

Mech-Eye PRO Industrial 3D Cameras



MTBF (Mean Time Between Failures): $\geq 100,000$ hours

- High accuracy
- High-speed structured light
- Blue & white light options
- For medium-range applications



Fast scanning speed



Flexible installation



IP65 water and dust proof



Competitive price



Universal interface

Specifications

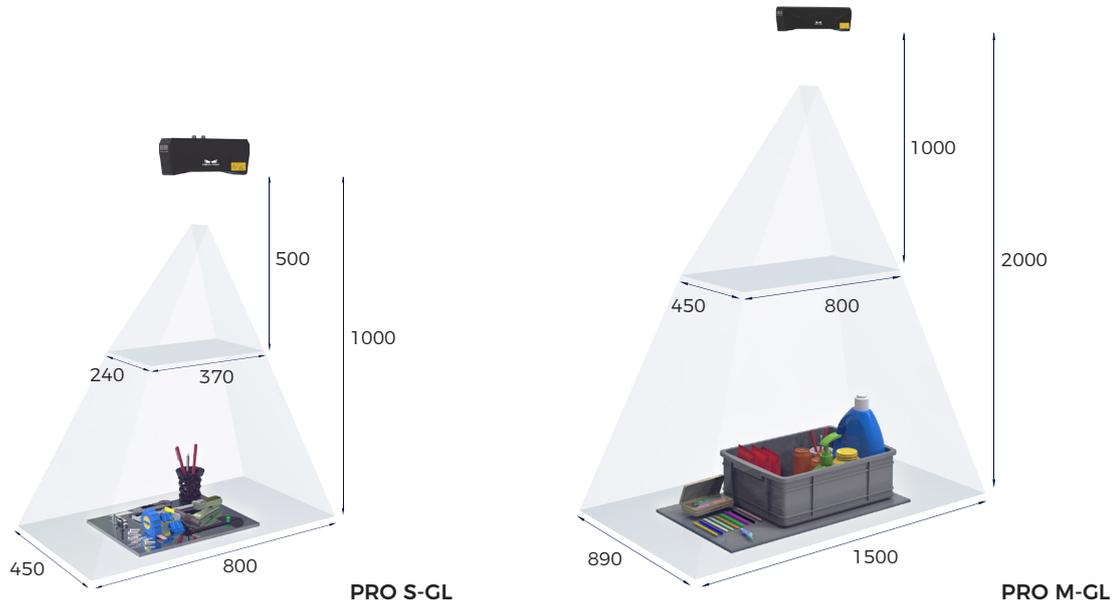
	PRO S-GL	PRO M-GL
Working distance:	500-1000 mm	1000-2000 mm
Near FOV:	370 × 240 mm @ 0.5 m	800 × 450 mm @ 1.0 m
Far FOV:	800 × 450 mm @ 1.0 m	1500 × 890 mm @ 2.0 m
Resolution:	1920 × 1200	1920 × 1200
Megapixels:	2.3 MP	2.3 MP
Point Z-value repeatability (σ) ^[1] :	0.05 mm @ 1.0 m	0.2 mm @ 2.0 m
Measurement accuracy (VDI/VDE) ^[2] :	0.1 mm @ 1.0 m	0.2 mm @ 2.0 m
Typical capture time:	0.3-0.6 s	0.3-0.6 s
Dimensions:	265 × 57 × 100 mm	353 × 57 × 100 mm
Baseline:	180 mm	270 mm
Weight:	1.6 kg	1.9 kg
Light source:	Blue LED (459 nm, RG2)/White LED (RG2)	Blue LED (459 nm, RG2)/White LED (RG2)
Operating temperature:	0-45°C	0-45°C
Communication interface:	Gigabit Ethernet	Gigabit Ethernet
Input:	24 V DC, 3.75 A	24 V DC, 3.75 A
Safety and EMC:	CE/FCC/VCCI/KC/ISED/NRTL	CE/FCC/VCCI/KC/ISED/NRTL
IP rating:	IP65	IP65
Cooling:	Passive	Passive
Image sensor:	Sony CMOS for high-end machine vision	Sony CMOS for high-end machine vision
MTBF (Mean Time Between Failures):	$\geq 100,000$ hours	$\geq 100,000$ hours

Specifications are subject to the official website.

[1] One standard deviation of 100 Z-value measurements of the same point. The measurement target was a ceramic plate.

[2] According to VDI/VDE 2634 Part II.

Field of View (mm)

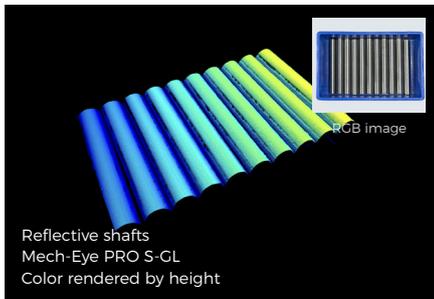


Point Clouds

- Mech-Eye PRO outputs complete, detailed, and accurate 3D point clouds of metals, plastics, wood, and more under demanding light conditions of $> 20,000 \text{ lx}$.^[1]



- Mech-Eye PRO color version can output accurate and high-quality colored 3D point clouds.
- With enhanced performance for reflection, Mech-Eye PRO can generate high-quality imaging of reflective objects.



[1] Applicable to monochrome version