

HOOPER VISION AUTOMATING BASKETBALL STAT TRACKING WITH COMPUTER VISION

DEFENSIVE ANALYTICS

3D COURT MAPPING TO ANALYSE PLAYER POSITIONING AND DEFENSIVE SPACING.

AUTOMATED REFEREEING

DETECT BASKETBALL VIOLATIONS LIKE CARRIES AND TRAVELS

IN-GAME STAT TRACKING

TRACKS POINTS, ASSISTS AND STEALS FOR INDIVIDUAL PLAYERS DURING GAMES

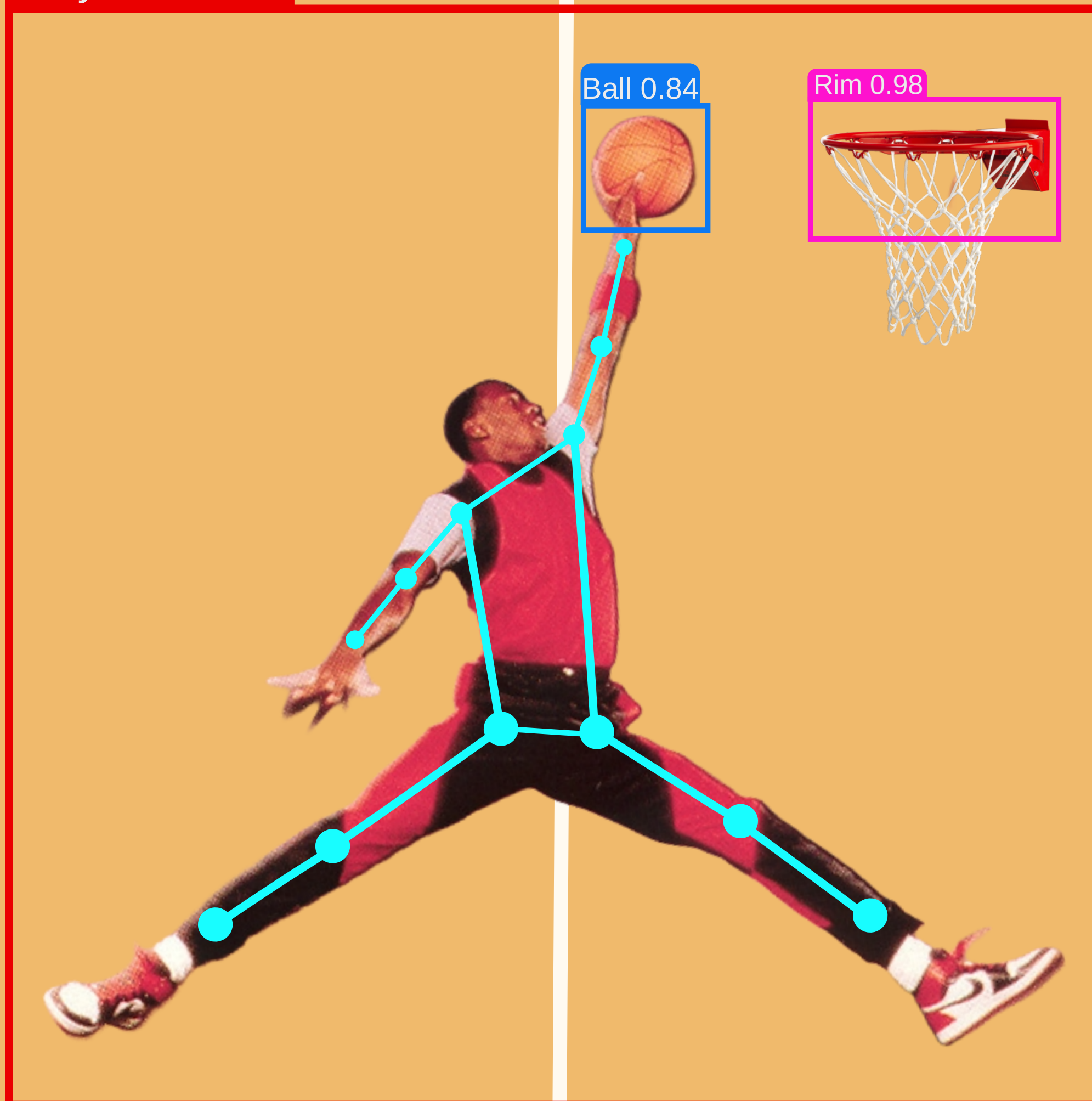
PRACTICE MODE

GIVE USERS FEEDBACK ON THEIR JUMPSHOT FORM

HIGH PERFORMANCE COMPUTING

