

# ASTAR *Learning Systems*

*The best teaching tools just keep getting better...*



*Patented lesson development tools allow for a comprehensive lesson to be developed and written to a:*

- *to CD/DVD, email or*
- *to the Internet for a remote lesson*

*..Insert pre-recorded drills and exercises into the lesson adds value*

*...Insert pre-recorded introductions/closings to add that "extra" touch of professionalism*

**ASTAR's** software products are, quite simply, the finest sports instruction tools in the world. Designed from inception to take full advantage of today's powerful, multimedia computers, they bring the *Power of Visualization* to an instructional program. Learning has never been faster, easier, or more effective for instructors and students.

*The  
Power of  
Visualization!*

Because most people are visual learners, ASTAR maximizes the visual learning experience through a powerful combination of video, audio, graphics, text, and teaching tools.

**ASTAR** provides a family of motion analysis tools. For the instructor there are three: **ASTAR IV** and **ASTAR IV\_pro**. For the sports enthusiasts, **my\_Trainer**, an interactive, yet simple video based training tool.

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## ASTAR IV\_pro

ASTAR IV\_pro Pro is a patented ASTAR software product that combines all the advanced motion analysis features found in the ASTAR IV\_hf software plus the ability to create:

- Lesson videos developed during a "live" analysis session and delivered on a CD/DVD or emailed.
- Lesson videos developed from video(s) that are received from a remote source and return delivered via ASTAR's, **my\_Pro™**, distance learning technology.

Both lesson videos take full advantage of ASTAR's patented technology including full use of a comprehensive set of analysis tools including motion, comparative modeling, and multiple screen formats, graphics, measuring tools and voice over **audio**.

Additionally, and unique to ASTAR's ASTAR IV\_pro:

- Pre-recorded drills and exercises may be inserted anywhere in the body of the lesson to illustrate how to "fix the problems" that are found.

*Simple "drag and drop" insertion of pre-recorded content saves time and removes repetitive reproduction of key drills and exercises for each and every lesson.*

*The lesson can be dynamically edited "without having to redo the entire lesson" to make a simple change.*

*Further, "motion scenes" can be set to repeat the entire motion or any subset thereof in order to emphasize a particular point in the analysis.*

*ASTAR's unique "Hands-free" video capture technology*

*Adding "Voice" notes to lesson videos makes all the difference.*

- Pre-recorded introductions, closing or promotional clips may be inserted into the lesson to add impact and add that extra element of "professionalism" to a lesson.
- The lesson, developed as a simple composite of integrated "scenes", can be selectively edited without having to redo the entire lesson to make simple changes.
- Each lesson "scene" affords the ability to: add/delete/alter graphics, change screen formats from single to dual or vice versa, change each scene's voice over or even change whether a scene is to be viewed in slow motion or a still.
- Further, to emphasize a particular point in the analysis, "motion scenes" can be set to view the entire video clip or any portion thereof and will continue to repeat for as long as it's associated voice over runs.
- Building a CD/ DVD lesson can be done during the live analysis session. Moving easily between live analysis and lesson development is seamless yet allowing effective selection of key parts to be included on the CD lesson.
- Once completed, a "one button command" will send the lesson to be either copied to CD/DVD, emailed as an attachment or to the Internet.

ASTAR IV\_pro is a simple-to-use, yet powerful tool to create a professional lesson with all the elements normally found in a complex video editing tool.

### Key motion analysis tools:

#### Video Capture

At the heart of the system is its trademark video capture technique. Video is captured by either the sound of the club/racket or bat striking the ball or the right hand mouse button. The ASTAR IV\_pro automatically creates a video file of the entire desired motion (for a golf swing from address to follow-through). This unique technique eliminates the traditional method to manually start and stop the capture process, find the desired video within the segment, or edit it to remove unnecessary video footage. Further the video clip is ready to save into the in the Student Library or transmit to the student.

***"Hands Free"***

***Video Capture!***

#### Adding "Voice Notes

Simply click on "Record Audio" to add voice notes to a recorded video clip to capture the key points associated with the video clip. These audio notes are automatically saved and retrieved with the video for future viewing.

Voice notes can be played independently of the video and can be of any length.

*Exported lesson videos to student's CD includes "graphics and voice notes"*

*Comparative modeling... means faster learning!*



*Enhanced Video Replay option compliment the systems "Automatic replay" ... make an effective practice tool for students*

*Measuring tool...  
Club speed = 89mph,  
Ball speed=134mph  
Tempo=1.1 second*

## Export lesson video(s) to a CD for student

Provides a simple means to export one or multiple videos including any **voice notes**, and graphics to a CD for review by the student on ASTAR's **my\_Trainer 1.0** or **my\_Trainer** student training software. It makes all the difference for the student if the "exact" comments of the coach can be reviewed, especially if complimented by key graphics.

## Comparative Modeling

Comparative Modeling is a powerful learning tool providing the student a comprehensive side by side comparison of an ideal model from which to compare and learn. In a multi-window display, videos can be played independently or simultaneously with synchronization activated.

*Comparative modeling... means faster learning!*

And with "auto replay" activated, both model and student video play simultaneously in slow motion, adding further value to a practice.

## Automatic key video position settings

Touch one of the "key position" tab buttons and the video, or videos if dual screen, moves automatically to that location, significantly improving productivity.

## Video Replay Options

Once captured, the following replay options are selectable to improve visibility for the coach and are especially valuable in a practice mode for the student:

- ✓ Number of times video will automatically replay
- ✓ Replay all of the video or only a selected portion
- ✓ Replay at various speeds and then
- ✓ "Freeze on a specific location" before capturing the next video

## Measuring tools

A simple means to quickly measure **Velocity and Acceleration** of a club head or of a ball as it leaves the club head or from the hand of a pitcher.

The **Tempo** tool is also available to help measure and develop consistent timing in a variety of sports motions.

## Graphic tools

A full range of graphic tools are available. But more importantly, any drawn graphics will remain on the live video during video recording eliminating the need to redraw them.

Additionally, graphics will pan and zoom with the video to various display window formats.

*The most productive element of a digital video system is its "library"..... especially it is easy to use*



*"Up to 4 cameras if needed" ...simultaneously captured, analog, digital or mixed.*

*Output to a print image is simple and effective as a take home deliverable.*

**ASTAR**

Learning Systems

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## Library

Speed and efficiency of operation during a lesson or during special events are paramount concerns. ASTAR's library layout for both model and student videos is a simple, yet powerful structured Microsoft's file system. It affords simplicity yet speed in saving and retrieving videos. For instance, the models are stored first by gender, then by club type, by camera view angle and then by the model's name. Or if the ASTAR system is shared by several instructors, each may have their favorite group of models.

And if the model or student library is large, an easy- to-use, yet powerful "Find" command will quickly find what is needed.

Student videos can also be stored on the common server of a local area network providing easy access from any of the connected computers.

## Multiple Camera support

Capturing from multiple cameras, **up to four (4)** is made easy with the ASTAR IV\_pro. The software provides an integrated solution to capture video from multiple cameras simultaneously; **analog, digital or mixed on the same system.**

## Printer support

Output to a printer is simple and fast. Any Windows supported printer will do, color adds the most impact. Any video image, including all added graphics and text, will print...single window, dual or time lapse.

At the top of each print, upper left and upper right, logos may be defined and printed automatically with each print. Each print request will ask for a "title" input, usually the student's name, event or academy. The title prints above the video image between the two logos.

Each print request also provides an area to type any appropriate text comments, recommendations or game objectives and is printed just below the video image.