



## Professional Esport Broadcasting

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An overview of the ANATY Productions GbR portfolio for 2024:  
Who we are, what we're capable of and why You want to work with us!

# THIS IS ANATY PRODUCTIONS

Established in 2020, ANATY Productions emerges as a powerhouse in the **esports production** landscape, proudly headquartered in Germany. Our mission is the seamless execution of world class tournaments, driven by our experience and passion for esports. Our specialization in Counter-Strike ensures a comprehensive approach, encompassing every essential role to craft high-caliber broadcasts capturing all the details.

In 2022 we expanded by establishing our own **cutting-edge studio**. This not only broadened our production capabilities but also enabled us to integrate advanced technologies such as EVS LSM VIA and ROSS XPression. Now equipped with skilled

Replay and GFX Operators, we are committed to delivering a high level of excellence. Beyond esports, our proficiency extends to offering comprehensive **livestream production services** for our partners. Our daily operations involve collaborating with ESL, BLAST, Freaks4U, and Riot Games. Together, we actively contribute to elevate the standard of quality at the most prestigious S-Tier Events in the gaming world.



Johannes Meiners - Jonas Lenz - Kai-Uwe Zimdars



# THE ANATY EXPERTISE



EVS & Slomo  
Operator

Broadcast Engineer



Technical Director

vMix Operator

Producer/  
Assistant Producer

vMix Replay  
Operator

**360°  
BROADCAST  
SKILLSET**

Stage Manager

Playout  
Operator

FPS Observer  
CS2 & Valorant

GFX XPression  
Operator

Audio Engineer

Graphic Design/  
Asset Creation



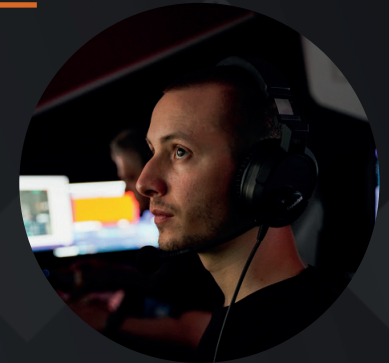
# FOUNDERS PORTRAIT

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## JOHANNES 'EPSOR' MEINERS

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Firstly, with his degree in linguistics but more importantly with his creativity, Johannes brought the perfect mixture for the origins of ANATY. Starting as a caster and observer, nowadays he is responsible for the vision and direction of ANATY. During the broadcast Johannes is part of the ANATY production team and works as a replay operator on vMix or EVS. Furthermore, he also designs all graphic assets and HUDs.



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## JONAS 'JNZ' LENZ

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A musician turned sound engineering student at Europe's esteemed film school in Potsdam, found his creative outlet at ANATY Productions through ingame observing and producing. With a solid game understanding and a keen sense of flow, Jonas excels in observing, in vMix and operating EVS. Outside the server, you'll catch him practicing saxophone nearby or overseeing the day-to-day operations of the company.

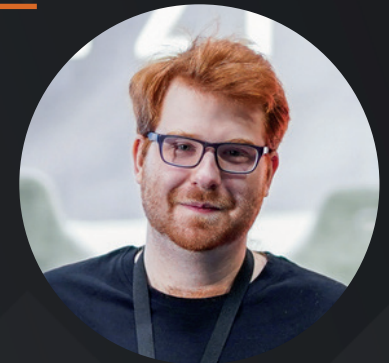


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## KAI-UWE 'KAIZI99' ZIMDARS

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Originally a computer science student at one of Germany's leading universities, Kai developed a keen interest in the production dynamics of top-tier esports tournaments. From the inception of ANATY, he dedicated himself to learning broadcast production, crafting software to enhance his workflow, and emerging as one of the premier esports replay operators. As ANATY's CTO, Kai takes charge of all technical aspects.