COMPUTING CLUSTER USED TO TRAIN OUR MODEL ON OVER 10,000 IMAGES

Player 0.96

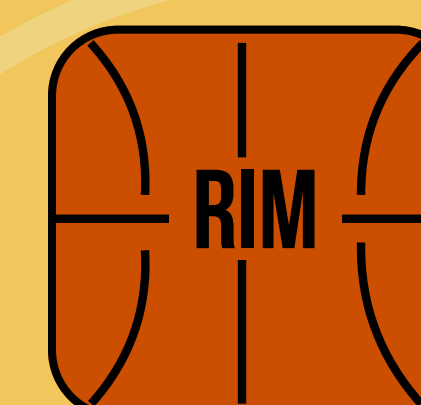
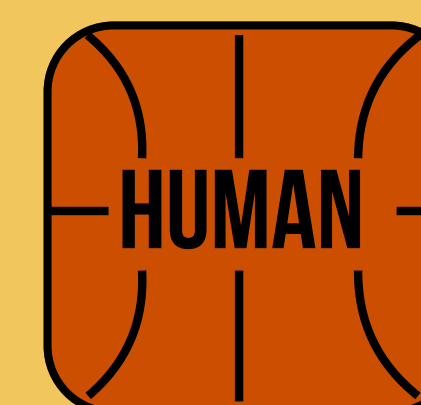
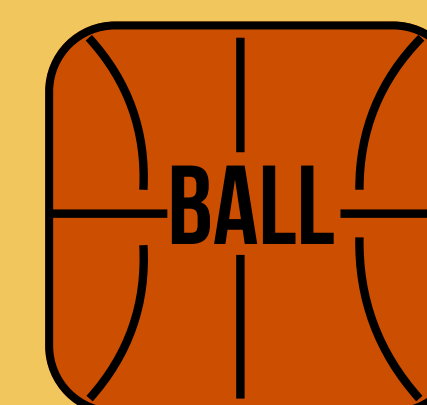


INPUT

CAMERA/ VIDEO FEED

DETECTION

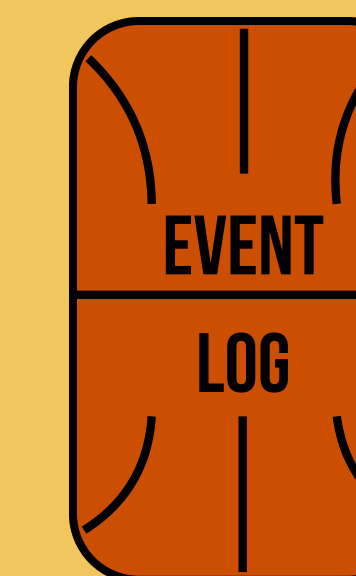
YOLOV8 OBJECT DETECTION MODEL



GAME LOGIC LAYER



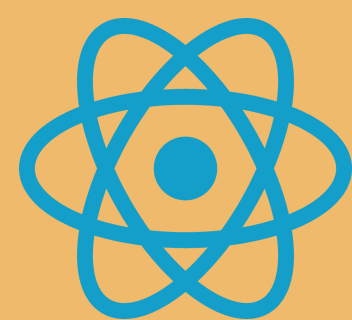
FRONTEND



ULTRALYTICS
YOLO



PYTHON



REACT



FASTAPI



ROBOFLOW



PYTORCH



OPENCV



MEDIAPIPE