

tactics.VR

IMPRESS YOUR AUDIENCE WITH AN IMMERSIVE SPORTS COVERAGE

Tactics.VR is a real-time sport analysis tool that allows presenters and guests to contribute in the analysis of plays and tactical schemes during live broadcasts.

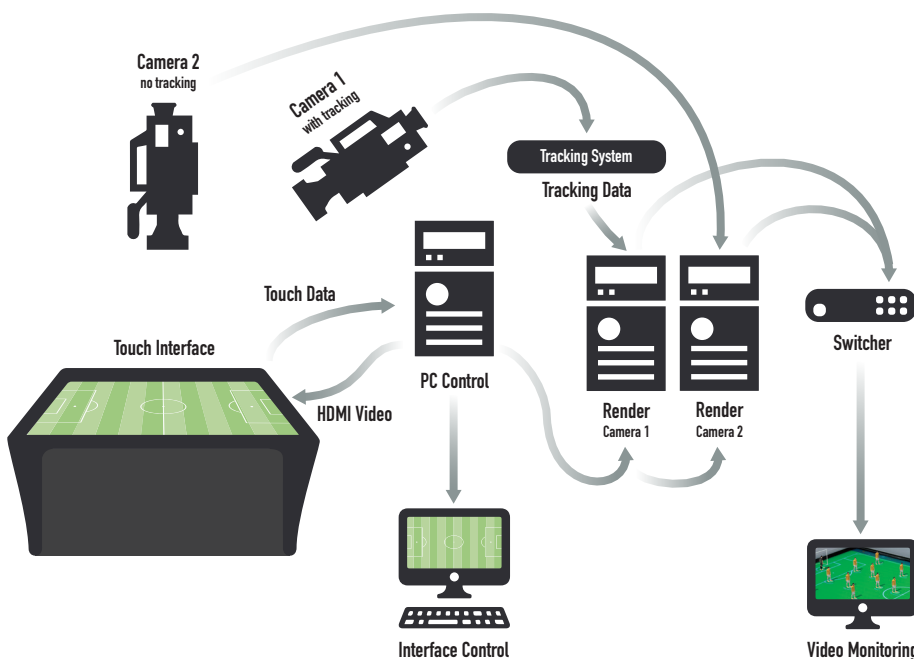
The augmented reality system allows sports experts to interact with 3D environments to illustrate and enlighten spectators about the current match by virtually recreating the plays, providing a better understanding of the game and its rules.

A case of great success in Brazil, Tactics.VR has been widely used in broadcast transmissions by TV Globo, in events such as soccer championships, World Cup and the Olympics.



- Soccer
- Basketball
- Handball
- Swimming
- Volleyball
- Beach volleyball

WORKFLOW DIAGRAM



KEY FEATURES

- Interactive touchscreen environment
- Support the main motion-tracking solutions in the market
- Players and field elements in 3D
- Animations reproduce game events, with easy-to-use interactions
- Enable/Disable display of referee, teams and elements
- Field can be inverted, viewed partially or moved over the screen
- Draw graphics on the field: hands free, arrows, rectangles, circles and polygons that connect the players;
- Editor allows the creation of teams, players and uniforms



TV Globo Partner

Brazil HQ

Travessa do Ouvidor, 50
7th floor - Centro
20040-040 - Rio de Janeiro - RJ - Brazil

Japan

Osamu Yamaguchi
osamu.yamaguchi@mirakulo.com
phone: +81 (80) 3925-3770

www.mirakulo.com