



SPORTS SIMULATORS

*by
iGOLF*

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Sports Simulator and its Uses

- Play
- Practice
- Indoor
- Train
- Teach
- Analysis





Standalone Golf Simulator – Sensor Based

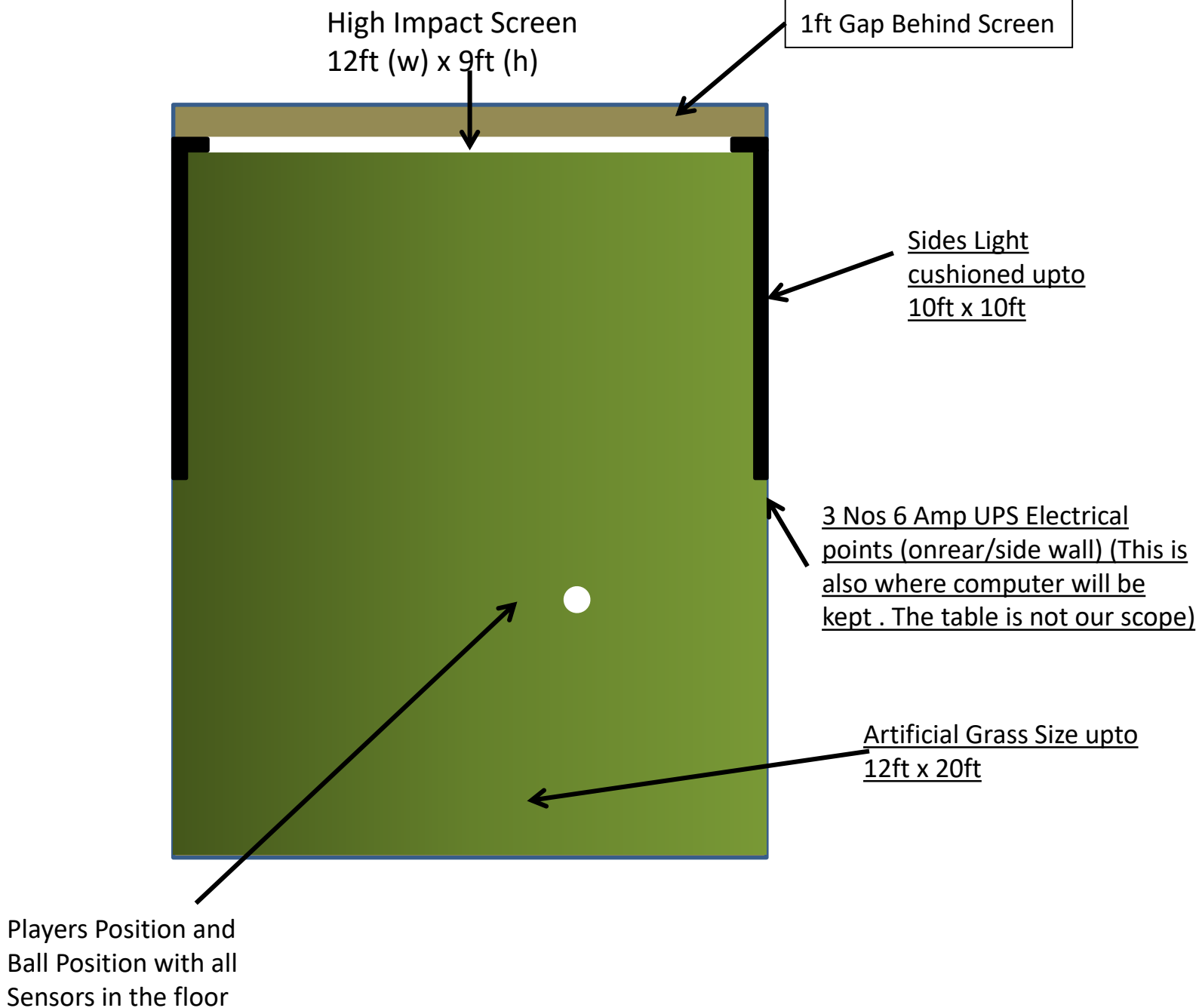
HOW DOES IT WORK?

