



CG FOOTBALL

THE PROFESSIONAL SOLUTION FOR STADIUM JUMBOTRONS

Comprehensive graphics rendering, live multi-feed video switcher, automated official statistics, and interactive fan engagement for top-tier football stadiums.

ENGINE

Native 64-Bit

Unlimited Layer Canvas

OFFICIAL STATS

OPTA Sports

Real-Time Data Bridge

RESOLUTION

SD to 4K UHD

SDI · NDI · Custom LED

The Most Professional Application for Football Match Management

Equipped with all the essential broadcast tools to deliver a world-class visual show for club supporters, generating high added value and substantial sponsorship returns on matchday.

High-Performance 64-Bit Engine

Zero graphic layer limits feeding stadium jumbotrons, ribbon boards, and perimeter LED rings continuously throughout pre-match, live game, and post-match events.

Real-Time Sponsor Monetization

Energize your fanbase and commercialize live match incidents: dynamically branded goals, penalties, substitutions, and VAR alerts make your investment profitable in the shortest possible timeframe.

Modular & Connected Ecosystem

Real-time motion graphics, live video feeds, sponsor clips, cloud statistics linkage, and bi-directional social media moderation modules work in unison under one unified operator console.

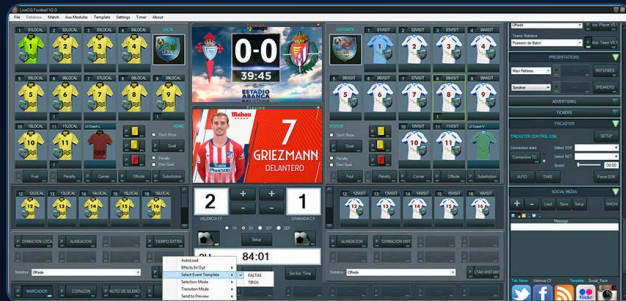


Figure 1: Full-featured CGFootball live match console with dual starting XI, live clocks, and template routing.

Comprehensive In-Stadium Modules

"Olé" Acoustic Sound Meter

Measures real-time crowd decibels inside the bowl accompanied by synchronized screen animations (fan decibel battles, interactive applause games).

"Opta Sports" Integration

Direct connection with the world leader in official football data for automated possession charts, individual player radar, and match stats.

Multi-Purpose PTZ & NDI Cameras

NDI-IP connectivity over stadium fiber: distribute crowd-interaction cameras (KissCAM, DanceCAM, sponsor giveaways) operated straight from the console.

Real-Time Match Statistics & Database Engine

Automatic and manual management of critical game events: ball possession percentages, goals, fouls, corners, penalties, shots on target, and official cumulative metrics.



Figure 2: Official broadcast match scoreboard with half-time stoppage clocks and possession breakdown.

Automated & Manual Data Entry

Supports automated feed retrieval via the OPTA plugin or local manual tallying when third-party feeds are unavailable, providing seamless half-time and full-time summaries.

Robust Relational Database

High-speed internal engine for organizing Teams, Players, Referees, High-Res Cutouts, Headshots, Coaches, Stadiums, and Competition Divisions. Transferring a player or loading transparent PNGs takes just one click.

Multi-Format Graphics & Resolutions

Compatible with PNG (with Alpha Channel), BMP, TGA, JPG, Animated Image Sequences, and GIF. Output resolutions range from legacy PAL/NTSC 4:3 up to UHD 4K and custom non-standard LED aspect ratios.

Template Designer & Timing Capabilities

Dynamic Template Studio:

Integrated WYSIWYG authoring tool to bind dynamic tags, live database variables, countdown timers, sponsor bugs, and graphic transitions limited only by your creativity.

Precision Game Clocks:

First and second half management, customizable starting offsets (minute 0 or 45), extra time (+1, +2, +5), stoppage time visual LED countdowns, and knockout-stage penalty shootouts.

Total Creative Freedom & Broadcast Video Routing

Combine graphic compositions with live SDI/NDI cameras, key/fill overlay channels, video playback queues, and perimeter LED pitch-side banners simultaneously.

Fill & Key Overlay Processing

Seamless downstream keying over external video signals with hardware alpha channel transparency. Output clean feeds to OB vans and branded graphics to stadium screens.

Redundant Hot-Standby System

Supports a dual-unit synced setup (Master-Slave) ensuring zero-downtime redundancy during official UEFA/LaLiga fixtures, or dual independent program outputs for multiple screen clusters.

