



CLICK
EFFECTS
PRIME



POWERFUL FAN ENGAGEMENT ENGINE

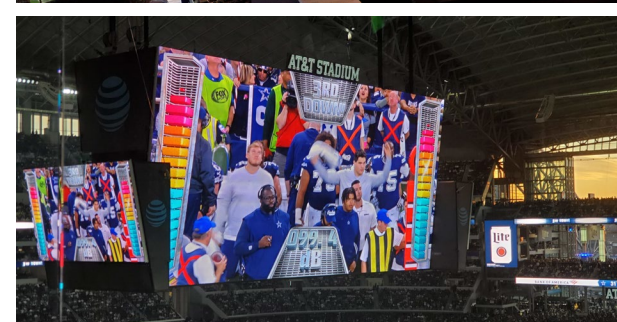
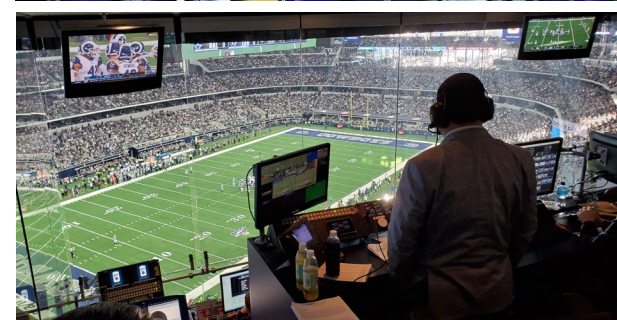
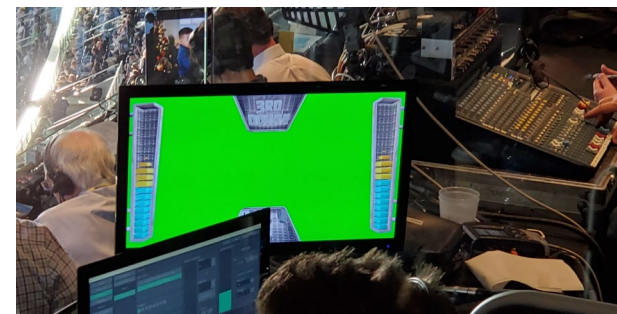
Click Effects PRIME unites the advanced authoring, rendering of ChyronHego's renowned PRIME Graphics Platform with Click Effects' easy to use tools to design and play-out content in your arena. Tight integration with the PRIME Graphics Platform makes captivating keyframed actions available to any SDI or DVI-powered display of any aspect ratio for more immersive fan experiences. The ease of Click Effects PRIME ensures lower on-site support costs on game day.

With Combined SDI & GPU Playout Support, a single Click Effects PRIME system can simultaneously address both SDI & GPU workflows. Combined SDI & GPU Playout from the same system allows greater workflow adaptability for both fan engagement and broadcast production use cases.

Click Effects PRIME offers single-seat control of even the most atypical aspect ratio displays. Scalable to any number of outputs, and adaptable to any resolution, Click Effects PRIME's high channel-density effortlessly performs the most demanding live production needs via 4K DVI outputs. When coupled with PRIME Mantis, ChyronHego's video input scaling and compositing engine, Click Effects PRIME can render millions of pixels to in-venue displays with unparalleled video processing and high-quality real-time pixel rendering.

With Scheduled Commands via NVIDIA G-Sync, an operator can deliver content of any aspect ratio to multiple screens simultaneously and synchronize multiple outputs in their native resolutions with frame accuracy. Useful for team opening videos or sponsor "Moments of Exclusivity", an operator can trigger multiple displays throughout the stadium network in unison and display a single, exciting graphic on each - **with one click**





Intuitive user interface and easy to use playout and creation tools help eliminate hidden support costs and reduce on-site training. That, along with Click Effects PRIME operator-driven interface users can access content quickly to make up-to-the-minute decisions needed during live venue production, maximizing viewer engagement or “Moments of Exclusivity”.

Click Effects PRIME sits within ChyronHego’s end-to-end fan engagement solution for immersive experiences made easy. The comprehensive suite of real-time data visualization products (Click Effects PRIME, Paint, Virtual Placement, TRACAB) is designed to enhance fan experiences and production values via data-enriched visual storytelling.

TRACAB data seamlessly flows into Click Effects PRIME, allowing the display of live optical tracking sourced player and team data in real time with no complex scripting.

With native NDI® support, Click Effects PRIME allows you to deliver enhanced fan experiences while taking full advantage of emerging NDI®-based production models.

KEY FEATURES

SIMPLIFIED GAMEDAY OPERATIONS

Click Effects PRIME's operator-driven user interface provides easy access to content for your editing or playout needs. Offering a single point of control for your entire stadium and in-venue production, Click Effects PRIME's workflow is intuitive for live event production with minimal training.

