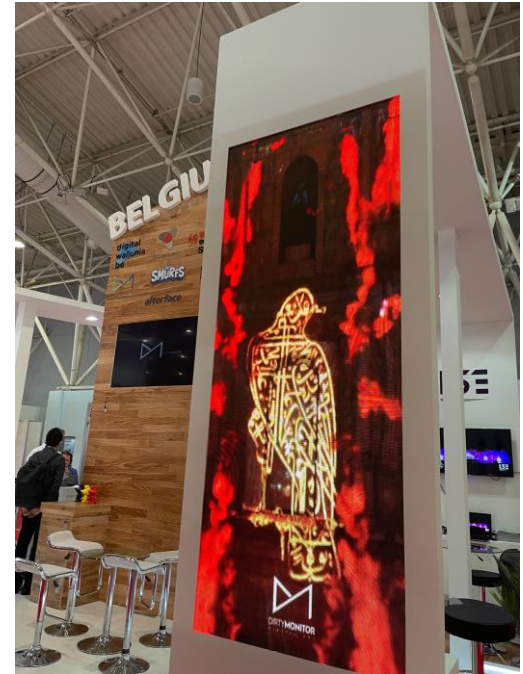


TWIST

Sport/Entertainment/Culture

Introduction



Business network

100



“Sport / Entertainment / Culture”

Behind the stars, **some Technologies**

- live production
- performance monitoring
- data management
- connectivity
- 2D/3D animation,
- Special effects (SFX)
- Post-production (image and sound)
- Shooting material & Digital equipment
- AI
- Blockchain
- Augmented Reality
- Virtual Reality
- Workflow expertise,
- large scale audiovisual archives
- digitization services
- Text mining
- OCR
- Electronic Document Management
- laser-scanner technology
- Indexation
- Semantics
- integration and engineering of digital equipment
- Image analysis,
- Image processing
- slow motion,
- sport graphic solutions,
- IP TV,
- video streaming,
- automated production technologies,
- digitization & digital archiving,
- integration and engineering of digital equipment,
- virtual studios



*Building
Happiness
since
1958*





HOLLORH

HYPER VIRTUAL | REALITY CENTER

BY



“Sport / Entertainment / Culture”

The Market (live Sport & e-sport, live music, live TV show, museums, live show, theme parks): **Interdisciplinary by nature**



“Sport / Entertainment / Culture”

Scope, Impact going beyond sport and entertainment shows

Smart Venues



- performance monitoring
- media coverage
- data management
- fan experience and connectivity
- security

Smart City



- mobility
- event management and logistics
- communication
- security
- Sport & entertainment in cities

“Sport / Entertainment / Culture”

Understand the impact of a decision – A fan centric approach



IP owners

- reducing the production costs
- improving the quality
- innovative business models



Fans



Technologies – R&D

- immersive and Interactive Tech
- AI
- blockchain



IP Distributors

- media coverage
- data management
- fan experience and connectivity
- social networks
- hyper personalisation of content



Financial stakeholders

- data management
- fan experience
- fan engagement

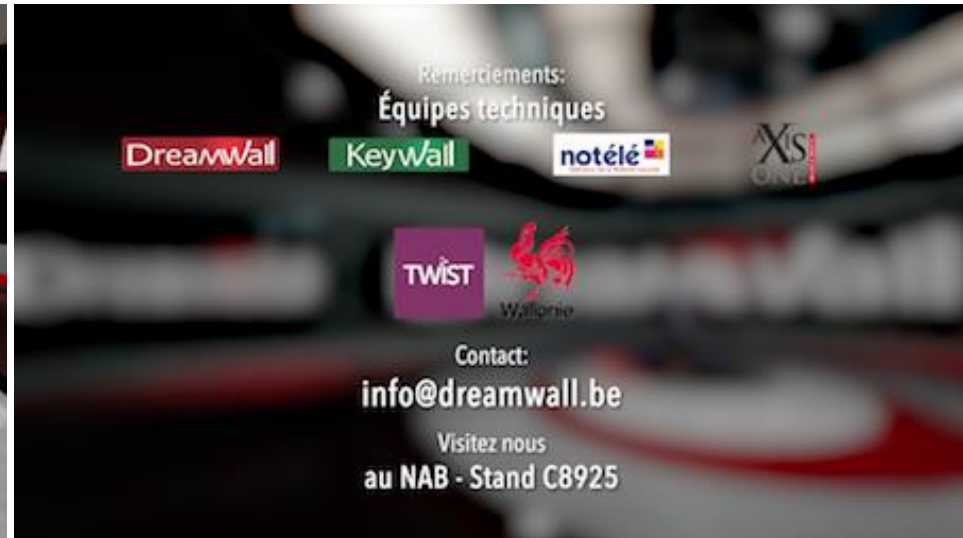
“Sport / Entertainment / Culture”

Solution lab to develop products/services and knowledge



“Use Case 1”: Development of a POC

Dreamwall / Keywall / notelé / Axis One / TWIST



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THANK YOU !



Wallonia.be

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