



**Setting up the camera.**

- Place camera approx. 1.5 metres in front of the player.



- Ensure camera is held securely in a tripod.



- Ensure the camera is orientated correctly therefore it is held completely vertical, horizontal and aligned exactly to the players target line. Misalignment of the camera can affect the 3D values.



- Ensure the player is standing directly in the middle of the screen during capture, for example when on mats ideally have the player hit from the same place for each capture. If the player is 'off centre', this can affect the 3D values.