Perimeter Ribbon LED & TV U-Banners

Broadcast dynamic commercial rotations, match time, and live goal celebrations across pitch-side LED ribbons synchronized in real time with the main scoreboard.



Figure 3: Live match presentations and sponsor-branded goal bugs rendered over television feeds.

Universal Hardware Connectivity & Video Standards

Designed to fit existing control room infrastructures and modern IP broadcast facilities without proprietary hardware lock-in:

SDI & HDMI

Blackmagic Design 12G / 3G

NDI® IP Video

Ultra-low latency over Cat6 / Fiber

DVI / DisplayPort

Direct LED Video Processor Links

Technical Features & Operational Performance

Complete event lifecycle control tailored specifically for the rigorous demands of professional stadium operations:

FUNCTIONAL AREA	FEATURE CAPABILITY & ENGINEERING SPECIFICATION
Full Match Management	Lineups, Starting XI presentations, Goal celebrations, Own goals, Penalty shootout module, Corner kicks, Added time announcements, Simultaneous substitutions (multiple players in one single trigger).
Relational Database	Full squad profiles: Player name, alias, shirt number, transparent headshot cutouts, club badges, head coach, referee registry, and stadium venue metadata.
Match Chronometer	Configurable dual-half clocks (45-minute continuous or 00:00 reset), custom countdowns, extra time (+1 to +9 min), and knockout extra time with golden goal support.
Official Stats Bridge	Native OPTA Sports API plugin feeding real-time match data directly from official cloud servers, or manual operator tallying console.
Sponsor Playout Engine	Dynamic advertising rundown, sponsor bumper triggers tied to game milestones (Goal sponsored by..., VAR review sponsored by...), and emergency alert tickers.
Graphic Format Support	BMP, JPG, TGA, PNG (32-bit with Alpha Channel), animated image sequences, and looped GIF elements with hardware GPU acceleration.
Video Resolving Power	From standard broadcast SD/PAL/NTSC up to UHD 4K. Custom non-standard canvas sizes tailored to unique curved LED fascias and asymmetric jumbotrons.
Physical & IP Video I/O	12G-SDI, 3G-SDI, HDMI 2.0, DisplayPort 1.4, DVI, VGA, and full NewTek NDI® IP video streaming.
Multi-Screen Clustering	NODE-CGFOOTBALL licenses allow one master server to drive up to 5 independent physical scoreboards with distinct contents and synchronized timing.

