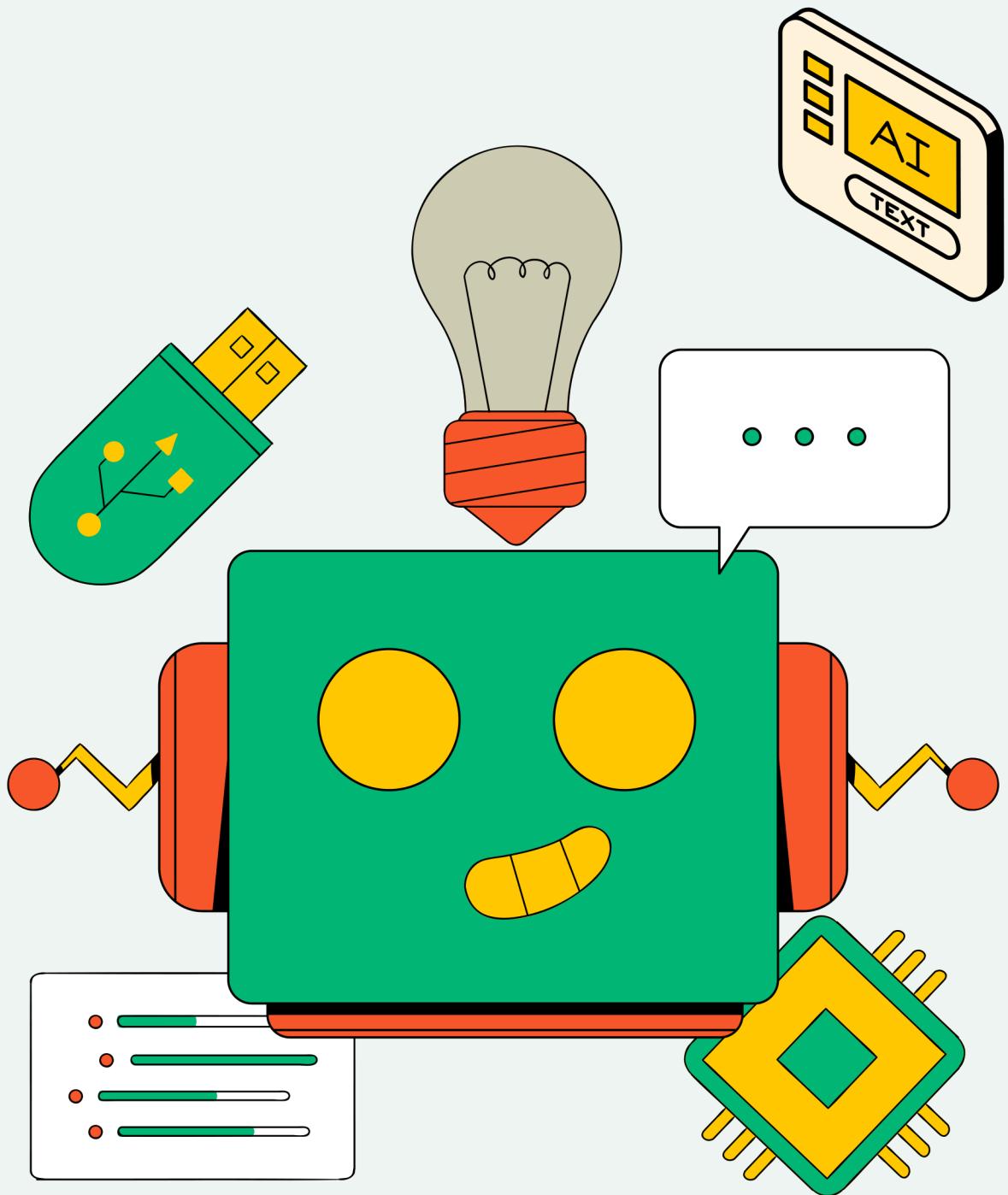


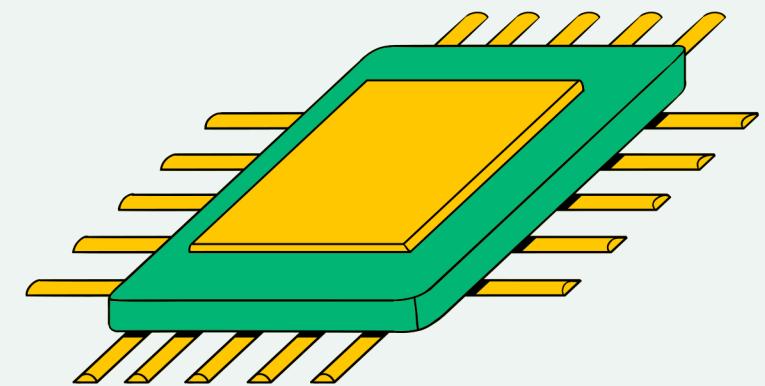


TEAM VULTURES
WE LEARN FOR THE FUTURE



SPORTS VIDEO ANALYTICS FOR BALL TRACKING AND PLAYER IDENTIFICATION

PRESENTATION



PRESENTATION OUTLINE

- Introduction
- Tech Stack
- Flow Chart
- Use Cases
- Challenges & Scope for improvement



INTRODUCTION

1. Project Focus:

- Python-based machine learning model for tennis.
- Real-time ball detection and tracking.

