

BROCHURE

SEE THE UNSEEN, TRAIN SMARTER, FASTER, EASIER

MY SWINGURU SWING ANALYSIS MADE EASY

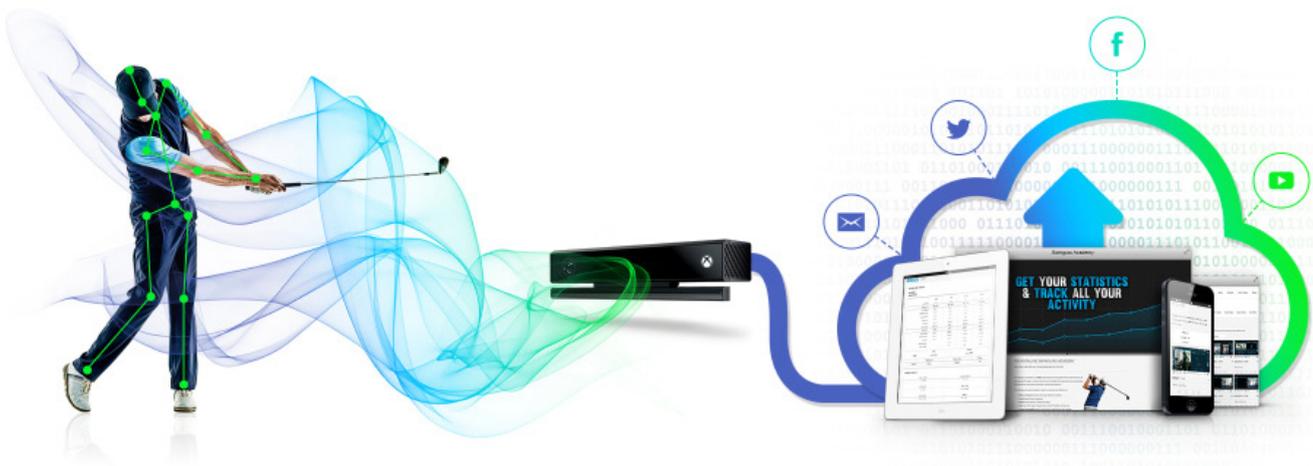
My Swinguru is an easy-to-use, intuitive and interactive swing analysis software enabling an engaging self learning & training experience. My Swinguru uses advanced wireless and markerless 3D motion capture technology to automatically capture, replay, analyze your swing. It provides instantaneous feedback and customized drills for rapid game improvement. My Swinguru is the most comprehensive and affordable golf coach ever at hand. My Swinguru will add a new dimension to your game!



Powered by Microsoft **Kinect**

THE EXPERIENCE

SEE THE UNSEEN - TRAIN SMARTER. FASTER. EASIER.



 CAPTURE	 MEASURE	 ANALYZE	 COACH & TRAIN	 STORE & SHARE
<p>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.</p>	<p>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.</p>	<p>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.</p>	<p>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.</p>	<p>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.</p>

POWERED BY JIM McLEAN

Get powerful insights. Learn about the most common swing characteristics that can lead to mechanical inefficiencies in your golf swing!



JIM McLEAN
GOLF SCHOOLS

«Swinguru provides an enhanced golf learning experience for every student which enables them to rapidly understand concepts for improving their golf game. You can step into the future of golf instruction right now with Swinguru.»



Jim McLean
America's top 5 best teachers
2017-2018 - Golf Digest.
Celebrity instructor, member of 6 halls
of fame including the PGA World
Teachers Hall of Fame.

