



## We Provide The Best **TOF 3D SOLUTIONS**

3D time-of-flight (TOF) camera works by illuminating the scene with a modulated light source, and observing the reflected light. The phase shift between the illumination and the reflection is measured and translated to distance.

### **Jorjin TOF Solution**

T1 (TOF Camera) is the latest product that has been developed by JORJIN. It is based on TI OPT8320, 3D Time of Flight Depth Sensor. Our solution support OPENNI and middle API, make it easy to use.

#### ACCURACY

- Depth resolution is under 1% of distance ( 0.3-2.6m @30 fps )
- More than 5 calibration methods were used.
- Own optical laboratory lead to high reliability.

#### APPLICATIONS

- People Counting
- Robot Industry
- Gesture Recognition
- 3D Image Structure
- SLAM

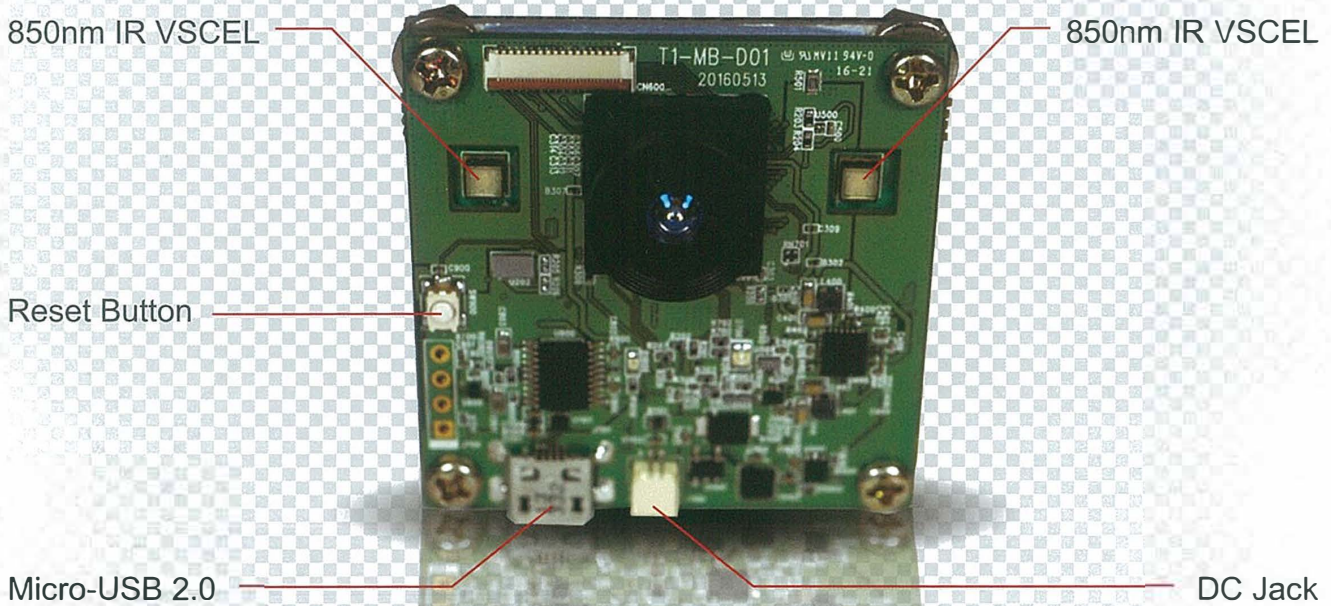
#### SUPPORT

- Outdoor / Indoor Applications
- OpenNI2.2 ( Windows )
- USB2.0 ( Micro USB )
- High Framerate ( up to 120 fps )



## T1

### TOF 3D CAMERA MODULE



Content	Specification
Dimensions	45x45x19mm
Resolution	80x60 Array
Format	1/6"
Pixel Pitch	30 $\mu$ m
Framerate	15fps, 30fps, 60fps, 120fps ( Adjustable )
FOV (HxVxD)	77.3° x61.9° x90°
Working Distance	0.15m~5m
Depth Resolution	$\leq$ 1% of distance ( 0.3~2.6m @30fps )
Interface	Micro-USB ( USB 2.0)
Light Source	850 nm IR VSCEL x2
Power Consumption	<2.5W (@ integration time 25% )
Operating Voltage	5V
Operating Temperature	0° C~40° C

