

WHAT YOU NEED TO MAKE IT WORK



**SWINGURU
SOFTWARE**



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



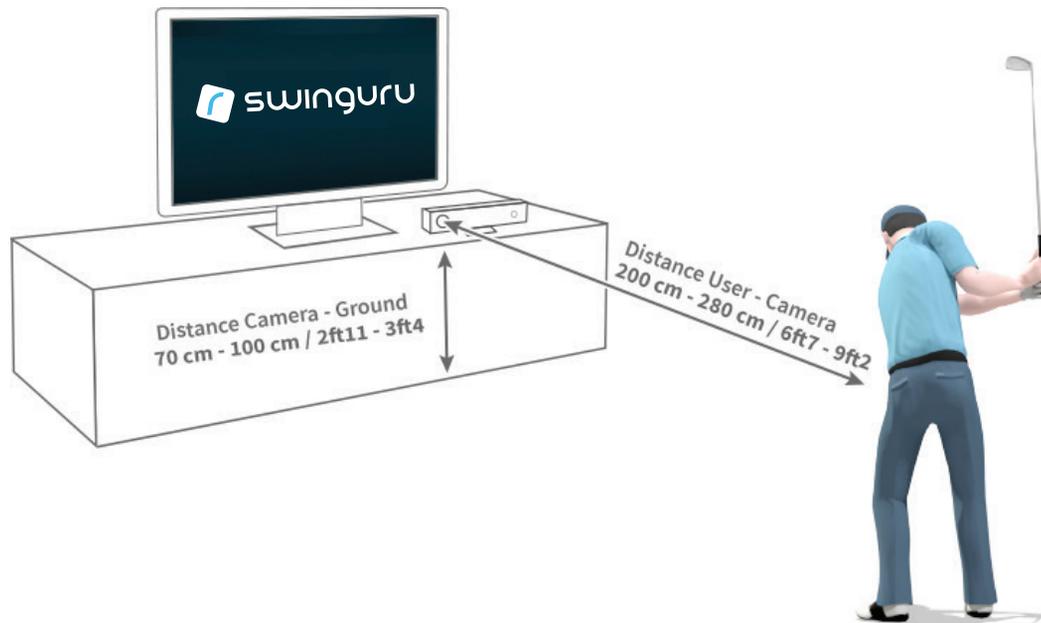
**MICROSOFT
WINDOWS
COMPUTER**

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	1TB Hard Drive 256GB available on 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.

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.