Grass Valley

DATASHEET

MXMZ GRAPHICS FOR AMPP

MXMZ

One web-based HTML5 graphics solution across Grass Valley AMPP live production, playout and content management.

Solution Summary

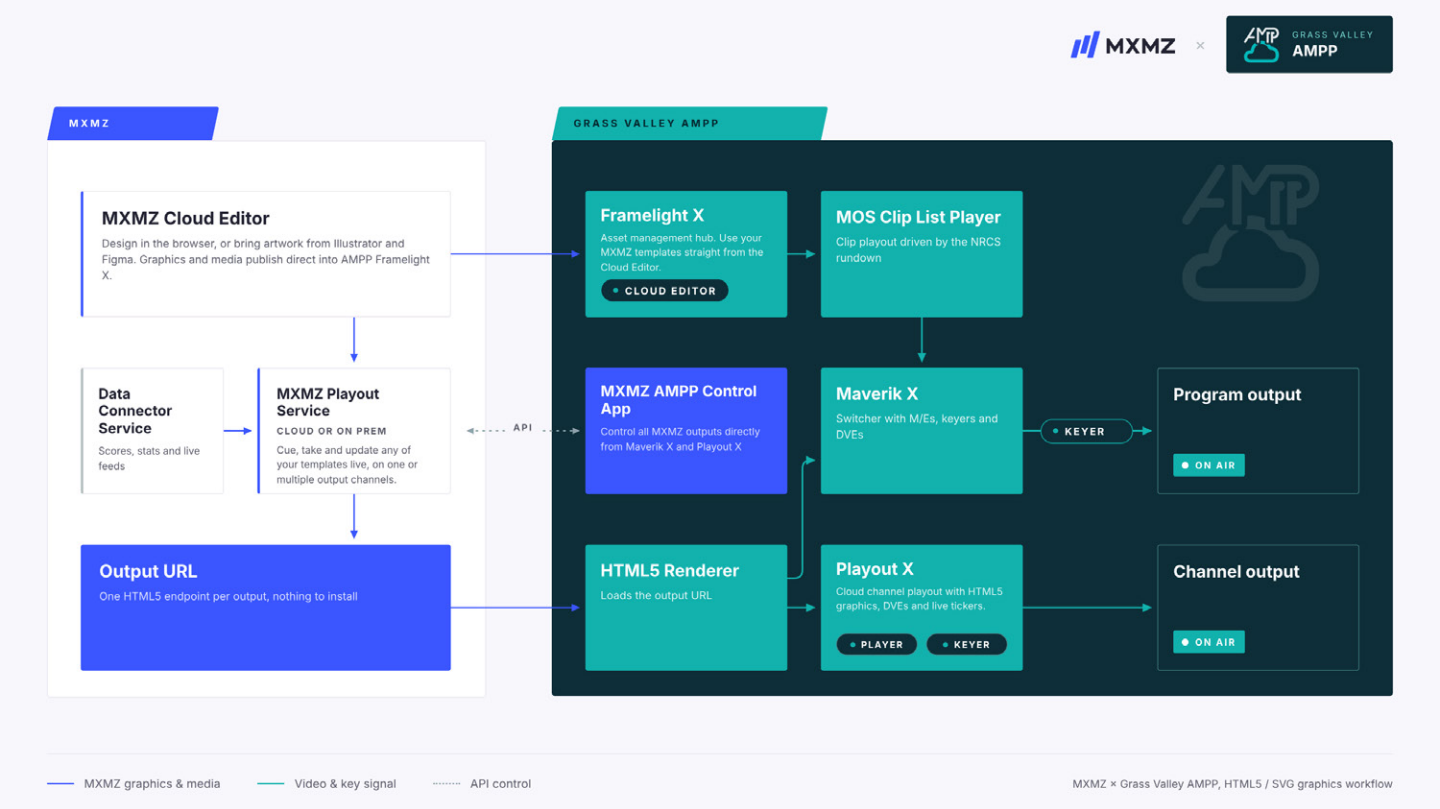
MXMZ Graphics delivers one web-based HTML5 and SVG graphics solution across Grass Valley's AMPP®. MXMZ provides the graphics platform: the Cloud Editor for browser-based design; the browser-based Operator, with flexible UI and rundown — delivering one output URL per channel; and live data binding. Grass Valley® provides the AMPP platform, where the MXMZ Graphics control application drives the same graphics across Maverik X live production, Playout X channel playout and Framelight™ X content management, and AMPP renders the graphics. An end-to-end workflow, fully scalable, with no specialized hardware requirement, deployed wherever the production requires.