- The golf course is projected on a screen (say 8 ft x 10 ft)
- Projector and laptop connected
- The player stands on an Astroturf mat and real balls and a real Clubs are used to hit from a sensor board covered
- Infrared Sensors on the sensor board capture all aspects of the golf swing





Typical Standalone Golf Simulator Room Plan





Standalone Golf Course Simulation with Swing Analysis Data

Sensor based – Swing Data is real measured data rest is calculated

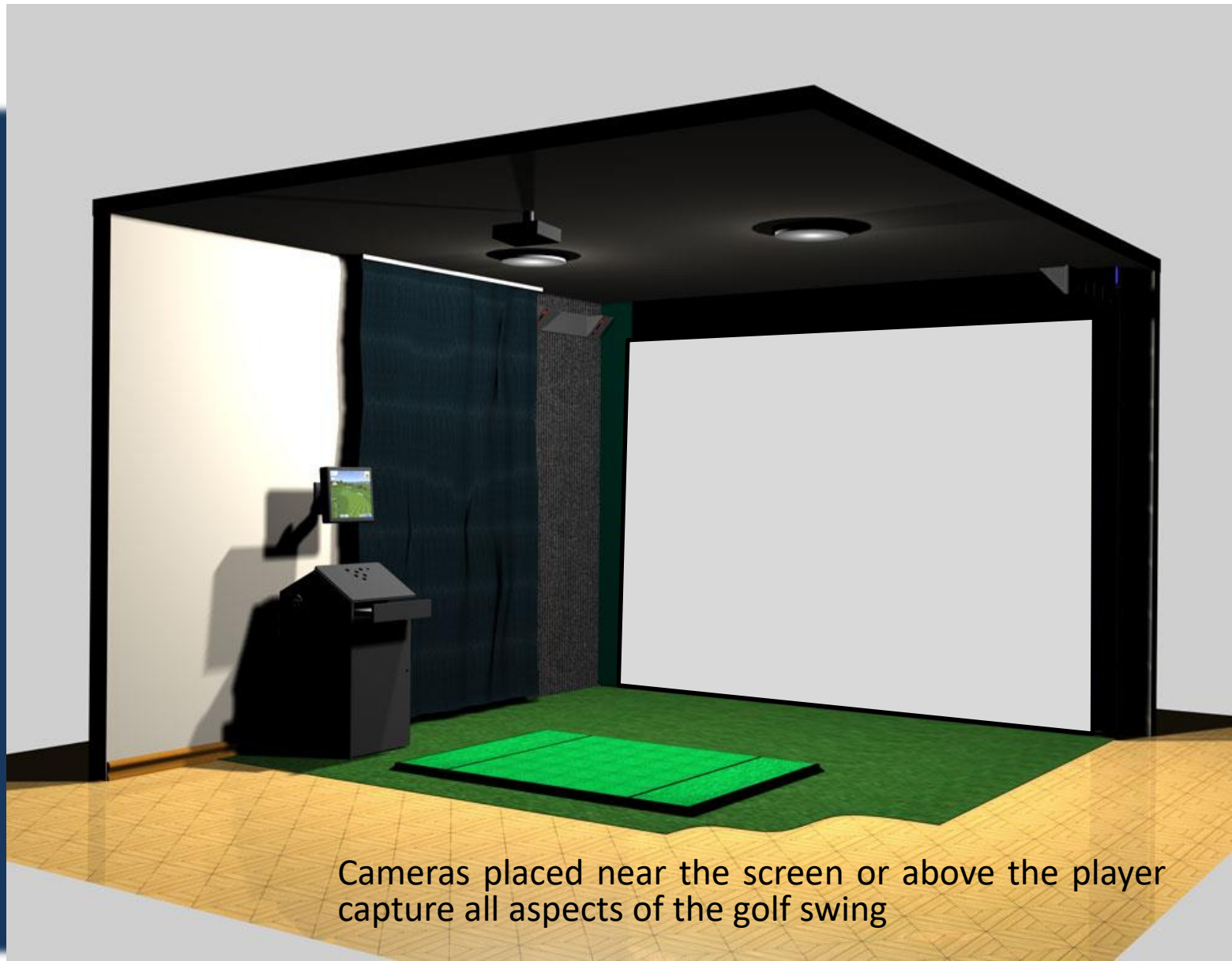
Ball Flight Path, Club Face Angle, Swing Path, Angle of attack,
Club Head Speed, Ball Speed, Swing Tempo, Hit Distance





Golf / Sports Simulator – Camera Based

- Golf
- Baseball
- Basketball
- Football
- Soccer
- Cricket
- Ice Hockey
- Shooting
- Racing
- Surfing
- Carnival



Cameras placed near the screen or above the player capture all aspects of the golf swing

Golf Course Simulation with Video Analysis

Camera based – Video Analysis and Clubhead Analysis

Driving Range

It makes a sophisticated shot with the double checking; checking the actual club and the shot and checking with the swing motion video.



