



9.0 RELEASE SUMMARY

AI KEYS

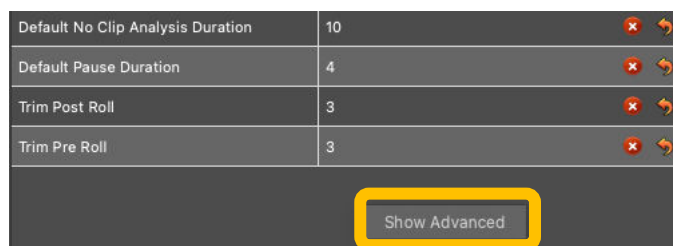
Our new AI keyer is our fastest and most accurate keyer ever! Once enabled, the keyer uses AI to recognise the pitch or playing surface and automatically adjusts on each frame of the video. This removes the need for a manual segment keyer or chroma keyer, both of which remain options in the software.



AI Keyer has performed a segment key on the frame of the video, showing the high quality of the key on this video.

PREFERENCES UPDATES

The Preferences menu has been redesigned to make it more user-friendly. More advanced options are now available by right clicking and selecting 'Show Advanced'.

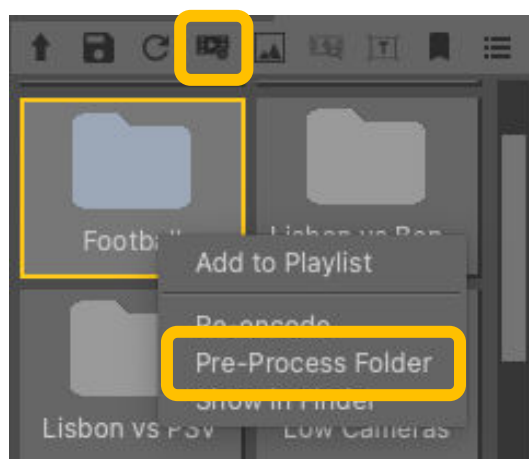


Context menu showing 'Show Advanced'

PRE-PROCESS OF CLIPS

Using the AI features in Tactic, there is now an option to pre-process clips. This one-click operation applies the AI keyer, AI Pitch Calibration, Camera Tracking and Team ID in order. Finally, the clip is saved as an analysis that is ready to work. This operation can be performed on a single clip or folder, and can also be activated in analyses or playlists.

Clip pre-processing can be activated by right-clicking on a clip or folder, or by selecting the 'Pre-Process' icon above the left-side panel.



Pre-process can be activated by clicking the icon or in the context menu.

TAGGING UPDATES

Tagging has continued to develop, bringing in additional functionalities and expanding on existing features.

The timeline has been redesigned with a darker background, making it easier to identify tags and fitting in with the existing Tactic interface.



The new, darker timeline makes it easier to identify tags

Additional updates to tagging include:

- A shortcut has been enabled to add a note to a tag (Ctrl/Cmd + N)
- Shortcuts can now be added for labels in the tagging panel editor
- When a tag button is activated in manual mode, there is a pattern to indicate it is activated
- When a tag button is pressed and not in manual mode, there is a timer animation that shows the time until the tag is finished
- There is an option to create a new row, or rename existing rows, in the Content menu

- Tags can now be dragged between rows
- Tags can be resized by holding the Alt key and dragging either of its ends
- Clicking the 'Return to Tagging' button in telestration mode will return to the current timecode

CLIP LOADING

Tactic can now automatically change video standard to match a new clip being loaded into the software without restarting. This means that, for example, Tactic can change between 1080p 25fps and 720p 29.97fps without restarting.

Tactic can also lay off different frame rates that are recorded as separate clips. When recording as a single clip, the frame rate from the first clip will be set across all clips, which can lead to some clips recording in slow motion.

