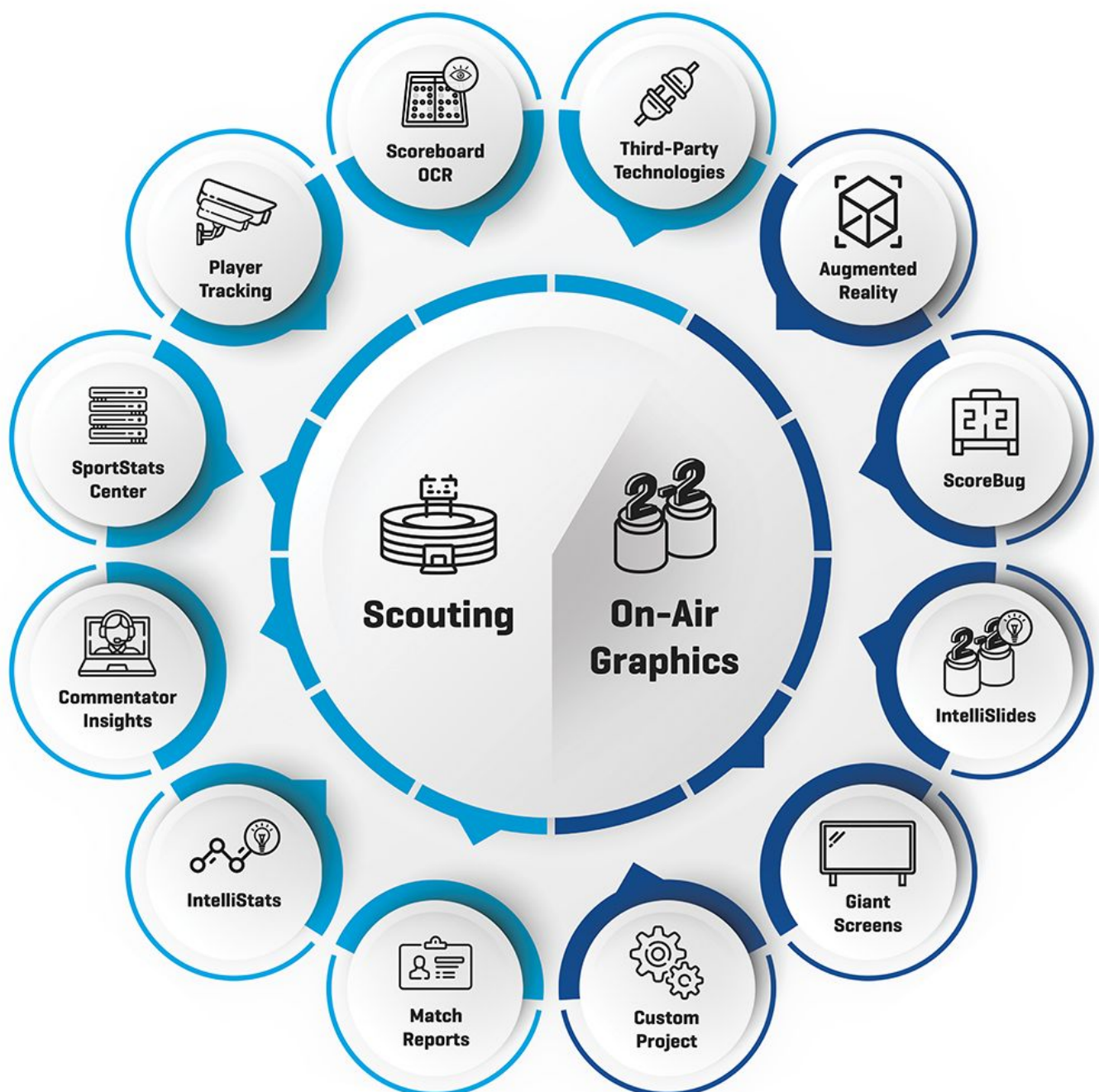wtvision

# FOOTBALL SOLUTIONS

## DATA, GRAPHICS, SCOUTING, AR AND STUDIO SOLUTIONS

# INTEGRATED SOLUTIONS

Our sports products seamlessly integrate with each other but are also ready to retrieve data from external sources and control third-party technologies, making them one of the most flexible solutions in the market.

