

For Release August 2023: MeshPro Sports LLC, a new company specializing in gamifying historical sports video, today announces patent number US11,570,511, approved by the United States Patent and Trademark Office. The patent, titled "Method for Creating Simulated Game Content with an Unknown Outcome by Splitting, Reassembling, and Scoring Historical Video Content," protects a process for repurposing historical sports footage by randomly remixing selected clips to create new competitive events.

MeshPro Sports, a startup based in the United States, is promoting this product under the MESH Games (Mixed Events in Sports History) brand. The patent was awarded to EXA Properties LLC, and ownership is being transferred to affiliate MeshPro Sports LLC. The details of the patent can be found [here](#).

The MESH Games method joins clips from videos of different historical competitions between two opposing teams to form a composite video competition. Each randomly selected, pre-scored clip from a historical competition contributes to the final score of the newly created event.

Several MESH Games embodiments are being developed. The team is working on obtaining historic sports footage that will be remixed, using rules-based randomization, into scored video matchups between any two teams, even across different eras (for example: the '96 Bulls vs the '16 Warriors). The final score is unknown in advance and will vary, even when the same matchup is run through the process multiple times.

This process works for many sports, but MESH Games is focusing first on the possession-based sports of basketball, football, baseball and golf. Once licensing clearance is obtained for raw historical footage, MESHed content can be released in various formats suitable for live broadcast, on-demand download, streaming, gaming, etc. MeshPro Sports anticipates AI video tools will ultimately be a key option in advancing the visual elements that underlie our protected process. We hope to see athletes and athletes' descendants benefit from this ability to artificially and statistically pit former or current players against one another who might not otherwise have ever met on a sports field or court.

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