ORBBEC

Femto MEGA

Femto Mega is a programmable multi-mode Depth and RGB camera with real-time streaming of processed images over Ethernet or USB connections. **The camera uses Microsoft's industry proven ToF technology and the NVIDIA® Jetson™ platform to deliver a software-defined Depth and RGB vision platform for computer vision and AI developers.**

❑ **Performance**
- High resolution sensor provides detailed scene understanding.
- Wide Field of View covers large area.
- Various operating modes for different applications.

❑ **Programmability**
- In-camera processing of advanced depth vision algorithms.
- Integrated NVIDIA Jetson Nano™ system-on-module for AI processing can remove need for dedicated compute.
- Orbbec SDK enables easy setup and has a rich set of APIs for integration with various applications.

❑ **Packaging**
- Depth and RGB cameras in single device.
- Combined data and power with Power over Ethernet (PoE) or USB-C 3.1 connections eliminate need for multiple cables.
- Can be directly connected to servers or cloud as an IoT device.
- Precise synchronization control uses standard Ethernet cables.
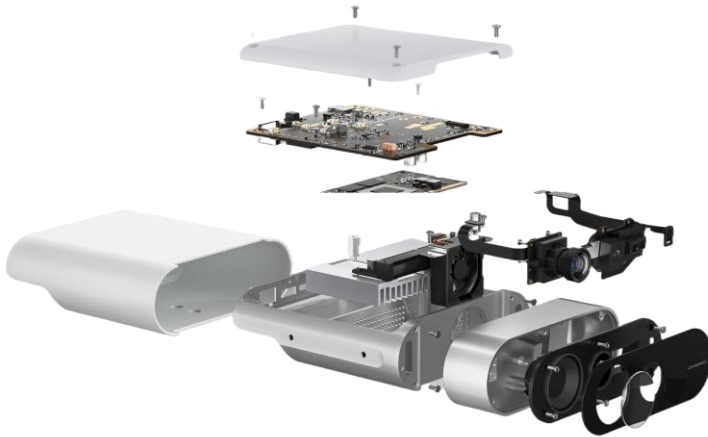
DIMENSIONING

PICK & PLACE

ROBOTS

BODY TRACKING

GESTURE CONTROL

3D BODY SCAN

DEVELOPED WITH

Microsoft   NVIDIA

FEATURES

- 1Mega Pixel ToF Sensor
- 4K RGB
- IMU: 6DoF
- Processor: NVIDIA Jetson Nano™
- Data interfaces: Ethernet, USB-C 3.1
- Power: PoE/USB-C/DC
- Trigger/Sync Control
- OS: Windows or Linux
- Operating Temperature: 10℃ ~ 40℃

Camera Performance

Mode	Resolution	FoV HxV	FPS	Operating range*
WFOV unbinned	1024x1024	120°x120°	5, 15	0.25 - 2.21 m
WFOV 2x2 binned	512x512	120°x120°	5, 15, 30	0.25 - 2.88 m
NFOV unbinned	640x576	75°x65°	5, 15, 30	0.5 - 3.86 m
NFOV 2x2 binned (SW)	320x288	75°x65°	5, 15, 30	0.5 - 5.46 m
RGB	3840*2160	80°x51°	Up to 25	N/A
RGB	1920*1080	80°x51°	Up to 30	N/A

SDK

Orbbec SDK is a flexible and modular platform for easy camera setup and runs on Linux/Windows with a rich set of APIs. It supports camera access, device setup and configuration, data stream reading, processing and viewing, RGB-D registration and frame synchronization.

DEVELOPED WITH
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