

## 1. Upload Video

Upload a bat swing video

Drag and drop file here

Limit 200MB per file • MP...

Browse files

cricket\_sw...  
122.5MB

## 2. Set Parameters

How to find 'Scale'  
(meters/pixel):

- Measure an object of known length in your video (e.g., a bat 1.0m).
- Find its length in pixels (use any image editor).
- Scale = Known Length (m) / Pixel Length  
*Example:*  
 $1.0m / 250px = 0.004$

Pixel-to-Meter Scale  
(meters/pixel)

0.0030

YOLO Model Path

runs/detect/train3/weight

Override Video FPS (0 = auto)

0

Run Analysis



# Bat Swing Analysis Demo

Analysis complete in 521.30 seconds!



## Swing Metrics

	video	swing_id	start_frame	end_frame	duration_s	peak_speed_mps	peak_angular...
4	cricket_swing.mp4	4	448	456	0.13	11.25	
5	cricket_swing.mp4	5	459	475	0.27	3.95	
6	cricket_swing.mp4	6	772	782	0.17	10.49	
7	cricket_swing.mp4	7	978	1009	0.52	8.78	
8	cricket_swing.mp4	8	1034	1039	0.08	9.76	
9	cricket_swing.mp4	9	1041	1047	0.10	10.19	
10	cricket_swing.mp4	10	1050	1057	0.12	8.53	
11	cricket_swing.mp4	11	1170	1177	0.12	8.73	
12	cricket_swing.mp4	12	1301	1306	0.08	3.05	
13	cricket_swing.mp4	13	1393	1415	0.37	73.10	

