



Virtual 1st is ChyronHego's new Down and Distance solution for American Football.

Virtual 1st allows a single operator to insert 1st down lines, lines of scrimmage in the color of choice, and animated down and distance arrows that can be customized to the unique style of the broadcaster or team.



## HERE ARE 5 REASONS YOU NEED VIRTUAL 1ST

- 1. Simple to deploy.**

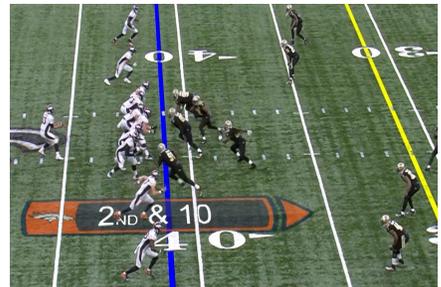
Virtual 1st uses advanced image tracking algorithms, so there is no need to add any additional instrumentation to the cameras. This ensures that setup is quick, easy and On-Air-Ready in as little as 1-hour. The system is also able to detect both pitch curvature and lens distortion allowing for the most accurate line possible.
- 2. Fully integrated with popular electronic scoreboard systems.**

Virtual 1st accepts popular scoreboard data feeds, such as OES and Daktronics.
- 3. Single box setup.**

From a single server, Virtual 1st can ingest content from three cameras simultaneously, while producing an output for each camera (3-IN / 3-OUT).
- 4. Ideal for use in stadiums and mobile units.**

Virtual 1st features an intuitive user interface and includes a powerful chroma keyer to mix additional game enhancing graphics.
- 5. Virtual 1st works equally well downstream as it does on-venue.**

Since the system doesn't need instrumentation, it's possible to work downstream of the main production. This can reduce travel and logistical costs.



Contact ChyronHego Sales and  
schedule a demonstration today @

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