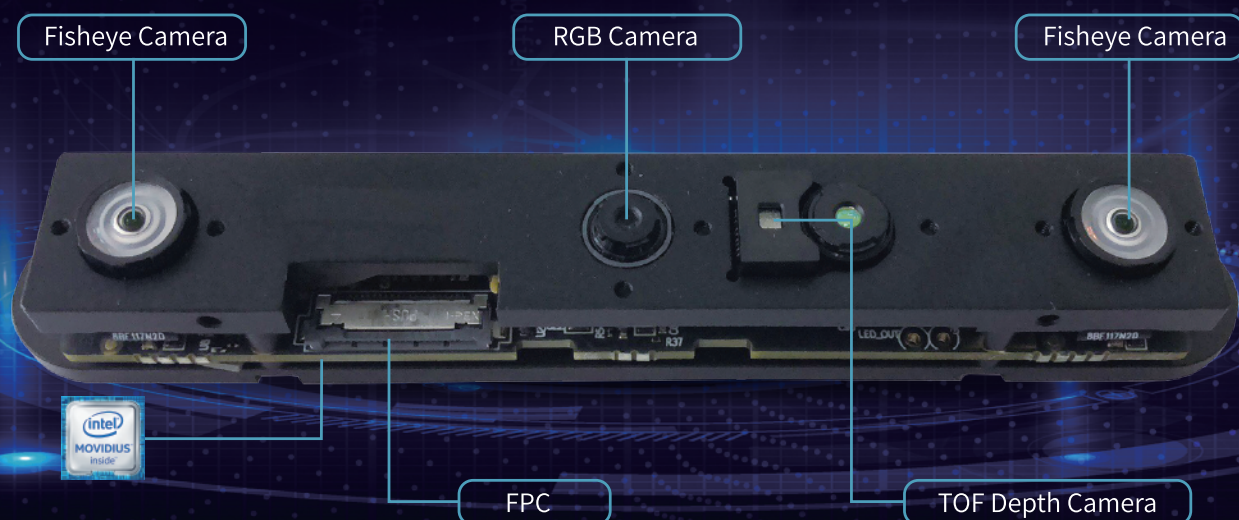


3D XR VISION

A Proven 6DOF VSLAM Solution for
Mobile AR/VR HMD and Glass



3D XR Vision – 80



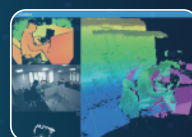
VR/AR HMD/glass



6DOF Controller

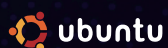


Object Detection



Depth and Dimension
Measurement

It can be easily and quickly integrated into multiple OS and hardware platforms.



Hardware Spec

Fisheye Camera

Baseline 80mm	Frame rate up to 100fps
Resolution 640X480 Global Shutter	FOV (H/V) 133°/100°

TOF Depth Camera (Optional)

Resolution 224x172	Frame rate 5-30fps
Depth range 0.3-5meter , 1% accuracy	FOV (H/V) 60°/45°

RGB Camera (Optional)

Resolution 13M for still, 2M(1080) for video	
Frame rate 30fps	FOV(H/V) 68°/53°

System Character

Output interface USB 3.0 over 20 pin FPC	Demension 108mm*16.4mm*15mm
Weight less than 30g	Total power consumption less than 3W

Highly configurable design

Mass production ready now

Proven solution for key leading AR glass OEM

(*) Performance is determined by the environment

Key System performance Spec

vSLAM

VIO and VSLAM modes with edge computing engine

6DOF refresh rate
up to 200fps

Latency
less than 6ms

Tracking accuracy
less than 1% of distance traveled

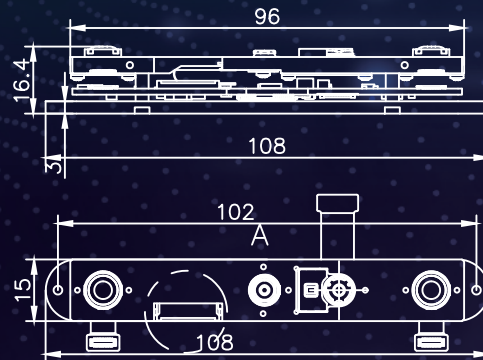
Static Jitter
less than 1mm in translation and 0.02 degree in rotation

Re-localization
less than 1 second

Tracking area
adaptable

AI

- Caffe and Tensorflow
- configurable
- run on the edge
- All tool chains are compatible to Intel NCS



XR80-FTR



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