

STEREO VIDEO SEE-THROUGH

AUGMENTED REALITY FOR ANY HMD!

VIDEOVISION

- Augmented and mixed reality apps
- Attach to any head-mounted display
- Color digital stereo cameras
- High-precision aluminum omni mount
- Vizard 3D toolkit controlled
- Affordable and flexible





STEREO VIDEO SEE-THROUGH AFFORDABLE AND FLEXIBLE AUGMENTED REALITY APPLICATIONS

What is VideoVision?

VideoVision is the ultimate solution for affordable and flexible augmented reality applications. See the virtual and the real world simultaneously. Overlay high-quality video feeds with computer generated imagery, with no impact to your system's performance. Instantly attach VideoVision to any head-mounted display.

Components

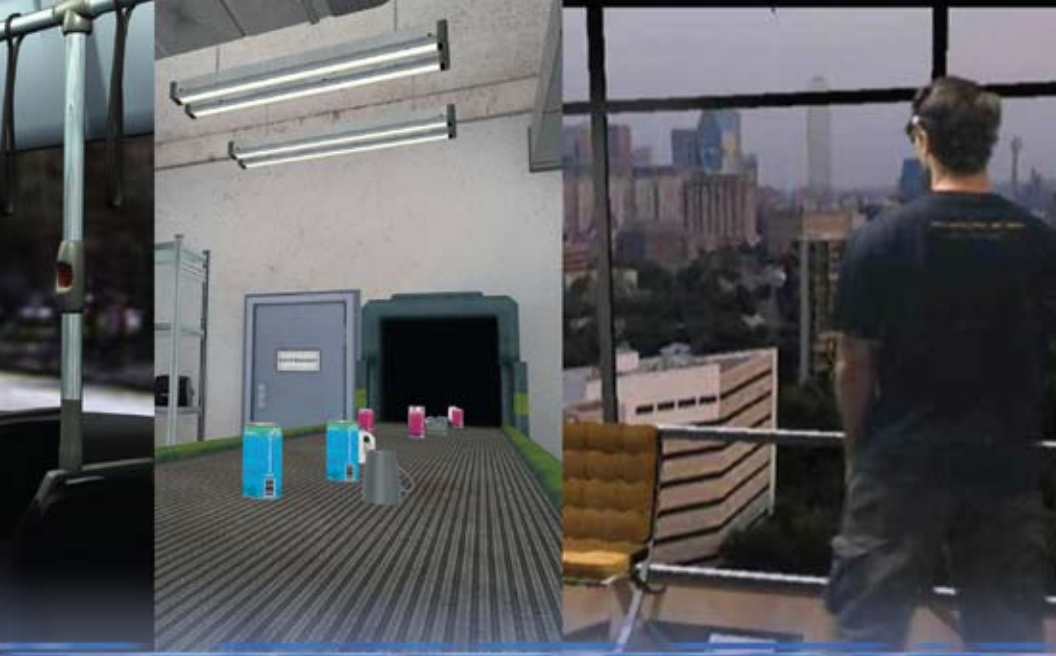
VideoVision includes two separate color cameras with analog or digital output, a precision omni mount and an optional PC for combining the captured video with computer generated images.

Mounting

Durable Superlock fasteners allow easy and secure attachment of VideoVision to almost any head-mounted display. Easily detached when not needed.

VideoVision analog

includes two separate color cameras with NTSC/PAL output signals, a precision omni mount, hardware-accelerated image acquisition, and a host PC for combining the captured video with computer generated images.



VideoVision digital

includes two separate digital color USB cameras, a precision omni mount, image acquisition software and SDK, and an optional host PC for combining the captured video with computer generated images. Two different versions are offered: 640x480 @ 60fps unsynchronized and 640x480 @ 30fps synchronized.

INTEGRATION

Vizard and VideoVision

VideoVision integrates seamlessly with the Vizard VR Toolkit. Using Vizard, you can easily control every aspect of the video see-thru process, including parameters such as stereo versus mono, image parameters (e.g., hue, brightness, contrast), and temporal delays (no delay or up to 100 sec of digitally buffered video time delay). With VideoVision and Vizard technology, it is extremely easy to combine computer generated images into your video see-thru scenes. In fact, any of Vizard's rich graphics tools can be combined in real-time with any VideoVision real-time captured scene.

Installer Package

All versions of VideoVision include a driver installer package for use with Vizard.

TECHNICAL SPECIFICATIONS

EDITION	ANALOG	Digital sync'd / unsync'd
Camera Type	2x color, NTSC/PAL	2x color / monochrome
Resolution @ max fps	640 x 480 @ 60 fps 2:1 interlace	640 x 480 @ 30 fps sync'd 448 x 336 @ 60 fps sync'd 480 x 320 @ 60 fps sync'd 640 x 480 @ 30 fps unsync'd
Sync System	internal	external via VGA
Field of View *	78 or 92 deg lens	78 or 92 deg lens
Brightness / Contrast	electronically adjustable via Vizard	electronically adjustable via API / Vizard
Iris	fixed	fixed
Focus	manually adjustable	manually adjustable
Eye Distance (IPD)	32 - 107 mm	40 - 107 mm
Convergence	manually adjustable	manually adjustable
Electronic Shutter Time	NTSC 1/60, PAL 1/50 - 1/100 000 sec	global shutter, progressive scan 0.08 ms - 5.5 s
Weight	230 g	215 g / 220 g
Dimensions	185 x 48 x 47 mm	185 x 48 x 55 mm
Cable Length	30 m	5 m standard, active USB cables extend range
Power Consumption	320mA @ 12 V DC, external	500mA @ 5 V DC, internal
* Lenses are interchangeable		



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