Swing camera

- > With the maximum of two cameras, it analyzes in various directions like the side and back.
- > It can compare by bring up existing videos or pro-videos
- > You can save the video in the computer and check with the App or web.
- > You can analyze moving 1 frame each and figure out at once with 16 split screens.

Impact shot



- > You can see the ball and the club image that are actually taken by a camera.
- > It precisely measures the movement of club with the club track analysis.
- > You can make the detailed analysis as it shows one frame each.



Golf Course Simulation with Swing Analysis Data

Camera based – Swing Data and Ball Data is real measured data

Ball Flight Path, Club Face Angle, Swing Path, Angle of attack,
Club Head Speed, Ball Speed, Swing Tempo, Hit Distance



- Golf
- **Baseball**
- Basketball
- Football
- Soccer
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Location and Speed Tracking

Players are given real-time feedback on pitch location and speed after each pitch. Instant replays display an overhead view of the ball path over the plate.



- Golf
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Features

- 1 or 2 Players
- 3 Skill Levels
- 5 Unique Game Environments
- In-Game Advertising
- High Score Tracking
- Shot Location Tracking
- Changing Basket Positions





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Realistic Stadium Environment

The Visual Sports Rugby stadium was designed to simulate the experience of kicking in a professional stadium.





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2 Modes of Play

- Try to bend the ball around the defenders in Set Piece Mode.
- Take penalty shots on the keeper in Penalty Mode.



Set Piece



Penalty Shots

Location and Speed Tracking

Players are given real-time feed back on ball location and speed after each kick.
Instant replays display slow motion ball location and goalie reaction.



5 Unique Environments

Players can select from 5 unique environments.



Stadium



City Park



Egypt



Swiss Alps



The Beach

Post Game Analysis

After the game each players shot location, average speed, goals, and misses are displayed in the post game analysis screen.

