In order to maintain a consistent style of replay across all coverage, a UEFA Nations League replay wipe animation has been designed and supplied in the UNL FAME Brand Assets Portal.

The animation should be used to cover the wipe effect between the live coverage and the replays, and back to the live coverage with a clean transition.

The animation is available as a TGA sequence, with embedded alpha channel, for broadcast partners to implement in their vision mixers using a linear key set-up. A matte is also provided in order to ensure a cleaner transition effect.

The animation is made of 18 frames, plus one black frame at the beginning and one at the end.

Templates:

- UNL_Replay_Wipe_50fps_alpha_####.tga (0 to 19)
- UNL_Replay_Wipe_50fps_matte_####.tga (0 to 19)

IMPLEMENTATION OF THE TRANSITION

The transition is implemented across all the replay-wipe graphic sequence, and mainly between frames #9 and #16. A matte is supplied to have an accurate and clean transition between the two feeds. The images below shows how this should be implemented, frame by frame.

Sample Picture	Frame	Matte for reference
	9	
	10	