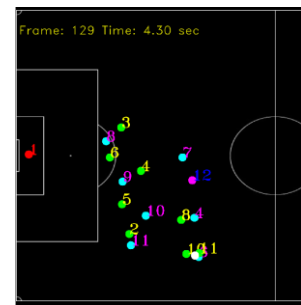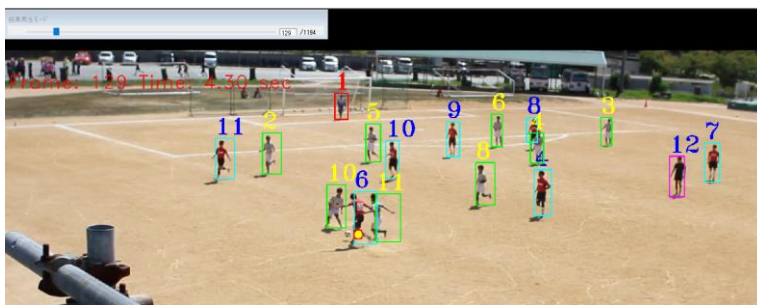# Football Tracker

Operating Manual

International Technology Transfer Corp.

1. What can be done in this viewer?
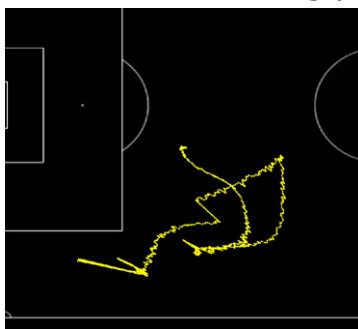
A) Analyzing players locus

You can see players position on football field plane.
It is hard to assume distances between each players in video; however, you can see those in a field plane with this viewer.

B) Player's moving path display
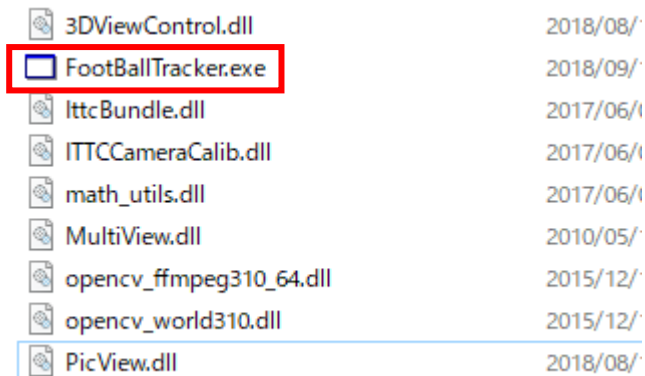
You can see the moving path in a field plane.

C) Running distance display in camera field of view

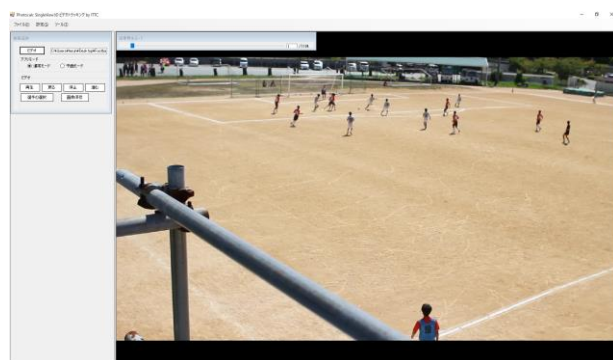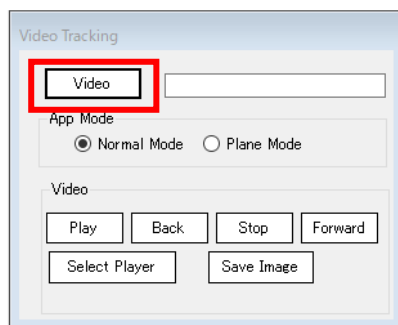You can see the each player's total runnning distance in camera FOV.

2. Boot

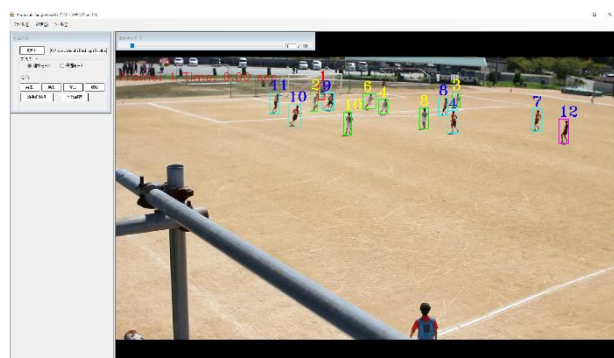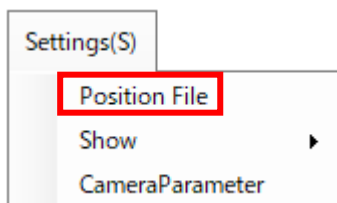Boot "FootBallTracker.exe" in "C:¥Program Files¥ITTC" folder.

3. Video Import

Select Video data as shown in red rectangle below. Then the first frame of the video will be displayed.

