

PIERO Asset Requirements

This document outlines the technical specifications for assets used in PIERO 20.3. All asset types must adhere to the defined requirements to ensure compatibility.

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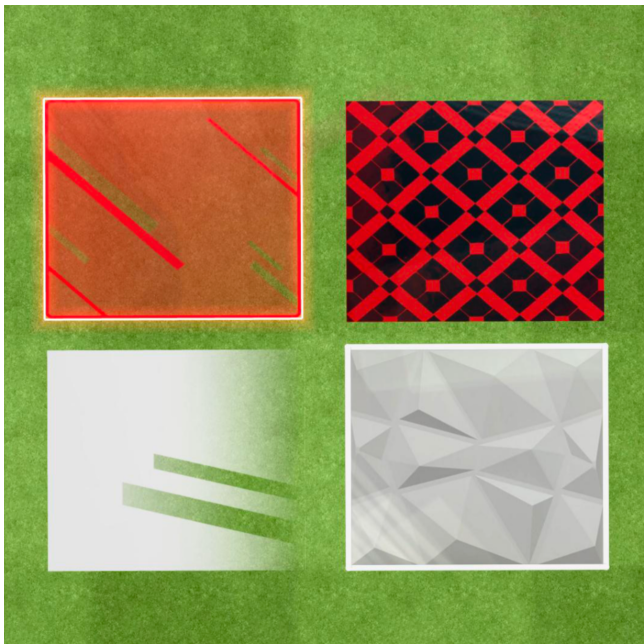
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Area

The table below lists the specifications for each Area option, all of which share the same example image shown below.



Shared Example Image for All Area Textures

Area Option:	Specifications:
Single Asset	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit
Image Border Assets	• File Type: PNG, TGA, JPG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True (PNG, TGA), False (JPG) • Bit Depth: 8 bit

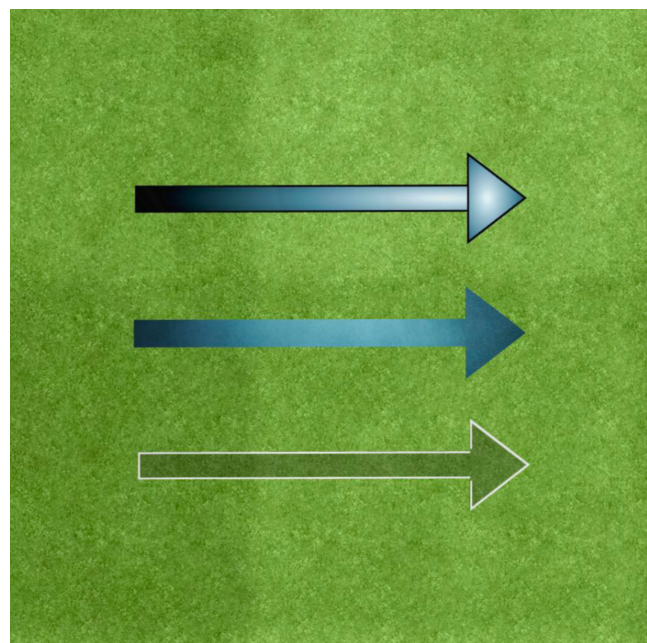


Area Option:	Specifications:
Chalk Board Assets	• File Type: PNG • Recommended Dimensions: 128 x Any custom width under 512 px • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit ★ Images should be white, so they can be recolored in PIERO.
Wall Assets	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit
Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Arrow Textures

The table below lists the specifications for each Arrow option, all of which share the same example image shown below.

⚠ Important: When importing arrow assets in the Asset Manager, ensure that the Arrow Body has a corresponding head asset (Head, T Head, or Dashed Head) with the exact same name. PIERO supports only one texture selection and searches for all related parts by matching name. A mismatch will result in an error and system exception when the application is launched.



