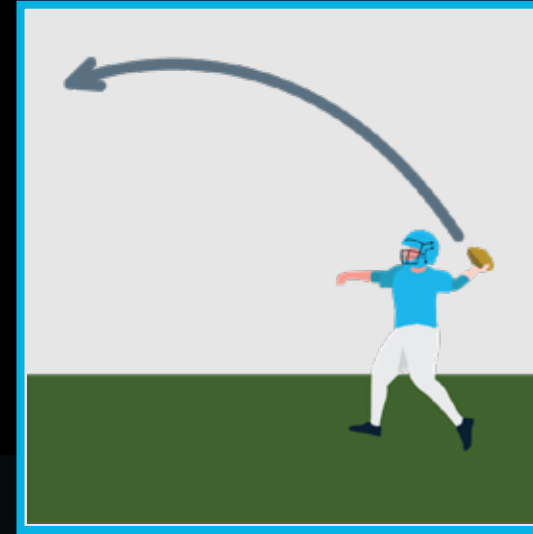
Cut Out Animation Tool adds dynamic depth to live sports broadcasts. Easily animate player movements in paused video, creating engaging, interactive commentary. This feature enriches storytelling, bringing plays to life and offering viewers a captivating, insightful experience.

# KEY FEATURES



## FOUR-CHANNEL REPLAY

With four connected cameras and two replay outputs via SDI or NDI, PAINT's rapid replay-editing toolset - with stop, play, and jog functionality - makes it one of the fastest ingest-to-playout telestration tools on the market. PAINT supports illustrated replays in the SD, HD, and UHD video formats you need for your viewing audience.



## 3D TELESTRATION EFFECTS

With a full suite of 3D telestration effects, PAINT helps you tell a visually-exciting sports story to your viewers. Show the flow of play with real-time 3D graphics such as ball trajectory. Move, highlight, scale, and remove players from the field to highlight specific performances - and bind dynamic tracking effects to players or balls in-motion.



## TACTICAL SPORT ANALYSIS

PAINT's Formation tool can create static virtual lineups and animated virtual plays. Go beyond replay footage to enrich your commentary and showcase the expertise of your commentator. With customizable 3D stadium models, team colors, and player identifiers - PAINT makes it possible to create a brand-distinct virtual analysis of any match-up.

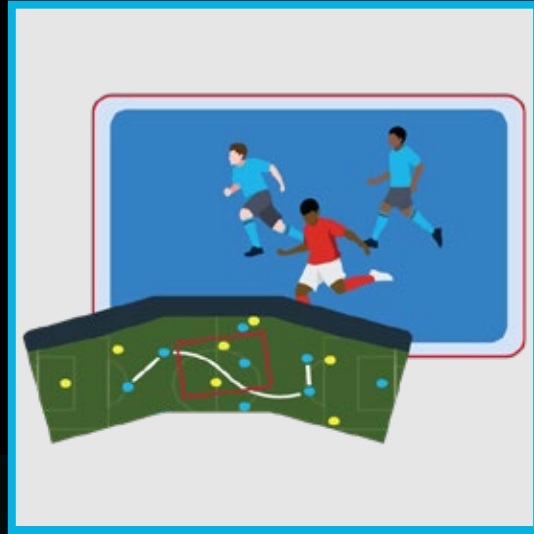


## AI CALIBRATION & TRACKING

PAINT brings industry-first AI enhancement to the replay and telestration field. To keep operators focused on creating stunning highlights, PAINT offers AI-driven pitch calibration and player tracking on a replay clip with a single button push. The system can also automatically perform this analysis on every clip upon import.

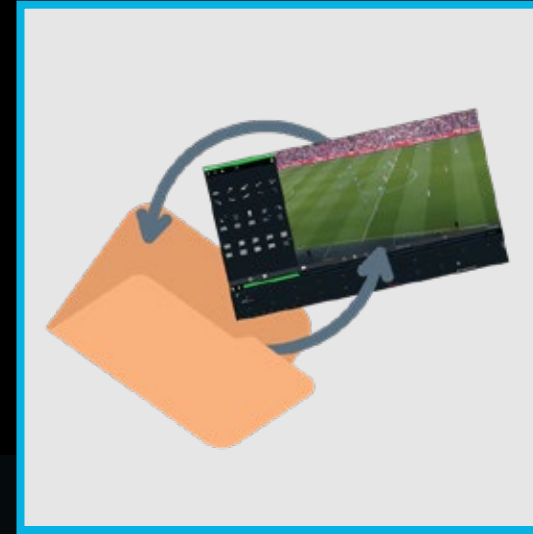


# KEY FEATURES



## ALLCAM STITCH & CONTROL

With PAINT's AllCam Stitch & Control feature, you can record the whole field with 3 UHD Cameras, creating a stitched video feed an operator can use for full-field replays and a closer look at a play. With full PTZ control on live input or recorded clips, this feature makes it easy to frame and focus on the action in ways previously not possible.