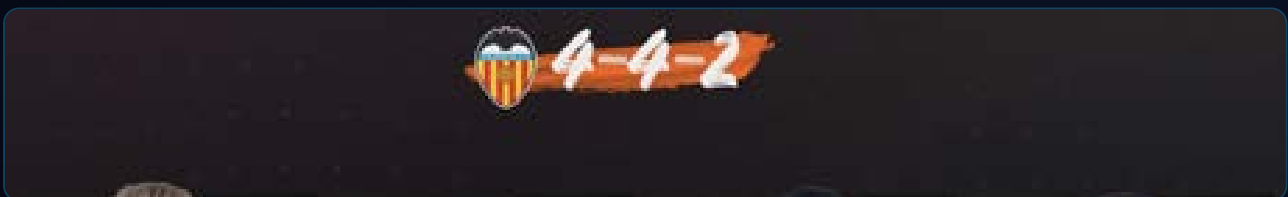
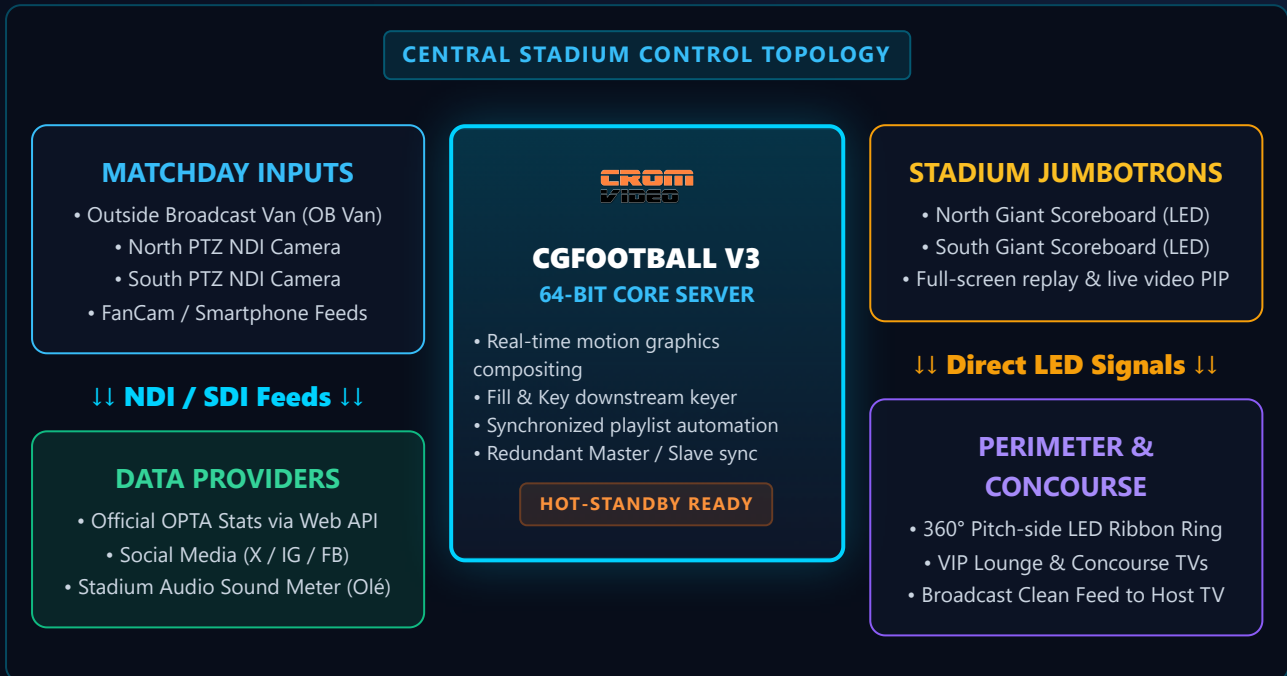


Figure 4: Automated Starting XI lineup banner featuring individual player portraits, tactical formation, and shirt numbers.

Typical Stadium Control Room & Field Integration Schema

Seamless connectivity between external broadcast OB vans, PTZ cameras, official data providers, social networks, and stadium LED video processors:



Scalable Deployment to Fit Any Stadium Dimension

Whether equipping an 80,000-seat premier venue or a municipal sports arena, CGFootball adapts effortlessly with scalable node licensing, multi-operator sub-panels, and unified network management.

Turnkey Hardware Packages & Prestigious Venues

Engineered for maximum reliability during high-pressure live matches with certified industrial broadcast hardware:

Standard Turnkey Broadcast Station

- **Software Core:** CGFOOTBALL V3 64-Bit License
- **Processor:** Intel® Core™ i9 Latest Generation Extreme Edition
- **Video I/O Card:** Blackmagic Design SDI 4K Ultra-HD
- **Memory:** 32 GB High-Speed DDR4/DDR5 RAM
- **Chassis:** Heavy-Duty 19" 4U Industrial Rack or Elite Tower
- **Storage:** Ultra-Fast NVMe SSD Storage Arrays
- **Display Ports:** DVI / HDMI / DisplayPort / NDI Output Engines
- **Monitoring:** Up to 4x Full HD 1920x1080 Control Monitors
- **Switcher Control:** Compatible with TriCaster TC1 & CS panels

Optional Modules & Add-ons

- **PTZ NDI Cameras:** High-definition pan-tilt-zoom for crowd interaction
- **Hardware Scaler/Converter:** Low-latency video scan converter
- **"Olé" Animate:** Acoustic crowd decibel sensor with graphic suite
- **NODE-CGFOOTBALL:** Additional video outputs for separate jumbotrons

Trusted by Top Sporting Clubs

Our technology powers premier visual experiences in venues such as:



Valencia CF · Atlético de Madrid · FC
Barcelona · Unicaja

Official Sales & Engineering Inquiries

MADRID HEADQUARTERS

IDcromvideo S.L.
Paseo de la Habana, 9
28036 Madrid, Spain
Direct Line: +34 918 265 170
Email: info@cromvideo.com

VALENCIA TECHNICAL CENTER

IDcromvideo S.L.
Calle Maestro Serrano 2, Bajo
46160 Valencia, Spain
Direct Line: +34 961 064 634
Web: www.cgfootball.es