# WORLD CLASS FOOTBALL

wTVision is a leading company in sports statistics and real-time graphics worldwide. Our expertise covers a wide range of sports and locations, offering a unique combination of experience and flexibility.

Our portfolio includes major football competitions like UEFA Nations League, La Liga, Ligue 1 and Youth League, powered by our integrated solutions comprising data, graphics, augmented reality and live operations.
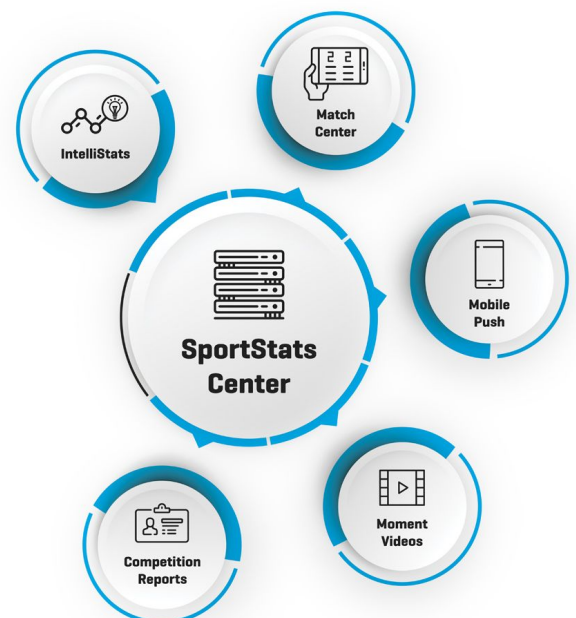
# SCOUTING AND DATA MANAGEMENT

wTVision develops scouting systems through a continual improvement process. These systems have an intuitive user interface, specifically designed for each sport in order to gather a vast amount of statistical information and manage it in real time.



Using our data management system, SportStats Center, we provide end-to-end services to create, manage and feed **match centers**, **competition reports**, **mobile applications**, **websites** and **broadcasts**.

SportStats Center imports data from the scouting system and automatically updates standings and rankings, providing up-to-date statistics in real time. As a powerful database system, SportStats Center enables the delivery of relevant data, reports and video to clubs, federations, journalists, commentators or other media related companies.

# FOOTBALLSTATS CG

FootballStats CG is wTVision's powerful application prepared to collect detailed football statistics, integrate third-party data and generate state-of-the-art broadcast graphics.