Shared Example Image for All Arrow Textures

Arrow Option:	Specifications:
Body Asset	• File Type: PNG • Recommended Dimensions: 632 x 68 • Maximum Dimensions: 1600 x 68 • Supports Transparency: True • Bit Depth: 8 bit
Head Asset	• File Type: PNG • Recommended Dimensions: 168 x 168 • Maximum Dimensions: 168 x 168 • Supports Transparency: True • Bit Depth: 8 bit



Arrow Option:	Specifications:
T Head Assets	• File Type: PNG • Recommended Dimensions: 44 x 68 • Maximum Dimensions: 44 x 68 • Supports Transparency: True • Bit Depth: 8 bit
Dashed Head Assets	• File Type: PNG • Recommended Dimensions: 168 x 168 • Maximum Dimensions: 168 x 168 • Supports Transparency: True • Bit Depth: 8 bit
Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 128 • Maximum Dimensions for Sequences: 512 x 256 • Supports Transparency: True • Bit Depth: 8 bit

Caption

The table below lists the specifications for each Caption option, all of which share the same example image shown below.



Shared Example Image for All Caption Options

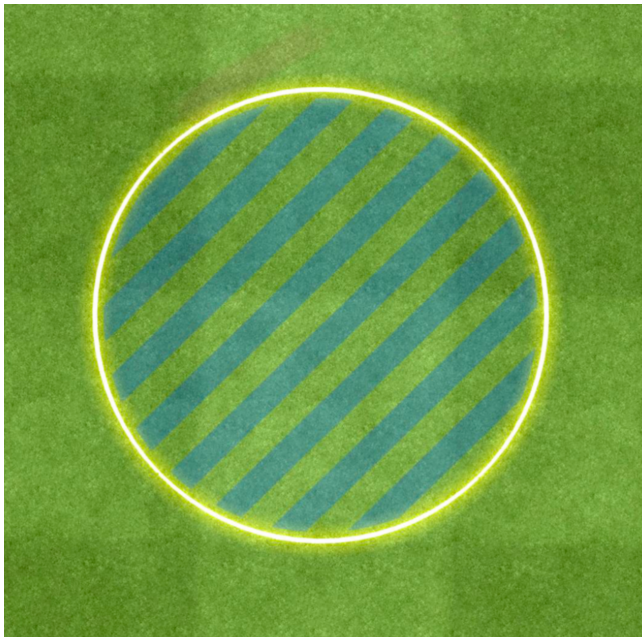
Caption Option:	Specifications:
Single Assets	• File Type: PNG, JPG • Recommended Dimensions: 156 x 140 • Maximum Dimensions: 312 x 280 • Supports Transparency: True (PNG), False (JPG) • Bit Depth: 8 bit
Anchor Body Assets	• File Type: PNG • Recommended Dimensions: 632 x 68 • Maximum Dimensions: 1600 x 68 • Supports Transparency: True • Bit Depth: 8 bit



Caption Option:	Specifications:
Anchor Head Assets	• File Type: PNG • Recommended Dimensions: 168 x 168 • Maximum Dimensions: 168 x 168 • Supports Transparency: True • Bit Depth: 8 bit
Anchor T Head Assets	• File Type: PNG • Recommended Dimensions: 44 x 68 • Maximum Dimensions: 44 x 68 • Supports Transparency: True • Bit Depth: 8 bit
Anchor Dashed Head Assets	• File Type: PNG • Recommended Dimensions: 168 x 168 • Maximum Dimensions: 168 x 168 • Supports Transparency: True • Bit Depth: 8 bit
Anchor Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 128 • Maximum Dimensions for Sequences: 512 x 256 • Supports Transparency: True • Bit Depth: 8 bit

Circle Textures

The table below lists the specifications for each Circle option, all of which share the same example image shown below.



Shared Example Image for All Circle Options

Circle Options:	Specifications:
Single Assets	• File Type: PNG • Recommended Dimensions: 854 x 854 • Maximum Dimensions: 1000 x 1000 • Supports Transparency: True • Bit Depth: 8 bit
Border Assets	• File Type: PNG, TGA, JPG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True (PNG, TGA), False (JPG) • Bit Depth: 8 bit



Circle Options:	Specifications:
Chalk Assets	• File Type: PNG • Recommended Dimensions: 128 x Any custom width under 512 px • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit ★ Images should be white, so they can be recolored in PIERO.
Wall Assets	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit
Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Colour Palette

The specifications for the Colour Palette are outlined in the table below.