FEATURES & METRICS

MAIN FEATURES	METRICS AVAILABLE	
Markerless Motion & Balance Tracking Technology	Bend	Feet
Full Body 3D Swing Analysis	Tilt	Knees
Automated Record & Replay (2D Video)	Flex	Pelvis (Hips)
Side-By-Side Comparison	Rotations	Upper Body (Spine)
Self Drawing Tools	Lift	Shoulders
Gesture Based Interface Control	Sway / Slide	Head
Scoring System & Main Swing Characteristics Detection	Thrust	Hands
Cloud Integration. Upload of Swing Data and Replay Videos.	Balance	Center of mass

PRICING TABLE

SWINGURU PRO			
\$299	\$399	\$499	\$899
1-Year License	2-Year License	3-Year License	Lifetime License

WHAT YOU NEED TO MAKE IT WORK



**SWINGURU
SOFTWARE**



**XBOX ONE KINECT
SENSOR &
ADAPTER FOR
WINDOWS**



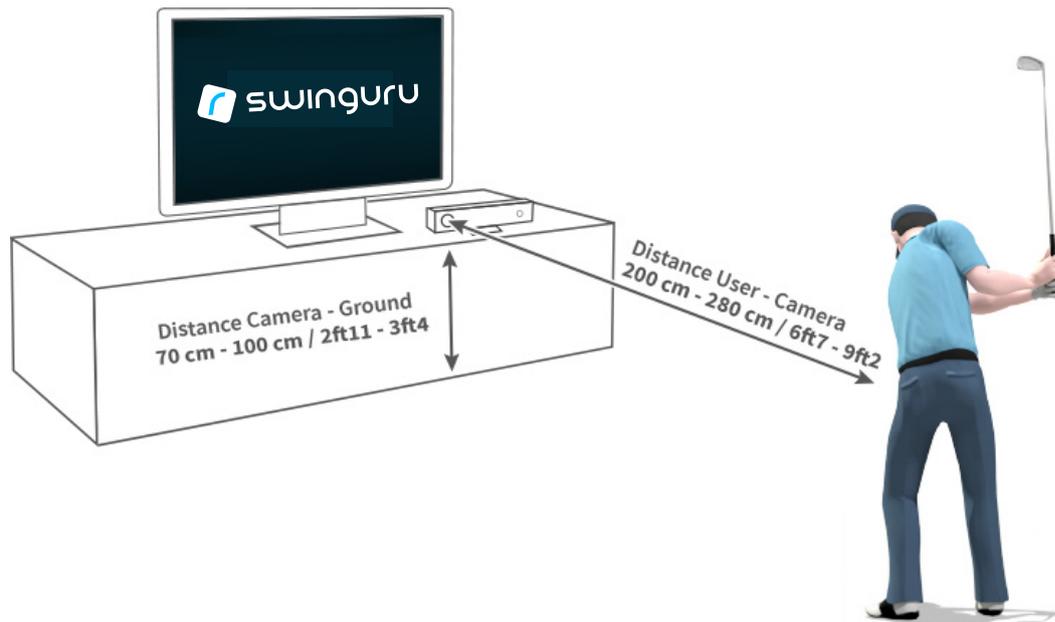
**MICROSOFT
WINDOWS
COMPUTER**

COMPUTER SPECIFICATIONS

SPECIFICATIONS	MY SWINGURU	SWINGURU PRO
Operating System	Windows 8.1 (64 bit), Windows 10	Windows 10
Processor	Intel Core I5 and above (64bit)	Intel Core i7 (64bit)
Memory	8GB RAM 16GB* RAM preferably	8GB RAM (Kinect only) 16GB* RAM preferably (minimum if High Speed Camera) * configuration with 8 + 8 GB RAM (2 modules) is better than 1 module of 16 GB RAM
Hard Disk Drive	1TB Hard Drive 100GB available on C Drive *Swinguru data and videos can only be installed and saved on the C: drive	1TB Hard Drive 256GB available on C Drive *Swinguru data and videos can only be installed and saved on the C: drive
Graphic Card	NVIDIA graphic card 960M and above Direct X11 compatible.	NVIDIA graphic card, GTX 1060 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 Kinect 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 Kinect 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 with Kinect for Windows v2 can be used indoor or outdoor under specific circumstances.
- The Kinect is remarkably flexible in terms of operability under various lighting conditions. That's not to say that there aren't things you can do to help it out a bit, of course. Your enemies in this case are direct sun light and halogen light. Try to avoid having either direct sun light or halogen light on the players while in play, and obviously don't shine light directly onto the sensor itself.
- Kinect works best in dim, but not dark, conditions, with even lighting throughout.
- 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 Kinect 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.