



PRODUCTIONS IN A LEAGUE OF THEIR OWN

ROSS ESPORTS
SOLUTIONS

ESPORTS ARENA

Ross is pioneering the development of unique esports oriented production solutions. For esports arena events, the Unified Venue Control System and the Observer Room Solution bring the entire production for both the venue and the broadcast into a single, centralized workflow.

OBSERVER ROOM

With the Observer Room Solution, an observer director can control the entire in-game coverage, including graphics and replays, with an easy-to-use, custom DashBoard control panel. The director can also overlay real-time stats and information pulled directly from the game API using XPression DataLinq.

PRIMARY CONTROL ROOM

The pre-cut signal from the observer room is sent to the production control room where everything gets composited into a unified production. From there, control room staff drive low-latency video and real-time, data-driven 3D graphics to every LED screen in the venue as well as to the broadcast.



www.rossvideo.com/esports

ROSS[®]
LIVING LIVE!