

# Intuitive On-Device Al Solution

# viztrick AiDi

in collaboration with NIPPON TV







## 1. No Internet Required AI Technology

An innovative new system that automates and simplifies broadcast operations in real time using a single PC.

## 2. Ease of Use & Creative Power

Refined through practical production experience, offering intuitive operation and creative freedom using broadcast-quality graphic technology.

## 3. Machine Learning from Vast Video & Audio Data

High-precision processing achieved through the analysis of broadcast archives.

\*Viztrick AiDi, provided in collaboration with Nippon TV





①Mode Switch ②User Interface ③Settings ④Output Format ⑤Tool Pallet⑥Tool Details ⑦Action Controls

Operation screen of an LCD pen tablet





## 2D Video Pen (For Soccer/Football and Baseball)







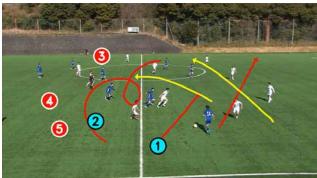




Brush: Draw freehand lines on the screen
Arrow: Draw arrowed lines on the screen

• Number : Display circled numbers on the screen





Video output

On-screen graphics remain in place even while the camera pans.

## Soccer/Football

## 2.5D Ground Drawing (For Soccer/Football)









· Brush: Draw freehand lines on the field display

• Arrow: Draw arrowed lines on the field display

With AI field recognition, pen-drawn graphics on the tablet are overlaid onto the video and stay fixed to the field even during camera movements.



Video output

· Player Track: Displays a circular or rectangular marker at the player's feet





Pen tablet operation

Video output

Al technology recognizes each player. Simply tap a player with the pen to instantly display a circular or rectangular marker at their feet, which tracks their movements in real time.



## Motion Data (For Soccer/Football)







Player Speed : Player speed display

The AI technology recognizes both the field and each player. Simply tap a player on the tablet to display and automatically track their speed.

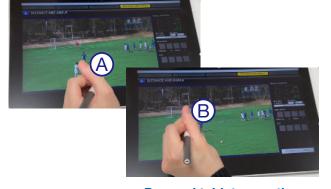
• Player Distance : Distance between players

The AI technology recognizes both the field and each player. Simply tap two players on the tablet to display and automatically track the distance between them, along with a connecting line.











Pen and tablet operation

Video output

The Al technology recognizes the field. Simply tap two points (A and B) on the tablet to display the distance and angle between them.

## Other Features (For Soccer/Football)



• Face Tagging: Recognizes players from video and displays their profile





Based on Al face recognition, the system instantly suggests a profile graphic. Player face information and profiles can be pre-registered or registered on-site. \* Once finalized, design remains set for future use.





## **Baseball**

## 2.5D Ground Drawing (For Baseball)







• Brush: Draw freehand lines on the field display

· Arrow: Draw arrowed lines on the field display

With Al field recognition, pen-drawn graphics on the tablet are overlaid onto the video and stay fixed to the field even during camera movements.



## · Player Track:

Displays a circular or rectangular marker at the player's feet

Al technology recognizes each player. Simply tap a player on the tablet to instantly display a circular or rectangular marker at their feet, which then tracks their movements in real time.



## Motion Data (For Baseball)





• Player Speed : Player speed display

The AI technology recognizes both the field and each player. Simply tap a player on the tablet to display and automatically track their speed.



## Player Distance : Distance between players

The Al technology recognizes both the field and each player. Simply tap two players on the tablet to display and automatically track the distance between them, along with a connecting line.









