



Viz Arena 4.1

Viz Arena 4.1 product overview

This document contains a description of the features of the new release of the image-based tracking version of Viz Arena.



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Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Last updated on August 22, 2014.

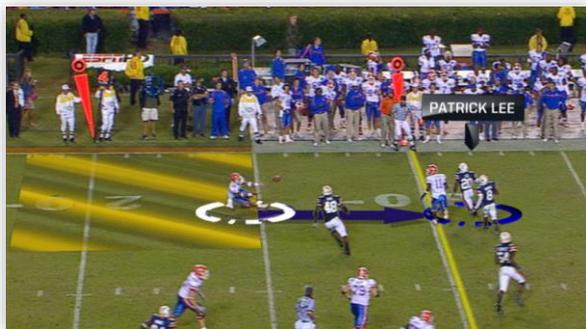


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New features with image-based Viz Arena™ 4.1

The image-based tracking version of Viz Arena™ 4.1 adds the following features



- Added support for American Football (NFL and College), Rugby League, Rugby Union, and Tennis
- Added user interaction to adapt calibration on-the-fly



Viz Arena™ 4.1 overview

Viz Arena™ 4.1 is a sensorless live sports enhancement experience for different sports. With Viz Arena™ 4.x, Vizrt introduced a powerful image-based camera tracking technology that is available as a new software module, as well as a new control center for applying the most common virtual enhancement effects.

Based on Viz Libero's state-of-the-art and robust image processing technology you can now superimpose graphics on the field in real-time without the need of mechanical camera heads.

The simple and intuitive user interface leads to very short turn-around time. Existing Viz Libero operators will be able to adapt easily to Viz Arena™, as both setup routines and UI are very similar. On the graphics side, the compact solution explores the strength and power of the Viz Engine™, Vizrt's powerful real-time rendering engine and real-time compositor of graphics and video. Viz Artist™ can be used to customize and brand all graphics and animations. The EVS workflow integration allows for replay effects, as well as single and multi-camera handling including camera switch detection by only requiring a single video channel of the EVS.

Viz Arena™ allows to add virtual advertisements on the field, or enhance your transmission by live and replay graphics like offside lines, distance measurements and circles, team badges or scores.

The telestration option allows to add advanced analysis on an instant replay with graphics tools such as areas, arrows or player markings. This makes Viz Arena™ a unique live analysis solution with a never before seen portfolio of tied-to-field live and replay graphics effects for soccer.

Beside the new image-based calibration tracking version of Viz Arena™, the traditional Viz Arena™ version with mechanical tracking calibration is still available for all sports.



Main features of image-based Viz Arena™

- Image-based real-time camera tracking – no camera heads or sensors needed.
- Fast and robust camera calibration detection.
- Easy to use control application for minimal user interaction and fast turn-around time.
- Powerful and flexible graphics rendering powered by Viz Engine.
- Improved and easy to use chroma keying.
- Tied to field graphics package including team badges and game score.



- Live soccer package includes offside line replays, distance circles and distance to goal measurements.
- Instant replay telestration package including player marks, areas and arrows with user defined coloring.
- Tracked replay telestration package is available as an option for gluing the graphics to the field while the video is playing.
- Full EVS workflow integration with parallel LSM controlling and replay control.
- Single and multi-camera handling including EVS camera switch detection.