

See the world in motion

# MotionCam-3D

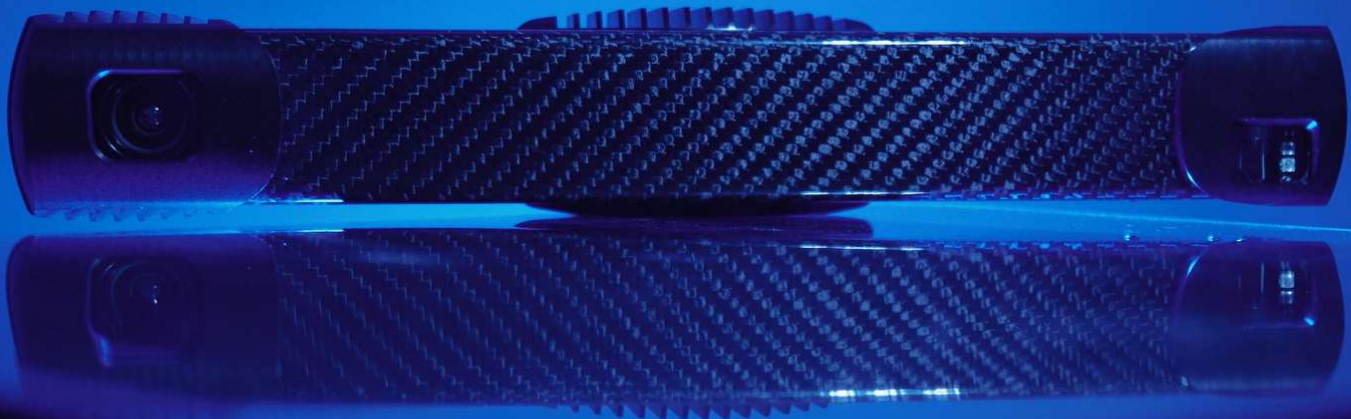
Highest accuracy & resolution  
3D camera for dynamic scenes



# The unique combination of speed & data quality

Reconstruct accurate point clouds of various objects in a high level of detail without compromises on quality caused by vibrations, ambient light or motion.

3D sensors



## Features



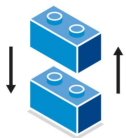
### Resistant to vibrations

Without producing distortion or broken acquisitions



### Industry ready device

With IP65, PoE and thermal calibration



### Patented technology

New concept of capturing - Parallel Structured Light - based on novel CMOS sensor