Values:						Specifications:	
	A	B	C	D	E		
1	White	250	250	250	255		
2	Grey	153	153	153	255		
3	Black	25	25	25	255		
4	Red	204	26	26	255		
5	Bordeaux	105	29	18	255		
6	Burgundy	206	0	97	255		
7	Violet	92	54	151	255		
8	Purple	178	26	244	255		
9	Green	26	166	26	255		
10	Blue (light)	0	153	255	255		
11	Blue	0	56	255	255		
12	Yellow (light)	245	245	102	255		
13	Yellow	254	193	13	255		
14	Orange	255	128	0	255		
15	Brown	74	50	20	255		
16	Semi Transp Ref	198	168	118	150		
17	Argentina Blue	117	178	249	255		
18	Argentina Dark Blue	22	30	114	255		
19	Argentina Purple	86	78	192	255		
20	Australia Gold	245	188	65	255		
21	Australia Green	73	184	158	255		
22	Belgium Cyan	226	249	247	255		
23	Belgium Red	231	49	35	255		
24	Belgium Yellow	249	213	72	255		

- File Type: CSV
- Colour Palettes are CSV files which define a list of colours by RGBA values (values are from 0 to 255).
- Each line should start with a colour name followed by Red, Green, Blue, then Alpha (transparency) values.
- It is possible to alter their values but not their name.
- Add as many colours as you need per palette.

★ **Important:** The colours White, Red, Black, Blue (light), Blue, Grey, Orange, Yellow (light), Yellow, and Green must be present for PIERO effects to work.

Counter

The table below lists the specifications for each Counter option, all of which share the same example image shown below.



Shared Example Image for All Counter Options

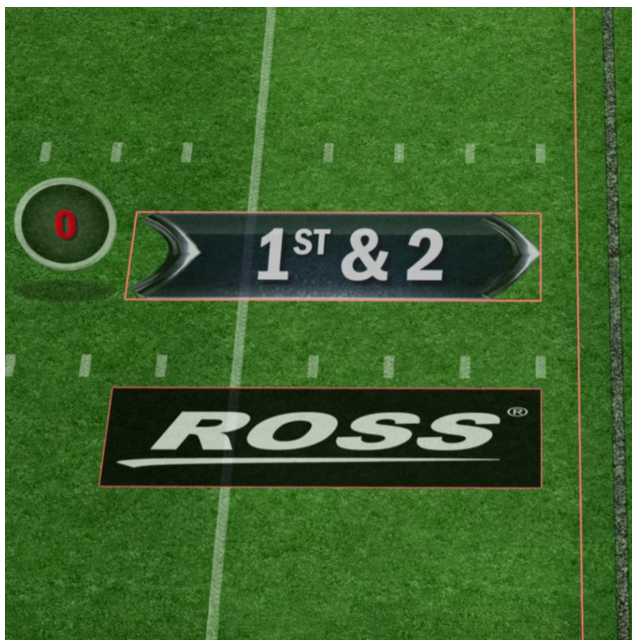
Counter Options:	Specifications:
Single Assets	• File Type: PNG, TGA • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
X Single Asset	• File Type: PNG • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit



Counter Options:	Specifications:
Sequence Assets	• File Type: TGA, PNG • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Background Single Asset	• File Type: PNG, TGA • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Background Sequence Asset	• File Type: TGA, PNG • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Wings Single Asset	• File Type: PNG • Recommended Dimensions: 512 x 512 • Maximum Dimensions: 512 x 256 • Supports Transparency: True • Bit Depth: 8 bit

Down and Distance

The table below lists the specifications for each Down & Distance option, all of which share the same example image shown below.



