BROCHURE

SWINGURU PRO
3D MOTION & BALANCE TRACKING SOFTWARE

Swinguru Pro is a revolutionary all-in-one markerless Swing Analyzer for coaches and players who want to elevate the game to the elite level. Simply take a swing and Swinguru Pro automatically and instantaneously provides you with an in depth swing analysis in both 2D and 3D, including 25+ body metrics on balance, rotation, bend, tilt, flex, lateral and vertical moves.

THE EXPERIENCE
TRAIN SMARTER. FASTER. EASIER.

CAPTURE	MEASURE	ANALYZE	COACH & TRAIN	STORE & SHARE
Players simply take a swing in front of the Kinect camera and My Swinguru will automatically and instantaneously record and replay players' swing, Don't let bulky equipment, sensors, markers, suits nor countdowns disturb you. Enjoy the full range of motion.	3D motion capture technology allows to accurately track and measure the most critical body motion aspects of a swing – more than 25 body metrics. Ensure your improvements are measurable and fast.	Analyze data in real-time and instantly provide an in-depth swing analysis to help you improve the mechanics of your golf game. Detect your main swing characteristics and get a detailed and personalized feedback on each of them.	Improve your scores and swing mechanics faster, smarter, easier with a real teacher alike feedback. Instantly understand what you are doing wrong and how to fix it. Knowing your weaknesses and strengths, visually and in numbers, is essential.	Upload, store, access, visualize and share your own swing metrics and videos. Monitor performance over time. It is available online, anytime, anywhere through the internet based online Swinguru Cloud.

FEATURES & METRICS

MAIN FEATURES
Automated Markerless Technology
2D & 3D Swing Analysis
Automated Record & Replay
Side-By-Side Comparison
3D Interactive Posture Biofeedback
Screencast & Record Lessons Videos
Synchronized Multi Viewports
Manual & Automated Drawing Tools

METRICS AVAILABLE	
Bend	Feet
Tilt	Knees
Flex	Pelvis (Hips)
Rotations	Upper Body (Spine)
Lift	Shoulders
Sway / Slide	Head
Thrust	Hands
Balance	Center of mass

INTEGRATED DEVICES

POCKET RADAR
BALL SPEED
TRACKING

BODITRAK
VECTOR
PRESSURE MAT

IDS
HIGH SPEED
CAMERA

PRICING TABLE

SWINGURU PRO			
$1,199	$1,799	$2,299	$5,999
1-Year License	2-Year License	3-Year License	Lifetime License