## SIMPLE IMPORT EXPORT

Straightforward upload and watch folder import functionality for third-party replay servers simplify the process of getting specific clips for telestration into your PAINT system. Beyond simple clip export, PAINT can perform unflattened export between multiple PAINT servers, keeping all elements editable across your workflow.



## FLEXIBLE USER INTERFACE

From operation to aesthetic, PAINT is customizable to your broadcasting needs. Create custom telestration effects, sports-specific UI setups, and rebrand the UI in instances where a touch interface is viewable by the audience. An HTML-5 interface also opens up exciting opportunities for remote and distributed telestration workflows.



## MULTI-CHANNEL PUBLISHING

Great sports content deserves to be seen by fans across all your channels. PAINT's SDI + NDI connectivity easily feeds into broadcast feeds, while social publishing tools allow for direct export to social media channels. For exciting in-studio analysis, you can connect PAINT to a touchscreen via DVI connection for illustration in real-time.

# TECHNICAL SPECIFICATIONS

## GENERAL

Supported Video Standards and Protocols	SDI and NDI
Number of Inputs / Outputs	Up to 4 IN + 2 OUT (Clear & Dirty) via HD (3G) SDI or NDI connections OR up to 3 IN + 1 OUT via UHD (12G) SDI connections
Genlock	Bi-level & Tri-level Analog Genlock, 12G-SDI, 3G-SDI, HD-SDI, SD-SDI on a 75 Ω BNC Connector.
Internal Replay Server Channels	Built-in disc recorder for up to four camera inputs with start, stop, and jog functionality
Replay Server Integrations	EVS, Grass Valley, Evertz
Supported Codecs	J2K; MJPEG; DNxHD; H.264 /AVC/ MPEG-4 AVC/ MPEG-4 Part 10
HTML5 Interface	Browser-based interface with live video previews via NVIDIA Nvenc H.264 streaming output from host system
Minimum Operating System Requirements	<ul style="list-style-type: none"><li>• Microsoft® Windows® 10 or 11</li><li>• Ultimate 64-bit O/S</li><li>• Quad-Core Intel Xeon processor Intel W-2265</li><li>• 8GB RAM</li></ul>

## PAINT 3RU ENGINE HARDWARE

OS	Microsoft Windows 11 IoT Enterprise LTSC
CPU	Intel Xeon w5-3435X (16 Cores   32 Threads   3.10GHz)
GPU	NVIDIA RTX A5000
RAM	2 x 32GB DDR5
OS Storage	2 x 480GB SATA (RAID 1)
Media Storage	3 x 3.2TB (RAID 5)
RAID Controller	Broadcom
Ethernet Ports	1 x 1 GbE 1 x 10 GbE

PAINT 3RU ENGINE HARDWARE

Serial Connections	1 x DB9 RS232 Serial Port
GPI/O	Optional 16 I/O (8 IN   8 OUT)
System Dimensions	3RU Chassis: <ul style="list-style-type: none"><li>• Height: 5.2" (132 mm)</li><li>• Width: 17.2" (437 mm)</li><li>• Depth: 25.5" (647 mm)</li><li>• Gross Weight: 75 lbs (34.02 kg)</li></ul>
Front Panel	Chyron front panel with front-accessible drive bays for enhanced usability and maintenance, along with an LED display for system status and product serial information.
Power Requirements	AC Input / 100-240V, 60-50Hz, 9 Amp Max / 3.2 Amps @ 120 AC Typical Total Output Power and Input: <ul style="list-style-type: none"><li>• 800W with Input 100 - 127 VAC</li><li>• 1000W with Input 100 - 240 VAC</li><li>• 1000W with Input 200 - 240 VAC</li></ul>



# OUR SERVICES

Chyron is known for its end-to-end customer service. We partner with our customers from the initial project design, to project management, training, on-air launch support and postlaunch follow-up.

## PROJECT MANAGEMENT AND COMMISSIONING

Project Management and Commissioning are part of the turn-key services that we offer. This ensures your investment is properly installed from Day One by a certified Chyron representative.

## EXTENDED WARRANTIES

Finally, all Chyron products come with a One (1) year factory-backed warranty (parts, labor & software upgrades). Extended Warranties on all your purchases can be added at any time for an annual fee. Please contact our sales professionals.

## DESIGN AND OPERATION TRAINING

We offer Design and Operation training, either in your facility or via our on-line web portal. Our expert trainers can teach your staff the most efficient way to create and deliver stunning content for your productions.

# ABOUT US

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

# CONTACT SALES

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