Shared Example Image for All Down & Distance Options

Down & Distance Options:	Specifications:
Advert Assets	• File Type: PNG, TGA • Recommended Dimensions: 1024 x 512 • Maximum Dimensions: 2048 x 1024 • Supports Transparency: True • Bit Depth: 8 bit
Advert Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit



Down & Distance Options:	Specifications:
Feather Assets	• File Type: PNG, TGA • Recommended Dimensions: 512 x 256 • Maximum Dimensions: 512 x 256 • Supports Transparency: True • Bit Depth: 8 bit
Feather Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 512 x 512 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Timer Background Assets	• File Type: PNG, TGA • Recommended Dimensions: 512 x 512 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Line Assets	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit • File Type: TGA • Recommended Dimensions: 512 x 512 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Chalk Line Assets	• File Type: PNG • Recommended Dimensions: 128 x any custom width under 512 px • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit ★ Images should be white, so they can be recolored in PIERO.
Area assets	• File Type: PNG



Down & Distance Options:	Specifications:
	• Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit
Area Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

End Zone

The table below lists the specifications for each End Zone option, all of which share the same example image shown below.

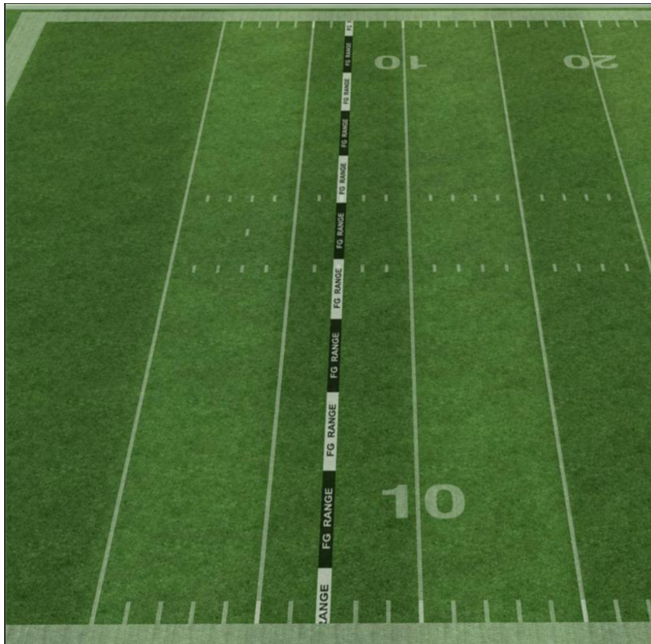


Shared Example Image for All End Zone Options

End Zone Options:	Specifications
Single Assets	• File Type: PNG • Recommended Dimensions: 1024 x 200 • Maximum Dimensions: 2048 x 400 • Supports Transparency: True • Bit Depth: 8 bit
Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Field Goal Line

The table below lists the specifications for the Field Goal Line asset.



Example Image - Field Goal Line

Field Goal Line Asset:	Specifications
Single Assets	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit



Font

The specifications for the Font Asset are outlined in the table below.



Example - Font Asset

Font Asset:	Specifications:
Fonts	File Type: TTF Fonts Supported: Accents, Arabic, Japanese, and Chinese

Laser Eye Texture

The table below lists the specifications for each Laser Eye option, all of which share the same example image shown below.

