BASLER BLAZE TIME OF FLIGHT CAMERA

ToF 3D Camera

TOF-BLAZE-101
Basler Blaze 101, Time-Of-Flight, Sony DepthSense, 940nm



- Now with Dual Exposure HDR
- Frame Rate 30 fps
- Working range 0 to 10 m
- Resolution 640x480
- GigE Vision, GeniCam, GenTL, GenApi compliant

PRODUCT DESCRIPTION

Basler Blaze Time-of-Flight (ToF) 3D Camera provides you with a 2D and a 3D image in one shot, offering an attractive solution for a wide variety of applications including logistics, factory automation, and biometrics.

The Basler Blaze now includes Dual Exposure HDR, for Precise 3D imaging for high contrast scenes.

Operating on the pulsed Time-of-Flight principle, the Basler Blaze camera offers high resolution VGA, with Sony's DepthSense™ technology. The large measuring range can cover approximately two Euro pallets or a small car, with accuracy almost millimetre accurate in time-of-flight measurement. Additionally, thanks to its compact design and Gigabit Ethernet it is easily integrated into a system, with user-friendly and platform-independent programming.

How Does a Time-of-Flight (ToF) Camera Work?
A Time-of-Flight camera works by measuring the time the light needs to travel from the light source to an object/s and then back to the camera, by synchronising both the light source and image acquisition, the distances can be extracted and calculated from the image data.

SPECIFICATIONS

Temperature range to	50
Sensor supplier	Sony
Digital Outputs	1
Digital Inputs	1

Approvals	CE, EN61000-6-4, FCC, GenICam, GigE Vision, RoHS
Frame Rate Max	30
Height	81
Width	100
Resolution Max	640x480
Mono/Color	Mono
Supply Voltage	24
Focus	0-10m
Precision	+/- 5mm
Power Consumption	22
Interface	GigE
Weight	0.69
IP Class	IP67

Wave-Length	940
Length	64

