

DELTA OFFSIDE



VIRTUAL OFFSIDE LINES FOR VAR IN FOOTBALL

DELTA-offside is a cutting-edge FIFA-certified offside decision review system dedicated to Video Assistant Referee (VAR) technology in football. With DELTA-offside, referees and VAR officials can benefit from both 2D and 3D virtual offside lines that are quickly and precisely overlaid on the pitch. The 2D offside line is drawn from a chosen point on the field, usually centered around a player, offering immediate insights into potential offside infringements. Meanwhile, the 3D offside line, using stereoscopic mode, projects a line on the ground from a selected point in space, typically the head or shoulder of a player, allowing for more comprehensive and accurate judgments.

KEY BENEFITS

- Speed and accuracy
- 2D and 3D virtual lines
- All-weather reliability
- Easy integration
- Enhanced precision
- Defender/attack line annotation

KEY FEATURES

- 2 types of offside lines generation modes:
 - o 2D mode
 - o 3D stereoscopic mode
- Calibration up to 10 cameras
- Automatic calibration
- Adaptive chromakeyer (taking lightning or weather conditions change into account)
- Automatic offside line determination
- Very easy graphics configuration:
 - o Simple color picking for line and areas
 - o Possibility for animated textures for lines, areas & logos
 - o Adjustable lines' width and margin on the fly
 - o Lines can be drawn with or without areas
 - o Separate transparency adjustment for each group
- Visual indicators for operator (e.g. white balance)
- Detection of curved line areas during the calibration process
- Auto-detection of lens curve anomalies during the calibration process
- Possibility to clear defense/offense lines

IMPORTANT NOTE:

Upgrading to version 2.1 of the software requires a hardware upgrade of the DELTACAST servers

DELTA-offside is partner of



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