Productions need dynamic, data-driven graphics that behave consistently across live production, playout and the media asset environment. Maintaining a separate graphics system for each while keeping consistency is costly and operationally heavy. MXMZ and Grass Valley remove the duplication: one graphics layer, designed once in the browser, rendered in HTML5, and controlled natively from AMPP.

Key Features & Benefits

- **One graphics layer —** a single template serves live production, playout and content management — no duplicate graphics systems
- **Hybrid by design —** run MXMZ in the cloud, on-premises, or hybrid — whatever fits your infrastructure. Same interface, same performance, same templates. Scale up for a tournament, scale down after
- **Browser-based from end to end —** graphics are designed, controlled and played out from anywhere, with no dedicated graphics hardware
- **Real-time collaboration —** teams design, edit and control graphics together from anywhere. Real-time, multi-user editing
- **Resolution independent —** pure SVG and HTML5 scales from SD to 8K without redesign
- **Data-driven by default —** Opta/StatsPerform, Gracenote, feeds and APIs keep scores, clocks and lower thirds updating automatically
- **Scalable vector graphics —** Rather than having to recreate graphics every time the size, resolution or aspect ratio changes, SVG files are flexible. Create once, reuse often
- **Familiar design tools —** designers import SVG from Adobe Illustrator, Figma, After Effects or Canva — no steep learning curve. Or create and edit directly in the browser-based Cloud Editor
- **Cost-efficient —** web-based graphics remove dedicated hardware and duplicate systems, significantly reducing production cost

Joint Architecture



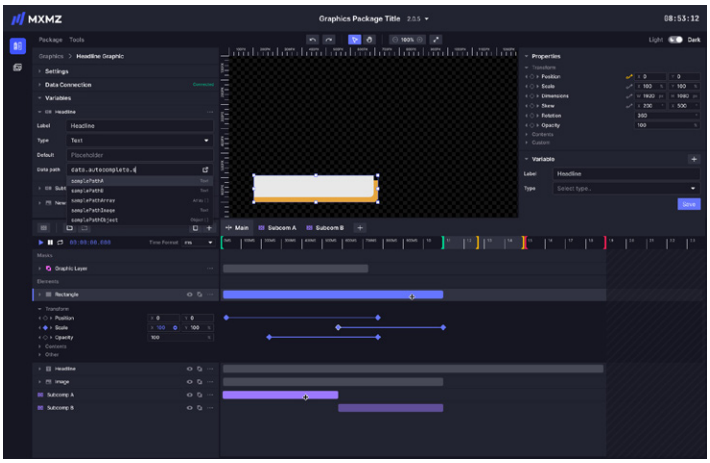
How it works:

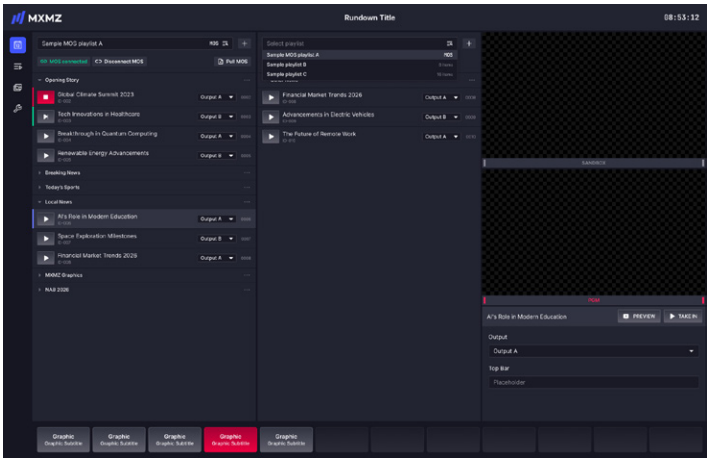
1. Graphics are authored in Adobe Illustrator, Canva, Figma or the browser-based MXMZ Cloud Editor and imported to the MXMZ HTML5 Editor, where they can be animated and layered using the timeline function.
2. The MXMZ Operator can assign graphics to a rundown, which is delivered as a single output URL.
3. External data sources can be integrated to produce data-driven graphics.
4. On the Grass Valley side, the MXMZ Control app provides bi-directional control of the graphics from within AMPP, and the AMPP HTML5 app renders using existing AMPP modes, no special render hardware is required.
5. For Playout X, the MXMZ Control app provides templates, which are editable within the Playout X workflows.
6. For Framelight X, you can import MXMZ Graphics assets into the database as use them as assets in the Framelight X Web editor.

