

# Esports Success Story

OGN | CLASH ROYALE WORLD FINALS (2019)

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A post-match stat screen, automatically populated in XPression using a custom data parser for Supercell's "Stats Royale" API and XPression Datalinq.

## OGN | CLASH ROYALE WORLD FINALS (2019)

LOS ANGELES CA, USA

OGN, formerly known as Ongamenet, is one of the world's original esports production companies. Founded on July 24, 2000, OGN started as a South Korean cable television network dedicated almost entirely to coverage of the video game StarCraft: Brood War. Regarded as one of the most well respected and storied esports organizations of all time, OGN has hosted many of the greatest esports tournaments and matches. OGN has since expanded outside of South Korea and now offers programming and production services for a wide variety of games, including PlayerUnknown's Battlegrounds (PUBG), Clash Royale, Hearthstone and more.

The **Clash Royale League World Finals**, produced by OGN in partnership with game developer **Supercell**, is the annual world championship event for the **Clash Royale League (CRL)**. The best teams in the world battle it out across multiple regions and two seasons per year for the right to play in the World Finals. The one-day tournament, which is in a different location every year, features a prize pool of \$400,000. The first-place team wins the top prize of \$150,000 and receives the title Clash Royale World Champions.

### THE CHALLENGE

OGN produces content out of their Manhattan Beach Studios location, but it was decided that **The Shrine Auditorium and Expo Hall** in Los Angeles was to host the 2019 World Finals. OGN needed a reliable, high-powered mobile production solution with a Unified Workflow to handle in-venue LED screens and broadcast to multiple linear and online partners in 3 languages. Additionally, they needed a solution that could automate stats from a game API data stream and incorporate multi-camera tracking for live augmented reality inserts.

### THE SOLUTION

When it was time to determine the path forward with production, OGN wanted to learn more about the esports solution provided by **Ross Mobile Productions (RMP)**. After in-depth consultations, the Production team at OGN decided that the condensed workflows and efficiencies made possible with the full Ross esports Solution was the way to go.

The core Ross components of the solution included:



To build and deploy the show, RMP and Ross' creative arm, **Rocket Surgery Virtual Productions (RSVP)**, were chosen as the production partners. To trigger the show in real-time at the push of a button, RSVP leveraged custom DashBoard panels to control the full suite of Ross and 3rd party products. Elevating the production even further, the team leveraged Ross' UX toolkit to build out an Augmented Reality Virtual Studio enhanced production.



The front bench of RMP6 4K, Ross Mobile Productions' 30-foot expandable production truck, during the Clash Royale World Finals.





# FOR MORE INFORMATION...



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Technical advice is available on-line, by telephone, or email to Ross Video – **Included for the life of your product.**

## THE IMPACT

A true Ross turnkey esports event, RMP provided the lighting, LED Screens, crew and equipment. By using one Technical Director for 3 broadcasts and screens, one XPression operator for 3 broadcasts in 3 languages and screens, and one replay operator monitoring all reax cams and observer streams, OGN was able to bank considerable savings on equipment and staffing. The CRL World Finals was widely regarded in the esports industry as one of the most polished looking and well produced events of the year.

# ARTICLES, TESTIMONIALS & REELS

[ROSS ESPORTS CRL WORLD FINALS REEL](#)

[2019 CLASH ROYALE LEAGUE WORLD FINALS \(ENGLISH\)](#)

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