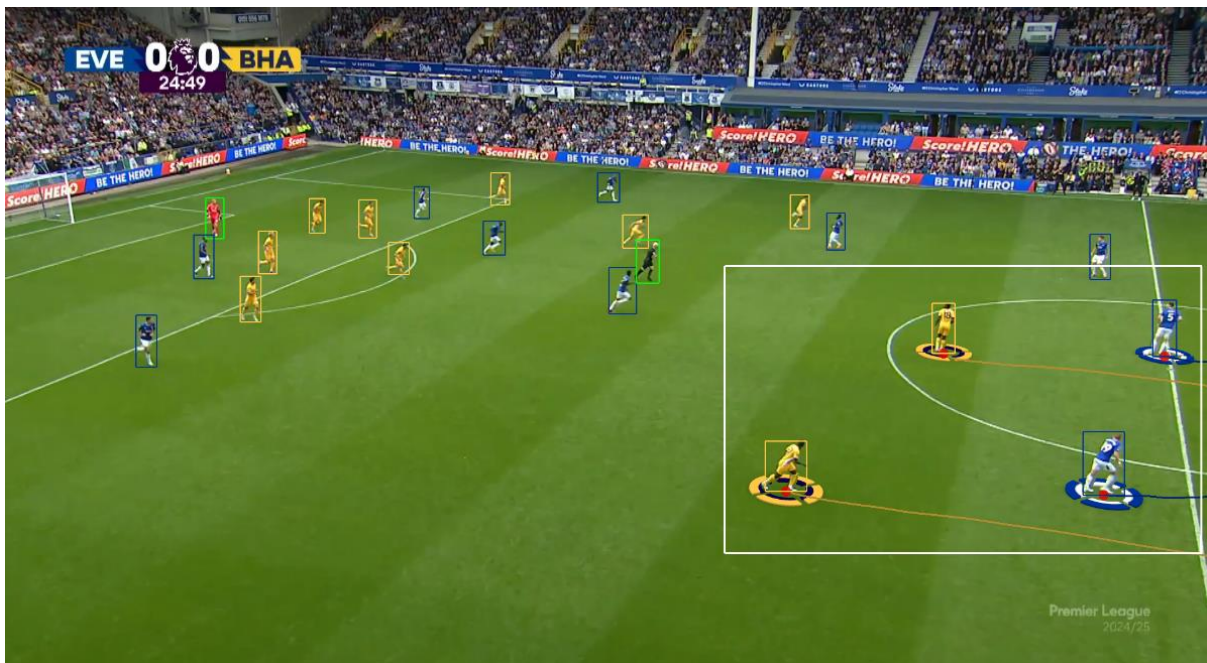


The current framerate and league package is displayed along the top bar

OTHER NEW FEATURES

MULTI-SELECT

Users can click-drag across multiple graphics in the video window to select them, making it easier than ever to edit multiple graphics at once.

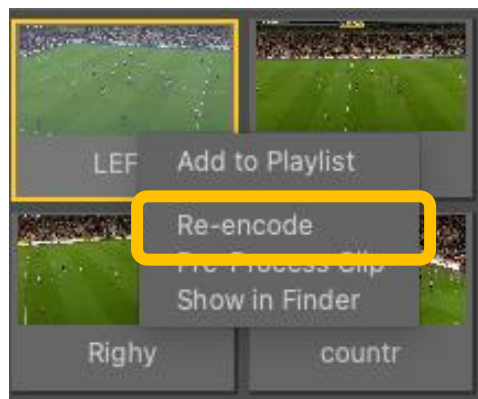


Click-drag to multi-select graphics on the video window.

RE-ENCODE CLIPS

In the clips menu, there is the option to re-encode a clip to the settings that Tactic is currently running. This is particularly useful if the clip has a variable frame rate, or needs to be set to a different frame rate if it is to be laid off with other clips.

Re-encode is available for use on a single clip or on a folder of clips. A selected clip is automatically set to be redirected back into the clips folder so users can work with it directly.



Re-encode is now an option in the context menu of clips

NO CLIP GRAPHICS

An additional option has been added for no clip graphics, which places a title slide with a duration of 10 seconds. This can be used to add slides into videos and presentations, as the slide can be saved as an analysis and functions as a clip does.



The no clip graphic buttons for the virtual stadium and a title slide

GRAPHICS UPDATES

SCOREBOARD

A scoreboard graphic has been added to Tactic, allowing users to add greater context to their work. The scoreboard can be applied clip by clip, or to an entire game to be recorded. If users tag in Tactic, there is an option to sync the scoreboard with the timeline.

There are a large number of customisations available, including adding and removing added time, team logos, adjusting the clock format and using events to change score.



The scoreboard showing the added time functionality

OFFSIDE

The offside tool has been updated to include the ability to choose which side the offside faces, rather than the tool automatically changing when it crosses the halfway line. This can be adjusted by editing a new parameter, 'Facing Direction'.



The offside tool showing the new functionality, facing the left goal

FUTURE TRAILS

In the trails tool, the option for 'Future Trails' has been added. This tool shows where a player will run, and can be added with Player Detect or manual keyframing.