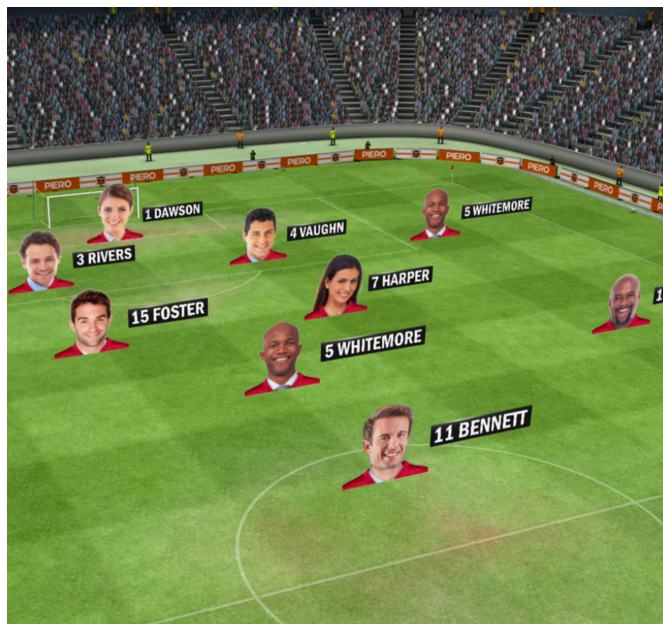


Shared Example Image for All Laser Eye Options

Laser Eye Options:	Specifications
Single Assets	• File Type: PNG • Recommended Dimensions: 1218 x 452 • Maximum Dimensions: 1218 x 452 • Supports Transparency: True • Bit Depth: 8 bit • The Laser Eye is a fixed texture size. • For PNGs, square or wide image ratios may be used. • PIERO will distort the image as needed.
Sequence Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Line-up Cards

The specifications for the Line-up Cards asset are outlined in the table below.



Example - Line-up Asset

Line-up Cards Asset:	Specifications:
Single Asset	File Type: PNG Fixed Dimensions: 292 x 766 Supports Transparency: True Bit Depth: 8 bit

Logos

The specifications for the Logos asset are outlined in the table below.

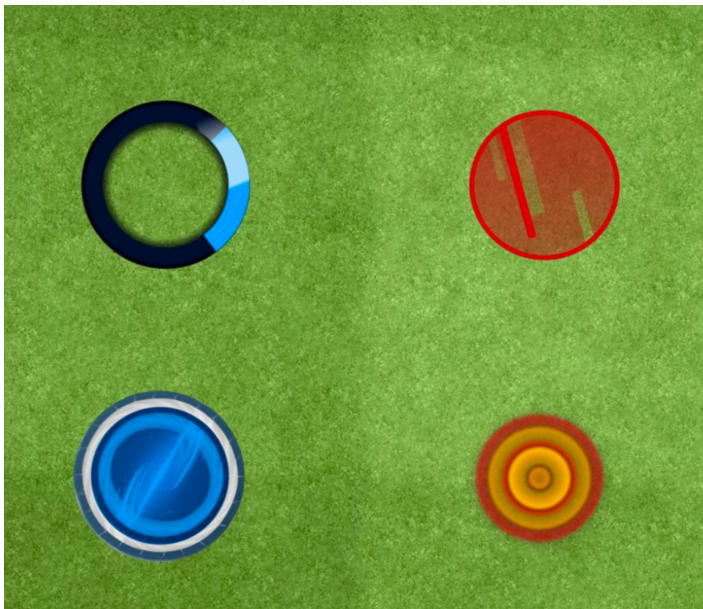


Example - Logo Asset

Logo Asset:	Specifications:
Single Asset	• File Type: PNG, TGA • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit • File Type: JPG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: False • Bit Depth: 8 bit

Magnifier

The table below lists the specifications for each Markers option, all of which share the same example image shown below.

