

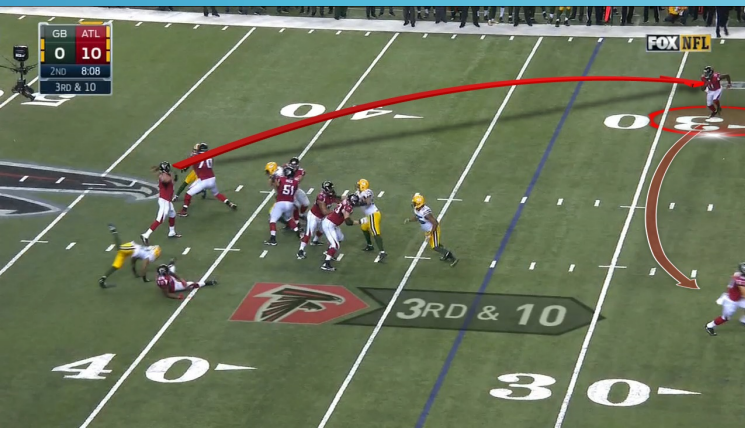


# PAINT



FAST & POWERFUL ILLUSTRATED REPLAYS MADE EASY





Paint comes complete with a feature-rich toolset for visualizing different parts of the play or highlighting individual player performance. The comprehensive feature set includes freehand drawing as well as highlights, zooming, marking and other common telestration and 3D graphics tools. Paint is totally self-contained and easy to set up requiring only simple SDI-in and SDI-out connections to work with either SD, HD or UHD-4K content.

Paint allows sports analysts to clip up and play out while simultaneously publishing sponsored highlight clips to social media channels, like Twitter, Instagram, and YouTube. Paint features a built-in disc recorder to allow easy ingest of video clips for analysis. For convenient play-out, the Paint user has complete video control through built-in start, stop and jog functionality. Battle-tested for live production, Paint is flexible to any resolution (HD, UHD-4K) or format (SDI, NDI, H.264).

Via unique integration to TRACAB®, the Emmy® Award-winning camera-based player tracking system, Paint allows producers to create compelling illustrated replays on the fly based on live game data. Optimized for flexibility, Paint's supported data connections also include NFL® Next Gen Stats, Opta Sports Data, and more.

# KEY FEATURES



## LIMITLESS REPLAY CAPABILITIES:

- **AllCam Stitch & Control** allows users to record the whole field with a 3 x UHD Camera Stitch for tighter replays and close-up play coverage.
- With full PTZ control of live input or recorded clips, AllCam Stitch & Control allows operators to see anywhere on the field and frame and focus on the field in ways previously not feasible.



## WORKFLOW EFFICIENCY:

- Adaptable to a variety of live and remote production workflows, Paint offers native connectivity to best-of-breed EVS, Evertz and Grass Valley replay servers.
- Paint's Watch Folder detects incoming clips and allows users to easily push and pull content from media asset management (MAM) systems.
- Via integration to Click Effects PRIME, ChyronHego's arena graphics generation and digital display control solution, Paint allows easy playout of gameplay highlights on any venue / arena display.



## POWERFUL SET OF RICH TELESTRATION AND ANALYSIS TOOLS:

- **Automatic Chroma Keyer** removes the need for rekeying and simplifies keyed graphics workflow, especially when dealing with changing conditions like shadows on parts of the pitch.
- **Unflattened Clip Export** allows users to pass clips between Paint servers while keeping all elements editable for on-the-fly updates.
- **3D Pitch Calibration and Arrow Tool** allows for enhanced real time 3D graphics, showing ball trajectory and enhanced on field visualization.
- **3D Column Tool** allows users to keyframe and follow players using a 3D object.
- **Moveable Players Effect** allows users to move players to different positions on the pitch or field. Players can be highlighted with a glow, removed from the field, or scaled in size.
- **Formation Tool** allows users to tell tactical stories using on screen counters and telestrate onto the field.



## INSTANT ROI:

- Generate second screen content and unlock new sponsorship revenue streams, with output to:
  - Social media channels: YouTube, Instagram or Twitter
  - Broadcast feed directly via SDI
  - Touchscreen display to telestrate directly on it via DVI



## CONFIGURABLE USER INTERFACE:

- Paint can be branded to match the look and feel of house-style graphics in instances where the user interface is viewable to the audience.
- Customized user profile creation and recall makes it easy to tailor Paint to sport-specific or user-specific setups.

SUPPORTED FORMATS	SDI, NDI, H.264
NUMBER OF INPUTS/OUTPUTS	Up to 3 in 2 out HD-SDI or 3 in/1 out UHD-SDI
EMBEDDED STORAGE	1 x 256GB SSD per camera input
GENLOCK	Genlock: Bi-level & Tri-level Analogue Genlock, 3G-SDI, HD-SDI, SD-SDI on a 75 $\Omega$ BNC Connector.
SERIAL CONNECTIONS	Single RS232 port
ETHERNET PORTS	2 RJ45 Gigabit Ethernet connectors
INTERNAL REPLAY SERVER CHANNELS	Record 3 HD-SDI channels
REPLAY SERVER INTEGRATIONS	EVS, Grass Valley, Evertz
SOCIAL MEDIA INTEGRATIONS	Direct publishing to YouTube, Instagram, Twitter
SUPPORTED CODECS	J2K; MJPEG; DNxHD; H.264 /AVC/ MPEG-4 AVC/ MPEG-4 part 10

### SUPPORTED CODECS

J2K; MJPEG; DNxHD; H.264 /AVC/ MPEG-4 AVC/ MPEG-4 part 10

### SYSTEM DIMENSIONS

- Height: 2RU, 8.9cm/3.5in.
- Width: 43.7cm/17.2in.
- Depth: 63cm/24.8in.
- Weight: 22.7kg/50lbs

### POWER REQUIREMENTS

- 2 x 740-Watt Redundant AC-DC high-efficiency power supplies
- AC Input 100-240V, 60-50Hz, 9 Amp Max, 3.2 Amps @120VAC

### MINIMUM OPERATING SYSTEM REQUIREMENTS

- Microsoft® Windows® 10
- Ultimate 64-bit O/S
- Quad-Core Intel® Xeon® Processor
- 8GB RAM
- NVIDIA® Quadro® Professional
- Series Graphics Accelerator
- SSD System Storage
- Keyboard and mouse

### INTERNAL REPLAY SERVER CHANNELS

Record 3 HD-SDI channels

## SERVICES

ChyronHego 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 post-launch follow-up.

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 ChyronHego representative.

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.

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

# ABOUT CHYRONHEGO

ChyronHego is ushering in the next generation of storytelling in the digital age. Founded in 1966 as Chyron, 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. ChyronHego 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. ChyronHego 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.

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