



ACCURATE TRACKING TECHNOLOGY

Not all machine vision is alike. 3Trak is widely regarded as the most accurate ball and club tracking system in the world. What makes it different from other types of machine vision used in golf simulation?

ACCURACY & RELIABILITY

As the ball moves through the tracking region, 3Trak collects image data at twice the rate of many other machine vision systems. Further, 3Trak is carefully engineered for consistent optical resolution and field of view, resulting in repeatable and reproducible data quality throughout the tracking region. This translates into as much as a 10x advantage in shot recreation accuracy.

SPIN & CONSISTENCY

3Trak collects all shot data within a monolithic calibration volume, including velocity, launch angles and spin. Some machine vision systems with a low-resolving power over the majority of their tracking regions do not have sufficient capacity to detect spin detail. This requires a separate tracking module with independent resolution and calibration, and subsequent increases in error functions. In addition, some systems have a high degree of user dependence on careful ball placement.

READY TO GET STARTED?

Contact sales@aboutgolf.com.au or visit us at aboutgolf.com.au





UNLIMITED & COMPREHENSIVE

3Trak can track virtually any shot, including those that fly above the screen or wide to the left or right. Even shots that fall short of the simulator screen are accurately captured and recreated. In fact, 3Trak does not require the ball to hit the screen at all. Systems that require the ball to hit the screen have notable limits. For example, consider a simulator with a 10-foot high screen and a tee 15 feet from the screen. Such a system would be unable to track launch angles greater than 33 degrees. Depending on the screen width, such a system would typically have a horizontal launch-angle limit of less than 26 degrees. In such a system, errant shots, high lobs and chips cannot be included in real play.

REALISTIC & TRUE

3Trak, combined with the powerful aboutGolf software, allows the player to be on the course. The tee is a valid 3D position within a contiguous 3D environment. The player does not hit a shot from the simulator floor into the screen, where simulated ball flight takes over from the point of impact. Rather, the golfer hits from a known location in the environment and the shot trajectory is a continuous event from tee to target within that environment.

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Contact sales@aboutgolf.com for a consultation. Visit aboutgolf.com or call 800-445-GOLF for more information.

