

PIERO SPORTS GRAPHICS

Version 15
Release Notes

What's New

New Graphics

Create a fresh new look by taking advantage of PIERO's new graphics. Available to all.



Circle Effect



Area Style: Waves

Markers



Marker Style: Animated
Marker Graphic: Force/Gloss/HUD

Magnifier



Texture: Rocket_Force /
Rocket_Gloss / Rocket_HUD

New NFL Effects

1st & 10

Red Zone



Use PIERO's new **1st & 10** and **Red Zone** effects to quickly add down and distance measurements and sponsor a 20-yard zone.



Show the down line, distance line and feather for each play. Customise each element quickly.



Add a shaded 20-yard zone; sponsor it by adding a logo as a texture.



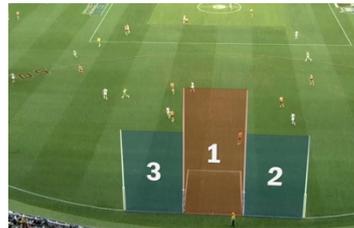
New AFL Effects

Goal Zone

Mark and Kick



Along with the new **Goal Zone** and **Mark and Kick** effects, PIERO now has an oval **Tactical Board** for AFL.



Easily highlight the number of points scored between each set of posts. Customise the areas and text to your liking.



Quickly show where a mark was taken and the distance and angle of the kick. Customise the area, markers and marker text with ease.



New AR Players Effect

Cut out players and bring them into the studio for analysis



Use the **AR Players** effect to cut players out of a video and bring their still images into the studio for graphical analysis. Use in **Live Mode**, combined with PIERO's **Tactical Board** and **Touch mode** to bring your AR analysis to life. Use PIERO Broadcast's camera tracking integration for best results.



Performance Boost – Faster Image Processing

PIERO now processes video in YUV, freeing up more resources.

PIERO has moved from processing video in RGB to processing in YUV, providing an under the hood performance increase and a boost to your workflow. You can create more complex analysis segments and add more graphics before the system feels the strain. This performance increase breathes new life into older PIERO Broadcast hardware and gives PIERO Club users more workflow freedom.

Improvements

AMP	Added the ability to load clips on a replay server when using the AMP protocol for control.
Calibration	Basketball: new camera positions added. American Football: new camera positions added.
Colour Palettes	New colour palettes added to American Football
Launcher	Modes have been renamed to simplify user navigation. PIERO Remote Touch icon added to PIERO Club launcher.
Licence Key	PIERO Club users will have the Sentinel 7.100 driver installed automatically.
Live Mode	AR functionality now available in Live mode. Basketball effects added.
Logo effect	Added billboard setting.
Markers	Animation speed setting added to property sheet.
Tactical Board	A logo can now be added to the edge of the Tactical Board.
UI	PIERO Club UI can now fill high resolution screens. Effect settings have been reorganised in tabs for better navigation. Deprecated the legacy 1680x1050 UI. Made the text size in the 3D Player pose editor window consistent. Fixed some general UI inconsistencies.

Bug Fixes

3D Player Utility	Loading player images from different folders is now possible.
Calibration	Fixed a bug which would make the user click on more points than necessary when selecting an area on the soccer calibration
Gloss	Combing different effect settings with the gloss option now render the gloss correctly
Magnifier	Fixed a bug causing the images before the magnifier is active to become dark
PIERO Broadcast	Corrected an issue with the serial control settings causing PIERO not to launch on systems with a DVS Atomix HDMI card
Sportscodes XML Importer	Corrected an error causing PIERO clips to be out of line with the clips in the video
Title Effect	Fixed a bug causing the Title to flash on and off when using clips
UI	Fixed a bug causing the wrong PIERO logo to appear when switching between applications. The Line Up now has an icon in Live Mode. Live UI is colour inconsistencies have been corrected.