

# 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

SEE THE UNSEEN - TRAIN SMARTER. FASTER. EASIER.

Powered by  Microsoft **Kinect**



 <b>CAPTURE</b>	 <b>MEASURE</b>	 <b>ANALYZE</b>	 <b>COACH &amp; TRAIN</b>	 <b>STORE &amp; SHARE</b>
<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>

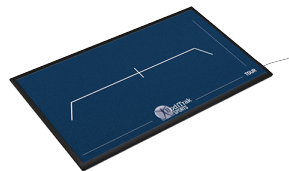
# FEATURES & METRICS

MAIN FEATURES	METRICS AVAILABLE	
Automated Markerless Technology	Bend	Feet
2D & 3D Swing Analysis	Tilt	Knees
Automated Record & Replay	Flex	Pelvis (Hips)
Side-By-Side Comparison	Rotations	Upper Body (Spine)
3D Interactive Posture Biofeedback	Lift	Shoulders
Screencast & Record Lessons Videos	Sway / Slide	Head
Synchronized Multi Viewports	Thrust	Hands
Manual & Automated Drawing Tools	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**



**XBOX ONE  
KINECT SENSOR**



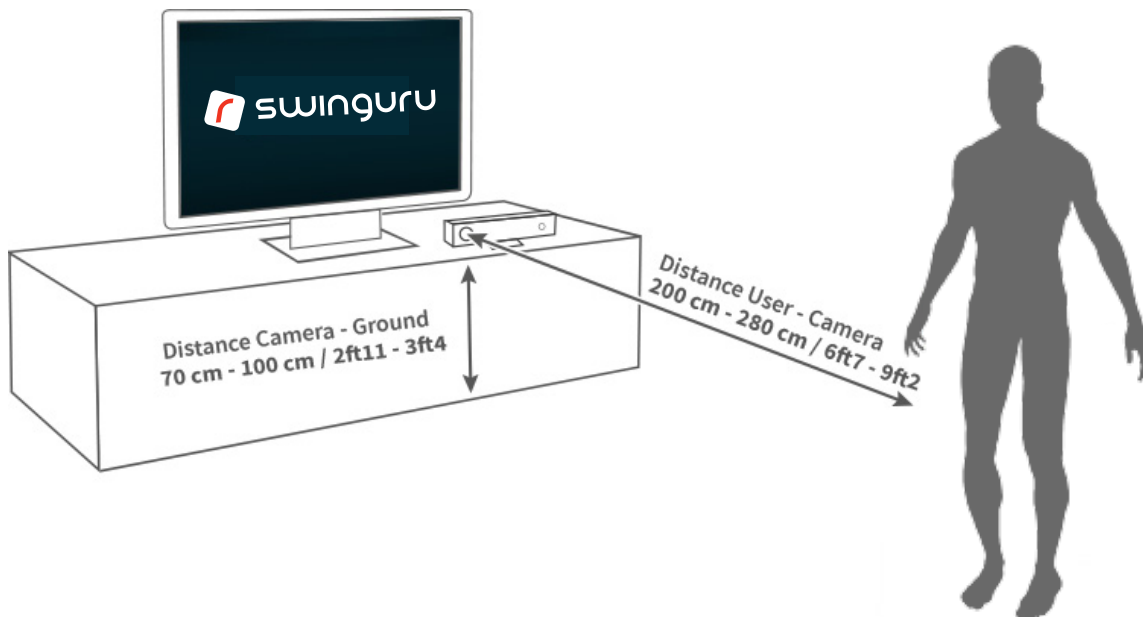
**MICROSOFT  
WINDOWS  
COMPUTER**

## 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 I5 (64bit) + 16GB RAM Intel Core i7 (64bit) preferably Intel Core i7 (64bit) if High Speed Camera
Memory	8GB RAM 16GB* RAM preferably	8GB RAM if Kinect only / 16GB* RAM preferably 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	1TB Hard Drive 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	1TB Hard Drive 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
Graphic Card	NVIDIA graphic card 960M and above Direct X11 compatible.	NVIDIA GeForce GTX 960M/750Ti and above NVIDIA GeForce GTX 1060 and above if High Speed Camera 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.