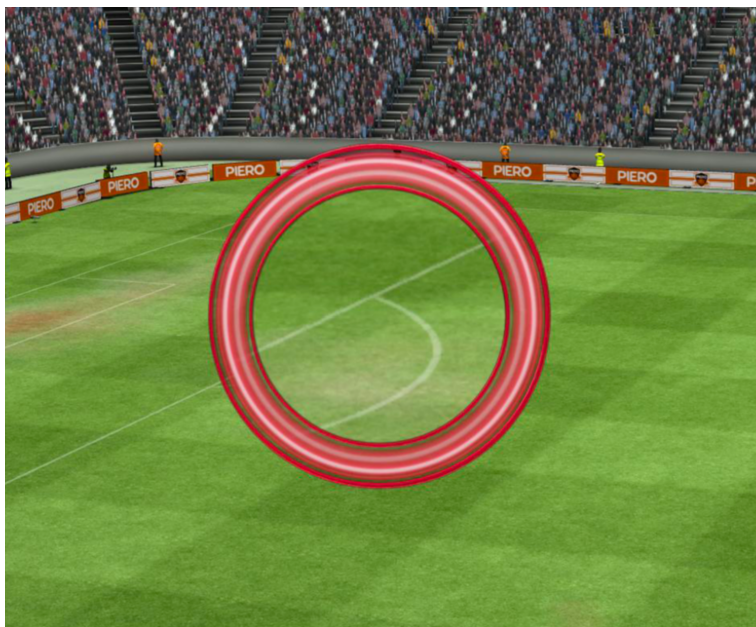


Shared Example Image for All Markers Options

Markers Options:	Specifications
Single Assets	• File Type: PNG, TGA • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
X Single Assets	• File Type: PNG • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Sequence Assets	• File Type: TGA, PNG • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Markers

The table below lists the specifications for each Magnifier option, all of which share the same example image shown below.

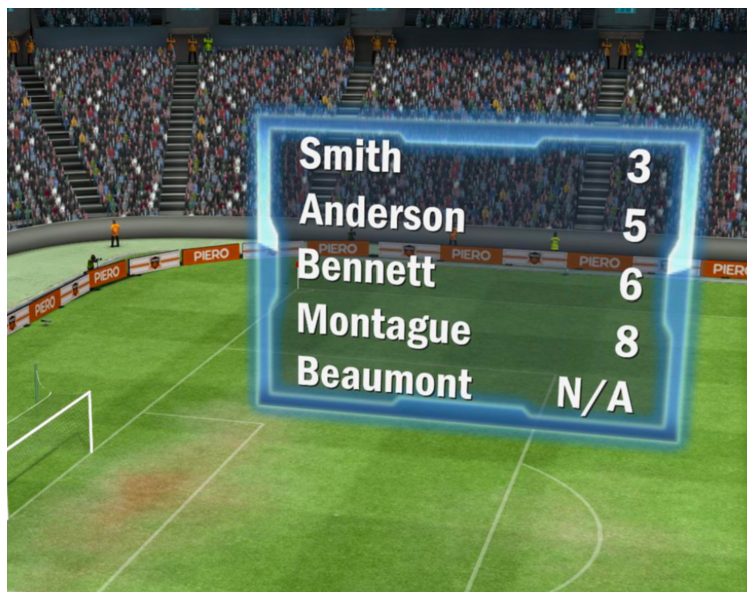


Shared Example Image for All Magnifier Options

Magnifier Options:	Specifications
Circle Sequences	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Square Sequences	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Measurement Table

The table below lists the specifications for the Measurement Table.



Example Image - Measurement Table

Magnifier Options:	Specifications
Single Assets	• File Type: PNG, TGA • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Movies

The table below lists the specifications for the Movies asset option.



Example Image - Movies Asset

Movies Option:	Specifications
Movies Assets	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Red Zone

The table below lists the specifications for the Red Zone asset option.



Example Image - Red Zone

Red Zone Option:	Specifications
Single Asset	• File Type: PNG, TGA • Recommended Dimensions: 2048 x 1160 • Maximum Dimensions: 3000 x 1698 • Supports Transparency: True • Bit Depth: 8 bit • File Type: JPG • Recommended Dimensions: 2048 x 1160 • Maximum Dimensions: 3000 x 1698 • Supports Transparency: False • Bit Depth: 8 bit

Safe Area

The table below lists the specifications for the Safe Area asset option.



Example Image - Safe Area

Safe Area Option:	Specifications
Single Asset	• File Type: PNG • Recommended Dimensions: 1920 x 1080 • Maximum Dimensions: 1920 x 1080 • Supports Transparency: True • Bit Depth: 8 bit ★ The texture is toggled on an off by the operator at runtime. It is displayed in 2D full screen over the incoming video. It is encouraged to mark areas reserved for the clock, dog, and lower thirds to help the PIERO operator.

Spotlight Base

The table below lists the specifications for the Spotlight asset option.