INSTANT ROI

Trigger multiple-displays throughout the stadium network in unison or individually to offer fans an exciting, immersive experience. Developed to promote instant ROI, A-level sponsorship opportunities can be sold at a premium, with **As Run Logging** for accurate invoicing.

HDR .4K RESOLUTION & FORMAT AGNOSTIC

Click Effects PRIME supports any resolution (HD, 4K, HDR) and any format (SDI, DVI) with very low latency. Switch between HD-SDI and DVI using the same system across any screen regardless of aspect ratio or resolution.

TRACAB LIVE DATA VISUALIZATION

With full integration to ChyronHego's TRACAB solution, data seamlessly flows into Click Effects PRIME, it allows the display of live optical tracking sourced player and team data in real time with no complex scripting.

ADVANCED CG CAPABILITIES

Using the power of our PRIME authoring tools with features such as the real-time rendering of dynamic content. PRIME Designer can be run simultaneously on a system while Click Effects PRIME is running. With direct access to the CG scenes used by Click Effects PRIME, streamline your real-time workflow with immediate access to the key-framed actions and 3D graphics of dynamic Prime Animations.

AUTOMATED FILE SYNC

Instantly backup, synchronize, and update one or multiple Click Effects PRIME systems with Backdraft. BackDraft, Click Effects PRIME's fully redundant and automated backup solution, ensures that your media files, system settings, and even software updates are always fully synchronized.

TECHNICAL SPECIFICATIONS

	SDI	GPU	Events (SDI + GPU)	LT (NDI)
SUPPORTED RESOLUTIONS	16-bit color, full 10 bit on SDI, 10-bit HDR on SDI. UHD-4K	16-bit color, 12-bit HDR on Display Port. UHD-4K	16-bit color, full 10 bit on SDI, 10-bit HDR on SDI, 12-bit HDR on Display Port. UHD-4K	HD
HDR SUPPORT	End-to-end HDR support from canvas design to output (HLG, SLog 3)			
SUPPORTED FORMATS	SDI	DisplayPort (GPU)	SDI, DisplayPort (GPU)	NDI, DisplayPort GPU
SUPPORTED DATA FEEDS AND CONNECTIONS	XML, JSON, RSS, UDP, HTTP, TCP/IP, COM / Serial Sources Connections to Various Scoreboard Interfaces, Automation (VDCP, AMP, PBUS)			
SUPPORTED VIDEO INPUTS / OUTPUTS	8 SDI connections that be configured as inputs or outputs.	4 GPU connections	8 SDI/2 GPU connections	2 NDI/1 GPU
MAX PLAYOUT CHANNELS	4	12	Max 2 SDI channels/8 GPU channels simultaneous	1 GPU channel
GENLOCK	Internal: Free Run Reference in: Bi-Level, Tri-Level from external reference SDI In: Detects the SDI video input signal Timecode			
AUDIO	Default is Embedded Audio AES Inputs (optional):	4 AES3id for 8 mono tracks AES Outputs: 4 AES3id for 8 mono tracks AES Connector Type: BNC, unbalanced or AES/ABU cable connection		
SERIAL CONNECTIONS	(2) DB9 RS232 Serial Ports *Two RS232 to RS422 Converters included			
ETHERNET PORTS	2x 1G			
DIMENSIONS	H: 3.5 in (89 mm) x W: 17.2 in (437 mm) x D: 24.8 in (630 mm)			

SERVICES

ChyronHego is known for its end-to-end customer service. We partner with our customers from the initial project design, to project management, training, on-air launch support and post-launch follow-up.

Project Management and Commissioning are part of the turn-key services that we offer. This ensures your investment is properly installed from Day One by a certified ChyronHego representative.

We offer Design and Operation training, either in your facility or via our on-line web portal. Our expert trainers can teach your staff the most efficient way to create and deliver stunning content for your productions.

Finally, all ChyronHego products come with a One (1) year factory-backed warranty (parts, labor & software upgrades). Extended Warranties on all purchases can be added at any time for an annual fee. Please contact our sales professionals.

ABOUT CHYRONHEGO

ChyronHego is ushering in the next generation of storytelling in the digital age. Founded in 1966 as Chyron, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. ChyronHego continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. ChyronHego products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

CONTACT SALES

NORTH AMERICA

+1.631.845.2000 | noram@chyronhego.com

EMEA

+46 8 534 88 300 | emea@chyronhego.com

LATIN AMERICA

+1.305.972.1396

ASIA/PACIFIC

+65.64071330 | asia@chyronhego.com