Capable of providing **data** and detailed statistics and turn them into **broadcast graphics** for live football matches, wTVision's application is the choice of some of the world's biggest competitions, such the Spanish, French, Portuguese and Belgian Football Leagues, continental competitions like CAN and international fixtures for UEFA Friendlies and the Nations Cup.
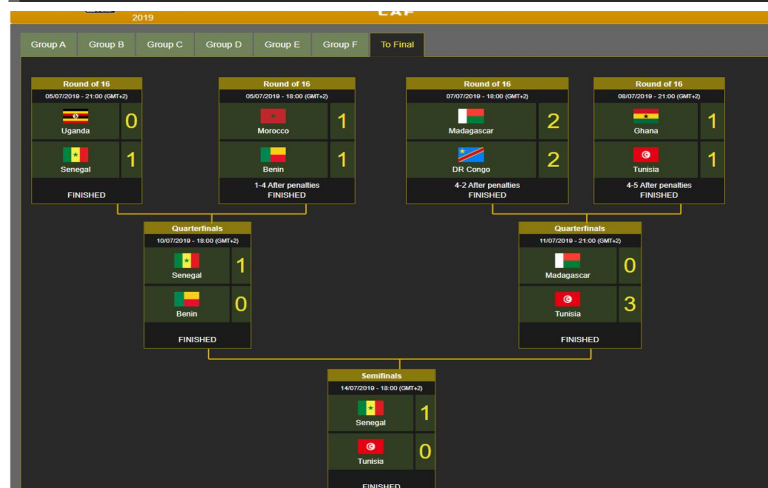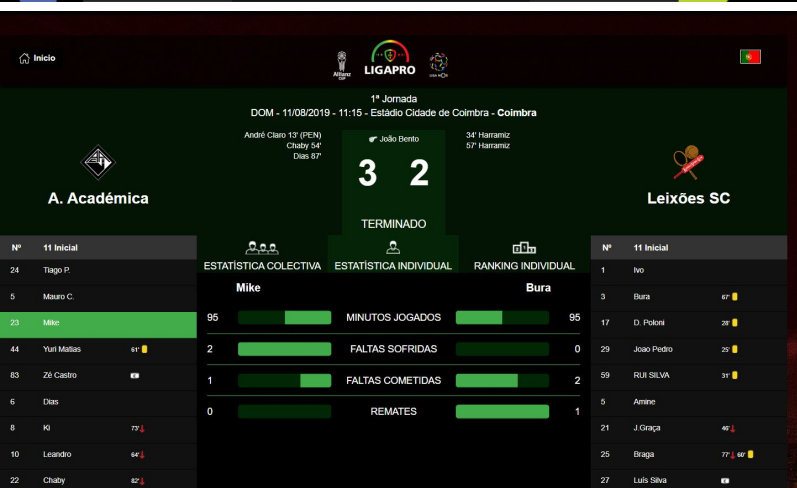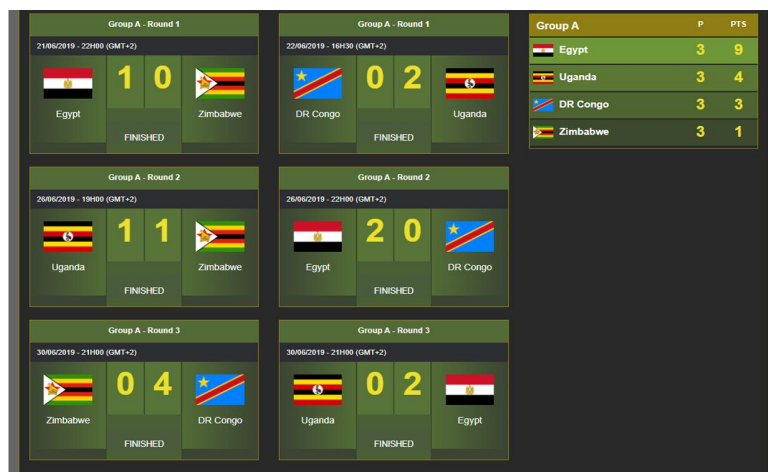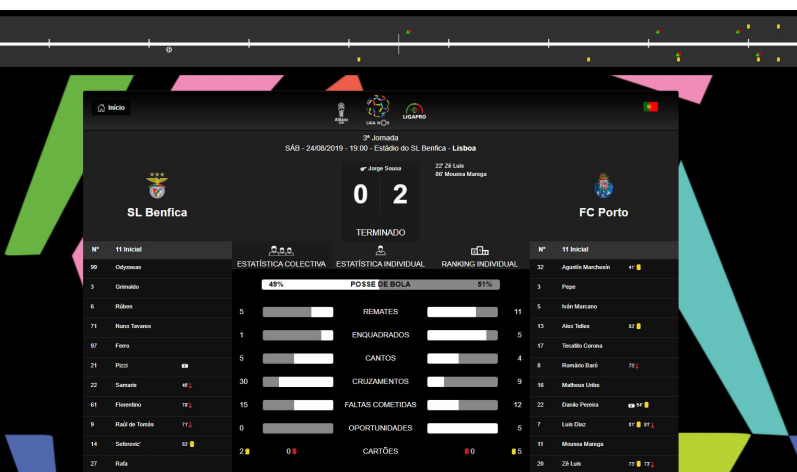
It controls all the **major graphics engines** in the market (including wTVision's R³ Space Engine) and can automatically generate broadcast graphics/slides suggestions, based on the competition's statistics.

# WEB APPLICATIONS AND MATCH CENTERS

Using our data management system we provide end-to-end services to create and manage public-facing Web Applications.

