Your Game Day with ScoutTalentAI™

How game day flows, option by option

The halftime report needs the game to reach us while it is still being played.

OPTION A

Our panoramic kit

KICKOFF	DURING PLAY	HALFTIME	FULL TIME	THE REPORT
Camera records, fixed.	Helper uploads a fragment every 10–15 min.	Halftime Report ready as the team walks in.	Upload the full file, click Analyze.	Full report + highlights, incl. the per-player physical layer.

OPTION B

Your platform camera

(Veo, Hudl, Pixellot, Trace, Spiideo)

KICKOFF	DURING PLAY	HALFTIME	FULL TIME	THE REPORT
Record as usual.	The platform keeps the file.	No halftime report — the file exists only after the match.	Export with our per-platform pick, upload, click Analyze.	Full report + highlights after the game.

OPTION C

Your own phone/camera

KICKOFF	DURING PLAY	HALFTIME	FULL TIME	THE REPORT
Fixed, high, whole field.	Camera never moves.	Best effort — only if a helper stops, uploads the first half, and restarts.	Upload, click Analyze.	Report + highlights, graded to your setup.

WHAT YOU GET

	OPTION A — KIT	OPTION B — PLATFORM CAMERA	OPTION C — OWN CAMERA
Report	**Yes**	**Yes**	**Yes**
Highlights	**Yes**	**Yes**	**Yes**
Halftime Report	**Yes**	**No**	Best effort
Physical layer	**Yes**	Only with a panoramic export (Hudl Focus Panoramic, Pixellot pano)	Only with a fixed whole-field recording, graded per upload

Every key finding in your report is backed by its video clip.