Virtual Binocular SV

Low-cost Simulated Binocular

PRODUCT SPECIFICATIONS

Optical	
FOV, Vertical	25.5°
FOV, Horizontal	34.5°
FOV, Binocular (diagonal)	43.5°
Pupil Size	5, Non-Real mm
Eye Relief	13 mm
Geometric Distortion	+9% Maximum (Pincushion)
Brightness (MAX)	30 fL
Contrast	800:1
Image Defect Criteria	Available Online
Spatial Resolution	2.58 arcmn/pxl
Microdisplay	
Display Technology	Organic Light-Emitting Diode (OLED)
Resolution	SVGA 800 x 600
Color Depth	24-BIT (8 bits per R,G,B)
Video	
Video Input Format	SVGA 800 x 600 @ 60 Hz
Latency	< 0.002 ms
Physical	
Size (envelope)	6.64 L x 6.06 W x 2.97 H in
Mass	685 g
Cable Length	5.1 m
Compliancy	
CE Compliance	CE Compliant
RoHS Compliance	RoHS Compliant

The Virtual Binocular SV (VBSV) hand-held display is designed for cost-sensitive, professional training and simulation applications. The VBSV features a remarkably bright 800x600 display with focus-adjustable eyepieces displaying a 43 degree field-of-view. Stereopsis is supported via two independent video inputs. The VBSV has a user accessible door that allows users to install and replace most popular motion trackers. Mounting hardware inside the VBSV supports the IC2/3/4 and IS-900 motion trackers from InterSense®. The VBSV provides six programmable USB Joystick compatible buttons, plus a z-axis scroll wheel, offering developers and users a wide array of interactivity within their applications.

The VBSV was designed for applications with sensitive budgets requiring an easy-to-use, professional immersive display. Its intuitive interface lends itself well to applications ranging from simulated binoculars used in military trainers to virtual 3D microscopes for medical simulations.

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