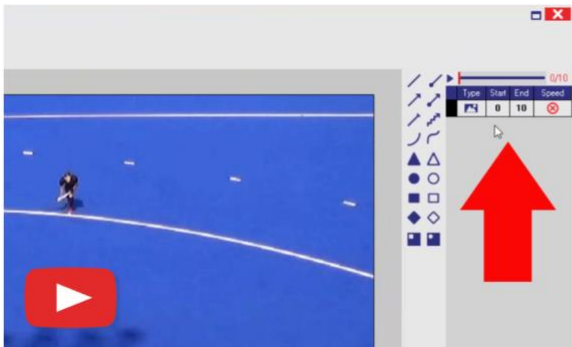


This is what you can do!



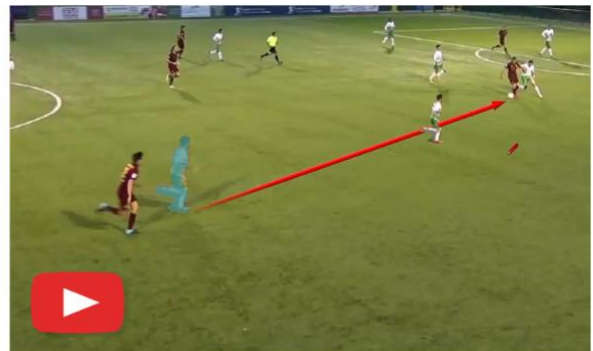
Sequenced graphics

Tell your story in parts by creating animated graphics, which can be shown as a sequence to reveal the bigger picture.



Create virtual movements

This tool lets you simulate movements. Virtually move players to different positions to show them the right place they should be, providing a different view of the action.



Grab audience attention

If you need your audience to focus on a specific part of the video, you will have multiple animated highlighting tools available.

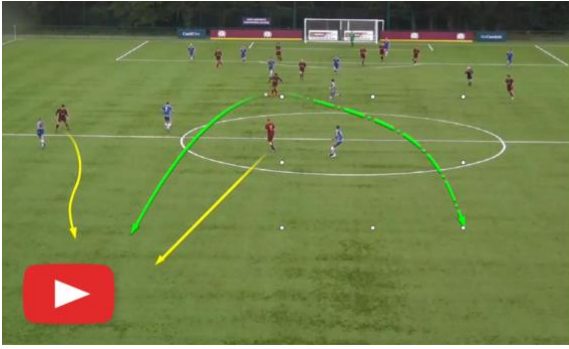
- ✓ Circle & squared magnifiers to increase the size of an element in the video.
- ✓ Highlight tools to shade a frame, revealing only a selected region.
- ✓ Spotlight or Shaft of light to engage the viewer to a certain figure in the video.



Find out metrics

There's no need to make external calculations or guess numbers, as you can create metrics graphics to show angles and distances between multiple units.





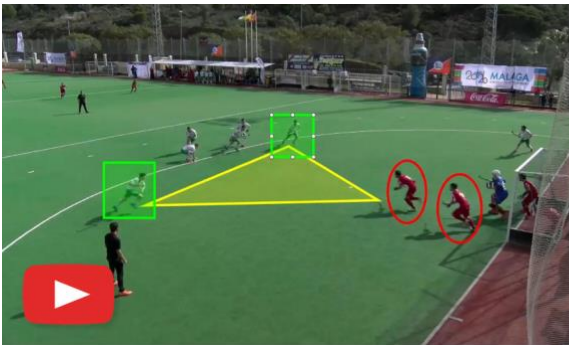
Animated paths and tracks

A full range of animated 2D and 3D arrows and lines (straight, lobs, curved or freehand...) to illustrate paths, trails or any other trajectory you may need to transmit in any phase of play.



Mark players or groups

Mark players with animated 3D circles acting as bases to highlight their positions on the pitch. You can also link bases to show lines, groups or any other tactical concept.



Customise shapes at your convenience

Standard shapes which are common to any video editing software (squares, circles, triangles or diamonds) can be customised by dragging points or adding new ones. This will let coaches customise forms or patterns at their convenience.