

CASE STUDY

Zero Density & Streamteam



Shoot the Puck

Q: What did the hockey goalie say to the puck?

A: Catch you later.

What traits are in common between Ice Hockey and Reality Virtual Studio?

Grace, speed and agility.

Streamteam chooses Reality Virtual Studio to power its 4K/UHD remote production hub and virtual studio, marking one of the biggest broadcast investments in Finland. Zero Density teams up with Broadcast Solutions Finland to enable Streamteam to handle Finnish Ice Hockey League in their state-of-the-art virtual studio in Helsinki to be broadcasted by Telia. The set design is created by Dreamwall.

The centralized hub covers 450 matches per season while multiple games are played simultaneously. The Helsinki-based broadcast TV production facility can broadcast live from seven different remote locations/arenas simultaneously, out of 14 potential sites. Covering all the games and involving a studio production to the system demanded a centralized hub. In the virtual studio, Zero Density's Reality supplied the photorealistic virtual studio set, with a Telemetrics robotic and tracking system used to align video signals with graphics. The hub used four Engines, real-time node-based compositor which enables post-production style visual effects pipelines in live video production domain.



In the ice hockey project of Streamteam, the production team utilized three Engines with tracking and one trackless.

Zero Density's real time node-based compositing platform enables the most photorealistic production, giving your team the tools to create captivating and immersive content for the audience. Streamteam and Broadcast Solutions Fi also integrated "teleportation" of players from ice rinks around Finland into the studio.



High-quality solution:

Reality Virtual Studio

"Many external sources can be implemented into ZD's Reality to create rolling banners and new graphs. It is a flexible and high-quality solution."

"Once you work with Zero Density, the choice is easy for the next project"

Petrus Palola, Broadcast Engineer at Broadcast Solutions Finland said, "Reputation of Reality's capabilities coupled with incredible support Zero Density team offers, makes it an easy choice when it comes to which company to work with."

Initially founded as an R&D company, our aim is to identify the gaps in the industry and develop creative products to fill these gaps. The disruptive product of Zero Density is shaping the future of media with every new release of the cutting-edge Reality Virtual Studio.