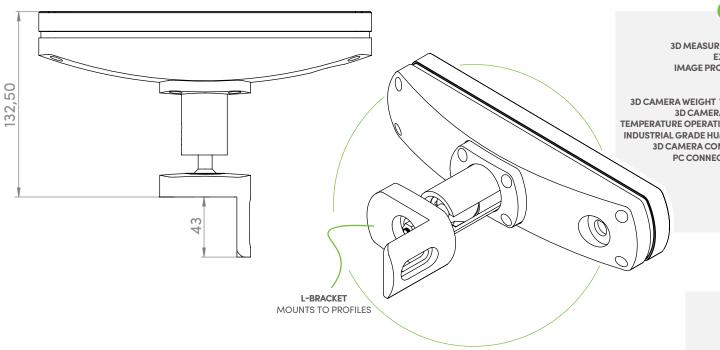
(

(O)

52

238

Dimensions



GENERAL SPECIFICATIONS

3D MEASUREMENT METHOD 3D ENHANCED LIGHT NOT NEEDED **EXTERNAL LIGHTS IMAGE PROCESSING SPEED** 30 fps < 3 mm REPEATABILITY <1mm 3D CAMERA WEIGHT W/O L-BRACKET 895 gr 3D CAMERA WEIGHT TOTAL 1030 gr TEMPERATURE OPERATING CONDITIONS +10°C/+35°C INDUSTRIAL GRADE HUMIDITY QUALITY IP55 3D CAMERA CONNECTION TO PC USB3 PC CONNECTION TO ROBOT ETHERNET TCP/IP **ROBOT LIBRARY** ABB, UR UNIVERSAL ROBOTS, STAUBLI,

APPROVALS

PROFILE

KUKA, FANUC, YASKAWA

CE, FCC

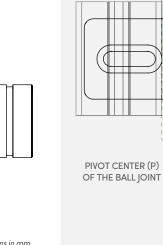
BALL JOINT PIVOT (P)

PROFILE DISTANCE 50,50

FRONT DISTANCE

82,50

3D CAMERA FRONT





20

R7,60 R4.10

All dimensions in mm.

R♦B♦T VISI♦N MADE EASY



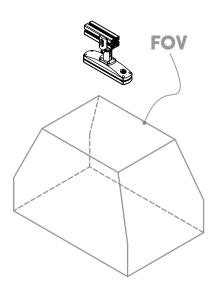
3D Camera

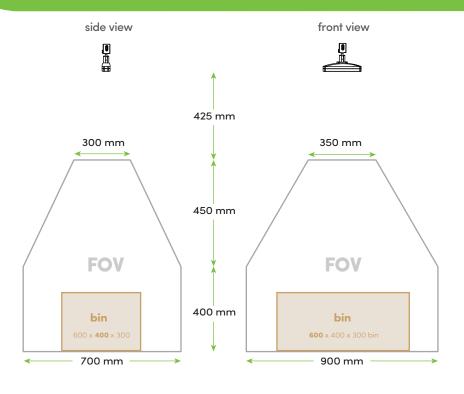
Field of view

CAM-3D-U

FIELD OF VIEW (FOV)

Dimensions





To be visible for Pick-it, all parts or items of interest must be inside the **field of view** (FOV) of the 3D camera.

The **region of interest** (ROI) can be seen as a 'bounding box' that fits within the FOV of the 3D camera. This box defines where the actual application takes place. You can define this ROI in the Pick-it software.

The possible dimensions of the ROI depend of the distance between the 3D camera and your ROI.

Bringing your application closer to the camera will improve image quality and shrink the potential ROI volume.

Bringing your application further from the camera will lower image quality and enlarge the potential ROI volume.

