Viz Libero Go: One Sheet & Tech Specs

Viz Libero Go: Compact. Cost-effective. Convenient.

Take the first step into sports storytelling with Viz Libero Go - all that's needed to get going with sports analysis. This one-box starter kit is the simplest set-up in the market, ready installed with the market-leading analysis tools. **Unbox, power up and go!**

Viz Libero Go - Product Highlights

Specially created software and hardware bundle for compact, flexible sports productions that are always on the 'Go' without compromising on analysis quality. Enhance the fan viewing experience with replays and analysis that feature data-driven graphics. Viz Libero Go puts all the essential analysis tools right at the users' fingertips. Powered by Viz AI and NDI® for an easy to use, **file-based workflow** from the world leader in broadcast content creation tools.

- Ready to play, out of the box sports analysis solution.
- Perfect for school and higher ed sports live coverage, streamers, clubs and smaller productions.
- Powerful combination of Viz Libero tools, Viz AI and NDI® connectivity.
- File-based analysis workflow.
- Great way to get into sports analysis with this ultimate one-box solution.
- Viz AI simplifies time-consuming manual tasks to add efficiency and speed to productions.
- Get more value and ROI with the virtual advertisements feature.
- Vizrt Training and Support.

Viz Libero Go – Technical Specifications

CPU	HP Z4 G4 Workstation 32GB 2x 512GB SSD Hexacore CPU
Operating system	Windows 10 IoT
Processor	Intel® Xeon® W-2235
Graphics	Nvidia RTX A4000 16GB Graphics Board
Mounting	Rackmount Kit
Pre-installed **Viz Libero Go features**	Supports up to 3 sports Vizrt workflow integration (3Play, NDI-in/*out*) Overlay Graphics and On-field Graphics Tracking and Measurement Tools NLE timeline /Graphics Editor Virtual SloMo Automatic Player Tracking Advanced 3D Player tools (Move/Hide) Background/Advertisement placement Datacenter – single repository for external data sources 1 free external data connector Limited time offer of 3D flights and AI cutouts (12 months)
Workflow	File-based output NDI in/out via 3Play (for production centers using NDI)
Training materials	Selected sports footage included Free access to Viz University courses
Support	Vizrt support
Recommended add-on	Contour ShuttlePro V2 (priced separately)
Subscription	Minimum 1 year

Explanation of the Features	
Supports up to 3 sports	In the purchase order, the user can specify up to 3 sports, for example: soccer, basketball and hockey. These 3 sports will be locked in for the year of purchase. Only these 3 sports will be available for selection from the dropdown menu. Viz Libero also provides a calibration grid corresponding to the field/pitch for these three sports to help the user set up the calibration.
File-based workflow	File-based productions allow the selection all major video file formats such as mp4, mxf, avi, such as replay videos. Input codecs supported include: AVC-Intra, DVCPro, h264, XAVC, XDCAM, MPEG-2. Output codecs: AVC-Intra, XAVC, h264 and XDCAM Containers: MXF, MOV, MP4 or AVI Resolutions: 720p, 1080i and 1080p (SDR/HDR) HDR format: HLG Also supports DnxHD.
Overlay Graphics and On-field Graphics	3D Graphics, such as statistics, that can be overlaid onto the field to enhance analysis without affecting play.
Background/Advertisement placement	Places virtual advertisements onto the pitch. Use the mouse to change the position or size of the advertisement. Move the advertisement by dragging with the mouse, or change the size using the mouse wheel. This area can be attached to tracks.
Tracking and measurement tools	Tracking one or several players over time can give great insight into a play. Tracks can be created manually or automatically, and can be modified. Multiple players can be tracked simultaneously. Measurement tools include distance arrows, time, counter, player speed marking, shot speed, tracked player distance, vertical arrows and angle measurements.
Automatic Player Tracking	The simplest way to track a player or several players is with automatic player tracking, where the user selects a tool like 'player marking', clicks on a player and plays back. This automatically tracks the player.
Advanced 3D Player tools	Draws a 3D player model to be used in analysis for instance to track a player's runs, create virtual runs or hide the player.
Virtual SloMo	Viz Libero's Virtual SloMo feature uses an advanced image-based algorithm to generate ultra-slow yet smooth motion (up to 1500 fps) footage rather than relying on high-speed camera systems.
Datacenter – single repository for external data sources **1 free external data connector**	Single repository for all the users' external data sources. Using the external data connector, connect data from the live source to fields in the graphics without any scripting or special knowledge. (Viz Libero Go does not include the subscription for the live data. Customers must already have a subscription to the live source/data provider.)
Limited time offer of 3D flights and AI cutouts.	12 months' free offer. Priced separately after 12 months. Viz Libero uses AI-based automatic object detection to simplify the creation of 3D flights and cutouts, so that a 3D flight can be created in seconds. There is no need for the typically cumbersome and lengthy process of manually masking/cutting out the player. **With Viz AI, this process is instantaneous.** AI object detection can be activated or deactivated on the right panel.

3D flights	3D flight is a camera flight generated from an arbitrary perspective, for instance an individual player's perspective. Create a 3D camera flight that provides the viewer with insights that go beyond what can be seen from the stadium cameras. Change perspectives and use the dedicated tools to control the flight.
AI Object Detection and Cutout	Extremely accurate AI based cutout does not require any operator manipulation and is much easier and faster than manually keying/cutting out the player. 
NLE timeline /Graphics Editor	Edit clips directly in the same interface with the Viz Libero non-linear editor (NLE) timeline which shows the entire sequence of the clip. Simply drag the current frame bar across the timeline.
Vizrt workflow integration	The NDI in/out process only works via **Viz 3Play**.