



WORLD TOTE ASSOCIATION

Speed, sync & the next-gen live experience

What we see working across sports, betting, racing and iGaming
— and the technology it rests on.

Daniel Alinder · CEO, Vindral

What we make

Vindral Live

Live streaming, from contribution between sites to the viewer's screen.

Latency

Sync

Quality

Vindral Composer

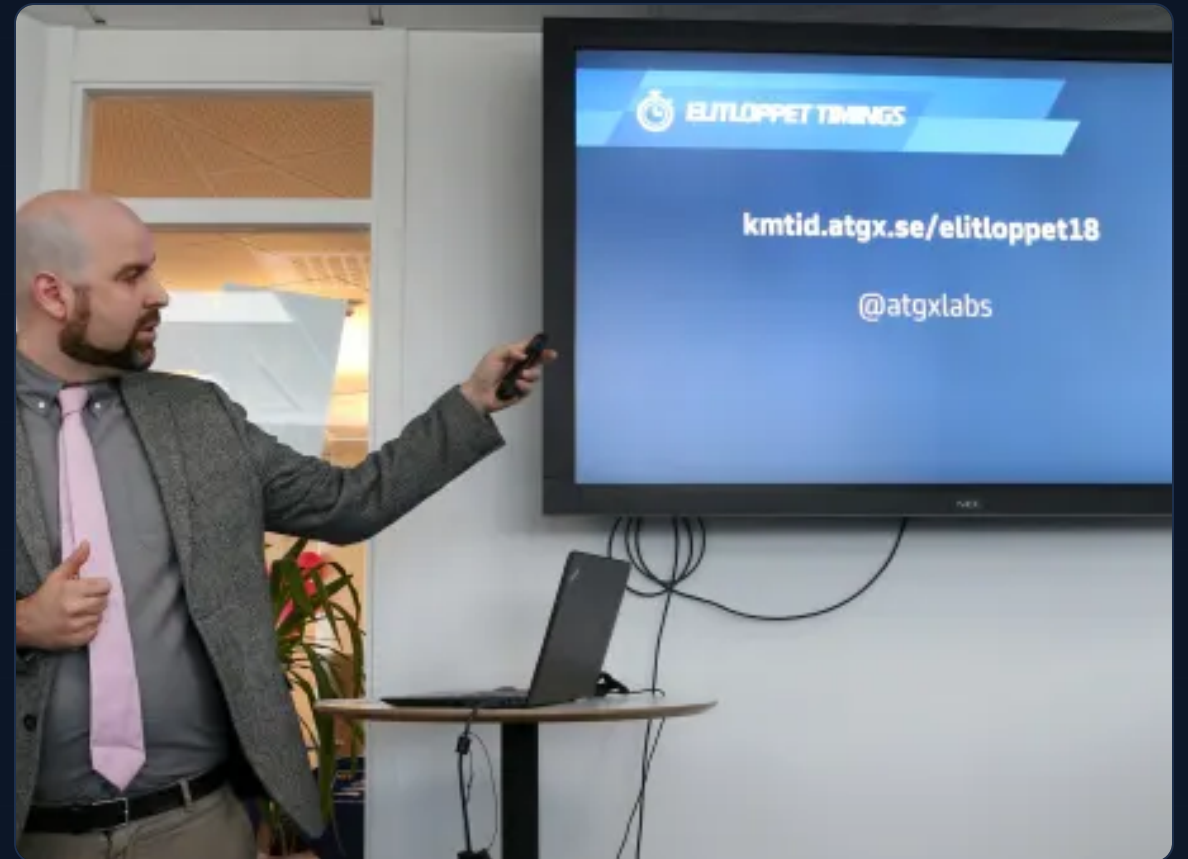
Software-defined production. Cameras and feeds composited into finished output, live, in software.

Compositing

Graphics & AI

Audio

What do the viewers want?



We sit behind a lot of live experiences

Across all of them, we get to see what our customers try, and what actually works.

Sports

Live events

Betting

Horse racing

iGaming & live casino

01 · Trends we see

Social

People watch together, and want to act in the moment.

- Chat, group calls, watch parties
- In-play predictions and shared bet slips



Multi-angle

Let viewers choose what they watch.

- Onboard, trackside and in-venue angles
- Switch angles without jumping in time



03 · Trends we see

Data-augmented

Live stats overlaid on the picture.

- Form, odds and runner tracking
- Noise reduction and picture enhancement

04 · Trends we see

Sticky Communities

Built-in reasons to come back.