2. Functionality:

- Accurate ball identification and trajectory analysis.
- Works in varied conditions.

3. Purpose:

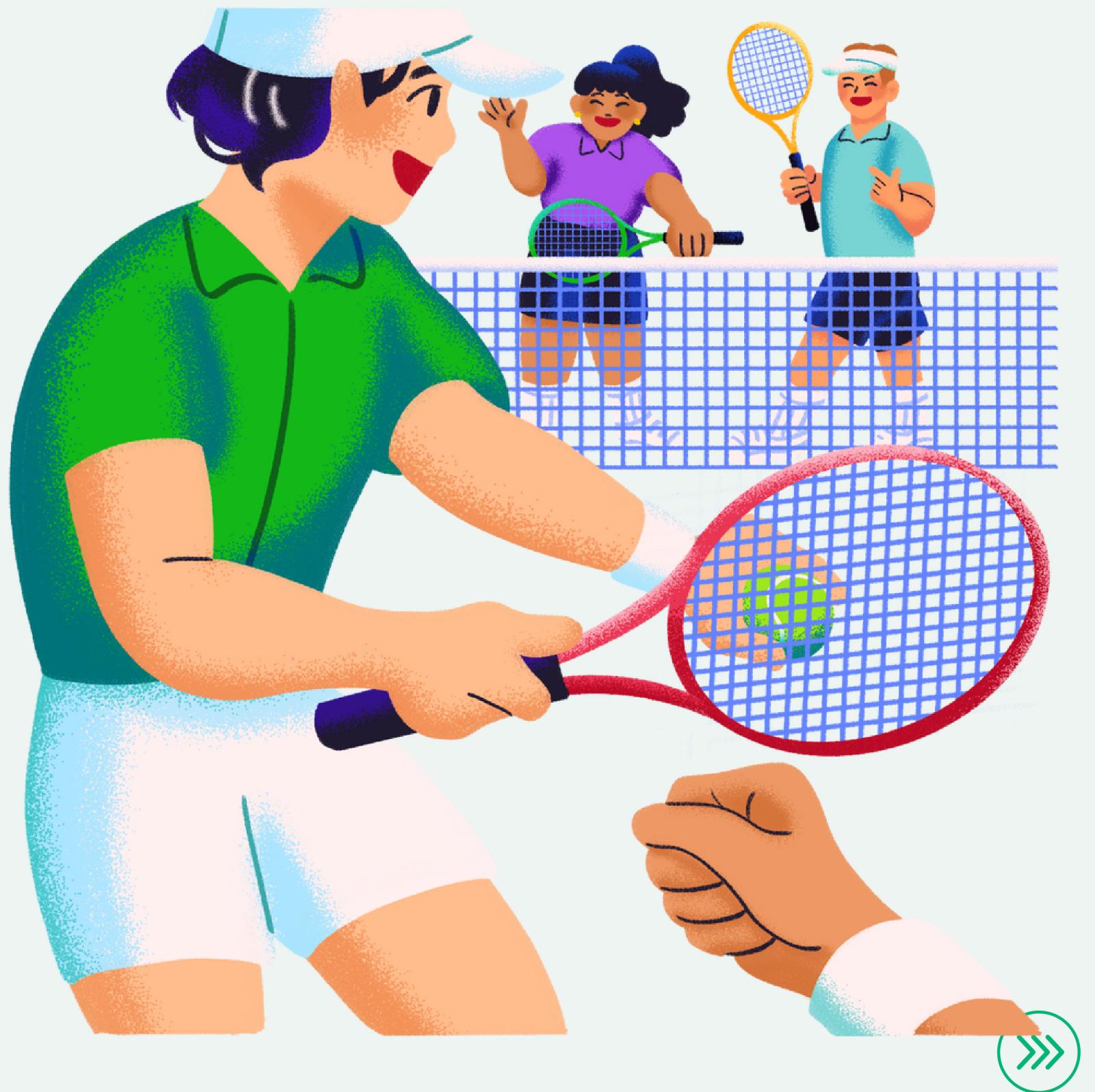
- Enhance player training.
- Improve performance analysis.
- Enrich spectator experience.