REGION OF INTEREST (ROI)

Example applications

A





8



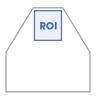
A



















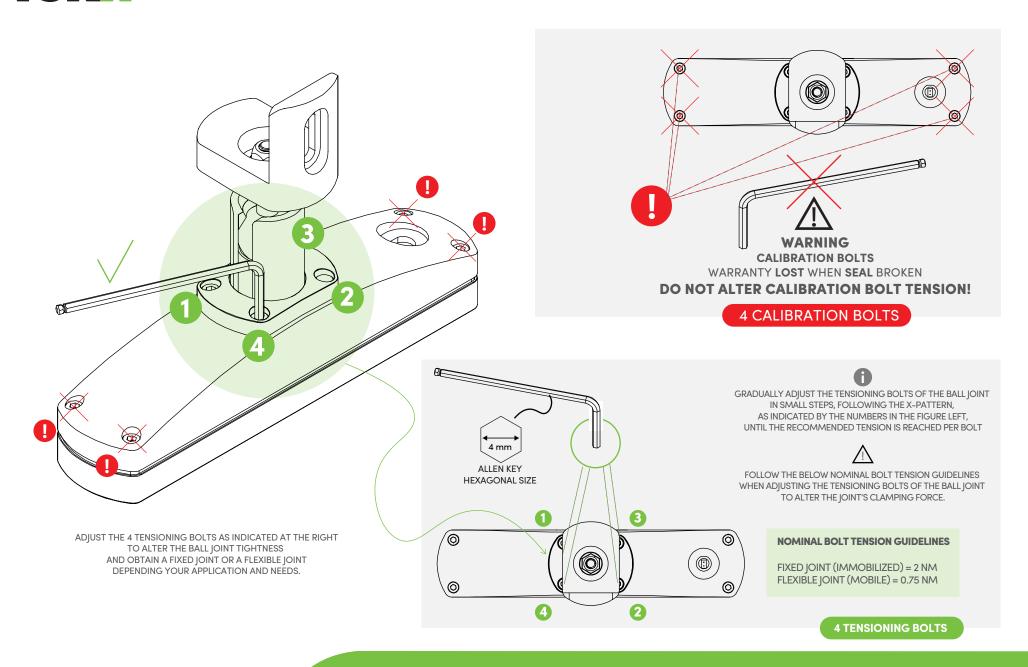
large bin

small bin

medium bin

medium table

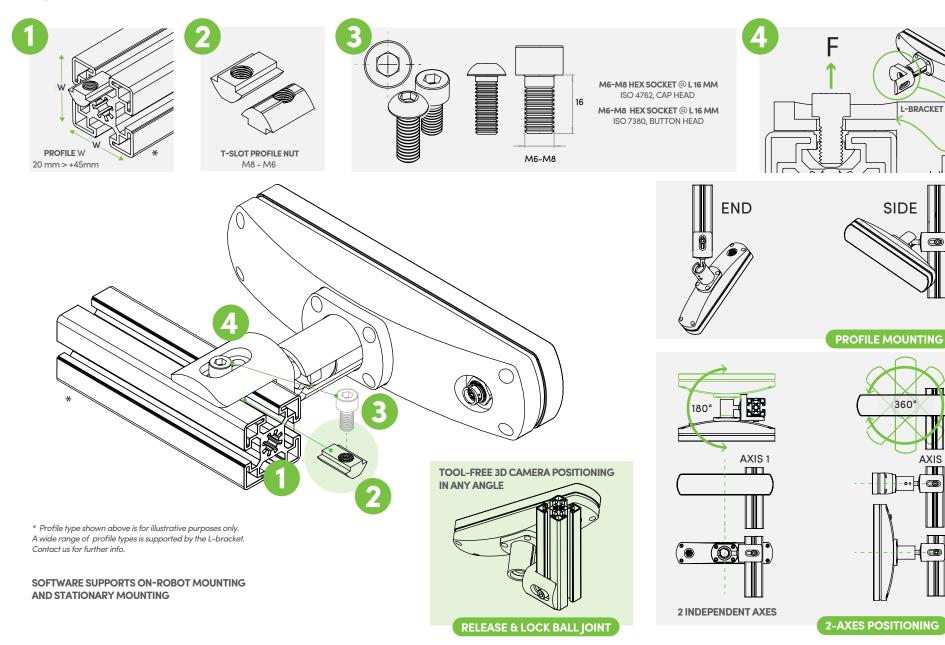
Ball Joint Tension





3D Camera

Stationary Mounting



L-BRACKET

SIDE

360

AXIS 2



3D Camera

On-Robot Mounting

