

### Single KAIROS Unit Breaks Through Video Production Limits For Richer, More Expressive eSports Broadcasts



## PlayBrain Inc.

Installation: March 2022  
Location: Kanto region, Japan

#### The Challenge

Achieve stable, high-quality video production.

#### The Solution

The KAIROS IT/IP platform was introduced to achieve unlimited layering of video content within the system GPU's limits, enabling easy and reliable production of advanced video.

**"With just one KAIROS unit, we can create effects and motion that we had to forego previously due to excessive equipment requirements."**

Mr. Teruaki Masumitsu  
Technical Lead  
PlayBrain Inc.

Note: Job title at time of implementation

#### Background

#### Search for a Switcher Suited to eSports Streaming

PlayBrain Inc. specializes in broadcasting eSports tournaments such as Multiplayer Battle Arena and FPS games. The broadcasts involve large numbers of online players and complicated live streams incorporating various video sources, including gameplay screens, player cameras and commentary video. Previously, the company used IP-switcher and PC-based software switchers for video production, which presented significant challenges in terms of system stability and operational complexity. In addition, achieving multi-layered visual effects required significant effort and equipment. In response, the company decided it needed to upgrade to a more efficient and reliable system.

#### Why KAIROS?

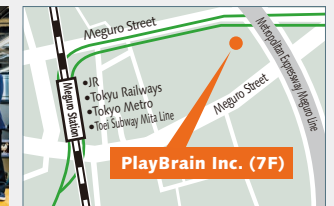
#### Offers Simplified Operation for Achieving High-quality, Multi-layer Compositions

According to PlayBrain's Mr. Masumitsu, who oversaw the company's selection of a new system, "In eSports, the ability to manage 10 or more layers simultaneously is critical, so we needed a system that could reliably handle multiple video sources. KAIROS offers unlimited and intuitive multi-layer configurations within the system GPU's capacity, as it eliminates the need to create multiple MEs with layered effects. KAIROS stood out as the only switcher capable of delivering high-quality visual effects while offering simplified operation, making it ideal for our production needs."

#### Expanding eSports to a Broader Audience

Founded in 2016 to share gaming culture with a broad audience, PlayBrain is involved in a wide range of eSports activities. These include organizing and broadcasting eSports tournaments, promoting game-related products, providing business consulting and managing events, all with the ultimate goal of highlighting the excitement and appeal of eSports.

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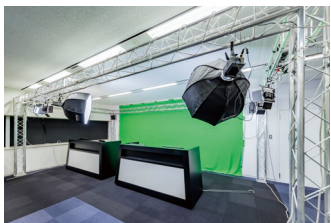
# IT/IP platform "KAIROS"



▲ Control room with three operators: KAIROS operator (rear), audio mixer (center) and director (front).



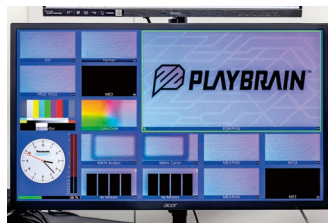
▲ KAIROS control panel with two multi-view screens positioned directly in front, Kairos Creator PC on operator's left for convenient instant access.



▲ Commentary video shot in a chroma key studio and seamlessly composited using KAIROS' simple yet precise chroma key function.



▲ Frequently used macros and materials are assigned to front-panel buttons for easy access, allowing operators to remain comfortable during long broadcasts.



▲ Flexible multi-view can be freely customized for desired size, position, viewing angle and output.



▲ Kairos Creator's intuitive design makes creating complex visual effects as easy as creating a PowerPoint presentation.  
*PowerPoint is a registered trademark of Microsoft Corporation in the United States and other countries.*

## Benefits

### Achieving Advanced Visual Effects Beyond Previous Limitations

Sharing his experience, PlayBrain's Mr. Tamura, who is in charge of operation, said: "With our previous system, we could only handle four transitions, but since adopting KAIROS such limitations are no longer an issue. We can create dynamic visual effects with more than 20 layers for large tournaments, and we can easily meet our customers' demands for creative effects. The macro functionality is especially helpful, enabling effects sequencing with a single button. And by creating custom source code, we can achieve even more complex effects. The snapshot feature is also invaluable, allowing us to easily save and switch between scene layouts or layer settings. Having worked with a variety of hardware and software switchers, I find KAIROS to be incredibly flexible, as well as unrestricted by conventional systems' limitations with things like patterns."

### Domestic and International Streaming Simultaneously

According to Mr. Tamura: "For simultaneous domestic and international broadcasts, we create separate streams for Japanese and English audiences and send the English video to an Australian distributor. Previously, this process required two switchers due to differences in content. With KAIROS, however, we can easily handle both productions simultaneously. Also, when our international team noticed a significant improvement in video quality and asked what equipment we were using, they were genuinely surprised to learn that we were managing everything with a single KAIROS unit." Mr. Masumitsu explained: "In the past, producing a higher-quality broadcast often involved functional limitations as well as additional equipment and staff. With KAIROS, we've not only improved broadcast quality but also streamlined operations, reducing our team size from five or six people to just three."

## In the Customer's Own Words

### Expanding Our Use of KAIROS for On-site Tournaments

"After implementing KAIROS and training our operators, we found they were able to master it significantly faster than other switchers. Most achieved advanced proficiency in just a half day. In eSports, where finals often take place on site with players competing in arenas, our operators have been so impressed with KAIROS that we're now considering using it at these venues as well. Looking ahead, we aim to harness KAIROS's capabilities, including its macro functionality and ever-evolving features, to push the boundaries of what's possible and deliver productions that we could only dream of before," said Mr. Masumitsu.

### Delivering Even More Compelling Content

Mr. Tamura remarked: "Since adopting KAIROS, its capabilities have grown significantly with regular firmware updates. The REST API for control via web controllers and other external devices offers promising opportunities for further workflow improvements. Also, a recent update introduced film-style effects, so we're excited to make full use of these new tools as well. We are devising innovative ideas for leveraging these upgrades to further expand our creative expression."



Mr. Teruaki Masumitsu  
Technical Lead  
PlayBrain Inc.  
Mr. Kazuya Tamura  
Assistant Director  
PlayBrain Inc.

Note: Job titles at time of implementation

## Installed equipment

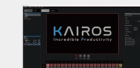
**KAIROS**  
Incredible Productivity



Kairos Core 100 (Main Frame)  
**AT-KC100 x1**



Kairos Control (Control Panel)  
**AT-KC10C1 x1**



Kairos Creator (GUI Software)  
**AT-SFC10 x1**