- Points, drops, levels, rewards
- Prediction markets inside the stream



The screenshot shows a Valorant stream overlay. At the top, there's a search bar and a 'Log In' button. The main area displays a scoreboard for a match in 'A Garden'. The scoreboard lists players: Clove, Jett, Ma, Cypher, zRaika, Neon, Chamber, Sova, Jett, and Clove. It shows their ultimate status, K/D/A, loadouts, credits, and ping. A 'COMBAT REPORT' for Chamber is also visible, showing his stats and abilities. On the right, there's a 'Stream Chat' window with messages from viewers like framgamer_, maza, goker, JaviiRC, carlos_sr22, quesiker_02, IvanSmoothSoul, 218r, congui_atm, JaviiRC, prietoo17, aissacd, and quesiker_02. At the bottom, there are buttons for 'Follow', 'Gift a Sub', and 'Subscribe'.



Stream Chat



framgamer_ 597
maza
goker

Replying to @amiga_de_go

JaviiRC: om

carlos_sr22: aissa a

Replying to @quesiker_02:

IvanSmoothSoul: si

218r: es la main?

carlos_sr22: javi me

Replying to @el_caballo_bo

congui_atm: gracias

Replying to @carlos_sr22:

JaviiRC: meandyou

Replying to @amiga_de_go

IRL prietoo17: WAJAJA

Replying to @carlos_sr22:

aissacd: hey que tal

quesiker_02: @ivansmooth

la hora más o menos?

Animated Emotes can be
disabled in Settings

Send a message

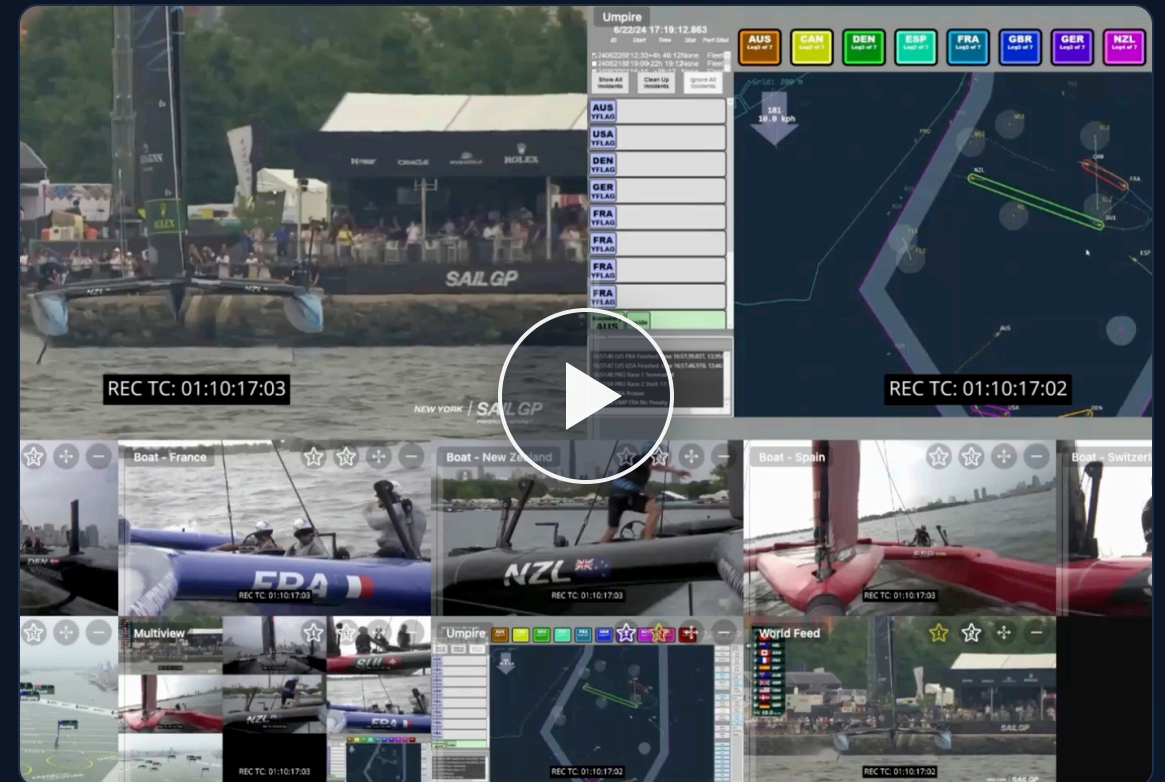
WoTA · 2026

Some examples that we've worked on

EXAMPLE 1 · MULTI-ANGLE + DATA

SailGP

- **28 onboard angles** across the fleet — fans pick their own view.
- Live data shown right on the picture.
- Keeping the data in sync with the stream depends on latency control.



EXAMPLE 2 · AI ON THE PICTURE, AND IN THE AUDIO

AI that raises the experience

- **V-Track** — computer vision renders 3D graphics onto a live, spinning roulette wheel. One standard camera, no sensors.
- **Crystal Speech** — AI noise cancellation, used in broadcast and casino production.

Point the same vision at a race: live form and runner context on the camera feed you already have.