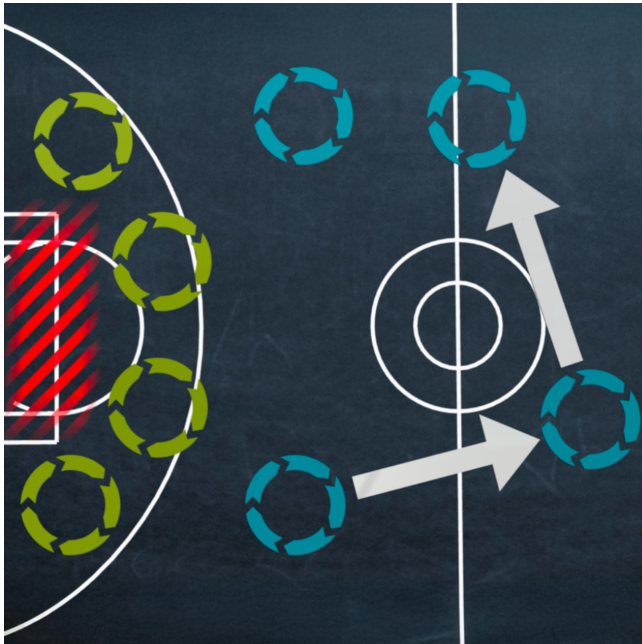


Example Image - Spotlight

Spotlight Option:	Specifications
Spotlight Base Asset	• File Type: PNG • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit

Tactical Board

The table below lists the specifications for the Tactical Board asset option.



Example Image - Tactical Board Asset

Tactical Board Option:	Specifications
Single Asset	• File Type: PNG • Recommended Dimensions: 2266 x 1511 • Maximum Dimensions: 2266 x 1511 • Supports Transparency: True • Bit Depth: 8 bit • File Type: JPG • Recommended Dimensions: 2266 x 1511 • Maximum Dimensions: 2266 x 1511 • Supports Transparency: False • Bit Depth: 8 bit

Text

The table below lists the specifications for each Text option, all of which share the same example image shown below.



Shared Example Image for All Text Options

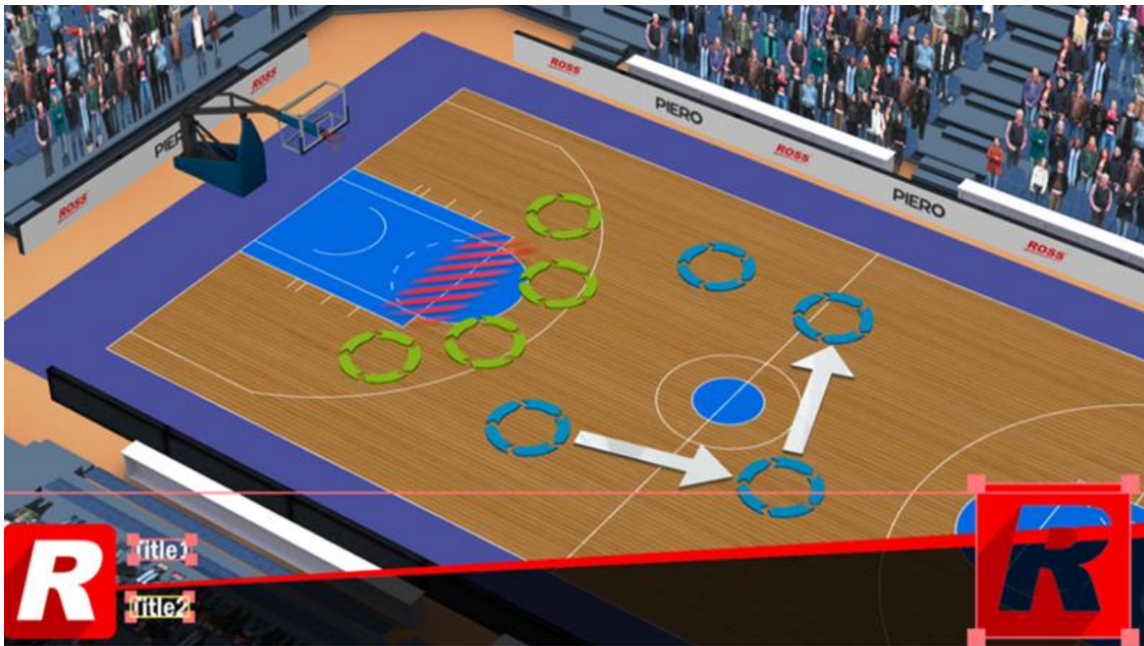
Text Options:	Specifications:
Background Single Asset	• File Type: PNG, TGA • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Background Sequence Asset	• File Type: TGA • Recommended Dimensions for Sequences: 256 x 256 • Maximum Dimensions for Sequences: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit
Wings Single Assets	• File Type: PNG • Recommended Dimensions: 512 x 512 • Maximum Dimensions: 512 x 256 • Supports Transparency: True • Bit Depth: 8 bit