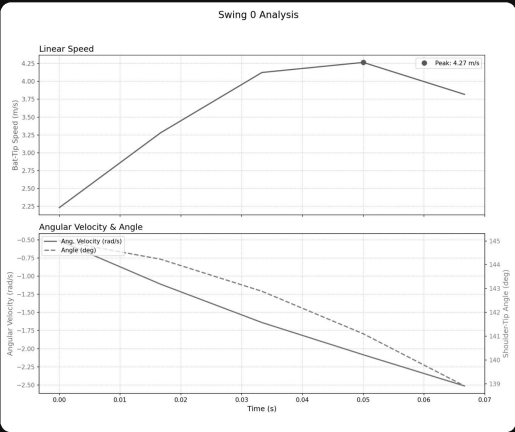


## Visualizations per Swing

### Swing 0



Swing Overlay

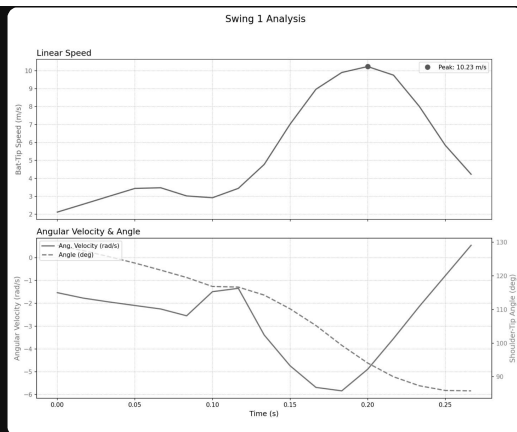


Swing Plots

### Swing 1



Swing Overlay

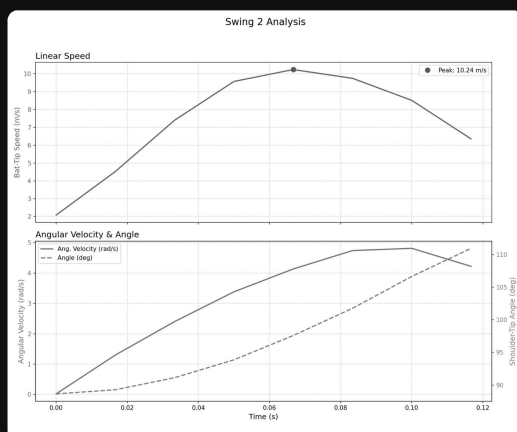


Swing Plots

## Swing 2



Swing Overlay

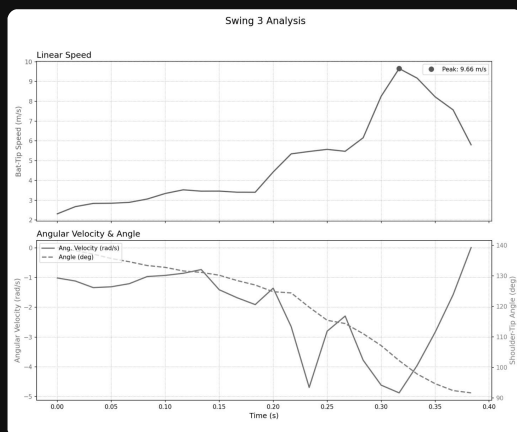


Swing Plots

## Swing 3



Swing Overlay

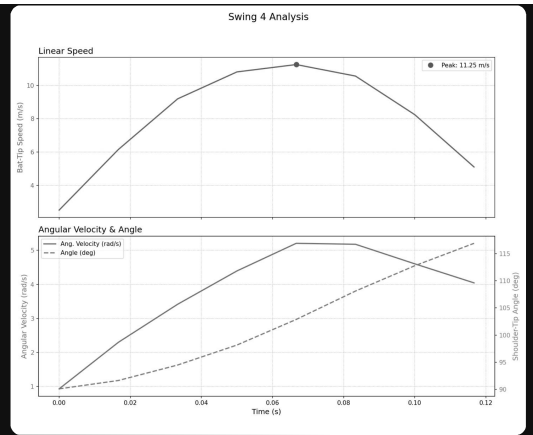


Swing Plots

## Swing 4



Swing Overlay

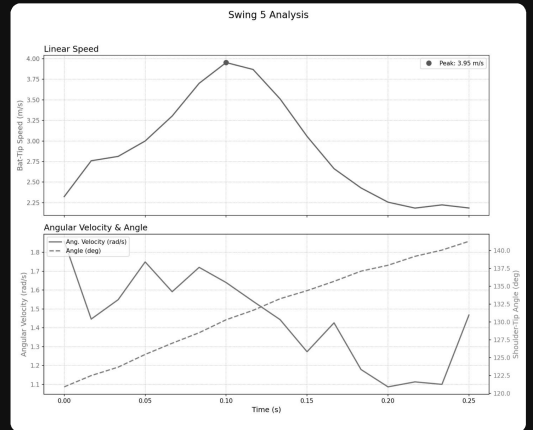


Swing Plots

## Swing 5



Swing Overlay

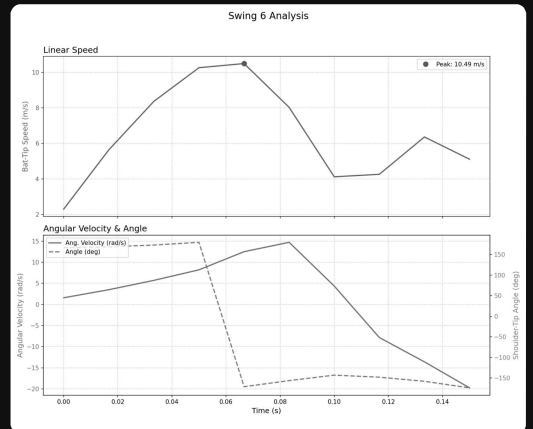


Swing Plots

## Swing 6



Swing Overlay