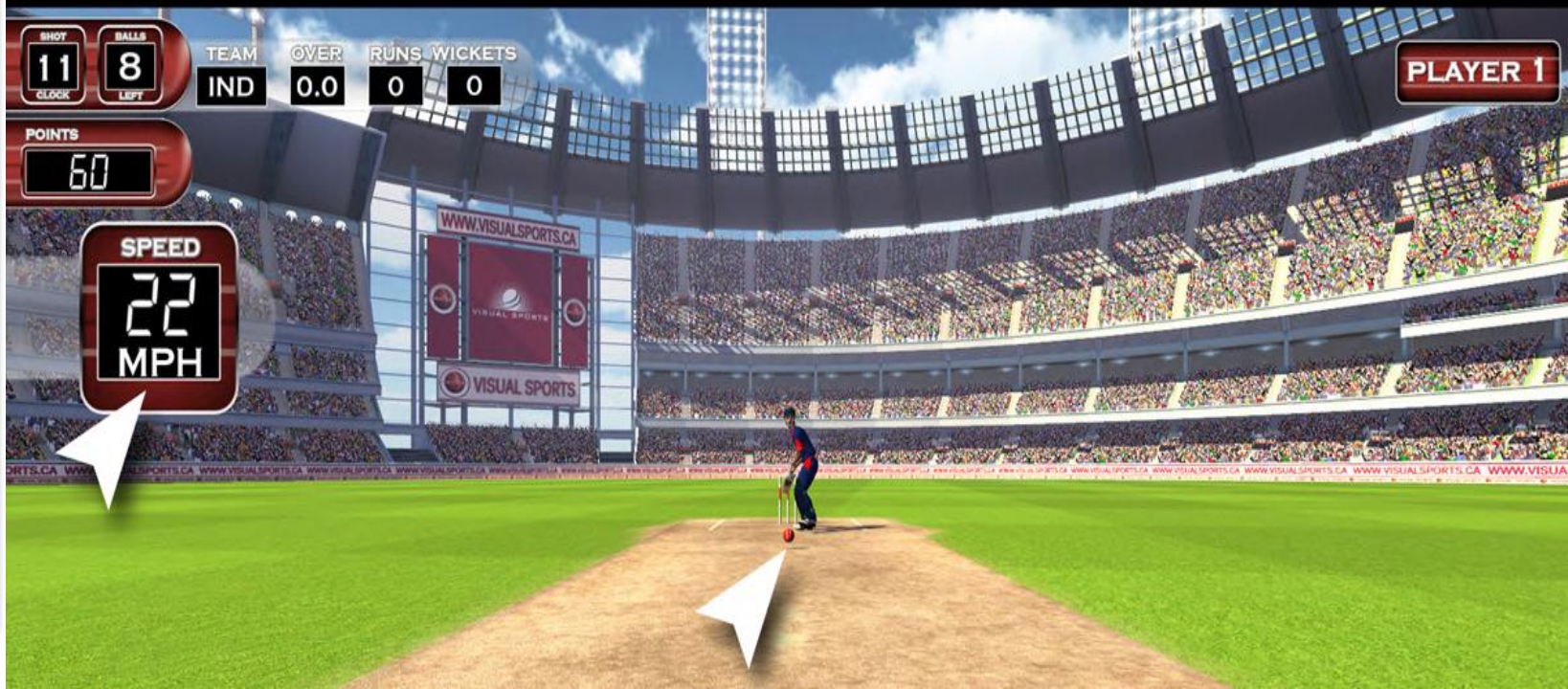




Cricket Simulator Bowling Only



Players are given real-time feed back on ball location and speed after each bowl.
Instant replays display slow motion ball placement.



- Golf
- Baseball
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Post Bowl Results

After each bowl the results and ruling are displayed on-screen.



The image shows a cricket game interface. In the center, a bowler in a blue shirt and white hat stands on the green field near the stumps. The background is a large stadium filled with spectators. The interface includes several UI elements:

- Top Left:** A red-bordered box containing 'SHOT 14' and 'BALLS 9'.
- Top Center:** A table with columns 'TEAM', 'OVER', 'RUNS', and 'WICKETS'. The values are 'IND', '0.0', '0', and '0' respectively.
- Top Right:** A red-bordered box labeled 'PLAYER 1'.
- Left Side:** A red-bordered box labeled 'POINTS' with the value '60'.
- Bottom Left:** A red-bordered box labeled 'BOWL RESULT' with the text 'DEAD BALL'.
- Bottom Center:** The text 'DEAD BALL 60'.
- Bottom Left:** The 'VISUAL SPORTS' logo.
- Bottom Right:** Two red circular icons: 'SPIN CURVE OFF' and 'BOOST OFF'.