The MXMZ Product Suite

Cloud Editor

Broadcast graphics design entirely in the browser. Designers work in familiar tools — Adobe Illustrator, Figma or any SVG-capable application — and import directly, or create and animate on the Cloud Editor's frame-accurate keyframe timeline. Real-time multiuser collaboration and version control replace file transfers, with instant publishing to any playout channel. Every graphic is pure SVG and HTML5. Provided by MXMZ.





Operator

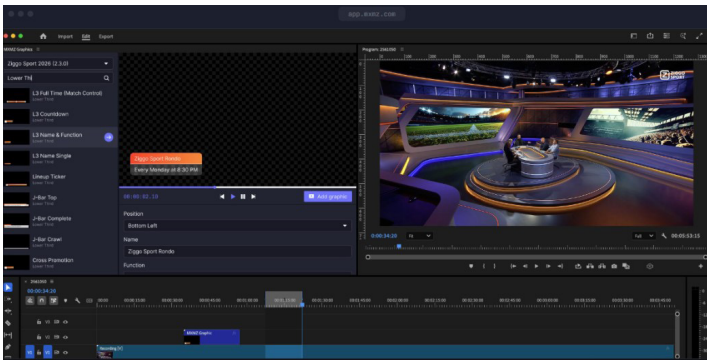
Real-time graphics playout for live production, designed for speed under pressure — from a control room, an OB truck or a browser anywhere in the world. Templates bind to live data — Opta/StatsPerform, Sportradar, Gracenote and custom APIs for data feeds.

Dedicated match control interface for live sports production. Clock management, score tracking, team rosters, and event logging with one-click graphic triggers.

Build and manage graphic rundowns with drag-and-drop sequencing. Pre-load templates, set auto-advance timers, and control playout in real-time. MOS/CII protocol support for newsroom integration.

NLE, NRCS and MAM Integration

The same web-based graphics inside editing and content workflows: MXMZ graphics are available directly in Adobe Premiere Pro and natively inside Grass Valley Framelight X — the identical HTML5 template used in live production and playout, available to editorial with no re-versioning between systems. Native MOS integration for ENPS and iNEWS newsrooms, CII protocol support for automation, and a REST API for custom workflows.



How to Deploy the MXMZ Graphics Connector

The integration is delivered by the MXMZ Graphics control application — a connected plugin that links AMPP to the MXMZ playout service — so operators trigger, clear and monitor graphics on a selected output without leaving AMPP Control. Setup follows five steps:

1. Install the plugin AMPP APP STORE

Locate MXMZ Graphics (v1 and later) in the Grass Valley AMPP App Store and install it. This makes the MXMZ Graphics workload available to the AMPP tenancy.

2. Deploy to a node RESOURCE MANAGEMENT

Add the MXMZ Graphics workflow to the AMPP node that will run it, then confirm the workload reports a healthy running state before continuing.

3. Connect the MXMZ service CONFIGURATION

Configure the workload against the MXMZ service: the API credentials issued for the service, the target output, and the graphics package and version — all read from the MXMZ dashboard. Regional production endpoints are available in the EU and US.

4. Verify the connection PING

From AMPP Control, run a Ping. A successful response confirms AMPP can reach the configured MXMZ service and the integration is live.

5. Operate AMPP CONTROL

`getgraphics` lists every graphic on the output with its editable data fields; `take` plays a graphic with payload data filled at take time; `stop` and `clear` manage the output. A typical on-air sequence is `getgraphics`, then `take`, then `clear`.

6. Playout X CONTROL TEMPLATE

Playout X drives the same graphics through the MXMZ multilayer control template deployed on the node, so channel branding and playout graphics run from the identical output.

Specifications

Deployment

AMPP

MXMX Control app deploys in a Grass Valley-managed AMPP tenancy.

Cloud

Deployable alongside AMPP nodes in customer-owned AWS accounts.

On-prem/hybrid

On-premises AMPP nodes, the MXMZ operator and renderer run in the cloud or Dockerized on-prem.

Service regions

MXMZ platforms in the EU and US.

Standards & Formats

Graphics engine

HTML5 and SVG, vector-based, GPU-accelerated rendering. Sub-frame latency.

Design import

SVG from Adobe Illustrator, Figma and other SVG-capable applications. GIF, PNG also supported.

Data sources

Opta/StatsPerform, Sportradar, Gracenote, live feeds, APIs and spreadsheets.

Resolution

Resolution-independent SVG, SD to 8K from a single template.

Newsroom & automation

Mative MOS (ENPS, iNEWS, Inception), Cuez integration, CII protocol for automation systems, and a REST API for custom workflows.

Scalability

Channels

Graphics scale per channel, one URL each, across cloud and on-prem tenancies.

Resolution

A single template serves every delivery resolution without redesign.

Operation

Design, control and playout are browser-based, operable from anywhere.

