



Bring broadcast-quality graphics to more live sports productions

XPression.cloud makes it easy to scale XPression graphics capacity across busy sports schedules.

Bring the same broadcast-quality look used on your major productions to more live sports events. With graphics capacity that scales on demand, you can handle busy schedules, overlapping games, and seasonal peaks without building permanent infrastructure.

Cover More Games

Most organizations can only justify broadcast-quality graphics systems for their biggest broadcasts. XPression.cloud makes it possible to deliver professional graphics for every game by spinning up graphics capacity only when it is needed.

Scale with your Schedule

Sports production demand changes week to week and season to season. Deploy graphics for individual events and scale to support busy schedules, overlapping games, and tournaments without adding permanent graphics hardware.



Align Cost to Demand

Match graphics capacity and cost to actual production needs. Support more games and seasonal peaks without carrying the cost of dedicated infrastructure for every event. With XPression.cloud, you only pay for graphics capacity when events are live.

Fit Into Existing Workflows

Use familiar XPression workflows and a simple ground kit to bring cloud graphics into your current production environment quickly and with minimal disruption.

Automate Live Game Data

Use DataLinq integration to power real-time scorebugs and other data-driven graphics with greater speed, accuracy, and consistency.

Fully-loaded features

XPression.cloud combines the industry proven and trusted XPression graphics system with a cloud-based model and hybrid workflow integration. It is designed for live sports productions that need to scale graphics coverage, fit into existing workflows, and align costs to event-driven demand.



XPression in the cloud

Use the same powerful real-time graphics engine trusted by leading broadcasters, delivered through a flexible cloud-based model.

Event-based deployment

Deploy graphics capacity for individual games, tournaments, or peak production periods, then scale back as schedules lighten and demand changes.

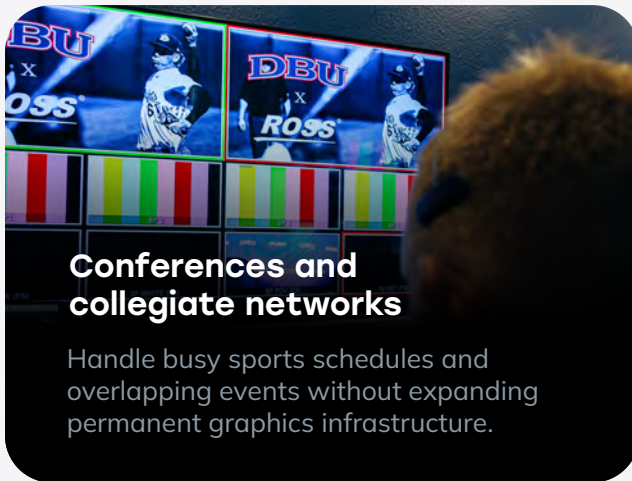
Hybrid workflow integration

Bridge cloud graphics into existing workflows with NDI Key + Fill outputs or built-in keying options for compatibility with existing local production environments.

Automated live data integration

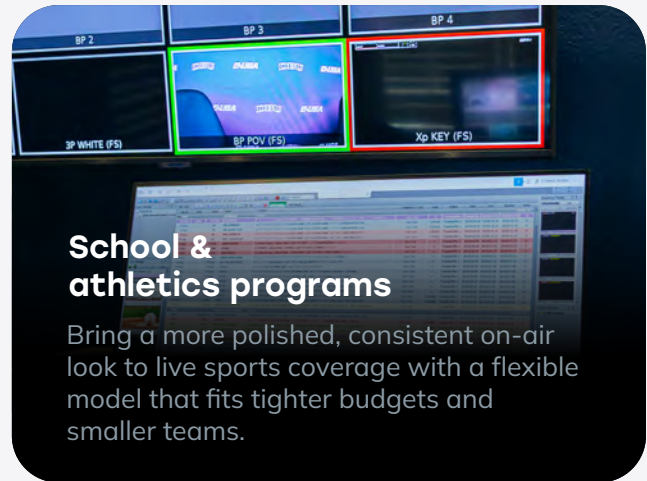
Built-in DataInq integration connects to live scoring systems to automatically drive scorebugs and other data-driven graphics, improving speed, accuracy, and consistency on air.

Built for variable sports production demands



Conferences and collegiate networks

Handle busy sports schedules and overlapping events without expanding permanent graphics infrastructure.



School & athletics programs

Bring a more polished, consistent on-air look to live sports coverage with a flexible model that fits tighter budgets and smaller teams.



Tournaments and seasonal events

Scale graphics capacity for short-term peaks in production demand without carrying year-round infrastructure costs.



Regional Sports and Streaming Networks

Deliver consistent graphics across distributed productions and multiple venues without deploying graphics systems everywhere.

Technical Specifications

XPression.cloud delivers the XPression graphics you know and love via a simple ground kit workflow.

How It Works