WHAT YOU NEED TO MAKE IT WORK
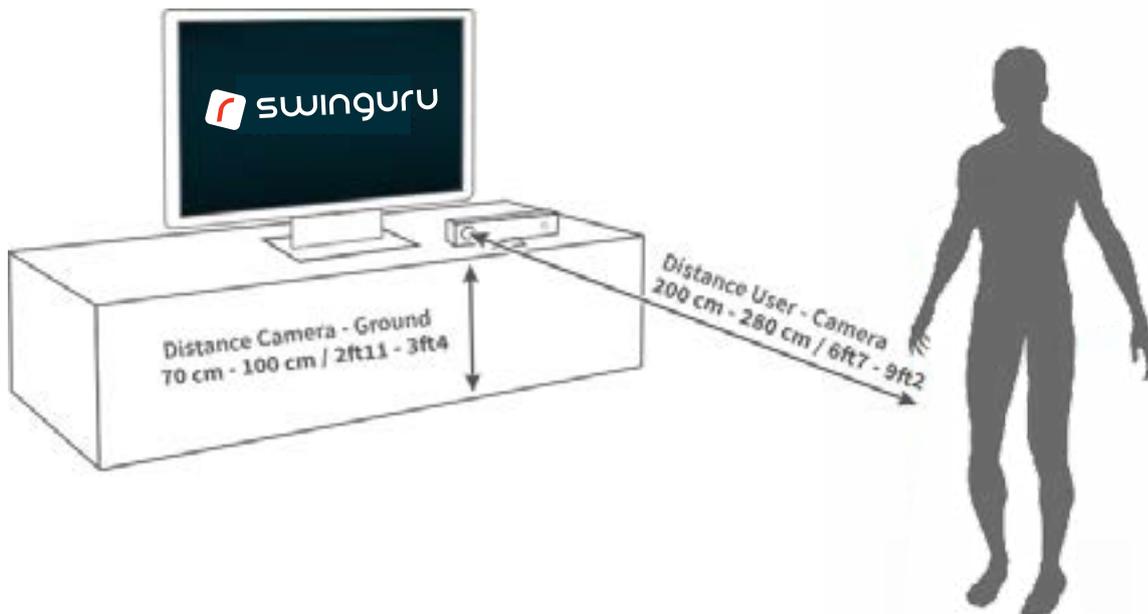
SWINGURU SOFTWARE

2D / 3D DEPTH SENSOR

MICROSOFT WINDOWS COMPUTER

COMPUTER SPECIFICATIONS

SPECIFICATIONS	MY SWINGURU	SWINGURU PRO
Operating System	Windows 10	Windows 10
Processor	Intel Core I5 and above (64bit)	Intel Core I5 (64bit) + 16GB RAM Intel Core i7 (64bit) preferably Intel Core i7 (64bit) if High Speed Camera
Memory	8GB RAM 16GB* RAM recommended	8GB RAM if Kinect only / 16GB* RAM recommended 16GB* RAM minimum if High Speed Camera * configuration with 8 + 8 GB RAM (dual mode) is better than 1 module of 16 GB RAM
Hard Disk Drive	500GB Hard Drive, fast 7200 RPM hard disk drive (Good) or SSD disk drive (Best) 100GB available on C Drive Swinguru application itself is about 500MB and installer 4MB. *Swinguru data and videos can only be installed and saved on the C: drive To record in high definition colour the main hard drive must be 512 GB (min) SSD disk drive.	1TB Hard Drive, fast 7200 RPM hard disk drive (Good) or SSD disk drive (Best) 256GB available on C Drive Swinguru application itself is about 500MB and installer 4MB. *Swinguru data and videos can only be installed and saved on the C: drive To record in high definition color the main hard drive must be a 1TB SSD disk drive.
Graphic Card	NVDIA GeForce GTX 1660 Ti and above Direct X11 compatible.	NVDIA GeForce GTX 1660 Ti and above Direct X11 compatible.
USB Port	USB 3.0 (at least one)	USB 3.0 (at least two)

* You can test graphic card here: **http://www.videocardbenchmark.net/directCompute.html**

SETUP REQUIREMENTS

CAMERA PLACEMENT

- The camera should be placed at the player's hip height, between 70-100 cm (2'11"- 3'4") off the ground.
- Center the sensor horizontally in front of the user to be captured.
- Place the sensor on a tripod or flat, stable surface, away from any edges.
- Make sure the front of the sensor is not obstructed by power cords, computer cables, or other solid objects. Move the camera as close to the edge as possible, so its view isn't blocked by the stand itself.
- The sensor requires a large rectangular space free of obstacles in front of it.
  We suggest a space of 10 feet by six feet in front of the Kinect sensor.
  Remove unnecessary furniture like tables, chairs...
- Make sure the sensor is in a well-ventilated space and its vents are not covered.
- Do not place the sensor on a vibrating surface.

LIGHTING CONDITIONS - INDOOR & OUTDOOR USE

- Swinguru can be used indoor or outdoor under specific circumstances.
- The sensor is remarkably flexible in terms of operability under various lighting conditions.
- Lighting conditions may have an impact on the working of some functionalities.
- For 2D make sure the scene is properly lit, with sufficient light for the camera take the highest quality images.

CAMERA DISTANCES

- The recommended distance between the user and the camera is around 200-280 cm (6'7" – 9'2") but consider the distances as theoretical and may be adapted following your studio/room settings. This distance should not exceed 300cm (10ft).
- The sensor should be able to capture the entire body.
  Check if you can see your whole body (head and feet) in 2D view within the blue frame.

CLOTHING TIPS

- Tight fitting clothing recommended. Really, just try not to wear shapeless or baggy clothing – the sensor relies on being able to pick out limbs and joints, so don't wear anything that obscures your shape.
- Favor clothes with light and vivid colors. Avoid dark or black clothing and specific materials (technical garments) that absorb light.
- Hair tied back, but not up.