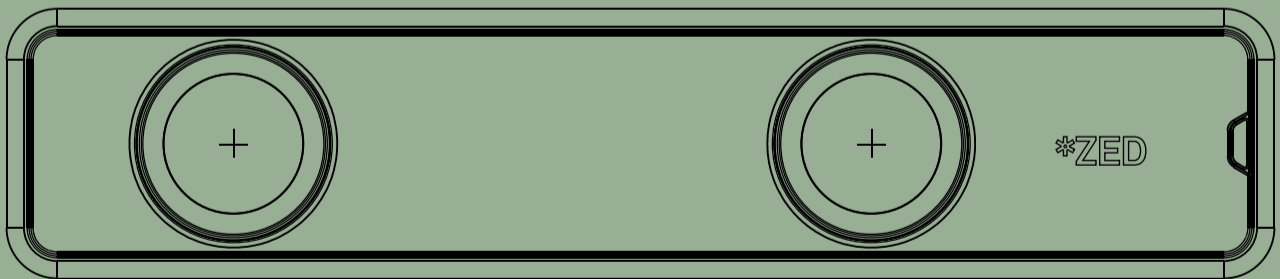


The ZED Mini is a stereo camera that provides high definition images and accurate measure of the environment depth. It has been designed for the most challenging applications, including autonomous vehicle control, mobile mapping, aerial mapping, security, and surveillance.



*ZED Mini

Detailed Specifications

Technical Specifications

Video Output

Output Resolution	Side by Side 2x (2208x1242) @15fps 2x (1920x1080) @30fps 2x (1280x720) @60fps 2x(672x376) @100fps
Output Format	YUV 4:2:2
Field of View	Max. 102°(H) x 57°(V) x 118°(D)
RGB Sensor Type	1/3" 4MP CMOS
Active Array Size	2688x1520 pixels per sensor (4MP)
Focal Length	3.06mm (0.12") - f/2.0
Shutter	Electronic synchronized rolling shutter
Interface	USB 3.0 Type-C port

Physical

Dimensions	124.5 x 30.5 x 26.5 mm (4.9 x 1.2 x 1.0")
Weight	62.9g - 0.14 lb
Operating Temperature	0°C to +45°C (32°F to 113°F)
Power	380mA/5V USB Powered

Camera Control

The ZED API provides low level access and control of the device and related sensors. The API allows for precise manipulation of common parameters such as frame rate, exposition time, white balance, gain, low light sensitivity. The API will also provide different resolutions.

Motion

Motion Sensors	Gyroscope, Accelerometer Sampling Rate 800Hz
Technology	Visual-inertial stereo SLAM
6-axis Pose Accuracy	Position: +/- 1mm Orientation: 0.1 deg.
Pose Update Rate	Up to 100 Hz

Depth Sensing

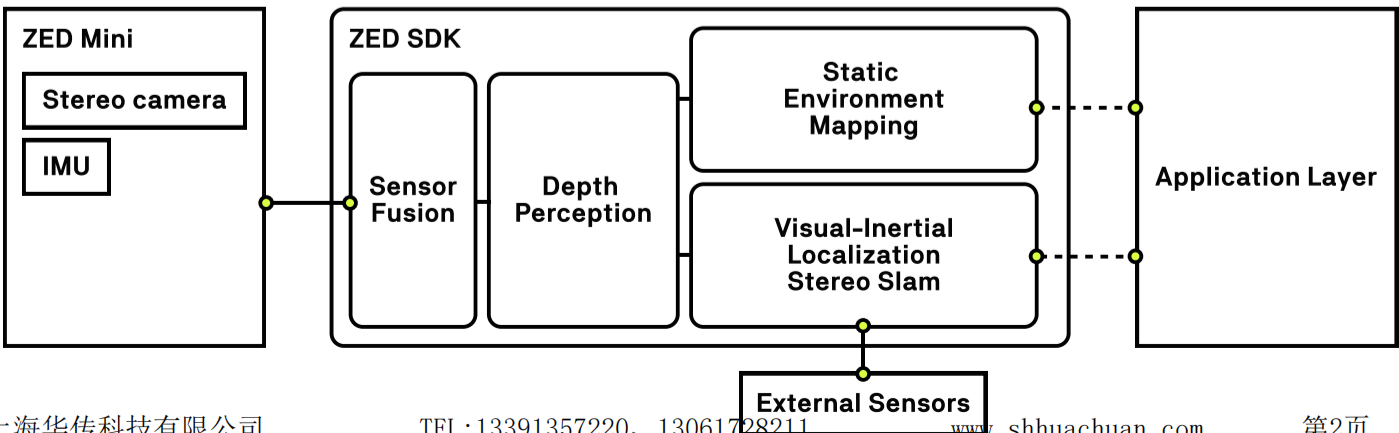
Baseline	63mm (2.4")
Depth Range Max	0.1m to 15m (0.3ft to 49ft)
Ideal Range	0.1m to 9m (0.3ft to 13.1ft)
Depth Accuracy	< 1.0% at 2m (6.6ft) < 1.8% at 4m (13.1ft)
Depth Map Resolution	Native video resolution (in Ultra mode)

System Requirements

Supported OS	Win 10, Win 11 Ubuntu 20 & 22 CentOS, Debian (via Docker) USB3.0 Interface
SDK Requirements	Dual-core 2.3GHz or faster Minimum 4GB RAM Memory NVIDIA GPU(1) Compute capability ≥ 3.0

(1) Compatible with Nvidia Jetson Nano, TX2, Xavier

Functional SDK Diagram



*ZED Mini Technical Drawings