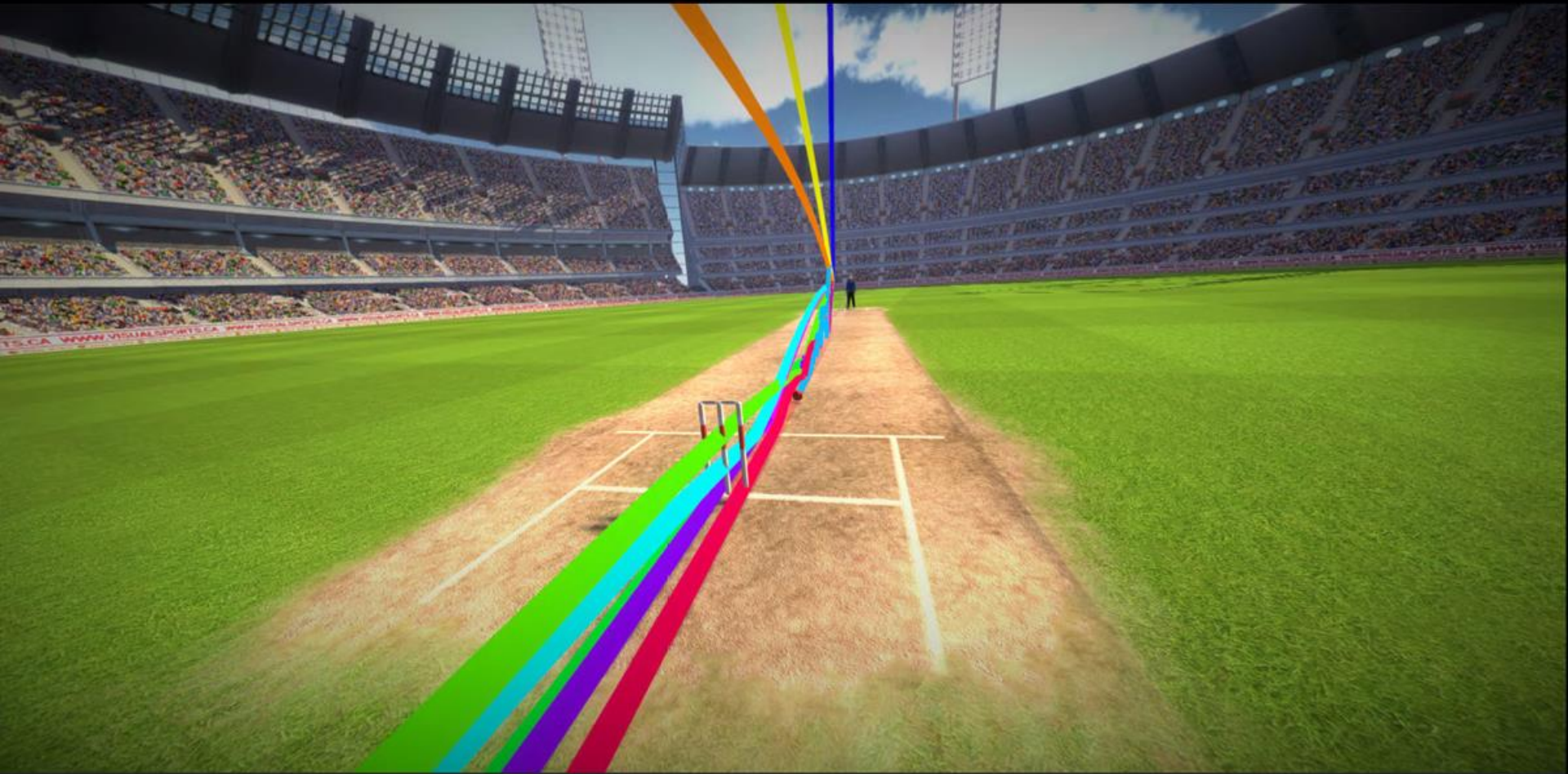
Instant Replay

Instant replays highlight placement.



Post Game Analysis

After the game each players shot location, ball path, and average speed are displayed in the post game analysis screen.





- Golf
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Game Modes

3 Modes of Play



Golie Shootout



Target Challenge



Hardest Shot Challenge

Location and Speed Tracking

Players are given real-time feed back on location and speed of each shot.
Instant replays display slow motion shot location and goalie reaction.



Fun Carnival Games

www.igolfindia.com

Players test their skills on one of three carnival favorites.





Golf/Sports Simulator

180~270 Degree Life Size Screens

- Golf
- Baseball
- Basketball
- Football
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Standalone Shooting Simulator Cameras Tracking Laser Real Guns with Laser Inserts/Bullets

- Golf
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Standalone Racing Sims

- Golf
- Baseball
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Standalone Surfing Sims

- Golf
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- Racing
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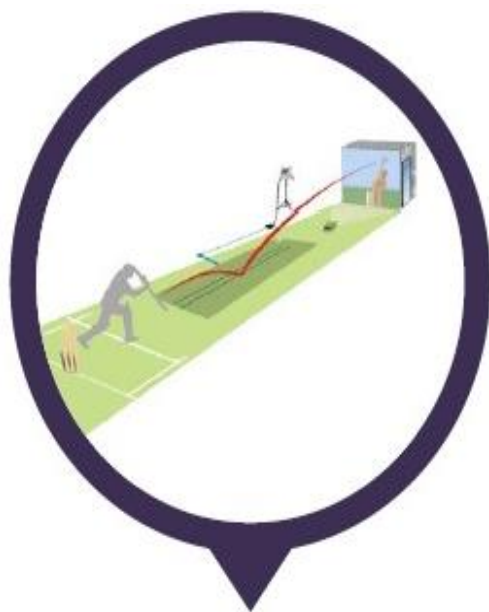