### Scanning of dynamic scenes

Captures objects moving up to 40 m/s with 10  $\mu$ s per pixel exposure time



### Easy to install and use

MotionCam-3D follows the concept of a plug & play device including intuitive API



### High resolution & no blur

2 Mpix accuracy including state of the art ambient light suppression



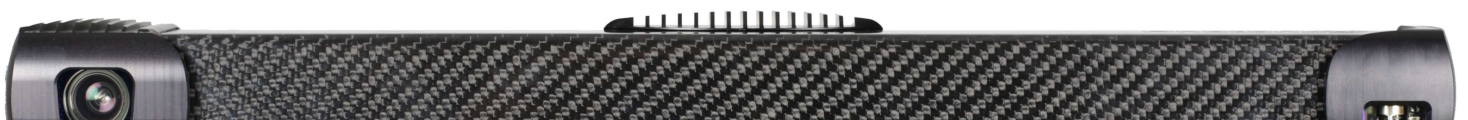
### Computational powerhouse

Provides 15 million 3D points per second

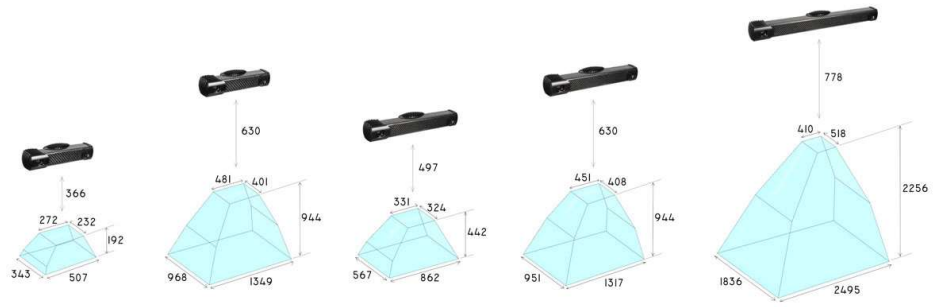


### Large scanning range

From 36 cm up to 3 m covered by 5 sizes of the device: S, S+, M, M+ & L

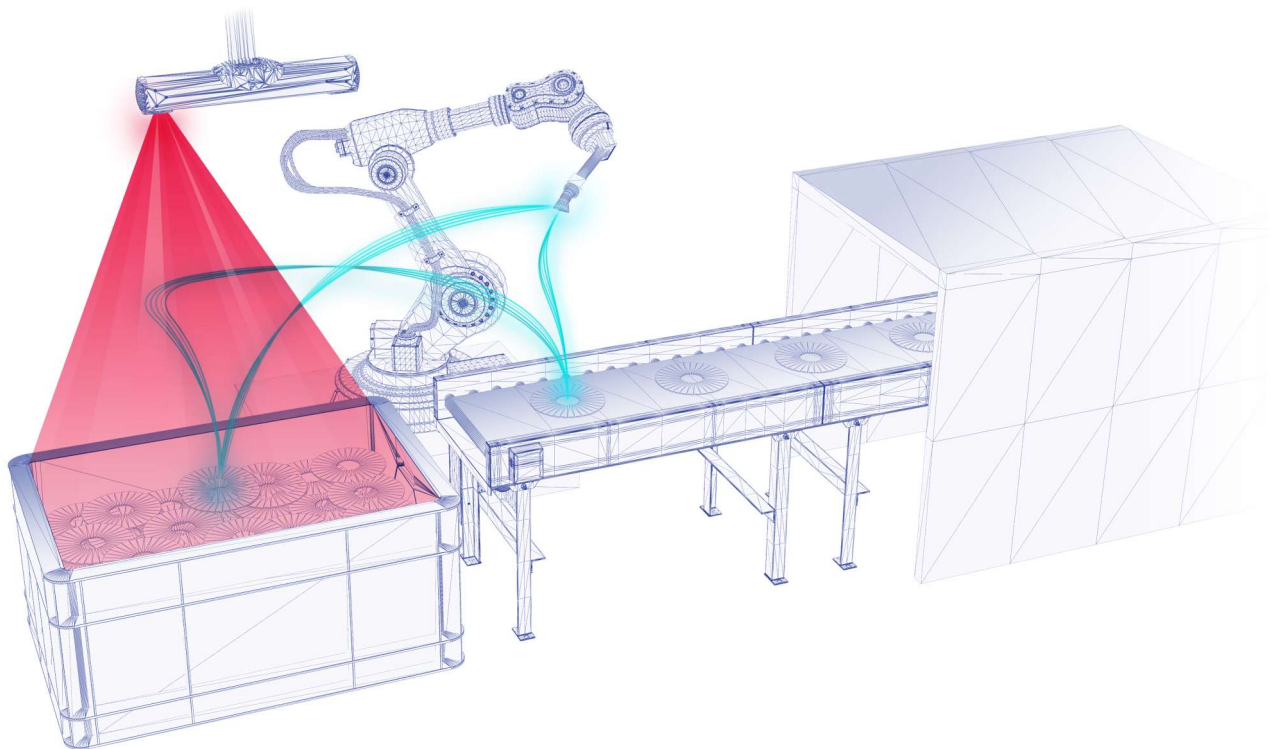


## Technical parameters



	S	S+	M	M+	L
<b>Scanning range</b>	366 - 558 mm	630 - 1574 mm	497 - 939 mm	630 - 1574 mm	778 - 3034 mm
<b>Camera mode</b>					
<b>Point size</b>	0.37 mm @z = 442 mm	0.76 mm @z = 900 mm	0.55 mm @z = 650 mm	0.76 mm @z = 900 mm	1.05 mm @z = 1239 mm
<b>Accuracy</b>	< 0.300 mm	< 1.000 mm	< 0.500 mm	< 0.600 mm	< 1.250 mm
<b>Temporal noise</b>	< 0.100 mm	< 0.150 mm	< 0.100 mm	< 0.100 mm	< 0.150 mm
<b>Scanner mode</b>					
<b>Point size</b>	0.25 mm @z = 442 mm	0.52 mm @z = 900 mm	0.37 mm @z = 650 mm	0.52 mm @z = 900 mm	0.72 mm @z = 1239 mm
<b>Accuracy</b>	< 0.150 mm	< 0.500 mm	< 0.250 mm	< 0.300 mm	< 0.900 mm
<b>Temporal noise</b>	< 0.050 mm	< 0.100 mm	< 0.050 mm	< 0.050 mm	< 0.100 mm
<b>General information</b>					
<b>Depth map resolution (static mode)</b>	1680 x 1200				
<b>Depth map resolution (dynamic mode)</b>	1120 x 800				
<b>Maximum FPS</b>	20 fps				
<b>Data acquisition time</b>	10 ms				
<b>Maximum object speed</b>	40 m/s				
<b>3D points throughput</b>	15 mil points/sec				
<b>GPU</b>	NVIDIA Pascal™ Architecture GPU with 256 CUDA cores				
<b>Dimensions</b>	80 x 68 x 307 mm	80 x 68 x 307 mm	80 x 68 x 427 mm	80 x 68 x 427 mm	80 x 68 x 627 mm
<b>Baseline</b>	230 mm	230 mm	350 mm	350 mm	550 mm
<b>Weight</b>	1300 g	1300 g	1400 g	1400 g	1500 g





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