

An Ideal Light For Every Application



Octonus Adaptive Light (OEM)

Key Principles and Benefits

- ▶ Several high-speed LED lighting sections are turned on and off, one by one, in synchronization with the frame capture.
- ▶ These frame sets are integrated to receive the most informative clear image. All this in real-time.
- ▶ Images free from overexposure makes it possible to build a robust surface defect detection system, particularly for glossy/shining objects or curved surfaces.
- ▶ Opportunity to reconstruct a Normal Map image, suitable for analyzing Microstructure defects, engraving, embossing, etc..
- ▶ Photometric Stereo output for 3D reconstruction

Direct Light HDR

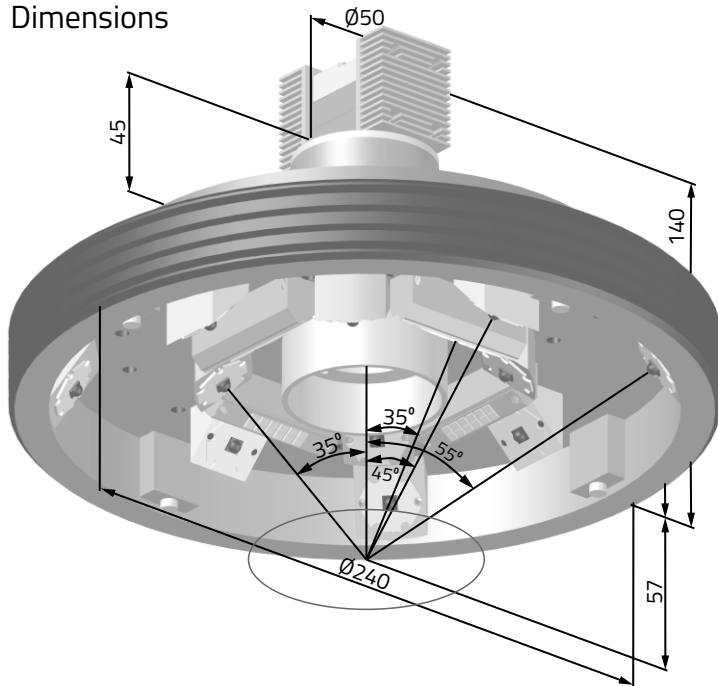
Diffuse Light HDR

Adaptive Light



Medicine balls in transparent shell

Dimensions



Specification : Light Assembly (for the sample unit)

Weight	: 2 kgs.
Dimension	: 240 _L x 240 _W x 140 _H mm
Camera	: 2.3 MPxI (1/1.2" CMOS) Color
Field of View	: 80 x 50 mm
Working Distance:	: 57 mm
No. of LED light source	: 16 (8-35°, 4-45°, 4-55°)
No. of Shades	: 3 (White Diffuse, White Diffuse with holes, Black shade with holes)
AL Mounting Diameter	: 50 mm
Front Diameter	: 240 mm

Specification : Electronic Power Supply Box:

Weight	: 4.25 kgs.
Dimension	: 330 _L x 250 _W x 100 _H mm
Power Supply	: 110-220 V 50-60 Hz – 200W

SDK consists of:

- ▶ API as a number of C-headers(*.h). Other programming languages could be supported by an [hourglass API design pattern](#). An hourglass support for C++ language will be included. [Example of C-header](#) | [Example of C++ hover glass wrapper](#)
- ▶ Libraries (*.lib) corresponding to headers, thin library implementation, that could be compiled together with any C-compiler for Windows, any Windows runtime
- ▶ Redistributable Windows binary components and configs

Main functions of SDK:

- ▶ Getting a stream from camera in two modes:
 - ▶ RAW camera frames processed by Octonus RAW processing pipeline
 - ▶ Adaptive lighting mode (flicker-free illumination)
- ▶ Camera triggering is done automatically by our controller, SDK has functions for capturing frames and their processing
- ▶ Switching between lighting modes
- ▶ Adjusting the brightness of the frame (camera exposure analogy)
- ▶ Several configurations of adaptive light for trade-off between performance and quality

Working with application compiled with SDK will require a dongle

Computer Specification (not supplied):

Processor	: Intel Core i7-8700K CPU 3.70GHz or higher
Motherboard	: MSI 370-A Pro
RAM	: Corsair 32GB DDR4 RAM or higher
Graphics Card	: NVIDIA GeForce RTX 3070 or higher
SSD	: HiStor SSD 240GB or higher
Hard Disk	: HDD 1TB or higher
LAN Card	: Intel I210 Gigabit Network card x 2 nos.
Operating System	: Microsoft Windows professional 10/11 x64 bit

Ex-Works Price (India)

Euro 3900.00

(Adaptive Light Module, Electronic Box,
Standalone windows application, SDK)

Shipping cost – At extra

Gross weight of the shipment – 12 kgs)

Designed by:

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Manufacturing & Sales:

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F03-06, GHB, Gem & Jewellery Park,
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