

# QUICK START GUIDE

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## WELCOME TO THE SWINGURU COMMUNITY. IT'S GREAT TO HAVE YOU ON BOARD!

### 1) SETUP THE SWINGURU SOFTWARE

- a.) You will be assigned a license by email in order to get you started.
  - I) You need to click on the link provided in order to confirm your email address and get your registration ID in a separate email.
- b.) To get up and running please follow the following steps :
  - I) Make sure you connected to internet
  - II) Please download and install the software from our website (<http://www.swinguru.com/golf/downloads-golf/>)
  - III) To install it follow instructions on screen or check out our 'Installation Guide'
  - IV) Once installed Launch the application by clicking on the Swinguru "r" icon created on your desktop.
  - V) Pop up will appear, click on 'Register' and fill in the provided registration ID
  - VI) Pop up will confirm registration was successful. You are now ready to enjoy Swinguru.

### 2) SETUP THE KINECT CAMERA

- a.) Plug in the camera BEFORE you start up the software or it will not recognize the camera as connected.
- b.) Always plug the camera into a USB 3.0 port.  
(The Kinect camera does not work with USB 2.0 ports.)
- c.) Be sure to set up the Kinect camera on your tripod about 3 ft off the ground with the camera pointed level or perpendicular to the ground.
- d.) The camera should be about 5-7 ft from the athlete, enabling the athlete's complete body including their feet to be seen in the "virtual box" seen in the 2D view on the screen. When the "virtual box". turns bright yellow, the system is capturing and recording the swing in 2D and 3D video.

### 3) FIRST USE OF THE SOFTWARE

- a.) Go into the computer's settings and connect to your local Wi-Fi network.
- b.) Launch the application by clicking on the Swinguru "r" icon created on your desktop.
  - I) The startup dialog box allows you to change the screen resolution and graphics quality.
  - II) If you select "Windowed" when the software dialog box appears upon startup, you will not be able to record a Screencast and thus save and or upload a video or lesson for your players, so our suggestion is to leave this unchecked.
- c.) An on screen tutorial will be displayed. It can be accessed at any time in the Swinguru settings (access in the lower left corner). Just select START TUTORIAL to see an explanation of all of the features. However, you will be a pro at using Swinguru in just a few minutes.
- d.) Create Coach Account for the Swinguru software and the Swinguru Academy (Cloud) using the email you provided. You will have been sent an email with a link to confirm this account and to set your own password.
- e.) Create Student Account for the Swinguru software. The upper left part of the screen shows both coach and student currently using Swinguru Pro. By default it shows 'An nonymous Right'

If you click on the name of the current user, a menu will allow you to either change the current user, by selecting it from a list of recently accessed users, or add a new user



\* To add a new student, press 'New Student'.

\* To select a previously defined student, select it on the left and press 'Continue'.

When selected, the profile of the student is displayed on the right.

f.) To create a new 'Student' account on the Academy,

I) **YOU HAVE TO BE CONNECTED TO INTERNET**

II) Supply your student's email address when filling in the student information and click 'Submit'.



III) The student will be sent an email stating 'Welcome to the Swinguru Academy: Student account'. In this email he will be requested to choose a password to connect to the Swinguru Academy. Also it gives him instructions on how to get started.

g.) For easy access to the system the next time you login, **DON'T LOG OUT** when shutting down the system, just choose to **EXIT THE APPLICATION**. Then when you sign back in, you can just select your coach account and the system will launch without having to put in your password.

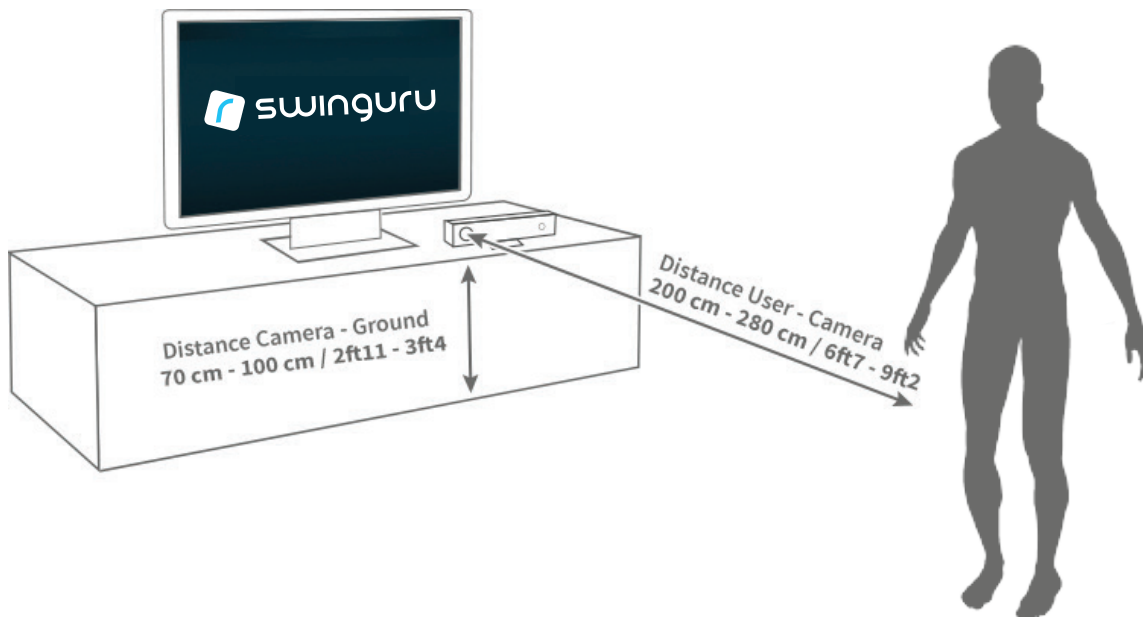
## 4. THE SWINGURU ACADEMY

- a.) Go to <http://www.swinguruacademy.com/public/> to log into your coach/athlete account.
  - I) When creating a user (coach or athlete) in the Swinguru app it will automatically create a pending Swinguru account which you will have to validate through the confirmation email that will be sent.
  - II) You may also create an academy account directly on the online Swinguru Academy website
- b.) It enables coaches and athletes to
  - I) Store and Access saved screencast videos, recorded lessons videos
  - II) Track stats and progress,
  - III) Share videos
  - IV) Instantly communicate with our private instant messaging system about each swing that is uploaded to the Swinguru Academy. Coaches can also submit links to other websites or online videos for training purposes.

## 5. SUPPORT

- a.) On our website you will find
  - useful information at <http://www.swinguru.com/documents/>
  - FAQ's at <http://www.swinguru.com/swingfaq/>
- b.) If you or your staff have any questions, email us at [support@swinguru.com](mailto:support@swinguru.com). You can also call your sales representative.
- c.) There is a YouTube channel where we post helpful "How To" videos. Just go to [www.youtube.com](http://www.youtube.com) and search for 'Swinguru Hitting' (<https://www.youtube.com/c/swingurusports>)
- d.) In order to get remote support:
  - I) if not already installed on your desktop, please install TeamViewer: (<https://www.teamviewer.com/en/>)
  - II) Once it is installed please launch the application and a pop-up will appear with your TeamViewer ID and password.
  - III) Please provide us those credentials (ID and password) per email at [support@swinguru.com](mailto:support@swinguru.com) so that we can log in and help you as soon as possible.
- e.) Our support staff is always available on request to set up an online training session.

# 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.

## 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.

## 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.

## 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.