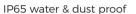




Mech-Eye LSR L-GL Industrial 3D Camera

- High accuracy
- Large FOV
- Ambient light resistance
- Ideal for robotic guidance







High stability



Fast scanning



High cost performance



Superb usability

Specifications

Working distance: 1200-3000 mm

Near FOV: 1200 × 1000 mm @ 1.2 m

Far FOV: 3000 × 2400 mm @ 3.0 m

Depth map resolution: 2048 × 1536

RGB resolution: 4000 × 3000/2000 × 1500

Point Z-value repeatability (σ)^[1]: 0.5 mm @ 3.0 m Measurement accuracy (VDI/VDE)^[2]: 1.0 mm @ 3.0 m

Typical capture time: 0.5-0.9 s

Image sensor: Sony CMOS for high-end machine vision

Dimensions: Approx. 459 × 77 × 86 mm

Baseline: 380 mm Weight: 2.9 kg

Operating temperature: -10-45°C

Communication interface: Gigabit Ethernet

Input: 24 V DC, 3.75 A

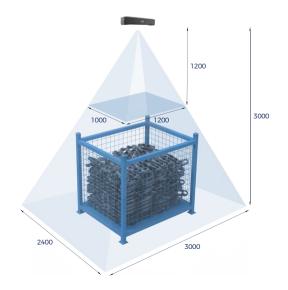
Safety and EMC: CE/FCC/VCCI/KC/ISED/NRTL

IP rating: IP65 Cooling: Passive

Light source: Red laser (638 nm, Class 2)

MTBF (Mean Time Between Failures) : ≥ 100,000 hours

Field of View (mm)



^[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.

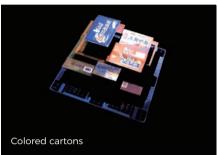
Point Clouds

- The Mech-Eye LSR L-GL, enhanced for superior resistance to ambient light, can generate comprehensive, precise, and detailed point clouds of targets even under demanding lighting conditions of > 30,000 lx.
- The new Mech-Eye LSR L-GL can output accurate and high-quality colored 3D point clouds of multicolored cartons, sacks, and more
- With advanced optical algorithms and technologies, Mech-Eye LSR L-GL outputs complete 3D images of highly-reflective objects.













Point clouds captured by Mech-Eye LSR L-GL under challenging light conditions of > 30,000 lx @ 2.0 m

Broad Application Coverage

• Mech-Eye LSR L-GL is ideal for factory-floor applications with strong ambient light interference, minimizing the need for shading facilities.









• Mech-Eye LSR L-GL has been widely used in a wide range of applications, including bin picking, machine tending, localization, welding, etc.