Security

Rest assured, AMPP is designed with security as a foundational priority. Certified to SOC 2 standards, AMPP ensures that your workflows meet the most rigorous security, availability and confidentiality benchmarks. Its robust architecture conforms to best practices in IT security, utilizing a representational state transfer (REST) framework to protect every aspect of your production environment:

- All REST operations are executed over HTTPS for secure communication
- All REST operations rely on JSON Web Tokens (JWT) for authorization

IP streaming in AMPP is encrypted when applicable (SRT (AES), RIST (AES), RTMPS (TLS/SSL), WebRTC (DTLS/SRTP), AMPP Streaming (DTLS/SRTP)).

Frequently Asked Questions

? *Does MXMZ require dedicated graphics hardware?*

No. Graphics are HTML5 and SVG, rendered by the MXMZ platform in the cloud or Dockerized on-prem and controlled from AMPP — no dedicated graphics hardware or proprietary formats are involved.

? *How do MXMZ graphics get into AMPP?*

Each channel is delivered as one output URL, consumed and rendered by AMPP. The MXMZ Graphics connected plugin provides control of that output via AMPP Control commands.

? *Which AMPP applications work with MXMZ graphics?*

Maverik X live production, Playout X and Framelight X all have been tested with MXMZ Graphics.

? *How are graphics operated during a live production?*

Via AMPP Control or the Operator interface. Sport-specific UIs are available.

? *Can we test without risking air?*

Yes. Every MXMZ output exposes PGM, Preview and Sandbox URLs — run tests against Sandbox or Preview so a misfire never reaches the program output.

? *Can one graphic serve every resolution and output?*

Yes. Templates are pure SVG and resolution independent from SD to 8K, and a rundown can address multiple outputs, with a preview available per output.

? *What data can drive the graphics?*

Standard integrations include Opta/StatsPerform, Sportradar and Gracenote, alongside live feeds and spreadsheets; custom data API integrations are also supported.

? *What are HTML5 graphics?*

HTML5 is the open web standard behind modern interactive pages and applications. HTML5 graphics are broadcast graphics built on that same standard, so they run in any modern browser or HTML-capable renderer, update from live data in real time, and involve no proprietary graphics format or player.

? *What are SVG graphics?*

SVG (Scalable Vector Graphics) is an open vector format: graphics are described as shapes rather than pixels, so a single template scales to any resolution — SD to 8K — with no loss of quality and no redesign. SVG is also scriptable, which is what lets layers, masks and data bindings update live.

? *What does cloud-native mean?*

Software designed from the ground up to run as a cloud service rather than installed software adapted to the cloud — accessed from anywhere, updated centrally and scaled on demand. MXMZ's design, control and playout are delivered this way, with a Dockerized option for on-prem deployment.

? *What does browser-based mean?*

The tools run entirely in a standard web browser — no installation, no dedicated workstation. A designer or operator needs only a URL and credentials, whether in a control room, an OB truck or anywhere else.

? *What does no dedicated graphics hardware mean?*

Traditional broadcast graphics run on dedicated graphics engines — specialist hardware provisioned per channel. MXMZ renders graphics in software as HTML5 and SVG, in the cloud or Dockerized on standard servers, so adding a channel never means buying, housing or maintaining another graphics engine.

About MXMZ

MXMZ is a cloud-native broadcast graphics company, founded in the Netherlands and now working with broadcasters and sports producers across Europe and North America.

The platform was born inside live sports production, where graphics engines could account for a quarter of a smaller production's budget. MXMZ's answer was a lightweight, cloud-first alternative, proven on air with Ziggo Sport — 23 channels delivered with DMC in the Netherlands — and since adopted by leading media brands including RTL.

Today the MXMZ suite spans the Cloud Editor for design and animation, Live Broadcast Graphics for real-time data-driven playout, and integrations that carry the same graphics into NLE and MAM environments — deployed in the cloud, on premises or hybrid. www.mxmz.com

About Grass Valley

Grass Valley drives the future of media production with seamless, scalable solutions that empower top content creators. Its integrated ecosystem — featuring industry-leading hardware, the AMPP Media Operating System, and a robust Alliance Partner network — enables efficient content production, management and distribution.

From live global events to browser-based independent projects, Grass Valley maximizes content value, streamlines workflows, and future-proofs media operations.

With over 65 years of innovation and a commitment to open, agile solutions, Grass Valley is leading the media revolution and shaping the future of storytelling.

CONTACT

Sales/Purchase
Contact your Grass Valley account manager

Website
https://mxmz.com

Email
info@mxmz.com

LinkedIn
https://www.linkedin.com/company/mxmz

YouTube
MXMZ Media - YouTube

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