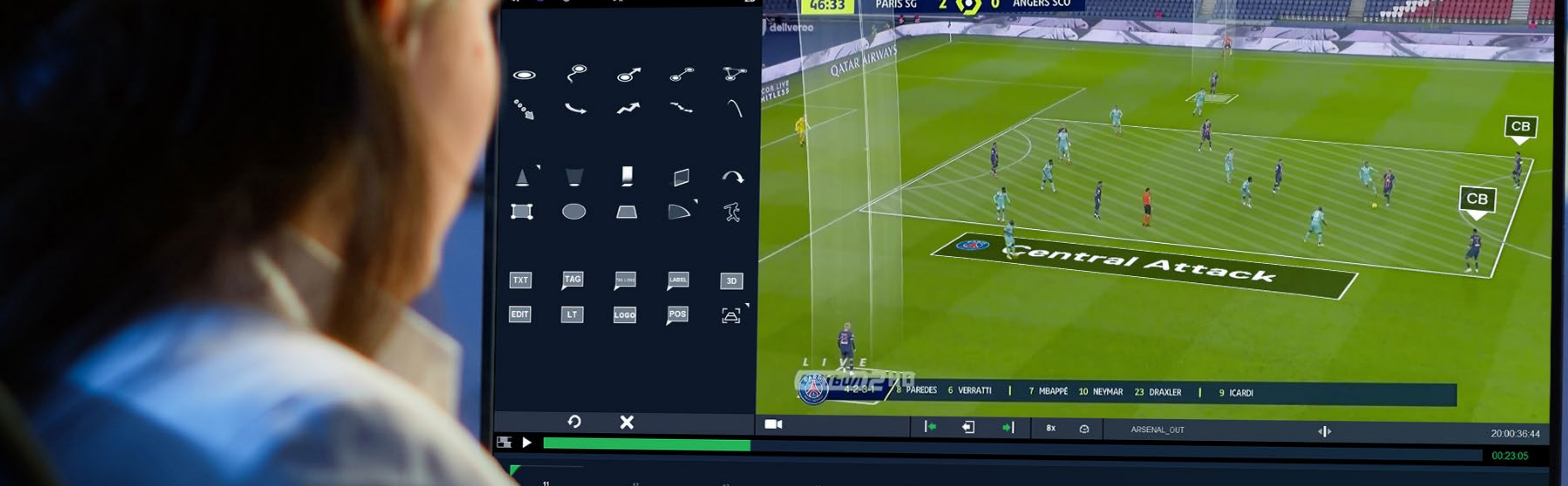# Chyron

PAINT

Replay & Telestration

SINCE
DAY
ONE.

The Global Authority in Illustrated Replay

From the living room to the locker room, PAINT has the highest global reach of any telestrator on the market today. With a feature-rich toolset of replay creation tools, 3D telestration effects, and unique live data integrations - PAINT helps pundits, commentators, and producers elevate their on-air sports analysis to new heights. Engage your fans in the magic of sport with dynamic, eye-catching illustrated replays that break down the brilliance on display in every match.

PAINT provides a robust three-channel replay server with complete start, stop, and jog control of live input footage. With a clip in hand, it's easy to visualize the play or highlight player performance with a comprehensive set of 3D-calibrated, live-tracking telestration effects, including movement arrows, pass/shot trajectories, player spotlights, ball cursors, zoom-ins, linked team movement, and more! PAINT also includes tools for creating virtual lineups and field models for further in-depth analysis.

Through unique integration with TRACAB, the Emmy Award-winning camera-based player tracking system, PAINT empowers operators to create compelling illustrated replays on-the-fly utilizing live game and player-tracking data. Optimized for flexibility, PAINT's supported data connections include NFL Next Gen Stats, Opta Sports Data, and many more!

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SIMPLE WORKFLOW FOR STUNNING ALL-SPORTS ANALYSIS

REPLAY

PAINT is a robust three-channel replay server, supporting up to three camera inputs and up to two replay outputs via SDI and NDI connectivity. As footage feeds into PAINT's built-in disc recorder, it's easy to pick a camera angle - start, stop, and jog through footage - and select the IN and OUT points of your replay clip.

TELESTRATE

PAINT makes creating hall-of-fame-worthy highlights a breeze. AI-enhanced pitch calibration and player tracking enable operators to make 3D perspective-accurate illustrations and drag-and-drop tracking effects onto moving players. Plus, an automatic chroma keyer ensures effects don't overlap players or field markings

INTEGRATE

Whatever your workflow, PAINT plugs and plays. Native connectivity to industry-standard replay servers and media asset management (MAM) systems offers easy push-and-pull clip workflows. Meanwhile, PAINT's customizable HTML5-based interface makes it possible to telestrate from anywhere with an internet connection.