Data can then be distributed through a dedicated website, making it possible to export reports, to feed match centers, websites, broadcasts, mobile applications and other devices.
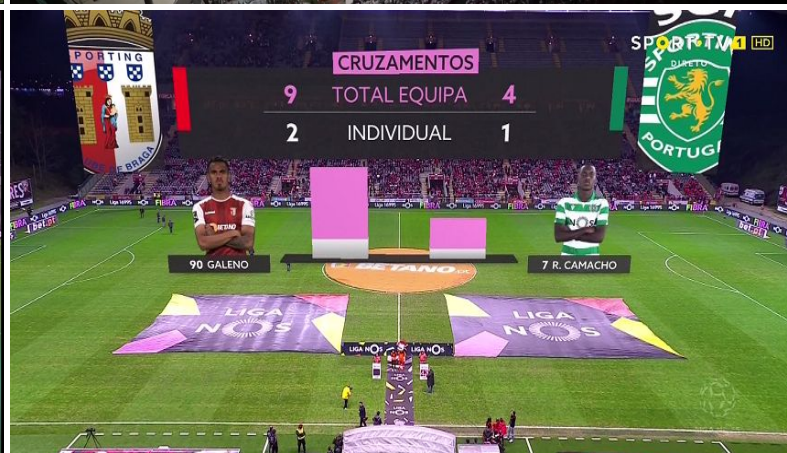
Scalable and accessible from everywhere our web applications deliver relevant data, reports, statistics and the most important game clips (such as goals, shots, saves) to clubs, federations, journalists, commentators or other media related companies.
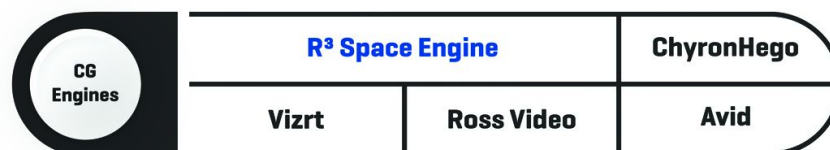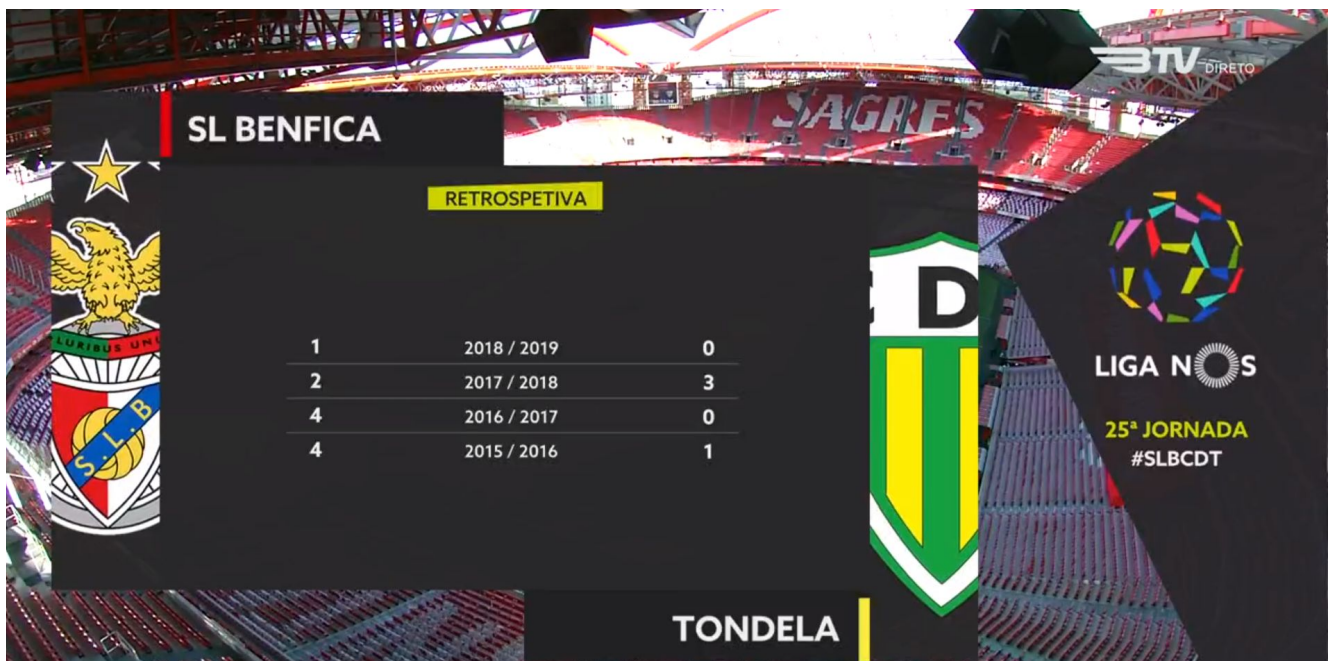
# TRACKING SYSTEMS

