

disguise powers immersive NBA 2K League Draft live stream

Atlanta-based virtual production company MEPTIK, who recently joined disguise, used OPTIK Studios to deliver an extended reality broadcast for the fifth annual NBA 2K League Draft.

In this case study, learn how MEPTIK employed the disguise xR solution to create the dynamic setting for the esports event, which was livestreamed on the NBA 2K League's [Twitch](#) and [YouTube](#) channels.



Summary

The NBA 2K League, a joint venture between the NBA and Take-Two Interactive, is the first official esports league operated by a US professional sports league.

Launched in 2018, it currently features 24 teams, most of them affiliated with NBA teams, and the best NBA 2K players in the world. The League's fourth season (2021), culminated with the first in-person playoffs and finals since the pandemic began. The draft for the subsequent 2022 season was held virtually on February 26 and live-streamed to fans worldwide.



The challenge

MEPTIK were tasked with live-streaming the main sportscasters using OPTIK Studios into a dynamic, fully virtual Unreal Engine environment whose immersive set surrounded the talent with virtual graphics including changing big boards, a ticker, team graphics and a basketball court-style floor. The entire event was produced remotely using both xR and remote workflows.

MEPTIK programmed the xR show with two disguise vx 2 media servers and three rx II rendering nodes. They needed to maintain the ACES colour space and the performance demands of the remote texture parameter workflow. Remote textures within disguise's Designer software were used to dynamically replace the content of varying formats: stills, reflections, backgrounds, PowerPoint slides and video.



The solution

MEPTIK doubled the cluster pool of the inner frustum to allow the disguise RenderStream bi-directional infrastructure to pass the remote texture parameter at a stable frames-per-second rate. The modularity of RenderStream enabled MEPTIK to easily add an extra rx II render node to the cluster and split the workload of the real-time Unreal scene among multiple servers.

Learn more about RenderStream by reading our buyer's guide



“

Working with disguise was fantastic, as always. disguise provided ease of scalability and an amazing set extension feature, which transformed the studio set into a large, immersive space.”

David Vargas, xR Specialist, MEPTIK



The result

The complex event was a success on many levels. The show caller worked remotely from Defacto Entertainment in Vancouver in conjunction with OPTIK in Atlanta and OS Studios in New York.

The set extension worked seamlessly and hundreds of cues were triggered.



Success

3

day project

418,157

views on Twitch

8,000+

views on YouTube

Fans worldwide who livestreamed the draft were treated to a dynamic esports event heralding the upcoming season. xR seamlessly delivered the kind of big, immersive look and feel that gamers have come to expect from every esports event.

Watch the full re-stream



disguise equipment used

rx II



With rx II, you have the power to create photorealistic, high quality real-time graphics, displayed directly on your screens and virtual sets.

[Find out more](#)

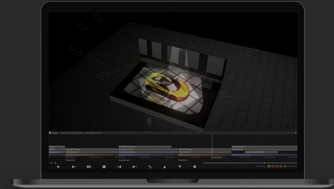
vx 2



Building on the strength of the vx 4, the vx 2 gives you the freedom to build out your technical capacity depending on the size of your production.

[Find out more](#)

Designer software



Designer is the ultimate software to visualise, design, and sequence projects at every stage, from concept all the way through to showtime.

[Find out more](#)



In partnership with:

Production Company: Defacto Entertainment

Studio: OPTIK Studios

Virtual set design, technical implementation, studio operation: MEPTIK

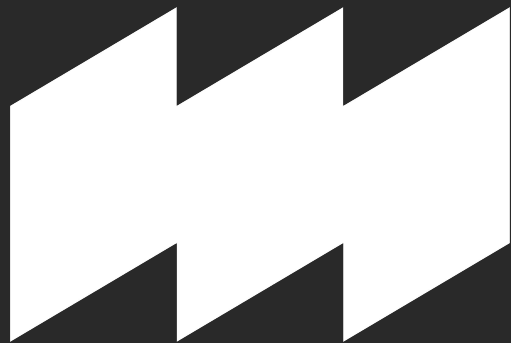
Studio Operation: Creative Technology

Graphics engine: Unreal Engine

LED Displays: ROE Visual

Cameras: Blackmagic Ursa Mini 4.6K

Camera Tracking: stYpe



CREATIVE
TECHNOLOGY



disguise



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