# TESTEMONIALS

**MICHAEL PUTTLER - SENIOR PRODUCT MANAGER**  
FREAKS4U GAMING GMBH



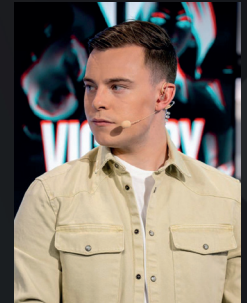
"Reliability, professionalism and passion – these are the three characteristics that first come to mind when working with ANATY. During our long-term cooperation, I was always able to rely on the team and problems were resolved within a very short time with proactive solutions or were nipped in the bud."

**DANIEL PAULUS - SPORTS DIRECTOR SPROUT**



"I've witnessed ANATY Productions' work at various events and am consistently impressed. Their professionalism and adaptability, coupled with a deep understanding of esports, really stand out. They are a reliable and creative partner, adept at capturing the essence of esports in their productions."

**NEO „NEOKAI“ CAINE - CASTER**



"ANATY are without a doubt one of, if not the best online broadcast company I've worked with over the years as a commentator. Especially in the online scene where production standards can be lax, ANATY have always gone above and beyond. From excellent organisation, detailed run of show, and even making their own graphics; having a production that gives 110% is very refreshing in the online space."

**LENNART KREUTER - PROJECT DIRECTOR ALTERNATE ATTAX**



"ANATY has incredible expertise and is always customer- and solution-orientated. For us, ANATY stands for a perfect mixture of passion, quality and professionalism. The company reliably delivers excellent work and elevates any broadcast to the next level - we look forward to our next collaboration with the company."

# THE ANATY STUDIO

In November 2023, we moved from our original control room, established in 2022, to our new office in Aachen, Germany. We brought over or improved many of the broadcast technologies from the prior location. We've maintained the essence of our first studio and opted to retain **full remote control** capabilities. With our expanded space, we're also planning to setup a second control room by the year's end. By combining our growing knowledge, expanding facilities, and tech upgrades, we'll be **well-equipped** to handle upcoming productions. Our three-room office is conveniently located near public transportation, just a 3-minute walk from Aachen Main Train Station. This proximity allows us to easily collaborate with external personnel or additional team members when necessary.

Here you can find a short video introducing our new studio:

<https://www.youtube.com/watch?v=X7lwK10jpOY>



## STUDIO TECH SPECS

- ◆ Multiple fully equipped Observer-PCs
- ◆ vMix replay and producer machines
- ◆ Ross XPression station
- ◆ ATEM 2ME vision mixer
- ◆ X32 digital audio mixer
- ◆ SDI connectivity
- ◆ Dante Audio connectivity
- ◆ Enterprise Level VLAN based Networking Gear
- ◆ Two redundant Internet Connections
- ◆ Fully remote controllable
- ◆ State of the art coffee maker

# ESPORTS CLIENT WORK

## BLAST PREMIER COUNTER-STRIKE MAJOR



- ◆ EVS Ingame Replays
- ◆ Most important CS:GO Event of 2023 played in Paris
- ◆ International top crew

## DOTA II BERLIN MAJOR 2023



- ◆ EVS Replays for content, End of Day and Highlights
- ◆ ESL Major Event in Berlin
- ◆ International collaboration

## SK GAMING @ GAMESCOM 2023



- ◆ Stage Production & LED Wall operator
- ◆ SK Gaming Booth
- ◆ 2023 in Cologne

## DREAMHACK HANNOVER 2022 & 2023



- ◆ Counter-Strike 2 Ingame Production: dual/triple Observing
- ◆ Utilizing our Playercam tech
- ◆ Cooperating with Freaks4U

## VALORANT CHALLENGERS DACH: EVOLUTION



- ◆ vMix replay operator; partially producer and vision mixer
- ◆ Observing for Finals in Krefeld
- ◆ Collaborating in 2022 and 2023

## FIFA VIRTUAL BUNDESLIGA FINALS 2021



- ◆ English Show Production
- ◆ Online and partial remote production
- ◆ Early job for ESL in 2021