Text Options:	Specifications:
Coloured Background Single Asset	• File Type: PNG • Recommended Dimensions: 256 x 256 • Maximum Dimensions: 512 x 512 • Supports Transparency: True • Bit Depth: 8 bit • These images must be grayscale

Title Text

The table below lists the specifications for the Title Text asset option.

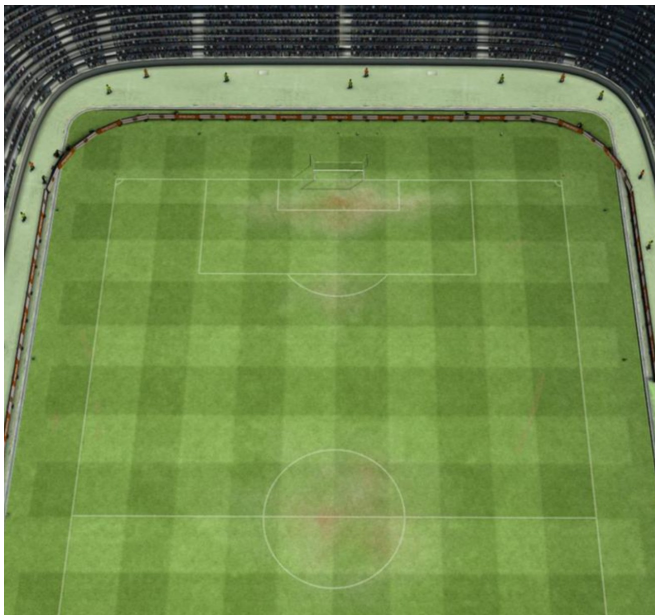


Example Image - Title Text Asset

Title Text Option:	Specifications
Single Asset	• File Type: PNG • Recommended Dimensions: 1920 x 256 • Maximum Dimensions: 1920 x 512 • Supports Transparency: True • Bit Depth: 8 bit • File Type: JPG • Recommended Dimensions: 1920 x 256 • Maximum Dimensions: 1920 x 512 • Supports Transparency: False • Bit Depth: 8 bit

Virtual Stadium

The table below lists the specifications for the Virtual Stadium asset options.



Example Image - Virtual Stadium Asset (All)

Virtual Stadium Option:	Specifications
Stadium Adverts	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: False • Bit Depth: 8 bit Adverts must come in pairs and be named as follows: ➢ They must be stored in a folder with nothing else. ➢ The name of the folder will appear on the user interface to select the adverts - example Folder "Ross Video" containing advert1.png and advert2.png. ➢ The first file of the pair must be named: advert1.png. ➢ The second file of the pair must be named: advert2.png.



Virtual Stadium Option:	Specifications
Pitch Logos	• File Type: PNG • Recommended Dimensions: 1080 x 1080 • Maximum Dimensions: 2160 x 2160 • Supports Transparency: True • Bit Depth: 8 bit • The PNG textures MUST match the stadium dimension aspect ratio. ★ The pitch lines are provided for guidance only and should not be part of the textures.

Note: While the resolution can vary within the specified range, the aspect ratio must match the intended placement on the pitch or stadium. This can vary depending on how and where the asset is used. If unsure, please contact Technical Support as behavior may differ across setups.