Standalone Cricket Simulator

Batting + Bowling

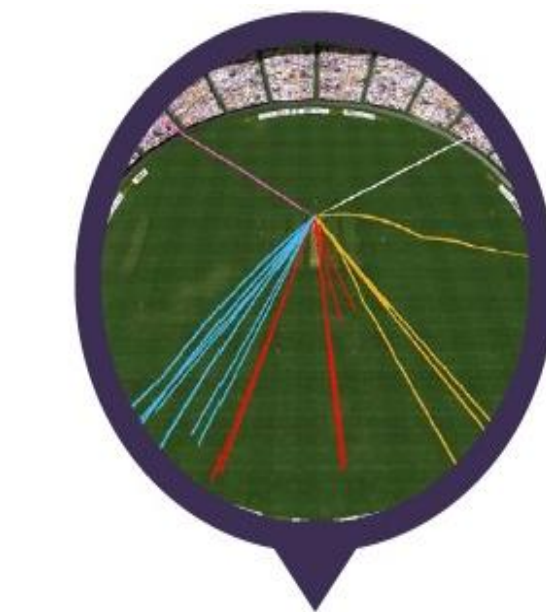
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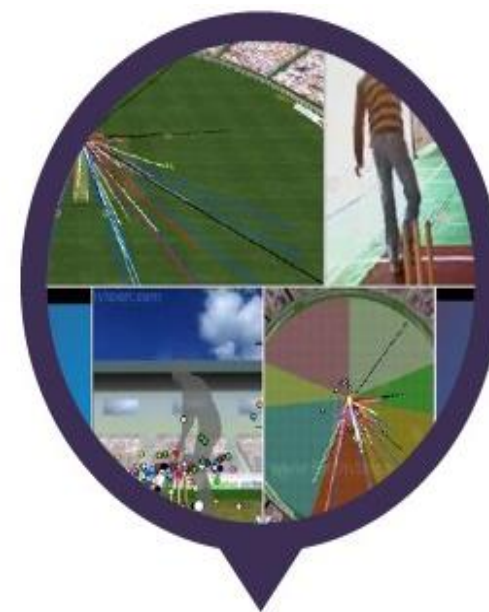
Video Bowling Machine

Half the price of any alternative: this is a fully automated bowling machine that can display a video of any bowler running in, and replicate their bowling. The system can be programmed to bowl a specific drill or operate to replicate a real match or bowler.



360° Shot Tracking System

This is the ONLY system in the world that will allow players to assess shot placements, scoring tactics, and get real value from batting practice. Simultaneously records bowlers performance or can be used with a bowling machine. Comes with full automatic player identification for both batsman and bowler.



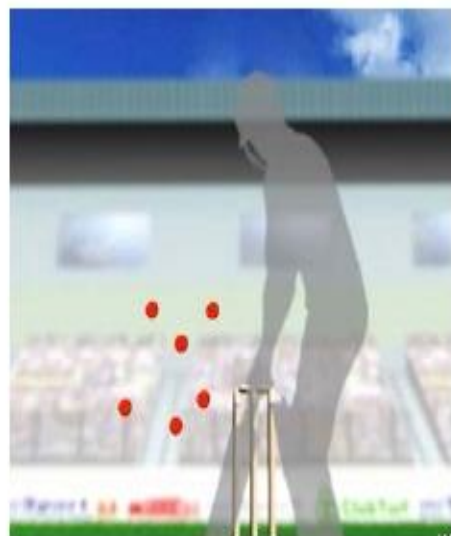
Combined Shot Tracking / Video Bowler System

This is the ultimate tool for elite level training and for fan engagement.

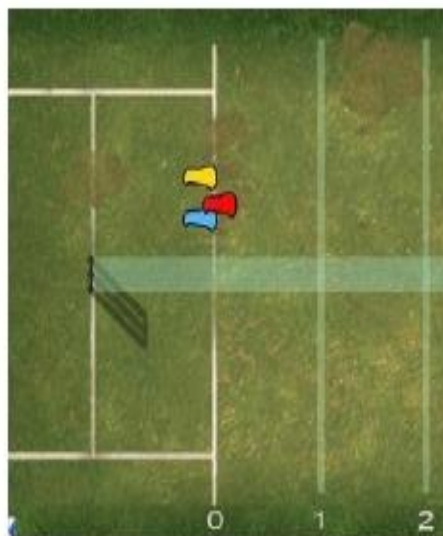
Face a virtual bowler & see the results of your shots: replicate matches, work on specific batting drills and strategies against different bowlers - or operate as a competitive game.

A completely 'Coach-Friendly' system with over 25 individual analysis reports available - and just a simple click-and-drag function to build up each coach's own ideal dashboards according to purpose, including...