EXAMPLE 3 · FLASH CROWDS

Serving the surge

- **Beazt**, Wildz Group's new sports-and-casino brand, builds streaming around big event moments, heavy on combat sports.
- Big race days spike the same way — a Derby, a carnival, a major meeting.
- The hard part is serving the spike. It comes down to redundancy, capacity and scale.



EXAMPLE 4 · COMMUNITY AT SCALE

Sportswik

- Community sports streaming, built on Vindral.
- Tens of thousands of games a year, streamed live.
- Cost-controlled mass production at scale.

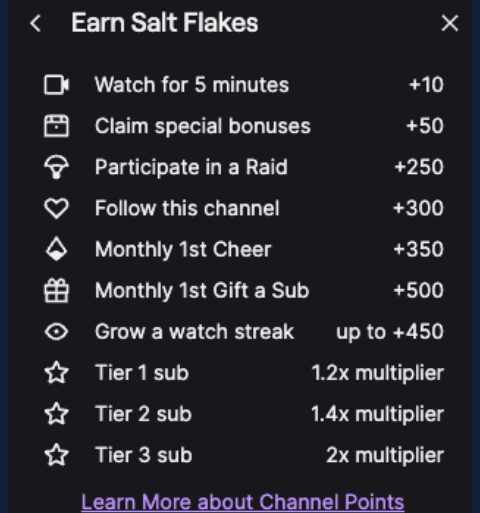
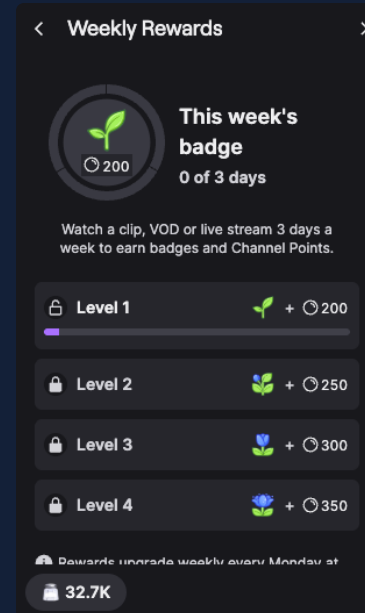
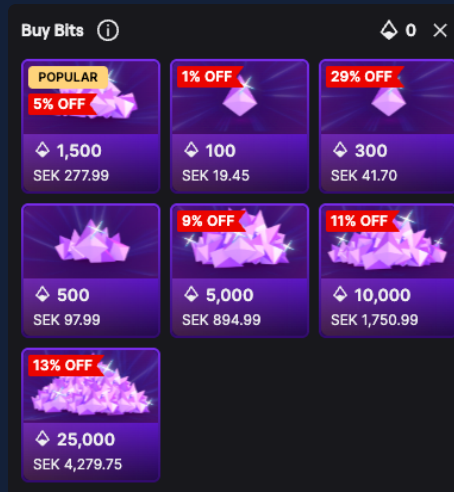
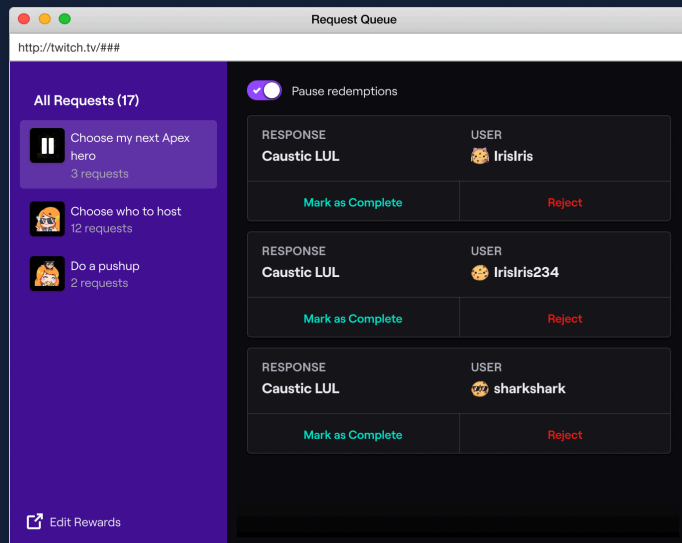
SPORTSWIK



HONORABLE MENTIONS

Twitch

Channel Points and Predictions — a play-money market inside the stream. Mass-stream production at scale.



Horse racing and greyhound, too!

ATG · Tasracing · Wettstar

Fairness & the betting window

Everyone on the same frame, sub-second. The window can close closer to the off.

In-race

Low latency keeps betting and interaction live while the race is running.

This rests on technology

Pillar 01

Latency ex. 500 ms

Get the picture there fast. The betting window, and in-play.

Pillar 02

Sync > 100 ms

Everyone on the same frame, any device. Fairness and watching together.

Pillar 03

Compositing 1 frame

Audiovisual enhancements, AI effects and graphics, composited live.

What the viewer wants is the important question. Technology is the enabler.



Thank you

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