The future trails option in trails

OTHER UPDATES

- The focus tool now has the option for a fixed size
- The counter tool has some new texture options
- The image tool has a new flare parameter
- The magnifier has the option for a flash image
- 2 Click and Multi Click regions now have their opacity automatically set to 0.5
- The textbox tool is now untracked and can be positioned using the offset functionality
- Events have been added to lines, regions, radars and shafts of light
- The speed graphic can now estimate acceleration

PITCH CALIBRATION IN TACTIC SCOUT AND ADVANCED

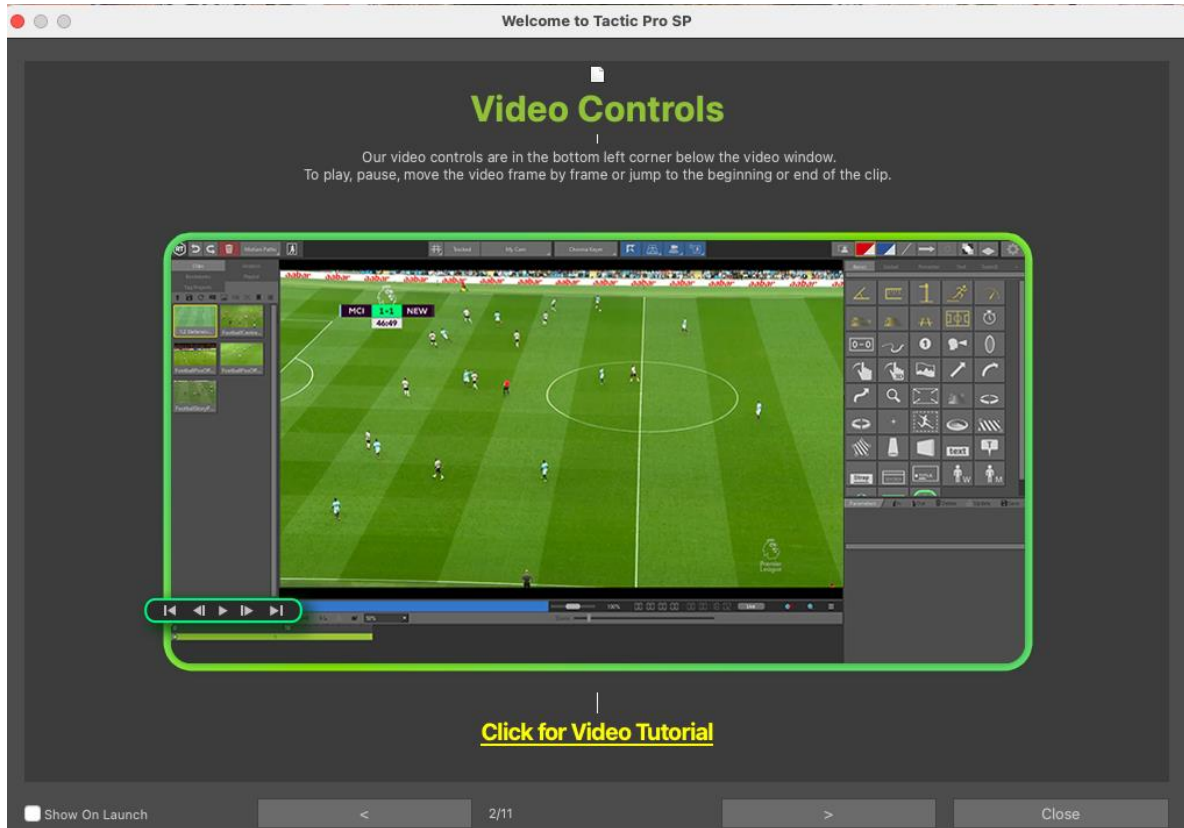
There are now multiple options for Tactic Scout and Advanced:

- Tactic Scout
- Tactic Scout AI
- Tactic Advanced
- Tactic Advanced AI

The AI versions of these products now have access to AI Pitch Calibration (and manual calibration) and our market-leading Player Detect.

LAUNCH PAGES

To help new users come up to speed and for existing users to develop, there are now tutorial pages available on launch which go through Tactic's basic operation. These include links to specific tutorials and can be turned off or on, depending on user preference.



A launch page in Tactic Pro, showing the video controls for the product, with a link to a video tutorial