# OUR INHOUSE PRODUCTIONS

## FINAL FANTASY XIV: WORLD RACE FOR CHARITY

In 2023 we hosted two 7-day 24/7 charity event for MogTalk, centered around Final Fantasy XIV. The events featured diverse talents from around the world, and our team worked in shifts to ensure 24h coverage. We customized stream overlays, game-like graphics, and a live leaderboard using Ross Xpression technology. Our setup included multiple instances of VMix, Xpression, and OBS, along with a high-quality web player for the talents. The result was a comprehensive and dynamic experience for the viewers.



## FORTS 1V1 TOURNAMENT: SALZWERK FT. BONJWA

In 2023 we hosted two Forts tournaments featuring two German content creators. Utilizing Xpression, we designed the graphics, animations and the HUD. The tournament featured occasional replays through EVS mainly used for playout and end-of-day highlights. The overall setup ensured a smooth and visually compelling tournament for participants and viewers alike.

## ESL CHALLENGER LEAGUE: PLAYOFFS ASIA

In December 2023, we managed the playoffs and finals production for ESL Challenger League Season 47. Operating from our new office in Aachen, our two-person observer setup smoothly handled the six-day production. We utilized an EVS VIA Replay machine for instant replays, recaps, and end-of-day highlights, incorporating our in-house multiphase SDI plugin for 120fps replays. The fully hardware based show was mixed on a Blackmagic ATEM 2ME Advanced Panel.



## ANATY INVITATIONAL 2022

The ANATY Invitational marked our own first self-hosted CS:GO tournament with six of the best German teams attending. Thanks to our new HUD, Augmented Reality features, live playercams and our production team, we were able to present this tournament with international first-class quality. The project was a huge success exceeding the expected outreach with over 100.000 impressions in total. In 2024 the branding will see a comeback with a second edition, this time with the finals played out at the main stage of the gaming festival LEVEL UP Salzburg.



# OUR COUNTER-STRIKE PRODUCTION

## MULTIPLE OBSERVERS

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Since our early days we excel in observing with multiple observers. **Our most proven setup is 1 POV live Observer + 1 Delayed Observer.** This ensures all important information is available again for viewers and casters through replays. Our POV Observing already includes freecam observing, spawnpaths and many more features.

## INSTANT REPLAYS

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Our Replay/ Slomo Operators utilizes instant **replay systems such as EVS LSM or vMix Replay** to curate optimal moments from multiple recorded gameplay angles, ensuring swift delivery of fast-paced replays. Their responsibilities extend to crafting highlight reels for breaks, replay scenes for analysis, and other pivotal elements in the production.

## GFX OPERATING

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Graphics Operators breathe life into your broadcast using specialized **software like ROSS XPression.** They seamlessly integrate pre-designed graphic assets, animating brackets, backgrounds, and updating stats in real-time. Our expertise extends to utilizing a diverse range of input sources, ensuring a dynamic and visually engaging presentation for your audience.

## PLAYERCAMS & SOFTWARESOLUTIONS

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Explore our Custom Overlay solutions crafted for top-tier CS2 broadcasts. It encompasses **our proprietary HUD management software,** seamlessly integrating data output for CG systems like Ross XPression or vMix. An outstanding feature is our ability to effortlessly incorporate **live Playercams** into your broadcast. This capability brings more emotion to your tournament, providing viewers with a more immersive experience.

## HUD & MANAGEMENTSOFTWARE

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The ANATY HUD Controller is **the engine behind our HUDs,** but it goes beyond that. Offering a range of capabilities such as Playercam integration, Augmented Reality integration, selection of different HUD designs, executing in-game commands, and player name changes. It's a versatile tool designed to streamline and enhance various aspects of your Counter-Strike broadcast.

# CONTACT

For any additional information or possible questions, feel free to contact us:

**JONAS LENZ**

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