PUBLISH

In addition to its direct-to-broadcast-feed SDI + NDI connectivity, PAINT can also publish illustrated replay clips to your social media channels such as YouTube, Instagram, or Twitter. Additionally, you can take in-studio analysis to new heights by connecting the PAINT UI to ultra-large touchscreen displays via DVI.

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KEY FEATURES

THREE-CHANNEL REPLAY
With three connected cameras and two replay outputs via SDI or NDI, PAINT's rapid replay-editing toolset - with stop, play, and jog functionality - makes it one of the fastest ingest-to-playout telestration tools on the market. PAINT supports illustrated replays in the SD, HD, and UHD video formats you need for your viewing audience.
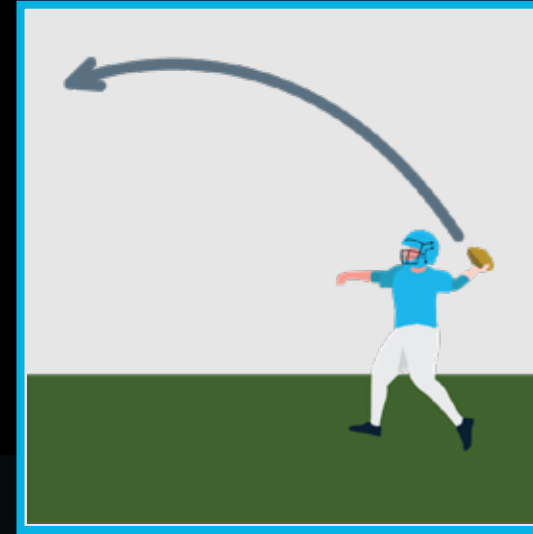
3D TELESTRATION EFFECTS
With a full suite of 3D telestration effects, PAINT helps you tell a visually-exciting sports story to your viewers. Show the flow of play with real-time 3D graphics such as ball trajectory. Move, highlight, scale, and remove players from the field to highlight specific performances - and bind dynamic tracking effects to players or balls in-motion.

TACTICAL SPORT ANALYSIS
PAINT's Formation tool can create static virtual lineups and animated virtual plays. Go beyond replay footage to enrich your commentary and showcase the expertise of your commentator. With customizable 3D stadium models, team colors, and player identifiers – PAINT makes it possible to create a brand-distinct virtual analysis of any match-up.


AI CALIBRATION & TRACKING
PAINT brings industry-first AI enhancement to the replay and telestration field. To keep operators focused on creating stunning highlights, PAINT offers AI-driven pitch calibration and player tracking on a replay clip with a single button push. The system can also automatically perform this analysis on every clip upon import.

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KEY FEATURES
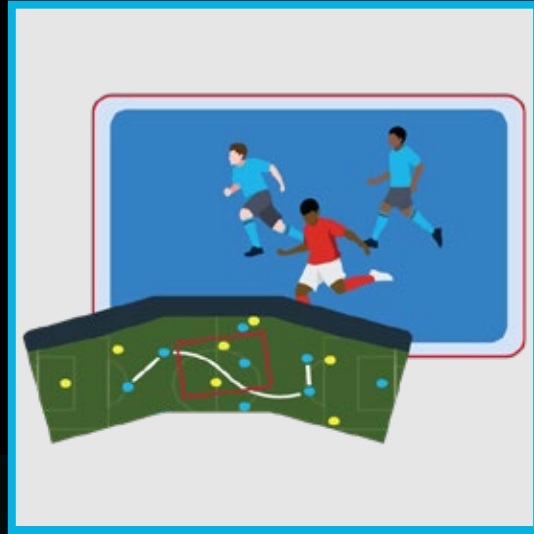
ALLCAM STITCH & CONTROL
With PAINT's AllCam Stitch & Control feature, you can record the whole field with 3 UHD Cameras, creating a stitched video feed an operator can use for tighter replays and close-up play coverage. With full PTZ control on live input or recorded clips, this feature makes it easy to frame and focus on the action in ways previously not possible.
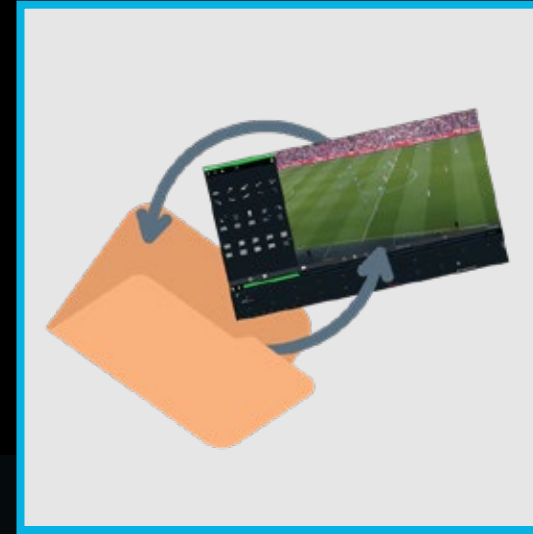
SIMPLE IMPORT EXPORT
Straightforward upload and watch folder import functionality for third-party replay servers simplify the process of getting specific clips for telestration into your PAINT system. Beyond simple clip export, PAINT can perform unflattened export between multiple PAINT servers, keeping all elements editable across your workflow.

