Ent 4499 – Video System Design for E-Sports Tournament

Student: Emmanuel Casseus
Tracks: Video/Lighting
Position: Video System Designer

Project Description

This project is a joint collaboration between me, various students, faculty and the E-Sports club, to stage and document a live video game tournament held here at city tech.

My main focus on the project will be the video aspect. The Video department of the project will be handled by me and another student, my role is the video system designer for the event. My job is to design a video system that will allow the games to be livestreamed, recorded and stored for future playback. The gameplay will also need to be projected live for the audience at the venue to see on the projection screen. The stream will likely be streamed via Twitch, as the main idea is for the tournament to be viewed from other people outside of City Tech. The system will also be capturing footage of the gameplay, the local commentators and the competing players. The goal of our system is to have as much flexibility as possible during the event run. I believe this project is perfect for me because I have always wanted to learn the process behind live streaming. This will be a new experience for me, and while my end goal is to be a video editor, I believe that having hands-on experience with different areas of video will help me greatly in the long run because it will expand my horizons and skill level. If I were to be employed by a company that happened to require assistance regarding streaming equipment, using what I learned from within this project would prove beneficial to both the company and myself.

Methods

The design of the video system is based on equipment that is already in house and any other equipment that might be necessary is decided upon later. The main equipment needed will be a video switcher (to switch display outputs on the stream), the AJA Helo which is a device that will allow the media to be casted to the streaming platform (Twitch for example), and various different devices such as computer monitors, converters, etc. I am given a list of equipment that we already have and I had to base my system design off of that equipment. I have control over what area all the devices will be placed as well as the various monitors and gaming equipment. However, the location must be discussed with the lighting and sound departments so that I can diagram how the video system will extend towards their both for any equipment they may need. Audio would need to receive sound from our live stream via an audio tap, while lighting would need a monitor that screens all the camera sources so they can adjust lighting accordingly.

Team Members

Name	Position	Title
Conny Gordon	Production Manager	Student
Steve Ortiz	Lighting Designer/Operator	Student
Raihan Chondra	Show Director	Student
Jose Calderin	Esports Club	Student
Yamil Gil	Esports Club	Student
John Cruz	Esports Club	Student
Emmanuel Casseus	Video (System Designer)	Student
Anthony Cruz	Video (Content)	Student
Ezequiel Salvatierra	Sound System	Student
Antonio Rios	Marketing	Student
Ekemini Nkanta	Graphic Design	Student
Mamadou Diallo	Graphic Design	Student
Sue Brandt	Management	Faculty
John McCullough	Management	Faculty
John Huntington	Sound Management	Faculty

Project Deliverables

- Video System Diagram for the event (final)
- Equipment list for the event (final)
- Poster
- Calendar
- Portfolio