

Epsio Paint

ADD TELESTRATION TO
THE REPLAY WORKFLOW

LIVE GRAPHICS IN THE RIGHT PLACE - WITH LIVE REPLAY

Sports fans expect telestration as part of the added value in the broadcast game. They want to know what, where, and who to watch.

Epsio Paint makes adding these graphics simple, by putting them under the hand of the LSM operator. Why have two operators and negotiations over talkback when one operator can draw the graphics on the replay?

Graphics, spotlights, and names: they're all added simply and very quickly by the LSM operator, making for faster, richer, more informative replays.

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HANDS ON

The action is exciting, and the commentators want to analyse it. The LSM operator cues the replay, then goes to the Epsio Paint toolkit. This includes:

- ▶ **straight and freehand lines and arrows**
- ▶ **areas and polygons**
- ▶ **highlight players and add names**
- ▶ **mark with circles or crosses or track with a spotlight**
- ▶ **magnifier**
- ▶ **linked circles**



The look and feel of each tool is fully customisable to match the production's graphics standards. Chromakey allows the user to draw onto the pitch.

The operator cues the replay, adds the graphics as required, and recues the replay. It can be done during the flow of the game, or prepared for post-game analysis.

It's all part of the standard LSM workflow so there's no need for extra outputs from the server to feed via a standalone telestrator. The graphics capability sits inside the EVS solution so broadcasters can be confident in its reliability, ease of use and speed to air.

Epsio Paint is a simple solution that brings more power to the replay, extends the editorial potential of the LSM, and saves time and resources while adding value to the production.



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