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BASLER BLAZE TIME OF FLIGHT CAMERA

ToF 3D Camera

TOF-BLAZE-101
Basler Blaze 101, Time-Of-Flight, Sony DepthSense, 940nm



- Now with Dual Exposure HDR
- Frame Rate 30 fps
- Working range 0 to 10 m
- Resolution 640x480
- GigE Vision, GeniCam, GenTL, GenApi compliant

PRODUCT DESCRIPTION

Basler Blaze Time-of-Flight (ToF) 3D Camera provides you with a 2D and a 3D image in one shot, offering an attractive solution for a wide variety of applications including logistics, factory automation, and biometrics.

The Basler Blaze now includes Dual Exposure HDR, for Precise 3D imaging for high contrast scenes.

Operating on the pulsed Time-of-Flight principle, the Basler Blaze camera offers high resolution VGA, with Sony's DepthSense™ technology. The large measuring range can cover approximately two Euro pallets or a small car, with accuracy almost millimetre accurate in time-of-flight measurement. Additionally, thanks to its compact design and Gigabit Ethernet it is easily integrated into a system, with user-friendly and platform-independent programming.

How Does a Time-of-Flight (ToF) Camera Work?
A Time-of-Flight camera works by measuring the time the light needs to travel from the light source to an object/s and then back to the camera, by synchronising both the light source and image acquisition, the distances can be extracted and calculated from the image data.

TECHNICAL DATA

Approvals	CE, EN61000-6-4, FCC, GenICam, GigE Vision, RoHS
Digital inputs	1
Digital outputs	1
Focus	0-10m

Frame rate max	30 fps
Height	81 mm
Interface	GigE
IP class	IP67
Length	64 mm
Mono/color	Mono
Power consumption	22 W
Precision	+/- 5mm
Resolution max	640x480
Sensor supplier	Sony
Supply voltage	24 V
Temperature operational max	50 °C
Wavelength	940
Weight	0.69 kg
Width	100 mm