- PitchMaps
- Beehives
- 3D Trajectories
- Spin / Deviation
- Bowling Crease Foot Position/No-Balls
- Manhattans
- Scatter Graphs
- 4 Video Feeds
- 'Video only' mode
- Audio Feed (audio memos)
- Bounce Report
- Sets-of-6 Summary
- In-Session Leaderboards for competitive training
- Integrated with Bowling Machines
- KPI Tables
- Personalised Lengths & Target Zones
- Wagon Wheels
- Virtual Field Settings
- Print-Outs



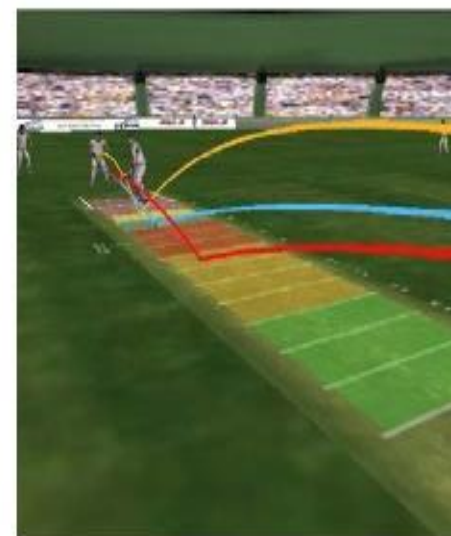
Beehives



Bowling Stride / No-Balls



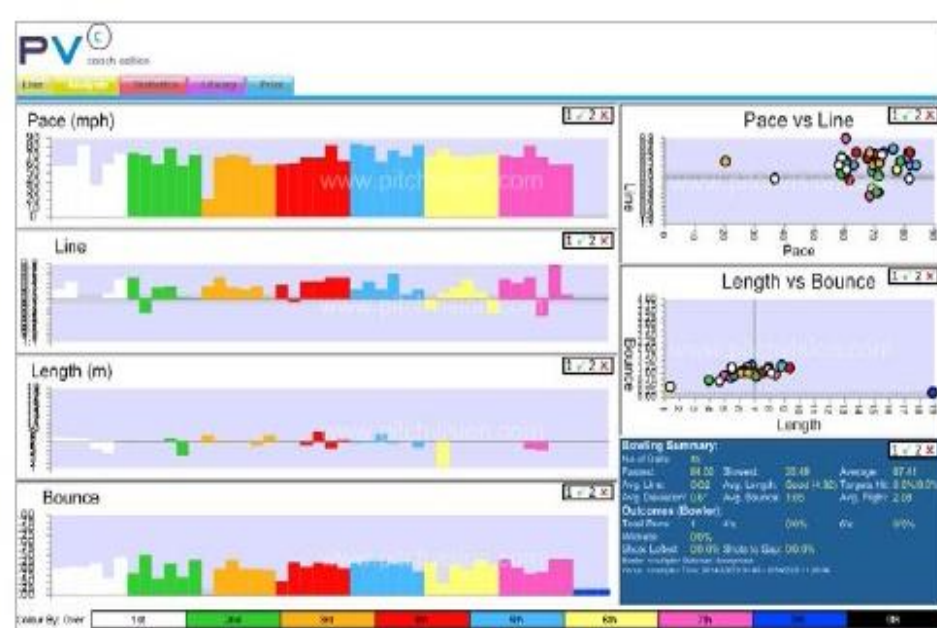
Live Video



3D Animation



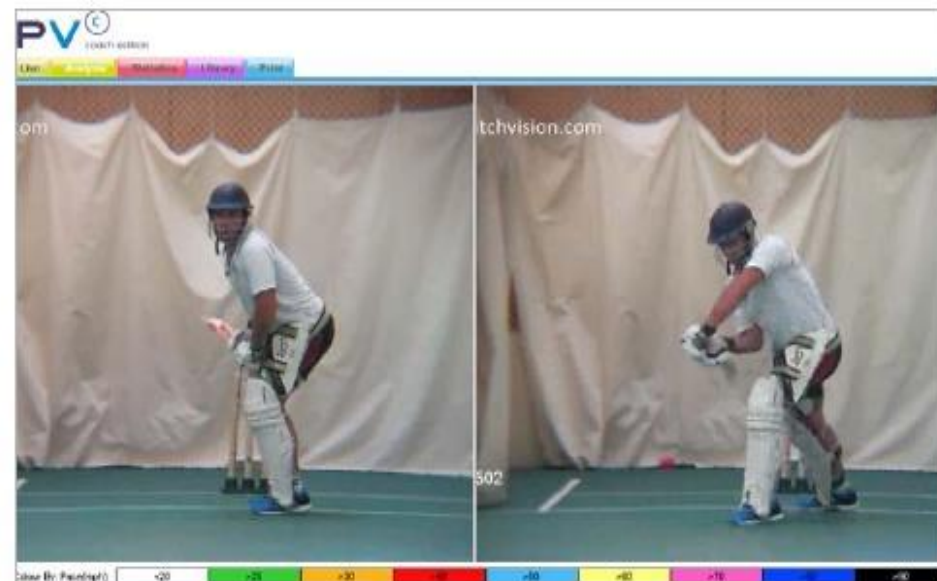
Example Dashboard: Pitch Map Analysis