wTVision transforms tracking football data into powerful graphics enriching your broadcast, allowing you to offer intuitive and insightful information to sports fans. Some examples:

- Positioning data
- Players and referees on the field
- Performance data
- Speed profiles
- Pass accuracy
- Accumulated distances and heat maps

# BROADCAST GRAPHICS

wTVision's powerful on-air graphics controllers receive information from our scouting systems and display it in real time, by controlling our own R³ Space Engine or other graphic engine of choice (Vizrt, Avid, Ross Video and ChyronHego).





Our broadcast designers can adapt and implement on-air graphics from an existing branding concept or work side by side with our creative team to develop a new concept from scratch.

wTVision's versatile approach, combining design, software and live operations, provides an unique competitive advantage to its creative concepts and allows to deliver end-to-end solutions that take into account all the contingencies and details for a successful broadcast operation.

# AUGMENTED REALITY

wTVision has the capacity to create appealing virtual solutions and the knowledge to develop both the creative and technical aspects to implement Augmented Reality during live broadcasts.

Our Augmented Reality solutions are customizable and can be used for advertisement placement, show data in immersive graphics or simply and an offside line to your broadcasts. All of this with the collaboration of our skilled creative team, that develops virtual graphics using advanced motion design techniques.

# AR³ FOOTBALL

**AR³ Football** enhances football broadcasts by adding Augmented Reality into live football matches and creating a more appealing and entertaining experience for fans and viewers all over the world.

Designed to generate high-quality AR Offside Lines, AR Freekick distances and Virtual Placements, AR³ Football is extremely intuitive and easy to use.

The system is also capable of generating state-of-the art virtual crowds (for matches with no audience in the stands), virtual cam carpets to insert advertising material, and tied to the field augmented reality graphics, like heatmaps and "man of the match" infographics.

# GIANT SCREENS

Our single operator solution to manage giant screens include a data scouting system, a graphics controller, a ticker manager and an advertising clips manager.

wTVision guarantees the most detailed data and updates, in order to improve the fantastic in-stadium experience during a live event, for both fans and advertisers.

With a user friendly interface, it is possible to control graphics and videos across different sports and integrate data from third parties, to be displayed on any kind of giant screen.

# OPERATION SERVICES

Our operational staff's expertise stretches across different aspects of a sports broadcast.

- Setting up all the necessary equipment to cover an event
- Gathering data during the game or coordinating incoming data from a third-party provider
- Setting up tracking systems and virtual graphics systems
- Managing real-time graphics production according to the director's requests
- Validating data collected and enriching the database with additional information

# STUDIO AND TOUCHSCREEN SOLUTIONS

wTVision is able to combine multiple data feeds from the major data providers in the market to create complete solutions for studio live shows with sports statistics updated in real time.

Our system retrieves data from external sources, detecting the data entry fields of your graphic templates and fill them dynamically, automating a very complex process. No manual operation is needed.



Designed for sports broadcasts, our touchscreen solution can integrate with wTVision's workflows or work as a stand-alone system. With this solution it is possible to show audiences relevant information in an interactive way, integrate with social media, use a telestrator tool to highlight players or clips and easily show the matches' statistics. Data is received in real time thanks to the integration with any of the main systems, such as STATS Perform.

The interactive tool also allows journalists and commentators to mark the most relevant moments of the match for future analysis, choose players' main statistics and compare the match's data with previous events.

Take your football event to the next level!

# CONTACT US NOW

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