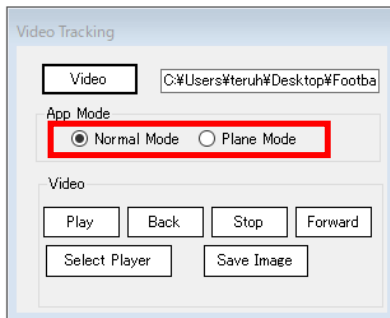

4. Import position data (.fpp)

Select "Position File" in the menu below. Rectangles will be displayed around each player.
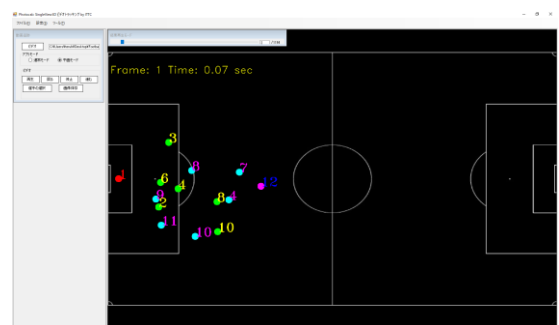
5. Player's position

App modes, Normal mode or Plane mode, can be switched. Nomal Mode is video display mode and Plane Mode is field plane mode.
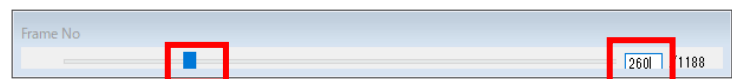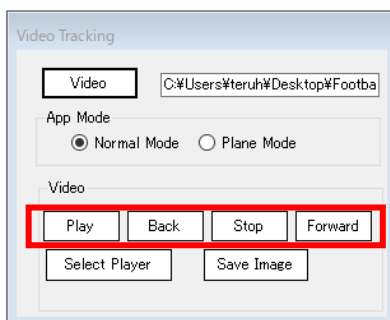

Normal Mode   Plane Mode
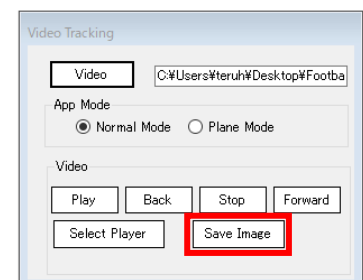

You can stop, back, and forward video frames with 「Play」「Stop」「Back」「Forward」 buttons. You can change video frame numer when you slide scroll bar in 「Frame No」 or press delete key on frame number (260 in the example below).
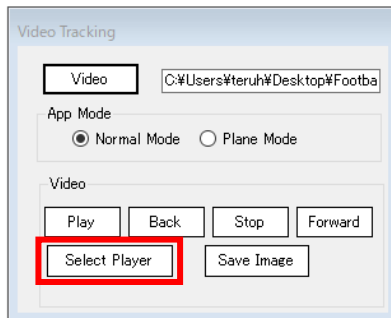

When you select 「Save image」, the frame displayed now (e.g. frame number260 here) will be saved in "C:¥ittc¥Succor" folder.
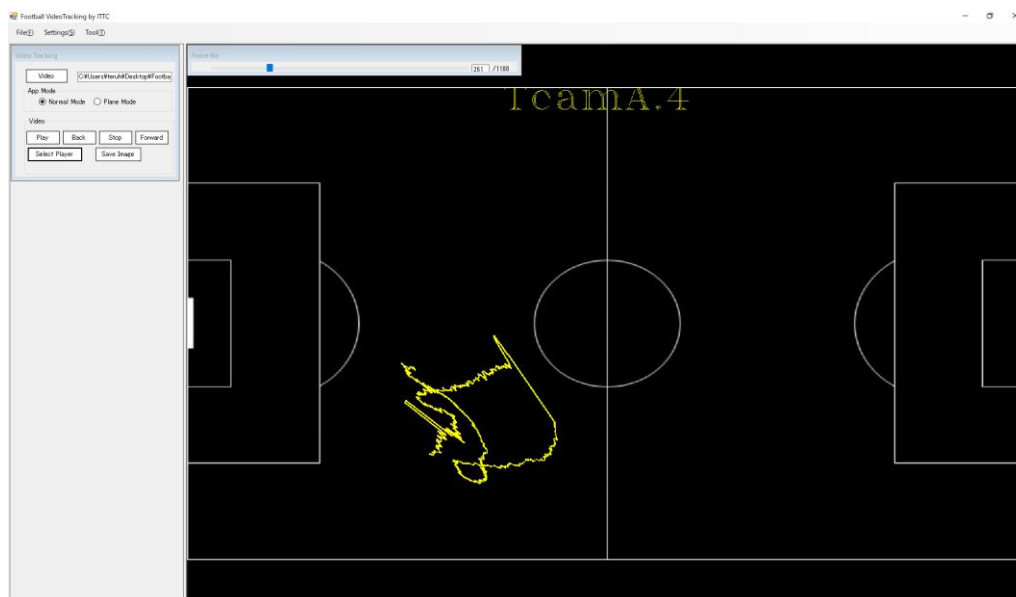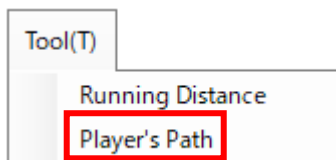The name of the image will be like "000260.jpg."

6. Player's locus information display

Select「Select player」, then mouse drag two points; target player's upper left and lower right. You can also select player in field plane mode.

Seltct「Tool→Player's Path」, and you will see the player locus.

7. Total running distance display

Select 「Tool→Running Distance」, then you will see the running distances.