HeliosTM 2 Time-Of-Flight (ToF) Camera with Sony DepthSense





- · High Accuracy with Sub-millimetre Precision
- · IP67 Protection, Industrial Immunity
- Sony DepthSense IMX556 Sensor, 640 x 480 at 30FPS
- · 8.3 m Working Distance
- · M12 and M8 Connectors



Format Pixel Size Shutter Output

Depth Map and Intensity

3D Point Cloud

GigE Interface



Model

GEN**<i>**CAM

Resolution FPS

Sensor

MP

Model	1411	resolution	113	3011301		Torritar	I IACI SIZC	Silalici	Ouipui	GigL illicitace
Helios2 ToF (HLT003S-001)	0.3 MP	640x480 px	30 fps	Sony Dept IMX556PLF		1/2"	10 µm	Global	3D Point Cloud, Intensity and Confidence	M12
Physical, Interface, and	Power Ir	nformation			Imaging	g Propertie	es			
Digital Interface		1 Gigabit Ethernet with M12 connector IEC 61076-2-109			Working	3	0.3 m up to 8.3 m			(4) 5000
GPIO Interface	8-pi	8-pin M8 connector IEC 61076-2-104			Operatir Distance	_	6 Modes: (1) 1250 mm, (2) 3000 mm, (3) 4000 mm, (4) 5000 mm, (5) 6000 mm, (6) 8333 mm			
I/O ports	1 inp	1 input, 1 output, 2 bidirectional			Accurac	У	See next page			
Dimension	60>	60 x 60 x 77.5 mm			Precision	1	See next page			
IP Rating	IP67	IP67 (Must use IP67 cabling)			Lens Fiel	d of View	69° x 51° (nominal)			
Ambient Light Filter	Yes,	Yes, integrated on-camera			Illumina	tion	4 x VCSEL laser diodes @ 850nm, Class 1, Eye Safe			
Weight	398	g			Pixel Fo	rmats				
Power Consumption	< 15	< 15 W, Power over Ethernet, or GPIO			Range I	Data	(All unsigned)			
Camera Features					Coord3[D_ABCY16	4-ch poin	t cloud XY	Z + Intensity, 16 bits per ch	nannel
User Sets	1 de	1 default and 2 custom user set			Coord3[D_ABC16	3-ch point cloud XYZ, 16 bits per channel			
Exposure Control	Mar	Manual, 3 Presets			Coord3[D_C16	Depth map Z plane, 16 bits			
Gain Control	Mar	Manual, 2 Presets			Intensit	Intensity Image				
Output Formats		Binary .PLY file		Mono8		8 bit per pixel monochrome raw image				
OS Support		Intrinsic parameters avilable. Windows and Linux			Mono12	Packed	12 bit per pixel monochrome raw image			
		dows and Line	ıx		Mono12)	12 bit per p	oixel in bit	stream, monochrome ra	w image
Standard and Certifications			Monol6		16 bit per pixel monochrome raw image					
Standard	Gigl	E Vision v2.0, G	ienlCam	3D	Confide	nce Data				
Compliance		FCC, RoHS, REA Safety Class 1 I		,	Confide	ncel6	Confiden	ce map, 16	bits	
Shock and Vibration	EN 6	60068-2-27, EN	160068-	2-64						
Industrial Immunity	EN €	51000-6-2								
Operating Temperature	-20°	°C to 50° C (cc	ise temp	erature)						



Helios[™]2



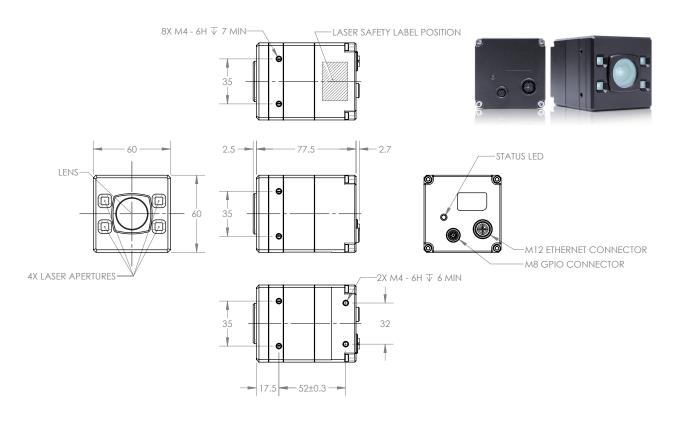
Helios2 Accuracy

Distance (m)	Accuracy
1250mm Mode (up to 1.25m)	± 4 mm
3000mm Mode (up to 3.0m)	± 10 mm
4000mm Mode (up to 4.0m)	± 10 mm + 0.25% of depth
5000mm Mode (up to 5.0m)	± 4 mm + 0.1% of depth
6000mm Mode (up to 6.0m)	± 10 mm + 0.5% of depth
8300mm Mode (up to 8.3m)	± 4 mm +0.2% of depth

Helios2 Precision

Distance (m)	1250mm Mode	3000mm Mode	4000mm Mode	5000mm Mode	6000mm Mode	8300mm Mode
0.5*	1.0 mm	1.9 mm	2.1 mm	0.7 mm	3.6 mm	0.8 mm
1	0.8 mm	1.3 mm	2.1 mm	0.6 mm	2.7 mm	0.6 mm
1.5	1.1 mm	2.5 mm	2.9 mm	0.9 mm	4.0 mm	1.1 mm
2	1.8 mm	3.7 mm	4.9 mm	1.4 mm	7.8 mm	1.7 mm
3		5.7 mm	8.6 mm	2.2 mm	10.0 mm	2.5 mm
4			12.3 mm	3.3 mm	15.7 mm	4.1 mm
5				5.1 mm	28.1 mm	6.1 mm
6					30.1 mm	7.9 mm
7						11.8 mm
8						14.48 mm

^{*0.5} m distance precision measured with 250 μs exposure time, all other distances using 1000 μs exposure time measured with white paper target.



- · Target: White paper mounted on bar attached to motion stage
- Helios2 positioning: mounted on tripod, laser distance meter used to measure distance from case front to stage zero position
 Camera setting: Coord3D_C16 Pixel Format, bilateral filtering OFF, camera warmed up for 20 minutes.
- Imaging environment: Room light on during testing, black material used to minimize reflections off floor
 Motion stage moved in 50mm steps, for each step measure depth over 10×10 pixel ROI at image center, repeat 32 times at each position
- · Accuracy measured as difference between camera's average measured depth across the ROI and 32 images and the ground truth depth (stage zero distance + stage position)

