



NFL Network

NFL Network drafts in The Switch's remote production team to upgrade its college football game plan

Live time

- The NFL Network needed to cost-effectively produce high quality broadcasts of its Conference USA college football schedule, a critical series of games that showcases its next generation of athletes – relying on The Switch's remote production service to produce the games more efficiently without compromising quality
- The Army Black Knights versus the University of Texas at San Antonio (UTSA) Roadrunners game was the first to leverage The Switch's expanded remote production control room in Burbank, California to deliver outstanding coverage
- Game was run as a complete remote production with multiple Hard Cameras – both 25-yard lines, the 50-yard line, Reverse 50-yard line, End Zone, Sideline Cart, 2nd End Zone, with one unmanned play clock camera and booth cam
- NFL Network provided producer and talent, while The Switch delivered a complete crew

Always there

- Onsite at the Alamodome in San Antonio, NFL had its own announcers, while The Switch provided the stage manager, operators for the nine game cameras, audio assistant, video shader and utility engineers
- The Switch production team in Burbank included a director, technical director, audio mixer, associate director, broadcast assistant, bug operator, and a crew of operators handling replays and graphics (scorebug and 1st-and-10 line) – as well as a producer provided by NFL
- Encoding on site included 1080p 59.94fps signals coming from the Alamodome and decoding was handled in Burbank via The Switch Access boxes
- The Switch facility ran four mezzanine encodes of the produced output using both AWSDX and ZIXI protocol, feeding multiple transcode instances across the globe; each transcode instance transcoded the 1080p 59.94 signal into three renditions and distributed RTMP streams to a total of over 30 different destinations globally

Always on

- The Switch leveraged its highly flexible remote production and transmission services to deliver a complete managed service that provided a finished product delivered to NFL Network's master control integration and release point at Encompass Atlanta, Georgia – with zero compromise on quality
- Thanks to The Switch, NFL Network reduced costs for each remotely produced game by about 25 percent and simplified its all-IP delivery workflow for distribution to national and international affiliates
- Army Black Knights versus UTSA Roadrunners game saw more camera positions than a typical onsite broadcast of a college football game, helping deliver a richer more engaging viewing experience to fans
- Having a core group of experienced, first-team technicians working consistently together on each broadcast was of huge value to the broadcaster, with NFL Network's Vice President of Broadcast Operations, Leon Schweir, saying: "I often had directors or producers come in and be amazed at the crew they had... I called it the house band because they're always there."