BBC SPORT WITH DOCK10 AND ALSTON ELLIOT: VIRTUAL REALITY STUDIO

To help maintain BBC Match of the Days premier position for the 2019-20 season, BBC Sport wanted to incorporate even more of the cutting-edge technology that was becoming available to programme makers. The 2018-19 season saw a new home for Match of the Day, Match of the Day 2, Football Focus and Final Score in a new Virtual Reality studio based at the dock10 studios in Manchester. Recognising the opportunity to use innovative technology to further enhance the viewer experience, dock10 collaborated closely with the BBC Sport team, Alston Elliot and leading technology providers, to create a new Virtual Reality studio. This uses the latest rendering technologies to create photorealistic output in real-time – seamlessly combining physical and virtual elements. This next generation technology is a powerful creative tool for delivering even greater onscreen value and content rich sets to be created, including a 'BBC Sport football stadium' that is used to create fly-through augmented reality graphics including team formations and data-driven analysis graphics

BT SPORT: WORLD-FIRST LIVE 8K BROADCAST

In Sep 2019, BT demonstrated one of the world's first live 8K sports broadcasts – and the first in Europe - an hour-long broadcast into IBC 2019 which builds on the group's reputation for media and broadcast leadership. Working with a range of established partners, BT Sport and BT's Media & Broadcast division delivered an hour-long, live broadcast in 8K on to the BT stand at IBC in Amsterdam, showcasing the Gallagher Premiership Rugby 7s tournament taking place today in Northampton, England. This season has seen the launch of BT Sport Ultimate, which provides viewers with the very best viewing experience possible on the platforms and devices they use to watch BT Sport. Depending on the platform, it delivers pictures and sound in ultra-high-definition (UHD), high dynamic range (HDR) and Dolby Atmos sound. The 8K broadcast is a showcase of the potential for Ultimate to serve world class pictures. No other broadcaster in Europe has achieved a live 8K sports broadcast available to the public.

KISWE MOBILE: CLOUD-BASED REMI PRODUCTION

Kiswe is a cloud-based video company creating experiences to engage fan communities around the world. By partnering with sports and media companies, Kiswe's CloudCast technology enables a single broadcast to be transformed into multiple viewing experiences by easily integrating remote commentators from anywhere in the world. By utilizing local casters and two-way social media features, Kiswe is able to make viewing video more interactive and innovative. Kiswe's CloudCast product allows sports broadcasters to mix live video with remote commentators to transform traditional broadcasts into interactive experiences without any added hardware. By enabling a cloud-based REMI production workflow that syncs video, camera and audio in real-time, broadcast-quality feeds can be delivered to any endpoint and reach global audiences seamlessly. With added social media capabilities, live stats, polls and more, fans can interact and engage with media companies even more.

PIXELLOT AND NFHS: THE US HIGH SCHOOL AI REVOLUTION

Pixellot is the leader in automatic AI-based sports production solutions. Its end-to-end technology streamlines the production using an unmanned multi-camera device that covers the entire field and simulates a camera operator that follows the action automatically. Using AI, Pixellot enables sports teams, leagues and educational institutions to broadcast and monetize (ads, videos and PPV) sporting events which would otherwise not receive coverage. In addition to the engaging video, fans can enjoy real-time commentary, graphics, highlights, and team and individual stats on their video feed, similar to a professional broadcast. In two years, the company produced more than 500,000 games and is currently producing and distributing more than 70,000 live video hours each month on a variety of platforms (web, mobile, OTT etc.) around the world. The company's customers include sports federations, broadcasters, right holders, production companies as well as the world's leading professional clubs from Europe and the Americas.

SAILGP AND TIMELINE TELEVISION: REMOTE PRODUCTION

SailGP is an annual, global sports league which has delivered an innovative and environmentally considerate solution to provide consistent TV coverage of the new race series. SailGP partnered with its global partner Oracle, Timeline Television and Whisper TV to broadcast the new global league remotely. It is believed to be one of the world's largest remote productions the project enables live world feeds to be fully produced in London. The television director, sat more than 10,000 miles away, has access to over 40 video and data sources including; the award winning, patented LiveLine FX technology for impactful on screen graphics and data derived from a total of 1,200 sensors placed on the boats and athletes; 12 boat mounted, remote-controlled ,agile cameras, 4 water based cameras mounted onto a helicopter, a drone and 2 chase boats and 4 RF cameras based on the shore. Key innovations in this landmark remote production include the integration of super low latency technologies and the in-house design of bespoke equipment including controlled waterproof cameras that self-clean at sea.

SUNSET+VINE: INEOS 1:59 CHALLENGE

Sunset+Vine and Singular.live worked together on the live coverage of Eliud Kipchoge's sub-2 hour marathon record attempt in Vienna on October 12th 2019. Sunset+Vine provided the live coverage of the record attempt that was broadcast internationally on television, YouTube and on the event website. Singular.live was engaged by Sunset+Vine to provide the second screen graphics that enabled viewers to select their own custom screen in one of six languages when viewing the attempt live on www.159challenge.com. Its integration of teams producing the live feed and the feature and social/digital content provided a genuine viewing innovation that really linked the main broadcast with the website content to the extent that the web team were included on the live broadcast talkback circuit. This allowed the live production team to steer commentators to specific subjects [i.e. training in Kenya] while the graphics team triggered a second screen signpost; the combination provided a true multiscreen viewer experience.