

5G O-RAN: Making Live Broadcasts of Baseball Games More Engaging

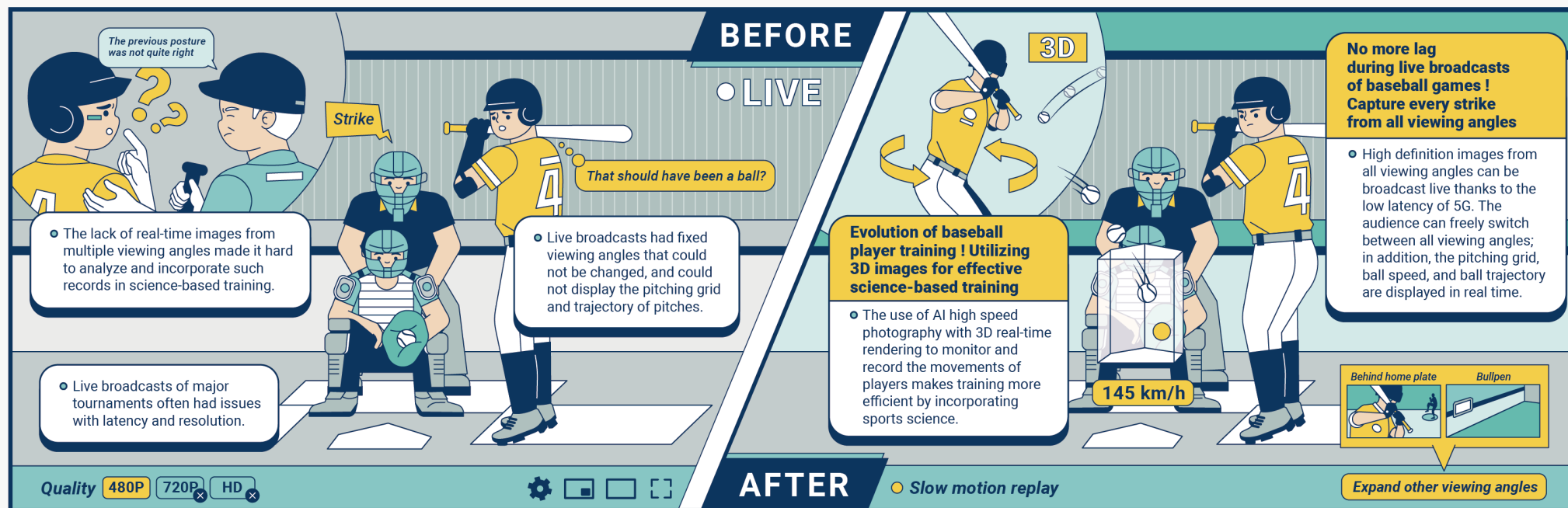
360 Free View System – Three-Dimensional Strike Zone with 5G Smart Baseball Field Establishment

Baseball is a highly popular sport in Taiwan. Live broadcasts via 5G can display the pitching grid and track the ball from all angles from the moment it leaves the pitcher's hand to when it is caught by the catcher. Furthermore, accurate records from multiple viewing angles allow efficient sports science to be further implemented in training.

Project Results

#First in the World | The strike zone can be displayed from all angles through the 5G live broadcast to effectively improve viewers' experience.

#Improved Training Efficiency | The full viewing angle baseball sports science training record system monitors and records the movements of baseball players, so that coaches and sports science teams can more effectively help baseball players improve their sports performance.



BEFORE

● LIVE

- The lack of real-time images from multiple viewing angles made it hard to analyze and incorporate such records in science-based training.
- Live broadcasts of major tournaments often had issues with latency and resolution.
- Live broadcasts had fixed viewing angles that could not be changed, and could not display the pitching grid and trajectory of pitches.

Quality 480P 720P HD

AFTER

- Evolution of baseball player training ! Utilizing 3D images for effective science-based training**
- The use of AI high speed photography with 3D real-time rendering to monitor and record the movements of players makes training more efficient by incorporating sports science.
- No more lag during live broadcasts of baseball games ! Capture every strike from all viewing angles**
- High definition images from all viewing angles can be broadcast live thanks to the low latency of 5G. The audience can freely switch between all viewing angles; in addition, the pitching grid, ball speed, and ball trajectory are displayed in real time.

● Slow motion replay

Expand other viewing angles