FLEXIBLE USER INTERFACE
From operation to aesthetic, PAINT is customizable to your broadcasting needs. Create custom telestration effects, sports-specific UI setups, and rebrand the UI in instances where a touch interface is viewable by the audience. An HTML-5 interface also opens up exciting opportunities for remote and distributed telestration workflows.

MULTI-CHANNEL PUBLISHING
Great sports content deserves to be seen by fans across all your channels. PAINT's SDI + NDI connectivity easily feeds into broadcast feeds, while social publishing tools allow for direct export to social media channels. For exciting in-studio analysis, you can connect PAINT to a touchscreen via DVI connection for illustration in real-time.

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TECHNICAL SPECIFICATIONS

GENERAL	
Supported Video Standards and Protocols	SDI and NDI
Number of Inputs/Outputs	Up to 3 IN + 2 OUT via HD SDI or NDI connections OR up to 3 IN + 1 OUT via UHD-SDI connections
Embedded Storage	OS - 2 x 200 GB SSD (RAID 1) / Media Drive 3X 3TB or 4X 3TB (with added storage option). Usable Storage: 8490.92GB
Genlock	Bi-level & Tri-level Analogue Genlock,3G-SDI, HD-SDI, SD-SDI on a 75 Ω BNC Connector.
Serial Connections	1X DB9 RS232 Serial Port
Ethernet Ports	2X 10GbE
Internal Replay Server Channels	Built-in disc recorder for up to three camera inputs with start, stop, and jog functionlaity
Replay Server Integrations	EVS, Grass Valley, Evertz
Social Media Integrations	Direct publishing to YouTube, Instagram, Twitter
Supported Codecs	J2K; MJPEG; DNxHD; H.264 /AVC/ MPEG-4 AVC/ MPEG-4 part 10
HTML-5 Interface	Browser-based interface with live video previews via Nvidia Nvenc H.264 streaming output from host system
System Dimensions	3 RU Height: 5.2" (132 mm), Width: 17.2" (437 mm), Depth: 25.5" (647 mm), Gross Weight: 75 lbs (34.02 kg)
Power Requirements	AC Input / 100-240V, 60-50Hz, 9 Amp Max / 3.2 Amps @ 120VAC Typical Total Output Power and Input: • 800W with Input 100 - 127Vac • 1000W with Input 200 - 240Vac • 1000W with Input 200 - 240Vdc
Minimum Operating System Requirements	• Microsoft® Windows® 10 • Ultimate 64-bit O/S • Quad-Core Intel Xeon processor Intel W-2265 • 8GB RAM
GPU/CPU/Memory	GPU - RTX5000, CPU - Intel W-2265, Memory - 64 GB DDR4-2933

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OUR SERVICES

Chyron is known for its end-to-end customer service. We partner with our customers from the initial project design, to project management, training, on-air launch support and postlaunch follow-up.

PROJECT MANAGEMENT AND COMMISSIONING

Project Management and Commissioning are part of the turn-key services that we offer. This ensures your investment is properly installed from Day One by a certified Chyron representative.

EXTENDED WARRANTIES

Finally, all Chyron products come with a One (1) year factory-backed warranty (parts, labor & software upgrades). Extended Warranties on all your purchases can be added at any time for an annual fee. Please contact our sales professionals.

DESIGN AND OPERATION TRAINING

We offer Design and Operation training, either in your facility or via our on-line web portal. Our expert trainers can teach your staff the most efficient way to create and deliver stunning content for your productions.

ABOUT US

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

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