

Video System Design for E-Sports Tournament

Emmanuel Casseus – Video System Designer

Department of Entertainment Technology

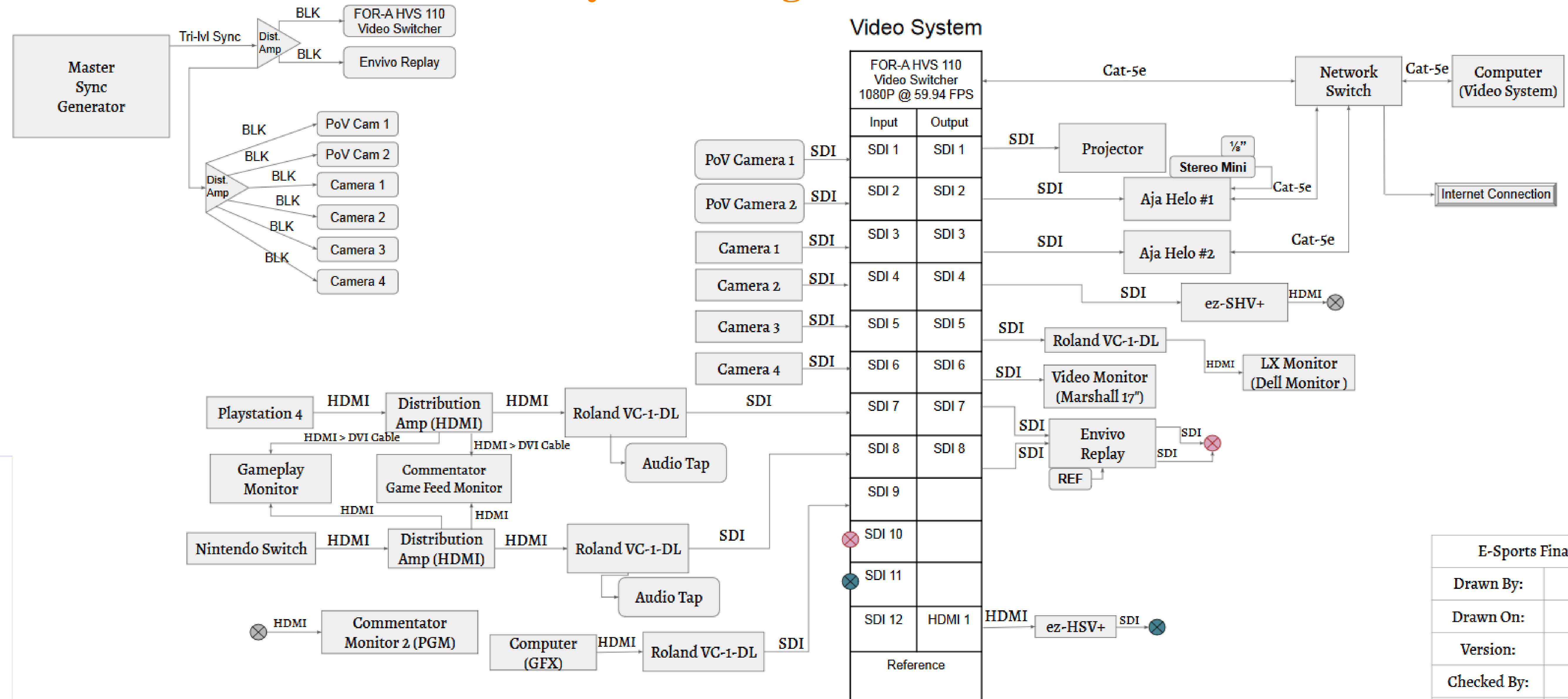
Final System Design

Introduction

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.

I have created a video system design from scratch that will allow the video games to be livestreamed, recorded and stored for future playback. The tournament was livestreamed on Twitch.

The end goal of my system design is to have as much flexibility as possible for on the fly changes if necessary during the event run.



Video System Capabilities

- Video content is livestream and recorded at the same time.
- Recorded footage is stored at the end of the show run.
- Allows seamless switching between video displays outputs on stream for the announcers, game footage & participants of the tournament.
- Seamless 1080P 60FPS, footage livestreamed to audiences over Twitch.
- Various Camera shots of the venue, audience and participants of the tournament.
- Allows for outside graphics to be inserted during the stream.
- All streamed content will be displayed at all times to Lighting, Sound & Video Crew.

Conclusion

This was a rather strenuous and time consuming project that required a lot of communication between my technical advisor and crew members.

This project required extensive communications, understanding and teamwork between everyone to achieve the intended final end result.

Everything listed here was taught to me by my Professor and Technical Advisor Barry Grossman. All my experience was learned first hand during the spring semester and was nurtured throughout the many months of the semester.

The end goal I had hoped to achieve is one where there is very few technical issues and overall the livestream of the final tournament ends with a **'Good Show'**.

Extremely Grateful Towards:

1. Barry Grossman – My tech advisor and system design mentor.
2. Project Team Members – My team members; Steve Ortiz, Conny Gordon, Ezequiel Salvatierra, Anthony Cruz, etc, without the whole team this project would be impossible.

E-Sports Final Video System Design Diagram	
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