



MVP

Video and graphic enhancements for all sports events



Create captivating sports highlight clips to better convey critical plays, the flow of the game, and post-game analysis. MVP can visually enhance any type of sport—even golf, baseball, and ice hockey where field lines are minimal or non-existent. Combine graphic enhancements to offer an even stronger effect. Plus, it's easy to integrate into both live productions and highlight shows—from either the OB van or the studio—as it supports up to 32 different cameras without camera or lens modifications.

Create fly-over camera views

With the I-Fly effect, you can create a flying camera view between two real camera views. Using sophisticated computer algorithms, this spectacular effect creates the in-between frames that complete the camera's flight path. And with its fly cam module, MVP can uniquely track spider/fly cameras, allowing object tracking arrows and players' highlights while the cameras move.

Show the flow of motion

With the Flow Motion feature, you can present a chronoscopic display of any selected object during the replay of a key event, such as a player's path during a football game. The extracted images can be animated to different positions on the screen.

Put focus on the players

With the Run by Run (RBR) effect, only the desired player continues to move while the others in the frame are frozen in place. You can also focus on a specific player by removing players from the pitch with the Eraser effect and playing the video without the erased players. Or apply the Red Coat effect, which colors the background in black and white, leaving only a specific player or players in color.

See the action in a variety of ways

With the Bird's Eye View, you can enhance any clip by using a virtual camera positioned above the event. You can even add a video layer and present the Bird's Eye View and the actual clip at the same time. Or get the player's, referee's, or even the ball's point of view. And with Hyperzoom, you can create a tighter zoom than the original camera zoom that follows the play, enabling viewers to see if a call was right or wrong.

Present more compelling analysis

With the Muybridge effect, you can break down a play into a sequence of frames to better analyze the actions—such as a pitcher's throw or golfer's swing—in seconds. The Difference Maker takes two video sequences—shot at different times on the same field—and presents them together, making it easy to compare the technique, movement, and position of the athletes. With the Revolver tool, you can analyze a game's

pattern by running several play enhancements one after the other. For example, in basketball you can present the pattern of a certain player shooting again and again from the same spot.

Enhance analysis with the 3D tracked telestrator

Change your viewer's experience and enrich your ability to convey game analysis. With the MVP telestrator, you can provide a visual explanation of how a major event progressed, the key players involved, the play's strategy, and more by drawing directly onto moving video of the play field using a touchscreen—not just a static frame. You can also draw 3D trajectories of a ball's path traveling in the air, along with its shadow on the ground. And unlike conventional telestrators, you don't have to erase your drawings before playing the video.

Use your iPad to draw plays

With the MVP touch telestrator app for iPad, you can continue to face the camera as you draw instead of having to turn away. You can integrate multiple iPads, and drawings can be made simultaneously on the MVP telestrator and iPads. This makes it easy to present offense and defense simulations, with one commentator drawing optional movements of one team while the other draws the reaction of the other.

Save time and money with the tracking engine

Because MVP generates camera tracking information based on the analysis of video images, you can avoid expensive and time-consuming camera modifications. Unlike other image-based tracking engines, MVP does not require visible lines. It only needs two marked points, and almost any image can be tracked. This makes it possible to track the camera when there is snow on the field or it's muddy.

Customize your graphics

Create your own graphic elements or choose ready-made ones, including the player's name, a glow, trajectories, highlights arrows, stats, and more. MVP provides full design capabilities for 2D and 3D graphics and animations. You can also import 3D objects from Autodesk 3ds Max and Maya. And with the embedded chroma key, graphic elements can be keyed over the playing field or drawn as foreground elements.

For more information, visit www.avid.com/mvp

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Monetize your production

Because you're not locked into a pre-defined set of graphics, you can easily adjust existing graphics and create new ones. You can even place any kind of virtual ad on the field to increase your ROI.

Turn around clips fast

MVP has a proven track record when used during live sports events. With its accelerated clip workflows, you can prepare and enhance

clips in seconds and show them on air during the game. Whether it's the first or third replay. When integrated with the PlayMaker slow motion video server for ingest and playout, you can cover and enhance the game from multiple angles and views. Reload a saved clip project, and MVP will automatically re-cue PlayMaker for the relevant timecode and camera view. And create more elaborate clips for coming in and out of commercials, game breaks, TV timeouts, half-time reports, and analysis shows.



Motherboard	Intel Haswell bridge platform
Graphic card	NVIDIA GTX 750
CPU	Intel 3.6 GHz Quad Core i5
Operating system	64-bit CentOS Linux with kernel 2.6
Memory	8 GB DDR3
Internal storage	Hard disks for clips storage 2x 500 GB (option)
Ethernet	1 x 1000 BASE-T (RJ45)
Ports	2 USB (front), 2 USB (rear)
Control interfaces	1 x Serial, up to 4 x USB, 2 x Ethernet (1Gbit), up to 2 x HDMI
Supported video standard	HD: SMPTE 260, SMPTE 295, SMPTE 274, SMPTE 296 SD: SMPTE 259 ITV-R BT.601
Video in (mixer)	1
Video in (insertion)	Up to 4 HD/SD SDI inputs
Video output	2 HD/SD SDI outputs, internal chromakeyer, Dual channel
Video references	Bi / Tri level Sync
Audio	Embedded audio support
Clip options	Video to texture mapping of AVI, QuickTime, DV, DVC25, and MPEG files
Video bypass	Mechanical bypass for power failures (optional)
Size	Height: 3.5 in (90 mm) / Width: 17.4 in (443 mm) / Depth: 24.3 in (617 mm) / Weight: 33.1 lbs (15 kg) approximate
Power supply	Redundant Power Supply: 100–240 V / Frequency: 47–63 Hz / 2 x 420W (max)

Corporate Headquarters
800 949 AVID (2843)

Asian Headquarters
+ 65 6476 7666

European Headquarters
+ 44 1753 655999

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