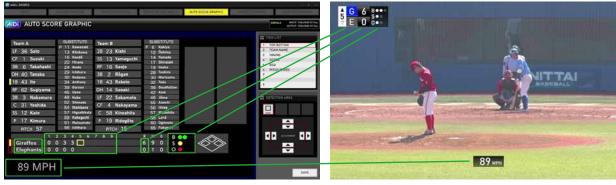
## Other Features (For Baseball)

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• Auto Score Graphics : Creating graphics from score data

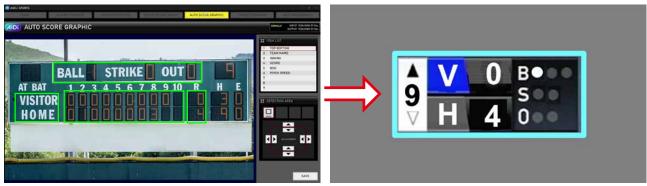
#### **Scoreboard Data**





Pen tablet operation

Video output

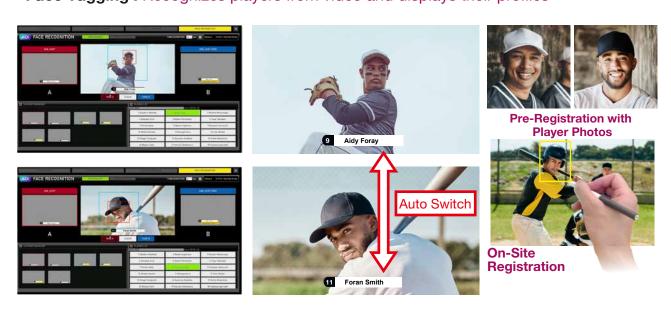


Pen tablet operation

Video output

Simply select the part of the scoreboard or image you want to display, and AI technology automatically generates the score graphic.

• Face Tagging: Recognizes players from video and displays their profiles



Based on AI face recognition, the system instantly suggests a profile graphic. Player face information and profiles can be pre-registered or registered on-site. \* Design is set for future use.





## **Option (All sports)**

• Automatic Cropping: Real-time automatic video cropping with face recognition.

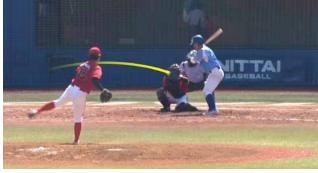


Pen tablet operation

Video output

## **Upcoming Features** \*Subject to change





3D Graphics

Ball Trajectory Display

## **Upcoming options** \*Subject to change





Golf Ball Tracking (with Sensors)

**Automated Broadcast Production** 





# Base and Options List \*Subject to change

				Brush	Arrow	Number	Player Track	Player Speed	Face Tagging	Player Distance	Distance & Angle	Auto Score Graphics	3D Graphics	Ball Trajectory Display	All Sports
Base	Available soon	1	AiDi Sports Hub	2D	2D	2D	-	-	-	-	-	-	-	-	Yes
Sports Options	Available soon	2	Soccer	2.5D	2.5D	-	Yes	Yes	Yes	Yes	Yes	Future	Future	Future	-
		3	Baseball	2.5D	2.5D	-	Yes	Yes	Yes	Yes	No	Yes	Future	Future	-
	Planned for future release	4	Basketball	2.5D	2.5D	-	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes	-
		(5)	Rugby	2.5D	2.5D	-	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	-
		6	Racing Sports (Horse Racing)	2.5D	2.5D	-	Yes	Yes	Yes	Yes	No	No	Yes	No	-
		7	Racing Sports (Bicycle Racing)	2.5D	2.5D	-	Yes	Yes	Yes	Yes	No	No	Yes	No	-
		8	Volleyball	2.5D	2.5D	-	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes	-
		9	Table Tennis	2.5D	2.5D	-	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes	-
	Available soon	100	Auto Cropping	1							I				Yes
Function Options	Planned for future release	10		-	-	-	-	-	-	-	-	-	-	-	res
		10	Automated Live Production	-	-	-	-	-	-	-	-	-	-	-	-
		12	Golf Ball Tracking	-	-	-	-	-	-	-	-	-	-	-	-
		13	Strike Zone Display	-	-	-	-	-	-	-	-	-	-	-	-

 $<sup>\</sup>frak{\%}$  To operate the system, the base Sports Hub must be combined with the appropriate Sports and Feature options.

Example 1 : Soccer  $\rightarrow$  ① + ②

Example 2 : Soccer and Baseball  $\rightarrow$  (1) + (2) + (3)

Example 3 : Auto Cropping only  $\rightarrow$  ① + ⑩

 $<sup>\</sup>ensuremath{\,\%\,}$  Specifications are subject to change without notice.



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