



inspect application forum
08.11.2016



Virtual Reality Starts from Reality

**THE CHALLENGES AND COMPLEXITIES WHEN DESIGNING
THE CAPTURING SYSTEM**

Generate realistic images (and sound)
that replicate a real environment

or

Immersive, interactive experience
generated by a computer

Where VR is used today?

- Consumer market
 - Academic researches, education
 - Art, film production, entertainment
 - Sports, Media
 - Industrial installations
- ... and many more

Where VR is used today?

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- ... and many more: **NBT – Next Big Thing**

- What is needed?
 - Capture the Reality in 3D,
 - and create/reconstruct it's model
- With high resolution, high frame rate multiple viewpoints and synchronous capturing

Ingredients

- Suitable sensors
 - The more pixels the better (HD at least)
 - At least 30 fps
 - High dynamic range
- Interface to deliver image data to the point of use
- Processing and storage software
- ... and much more

High resolution, like:

Mfg.	Sensor	Image Size [MB]	Max fps	Data Rate [MB/s]
CMOSIS	CMV20000 @12bit	29.5 (5120x3840 @12bit)	32.5	960
CMOSIS	CMV12000 @8bit	12.6 (4096x3072 @8bit)	330	4150
CMOSIS	CMV12000 @10bit	15.7 (4096x3072 @10bit)	300	4720
CMOSIS	CMV50000 @12bit	71.3 (7920x6004 @12bit)	30	2140

Many challenges

- Many sensors, many interfaces, many cables
 - Space
 - Reliability
 - Complexity
- Bandwidth
- Distance
- Processor protocol overheads

Interface requirements

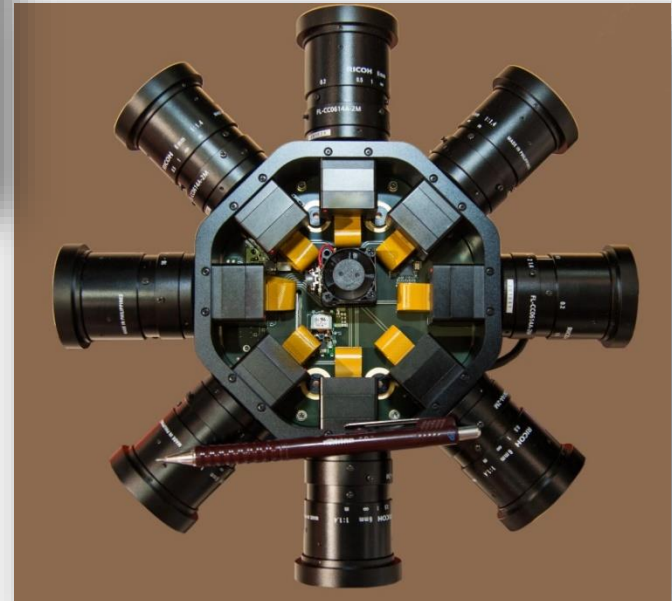
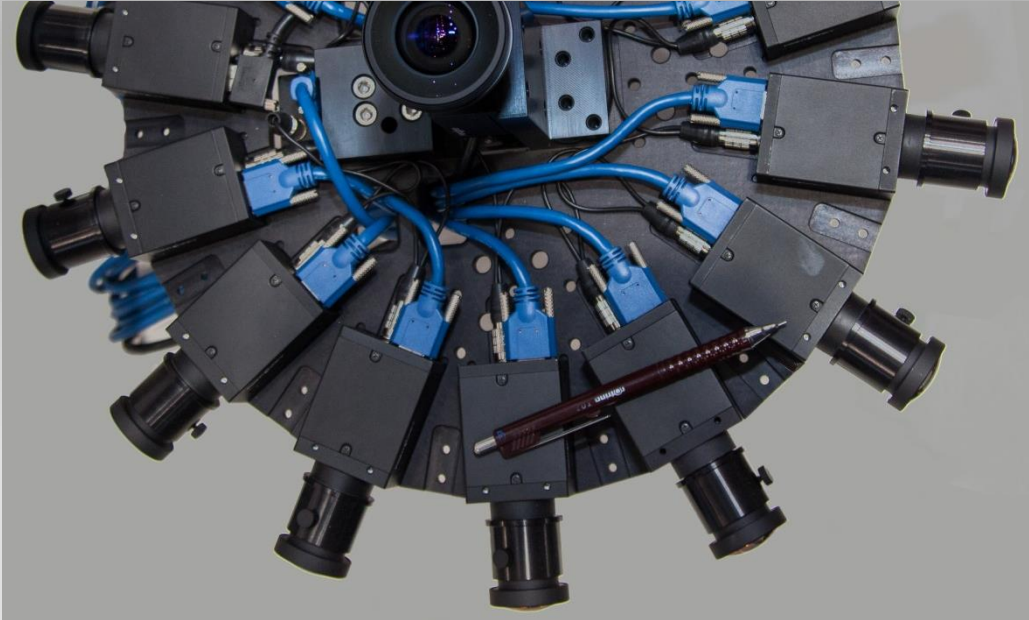
Mfg.	Sensor	Image Size [MB]	Max fps	Data Rate [MB/s]	PCIe config
CMOSIS	CMV20000 @12bit	29.5 (5120x3840 @12bit)	32.5	960	x4 Gen2
CMOSIS	CMV12000 @8bit	12.6 (4096x3072 @8bit)	330	4150	x8 Gen3
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PCIe solution