4. Key Features:

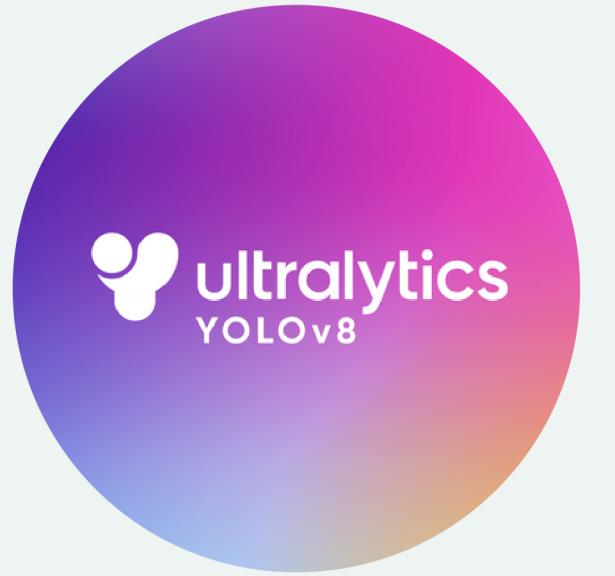
- Real-time detection and analysis.
- Reliable performance in diverse conditions.

5. Impact:

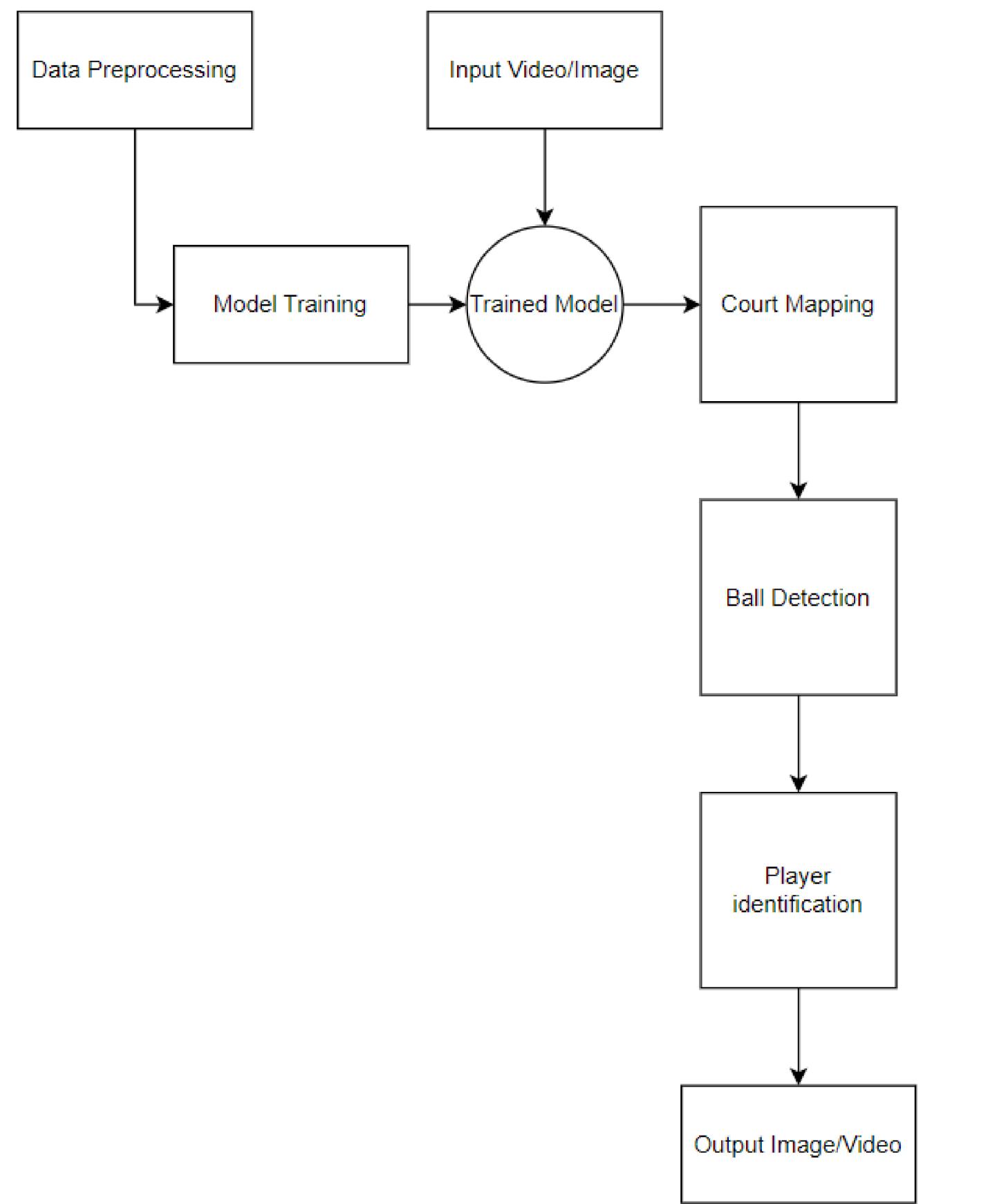
- Transform tennis training and analysis.
- Enhance overall tennis experiences.



