

Streaming Track and Field – Single Camera

Equipment checklist:

- Camera and power supply
- Tripod
- Camera RCA or composite cable
- Power strip
- Extension cord
- Ethernet cable
- Video capture device
- Laptop and power supply
- Roster

1 Pre-Production and Setup

1. Go to cms.playonsports.com (PlayOn Manager) to schedule your event
 - a. Be sure to schedule games at least **two weeks** before the event is to occur so that you can promote your broadcast to your potential viewers (i.e. school, parents, community)
 - b. Give you event a descriptive name/title. For example: “Varsity Track – Eastville Invitational”
2. Give yourself at least an hour to and hour and a half to set up and prepare your overlays.
3. Make sure you have access to electricity in the field and a long enough extension cord. Power supplies can be scarce at fields.
4. Make sure you have enough room to set up your tripod.
5. Set up your camera so that you are not shooting into the sun.
6. Set up your equipment, and start your laptop.
 - a. Test your Internet speed by go to www.speedtest.net and note your upload speed. You’ll end up choosing your streaming bitrate based on the following table:

Internet Speed	Streaming Bitrate
Upload speed > 1.5 Mbps	640x360_846 kbps
Upload speed between 1.0 – 1.5 Mbps	640x360_696 kbps
Upload speed between 0.7 – 1.0 Mbps	640x360_496 kbps
Upload speed < 0.7 Mbps or wireless	640x360_126 kbps

- b. Start PlayOn! Producer
 - i. Choose Live Stream (and sign in) or
 - ii. On Demand is your Internet connection is not strong enough to handle a Live stream
 - iii. In the PlayOn! Producer Settings, choose the following:

Video Device	Elgato
Video Input	(Composite or S-Video)
Overlay	Track and Field
Preset	Choose from the table above

- c. Find the event you previously scheduled by date, highlight the name and hit **Continue**
 - d. As there are lots of schools in a meet, focus on entering in your team information and appropriate logos in the Overlays.
 - e. Queue up any videos/commercials you plan to play during the broadcast.

2 Starting Production

1. Make sure there are no menu settings showing up on your camera screen (this can be distracting to viewers)
2. 10 minutes before the event starts, click **Start Stream**.
3. 2 minutes before the event starts, click **Go On Air** and **Mark In**.
4. You may want to consider using the **Generic Locator** overlay before the game begins/during the pre-game announcements

3 Tips for the Camera Person

1. Depending on the event, you'll either want to be **at ground level**--right outside the track or on the field--or **up in the bleachers**.
 - a. Ground level is best for all **field events and sprints**
 - b. **Anything longer than 100m** shoot from up in the bleachers.
2. When you're setting up, make sure the tripod is level.
 - a. Most tripods come with a bubble level. Make sure the bubble is in the center circle.
 - b. If you do not have a bubble level, you can manually level by lining up the frame to the horizon line.
3. **WHITE BALANCE!** It's very important, *especially* when going from indoor to outdoor sports (or vice versa), to white balance your camera so it can adjust to the new lighting. That way, your coloration will look much more natural. Each camera's white balance functions are different, so refer to the camera's manual when adjusting it.
4. There are several events, so you may choose to switch between them for balanced coverage. Be sure to do this at natural stopping points in the action. Don't cut away in the middle of a sprint or while an athlete is in mid-jump.
5. For running/hurdle events, keep a wide shot and slowly pan the camera, following the runners in the lead.



6. For jumping or throwing events, your frame can be a little tighter, as there is only one athlete going at a time.
7. Since there are multiple events, be sure to have an overlay to identify each event you're showing (as in the screenshot above).
8. If the player is badly injured, cut to commercial, or pan to the scoreboard. It is respectful to not keep the camera on a player that is in a lot of pain or has a visible injury.
9. Keep the camera rolling a few minutes after the game to catch team reactions/team comradely/team-coach interaction.

4 Tips for Announcers

1. Since there can be long stretches of downtime between events or in long-distance events, you may want to consider using two announcers.
2. If you only have one announcer, make sure to catch plenty of natural sound and crowd noise (just be cautious of passionate parents that may use foul language).
3. Research the athletes a little bit before the meet. This will give you some interesting facts to talk about during the broadcast.
4. Describe the meet in great detail. This adds entertainment value for viewers.
5. Repeat *which* event you are covering, to remind the viewer.
6. If you have no announcers, just be sure to record plenty of natural sound and crowd noise.

5 Scoring and Overlay Timing

1. You may want to use the **Generic Locator** overlay until the meet starts and in between events.
2. Use the **Lower Third** overlay to show which event is happening at that moment.
3. Write down the times and a brief description of any highlights that occur. You can cut highlights later in PlayOn! Manager.
4. Consider interviewing the players/coaches after the game.

6 Post Production

1. If you are streaming the game Live, email support@playonsports.com with the event ID number and a message that says, "Event id# _____ is complete. Please upload."
2. If you are recording this game for On Demand viewing, upload your video file either through the PlayOn Producer Uploader or PlayOn Manager.
3. If you wrote down any highlights, go ahead and use the Highlight Creator in PlayOn! Manager to cut them.