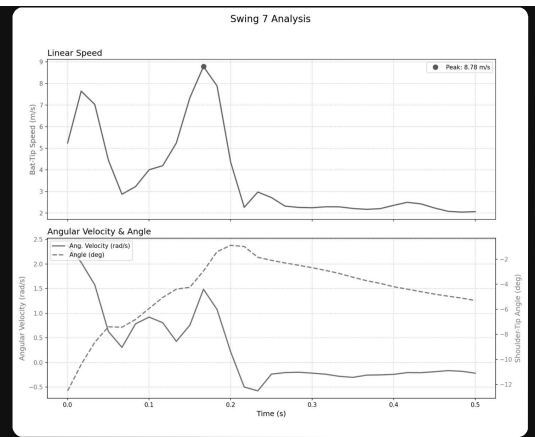


Swing Plots

## Swing 7



Swing Overlay

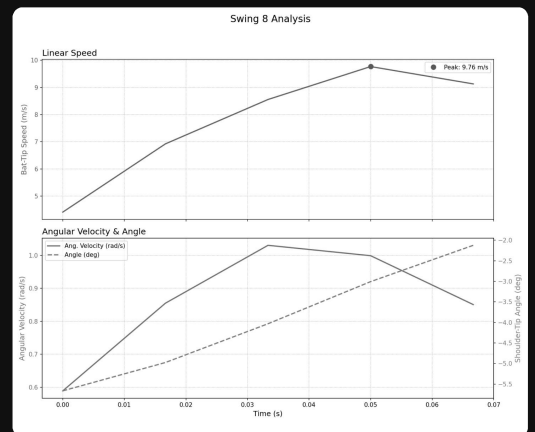


Swing Plots

## Swing 8



Swing Overlay

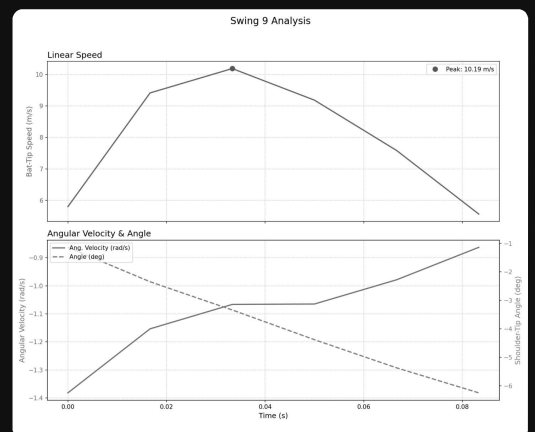


Swing Plots

## Swing 9



Swing Overlay

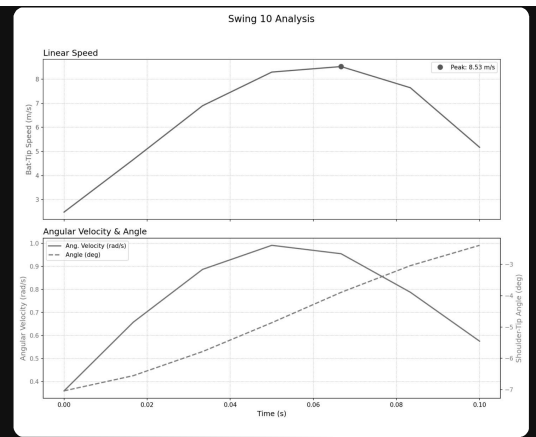


Swing Plots

## Swing 10



Swing Overlay

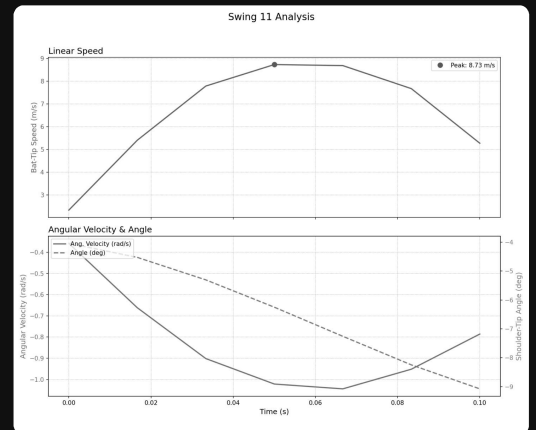


Swing Plots

## Swing 11



Swing Overlay

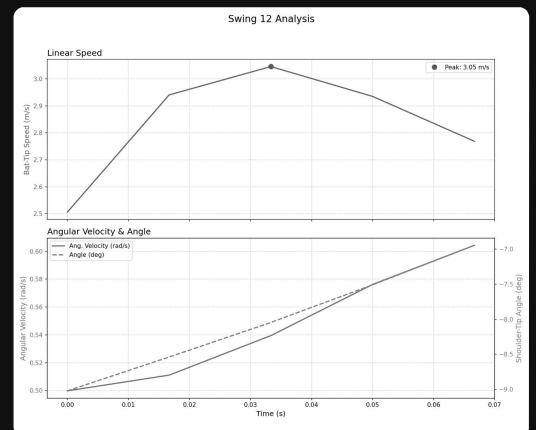


Swing Plots

## Swing 12



Swing Overlay

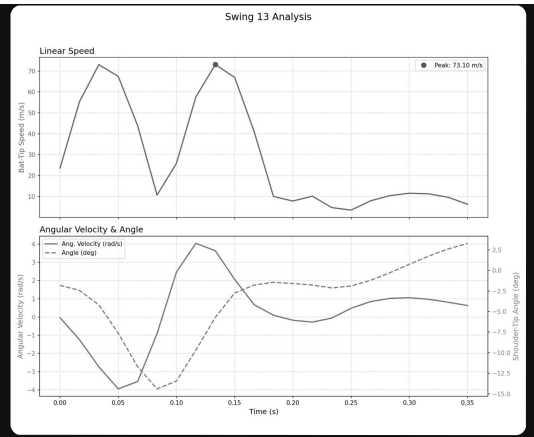


Swing Plots

## Swing 13



Swing Overlay



Swing Plots