Example Dashboard: Warm Up - Consistency - Fatigue Analysis



Example Dashboard: 360° Shot Tracking vs Field Settings



Example Dashboard: Video Analysis



Multiple Bays Entertainment Centers Integrated Home Theatres





ICAROS

VR Flight Simulator Exercise Technology

WE MAKE YOU FLY

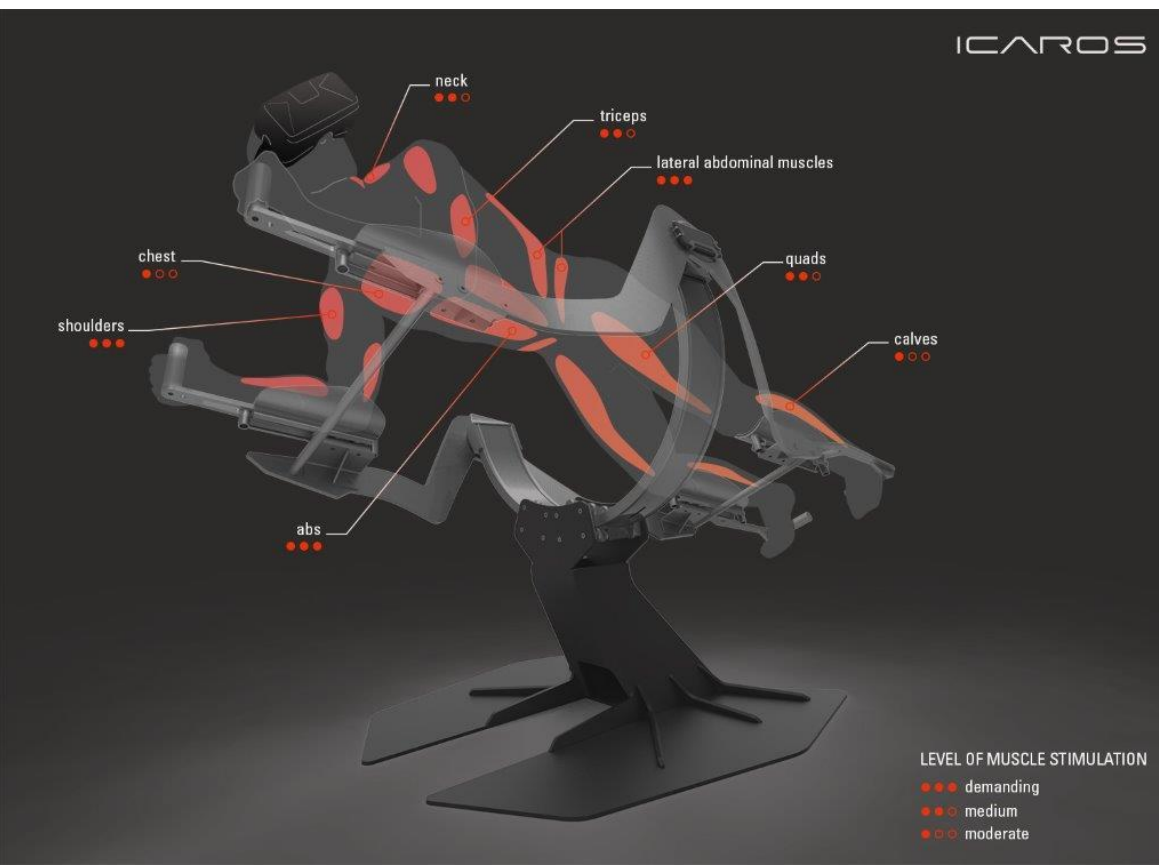
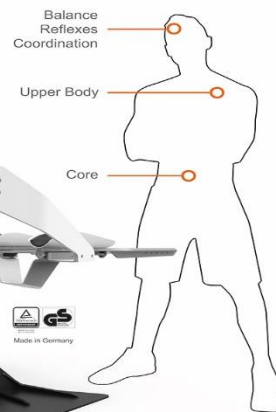
ICAROS enables you to fly, dive and drive through virtual worlds and to exercise your body at the same time. We call it Active VR.

ICAROS

TECHNOLOGY



EXERCISE



LEVEL OF MUSCLE STIMULATION



Winner 2016





And More....

Touch Interactive Tables and Motion Interactive Systems



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