



# 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 (Min.)	800:1
Image Defect Criteria	Available Online
Spatial Resolution	2.58 arcmin/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

### Compliance

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.



11495 Sunset Hills Rd., Ste. 106, Reston, VA 20190, USA  
Voice: +1.571.201.8095 - Fax: +1.571.201.8806 - [www.nvisinc.com](http://www.nvisinc.com)  
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