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Scorpion Vision Software 5.2 with 3D and Stereo Vision Support

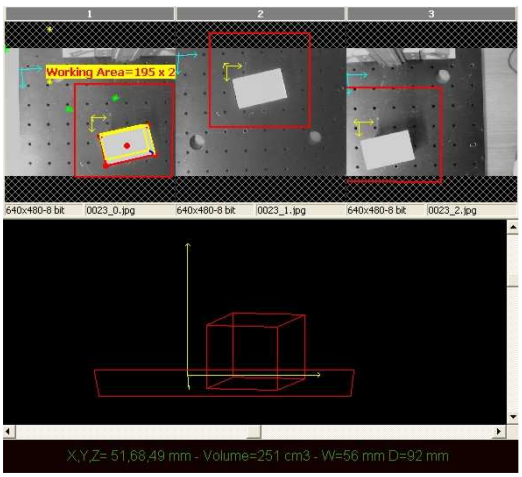
We are happy and extremely proud to announce that Scorpion 5.2 is released. 3D support is available as an option to all Scorpion versions from Lite to Enterprise. The end user price of this option is 1250 Euro. The 3D options contain 11 new tools.

Application areas for 3D Machine Vision:

- 3D Robot Vision
- Volume Measurements
- Automotive Part Measurements

The image below shows a three VGA camera 3D system locating a cube in a work space 250 x 250 x 100 mm. The resolution is 1 mm in x,y and z direction.

The following parameters are calculated: x,y and z position and corresponding angles and volume: height, depth and width.



Scorpion 3D can be used with all digital firewire cameras, USB cameras and the entire range of Sony Smart Cameras.

The most important features and tools are:

- Simple two step 3D camera calibration using ExternalReference3D - our accurate and easy to use 3D camera calibration. This tool is the basis for all 3D tools.
- Full 3D visualization and 3D types in Scorpion including a 3D geometry method set.
- Measuring object size independent of it's position
- Improved tool component model
- Retrofit 3D Robot Vision onto existing solutions without any hardware change - applies when camera is mounted on the robot
- ChangeReference3D - Moves a 2D plane using the 3D camera calibration. In robot vision this removes the need for multiple plane calibrations.
- Locate3D - Fast and accurate location of objects in space - x,y,z - using one, two, three or four cameras. Clever business logic to remove "bad" points increasing robustness and accuracy. Three and four cameras can be used to extend the volume where the object is located.
- ObjectPosition3D - Easy location of unknown 3D objects by combining information from multiple cameras. The third dimension of an object measured by a pattern matching algorithm.

Scorpion is probably the first non-programming 3D camera system available.

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