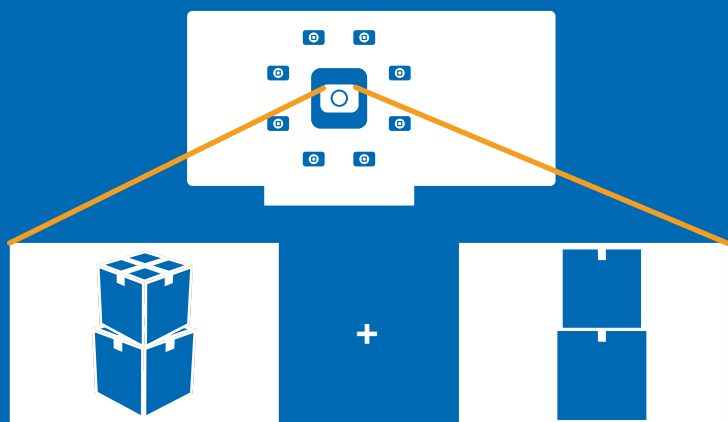
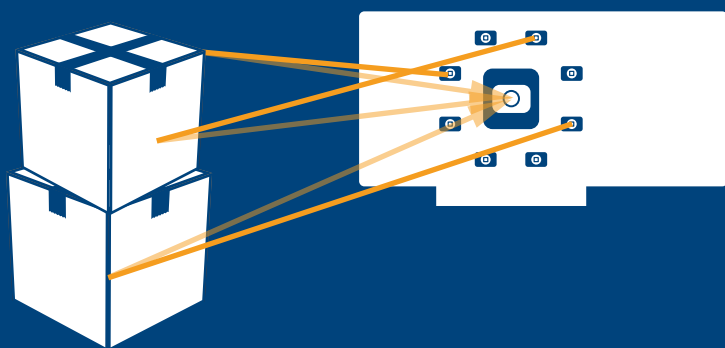


# ToF CAMERAS AT A GLANCE

# BASLER

## TECHNOLOGY

The Basler Time-of-Flight Camera works according to the "pulsed Time-of-Flight principle." It has an integrated light source with eight high-power LEDs that work in the near-infrared range (850 nm) and are thus almost invisible to the human eye.

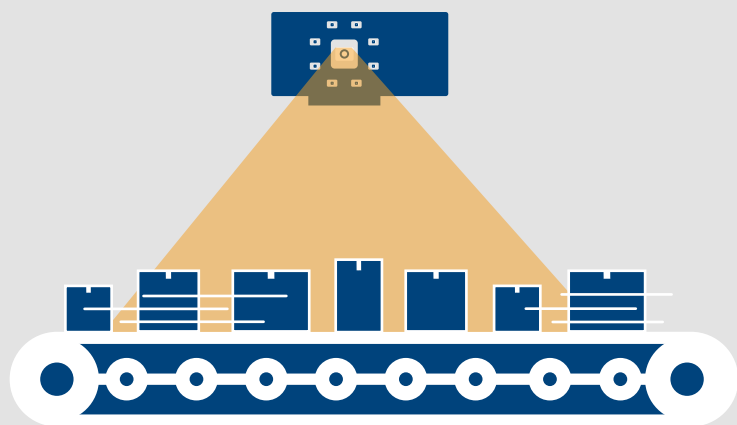
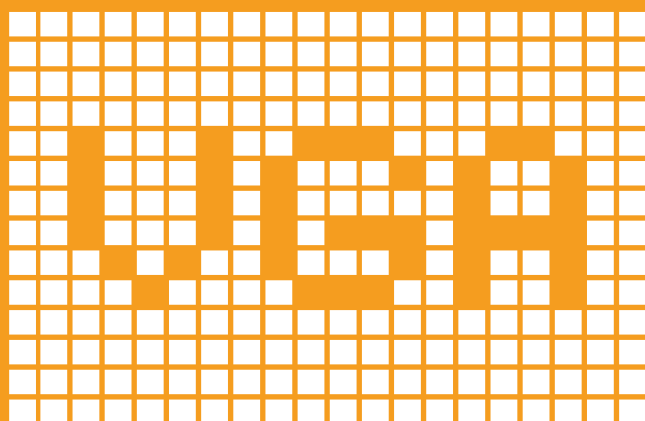


## 2D & 3D

In contrast to other 3D technologies like stereo vision or laser triangulation, a Time-of-Flight Camera provides one 2D and one 3D image each at the same time.

## RESOLUTION

The Basler Time-of-Flight Camera offers a very high resolution compared to traditional Time-of-Flight Cameras, namely VGA. Users benefit from a high amount of depth data and can therefore get the optimum from their application.

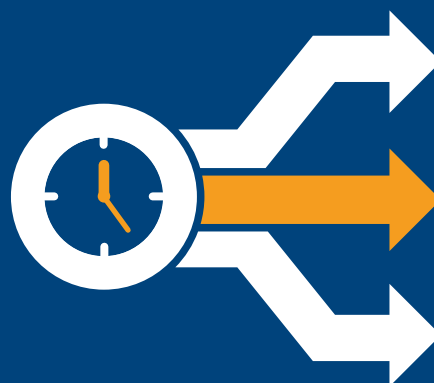


## SPEED

The Basler Time-of-Flight Camera currently offers a frame rate of 20 fps and can record a moving object "on the fly" - there is no need to stop the object.

## EASE-OF-USE AND SIMPLE INTEGRATION

The Basler Time-of-Flight Camera consists of just one component with an integrated light source and is fully calibrated at the factory. This reduces the complexity of the setup to a minimum. A large selection of sample code, excellent API and the Time-of-Flight viewer simplify the operation enormously.



## POTENTIAL OF TIME-OF-FLIGHT CAMERAS & MARKET PENETRATION

The 3D market in general and the Time-of-Flight technology in particular have tremendous market potential. Independent market studies anticipate an annual growth of about 30% for the next 3 years.