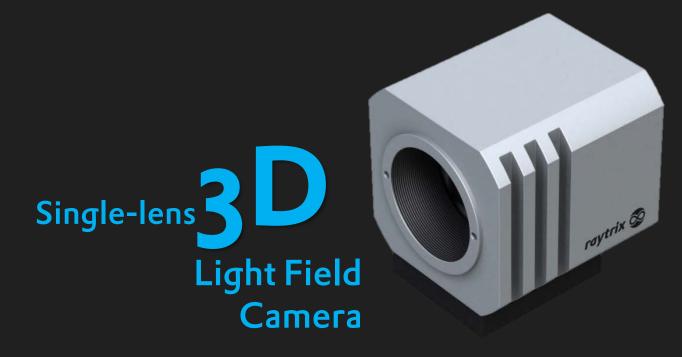


3D reconstruction and extended depth-of-field based on only one snapshot and a single monocular camera



R₅ High Speed Camera System





3D reconstruction and extended depth-of-field based on only one snapshot and a single monocular camera

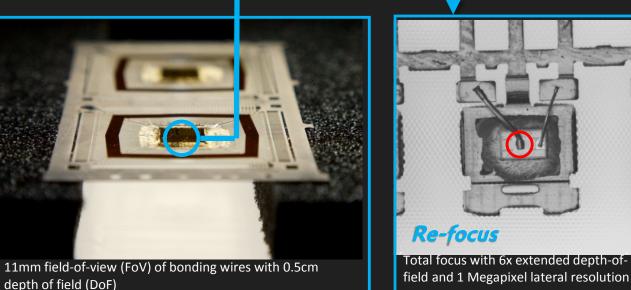


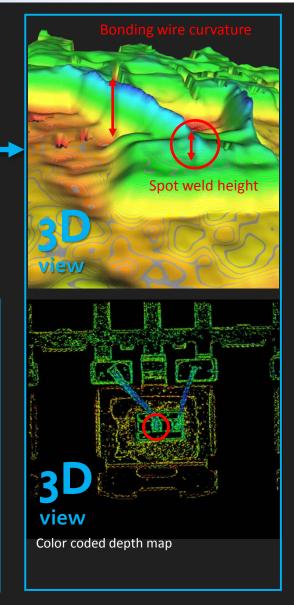
Single-lens D

Light Field

Camera

- calibration-free monocular camera
- robust & space-saving setup
- down to micron resolution
- extended depth-of-field by software re-focus
- captures fast moving objects by a single shot
- no special structured illumination required
- mono, color and NIR cameras available



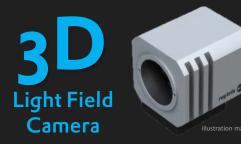


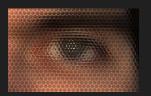


* US-Pat.-No.: 2012/0050562 A1, European patent No. 2244484, CHIP-Award 2012: "Innovation of the year"

R5 High-Speed 3D Light Field Camera

3D reconstruction and extended depth-of-field based on only one snapshot and a single-lens camera





4D light field raw image data





3D view

Total focus De

Depth map

- calibration-free monocular camera
- robust & space-saving setup
- down to micron resolution
- extended depth-of-field by software re-focus
- captures fast moving objects by a single shot
- no special structured illumination required
- mono, color and NIR cameras available

R ₅ Specifications				
Lateral resolution	max 1 MP (25% of original image sensor resolution)			
Extended depth-of-field	max 6x of standard cameras			
Frame rate	25 FPS (GigE), 56 FPS (Dual-GigE), 30-90 FPS (USB 3.0), 180 FPS (Camera-Link)			
Light field image sensor	4.2 Megarays, 2048 x 2048 pixel, 5.5μm pixel pitch, CMOSIS, CMV4000, CMOS			
3D depth resolution	max 100 discrete depth layers			
Fixed aperture	f/2.4, f/5.66, f/26 (microscopy), (we offer full customized micro lens array optics meeting your needs)			
Interface	Single/Dual Gigabit Ethernet, Camera-Link, USB 3.0 superspeed			
Lens mount	C-mount			
Software support	MVTec Halcon plugin interface, SDK/API programming interface for Microsoft Windows			
Hardware requirements	NVIDIA GeForce GTX-Titan with 6 GB GPU memory (or higher)			
Software requirements	Microsoft Windows 7, CUDA with OpenGL 4.0 and Compute Capability 2.0			
Applications	Fluid flow (3D Particle tracking, PIV), Light Field R&D, machine vision, endoscopy, microscopy, visual quality inspection, life science, face recognition,			





R₅ 3D Light Field Camera

3D reconstruction and extended depth-of-field based on only one snapshot and a single-lens camera

3D light field camera	R5 f/5,6	R5 f/2,4	R5 f/2.4	R5 f/2,4
Application example	Surface inspection	Life science (motion tracking)	Inspection of mechanical parts	Gesture recognition
X field of view	10mm	35mm	50mm	500mm
Y field of view	10mm	35mm	50mm	500mm
Z field of view (depth of field)	4mm	20mm	40mm	1,2m
Working distance	0,40m	0,3m	0,33m	0,4m
Z depth resolution	30μm	120µm	250μm	7mm
Illumination example	low angle	ring light	low angle	ambient light
Main lens optics	100mm macro	50mm	50mm macro	33mm
Sample object examples	Steel, small screws,	Insects, seedlings,	Screws, valves, threads	Gesture/face recognition

^{*} US-Pat.-No.: 2012/0050562 A1 , CHIP-Award 2012: "Innovation of the year"

3D Light Field Camera Technology





Raytrix GmbH

Schauenburgerstrasse 116 D-24118 Kiel, Germany Fon: +49 (0)431 5606240

Fax: +49 (0)431 26090065

Website: www.raytrix.de , Email: info@raytrix.de

General manager:

Dr. Lennart Wietzke, Dr. habil. Christian Perwass

VAT: DE264446080

Bank details

Account holder: Raytrix GmbH Bank name: Foerde Sparkasse Account number: 1400055669 Bank number: 21050170 SWIFT/BIC: NOLADE21KIE

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