



Interaktives Touch-System *eva2*

Characteristics

eva2 is a fully updated version of an interactive TV-host tool, which was originally developed for the FIFA World Cup 2010 in South Africa and was field-tested on location for six weeks. This system captivates with its adaptability and flexibility, not only from a technical but also from an entertaining point-of-view.

eva2 exports two synchronizable, independent HD/SD-SDI-Signals. Optionally, these signals (video/audio) also can be exported directly to fibre. In addition to that, up to two HD/SD-SDI streams can be received through its input.

New Features

The Set-up

eva2 consists of only one high-performance computer (4HE Mountable or Tower) and a controlling notebook. This set-up does not only save money and build-up time but also enriches the video quality and boosts the overall performance of the system.

Build-up time and effort

Provided that all necessary data-streams and power-lines are available on location, *eva2* is ready to go in 20 minutes. For the use in a mobile broadcasting truck the tool does not necessarily need to be installed inside. By using a specially designed rack it can be positioned outside the mobile station and be connected via its breakout box. A UPS-Unit protects the tool against sudden power cuts and electrical surges.

Visual Performance

Basically, the system does not distinguish between pictures, videos or live-feeds - in fact, everything can be processed and manipulated equally and simultaneously. A large variety of graphic and visual applications (news, galleries, presentations/shows) in combination with personal interactions is possible. Whether in a game show, where one draws something with the finger on the touchscreen, or the audience votes by applauding - the graphic and visual options for these kinds of evaluations are almost boundless and can only be minimized by your own lack of imagination.

EVS-Control

eva2 is permanently updated with the latest protocols from the EVS-Server. By collaborating with EVS the newest updates can be embedded into the system, even on short notice. Thus new functions can be implemented in-house and are immediately ready for use - while on air - without any loss of time.

Operator

Whether it is a single event or a festival-installation, *eva2* just needs one operator only, who, if necessary, is supported by an assistant during build-up and break-down. For an ongoing studio production special trainings can be conducted so that the in-house staff gets the job done. Even though it is a relatively new system, there are already several experienced operators available.

Development and Support

eva2 is delivered as a finished product - it is fully functional and completely tested. There are no additional charges for the above mentioned functions and features. Prior to an upcoming high-class event (e.g. sports-finals) enough time will be reserved for the implementation of customer demands and adjustments to *eva2* - thus the customer gets a tailor-made product. Minor graphical or functional adjustments, as long as they are technically feasible, are always possible.

Special Features

2xFullHD

eva2 is capable of processing two FullHD-Livestreams simultaneously, without any audio-visual gaps or delays. While in full operation, graphics and videos can be linked with the live-streams and re-embedded directly into the broadcasting line. This is a great advantage in numerous application fields. An example: There is a goal in the 89th minute of a football game. Usually it takes a couple of minutes until the new score-loop (with the national flags or team-logos) shows up on the screen. However, until that happens, *eva2* can place a blank loop, coming directly from the vision-mixer, in the background and display the new score in front of the old one. Since both *eva2*-outputs are working independently of each other, it is also possible to already show a match analysis or the team line-up on another screen.

Graphical supplementary system

eva2 was not developed to replace established graphical systems (animated information graphics, lower thirds, charts etc.), but it is capable of assisting and relieving the graphics team, especially in stressful situations. In just a few seconds numerous graphical options or pictures can be switched onto a full-screen and taken over by the director. Especially up-to-date information, like headlines after a game/event or digitally available audience reactions, can be embedded into the live broadcast in a fast and uncomplicated way - as a video clip or presented by the host. Even online-videos or entire web-pages can be fed directly into the vision mixer via *eva2*.

Audio

eva2 is capable of receiving embedded audio in up to eight channels (stereo is the standard) and transmitting it to the output signal. Even *eva2* generated audio tracks are possible. Other systems often require switching into full-screen first, due to the frame-switch during HD-SDI conversion, especially when there is a live-feed and the video-audio-gap is noticeable for the viewers. But due to *eva2*'s in-built balancing device the audio and video of the touchscreen remain absolutely synchronously. Thus the host can switch directly from a presentation to a dialog.

Experience

eva2 developed into a flexible and adjustable system. To think ahead was the main focus in its further development. By doing so, the system's infrastructure allows quick updates and new implementations. Furthermore, this system stands for its straightforwardness and time and money saving structure. *eva2* is an independently working host-tool, but it is also capable of relieving and supporting already existing technical structures.