



World's Most Compact 360° 3D Camera

Output	Stereo Image Output	3240 x 1192 @ 12fps 2160 x 792 @ 20fps
		1620 x 592 @ 40fps 810 x 296 @ 100fps
	Maximum Field of View	360° (H) x 80° (V)
	Angular Resolution	0.1° (H) x 0.1° (V) / pixel
	Maximum Operating Distance	10 meters for Object Size 2cm x 2cm

Depth Performance	Image Resolution	3240 x 596 @ 12fps 2160 x 396 @ 20fps
		1620 x 296 @ 40fps 810 x 148 @ 100fps
	Field of View	360° (H) x 80° (V)
	Angular resolution	0.1° / pixel
	Minimum Range (distance)	0 cm
	Maximum Range (distance)	300 cm
	Distance Accuracy	≤ 1 cm / 1% @ 50cm
		≤ 20 cm / 6.3% @ 150cm
	Distance Resolution	≤ 0.08 cm / 0.4% @ 20 cm
		0.5 cm / 0.5% @ 50 cm
		6.33 cm / 2.1% @ 150 cm
	Distance Precision	0.5 cm / 0.5% @ 100 cm
	fps (frames per second)	Supported at 12 fps, 20 fps, 40 fps, 100 fps
	Latency	< 150 ms
	Timestamp	< 5 ms
Point Cloud	Supported at 12 fps, 20 fps, 40 fps, 100 fps	
Ambient Lighting	> = 20 Lux	

SDK Features	Compatibility	OpenCV, ROS
SDK Requirements	Operating System	Ubuntu 16.04+
	RAM	2 GB
Interfaces	Communication Interface	USB 3.0 (Data & Power)
Electrical Data	Maximum Operating Voltage	5V
	Average Power consumption	2.5W
Mechanical Data	Weight	65 g
	Dimensions	Height: 54.19 mm; Diameter: 45.5 mm
	Materials	ABS, PMMA, Aluminium
	Housing Color	Sand blasted anodised black(AL Base enclosure)
		Matte Black (ABS Top cover)
	Mounting	UNC 1/4"-20
Operating Conditions	Ambient Temperature	-30° to 55° C
	Storage Temperature	-30° to 75° C
Resistance	Shock Resistance	0.5g; 03 Axes for 06 ms
	Vibration Resistance	5 Hz to 150 Hz
Accessories (included)	USB 3.0 Type A-A cable	
	Micro Fiber Cloth	
Important Notes	Avoid dropping the product in any scenario.	
	Do not touch the transparent surface as it can reduce the image quality.	
	Use of microfiber cloth for cleaning the transparent surface is recommended.	
	Static sensitive devices, Handle only at static safe work stations	
Additional Family Options	PAL USB 	USB 3.0 Interface
	PAL Ethernet 	Gig-Ethernet with on-board video processing