TECHNOLOGY STACK



FLOW CHART



USE CASES

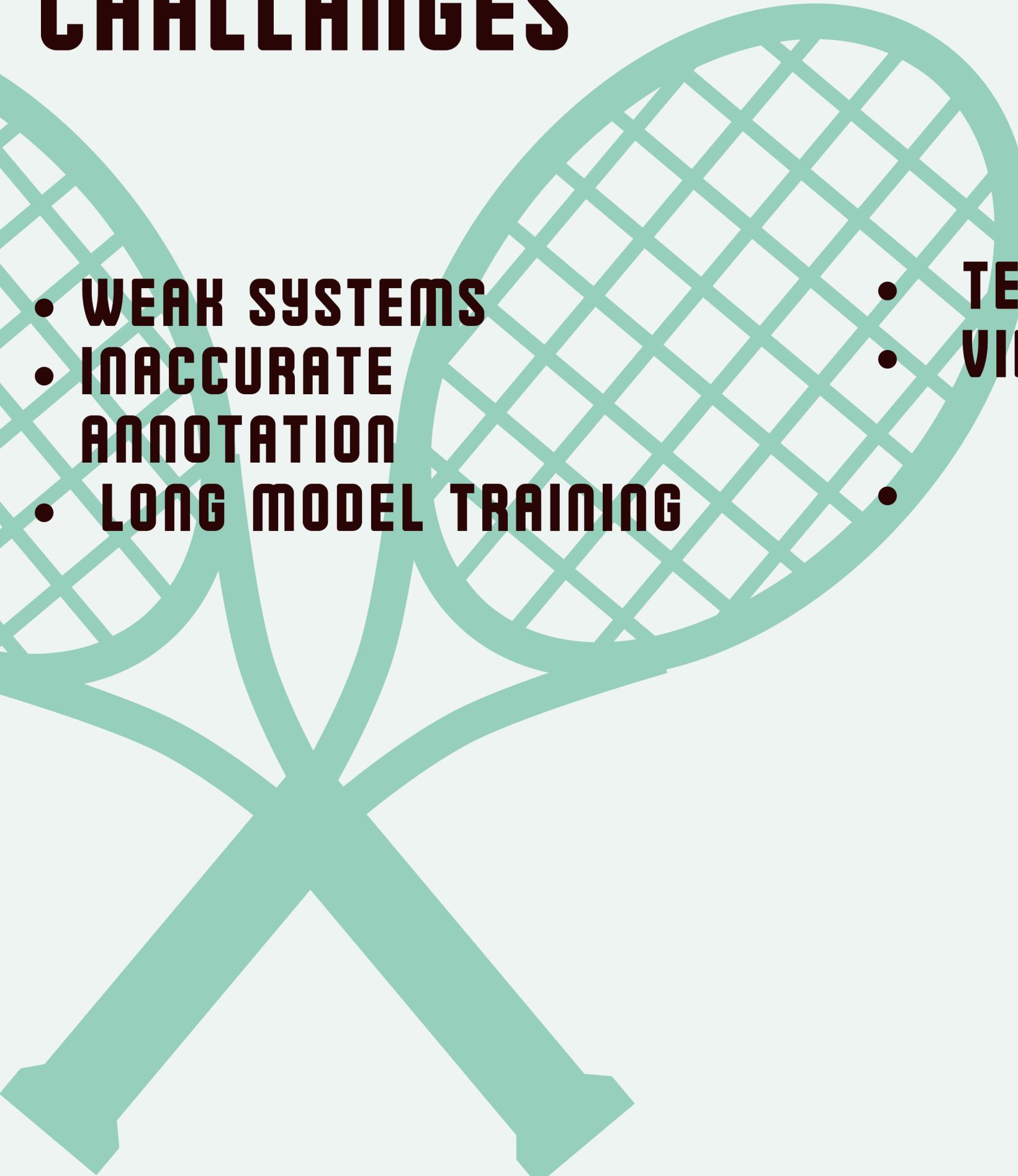
- PLAYER TRAINING
- MATCH ANALYSIS
- LINE CALL ASSISTANCE
- SPECTATOR
- ENGAGEMENT TENNIS
- GAME SIMULATION

CHALLENGES

- WEAK SYSTEMS
- INACCURATE ANNOTATION
- LONG MODEL TRAINING

SCOPE

- TENNIS ANALYSIS
- VIDEO ASSISTANT REFEREE(VAR)
- MINI COURT



THANK YOU