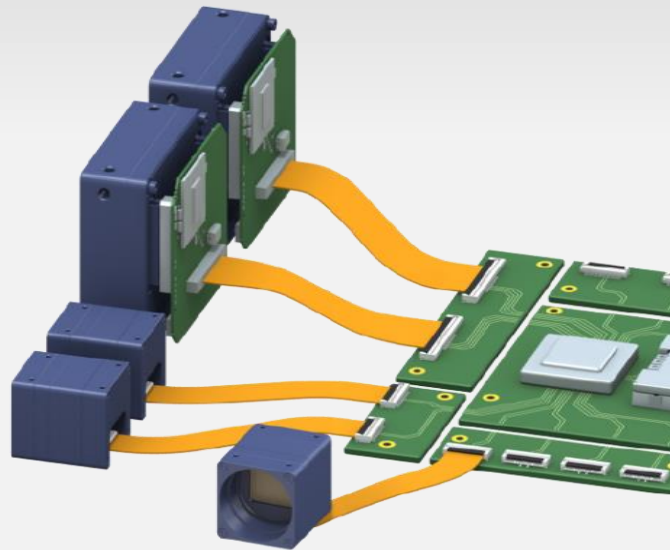
PCIe does it all

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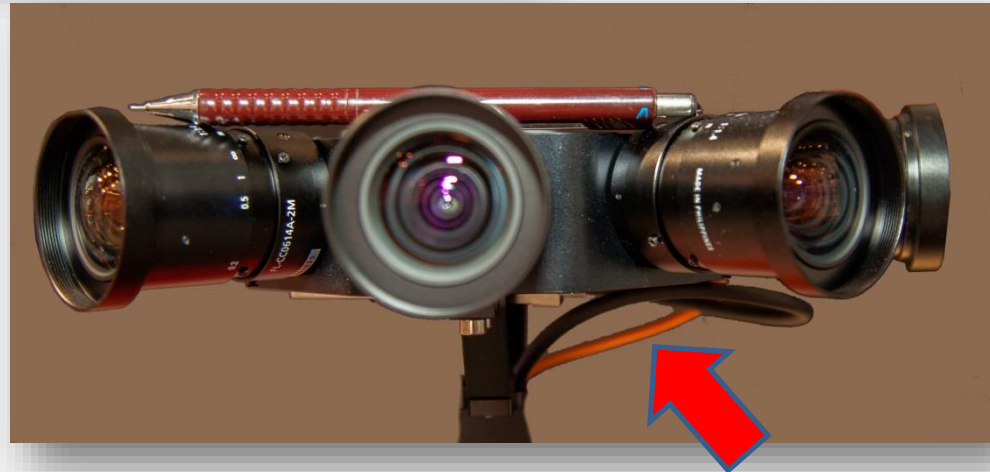
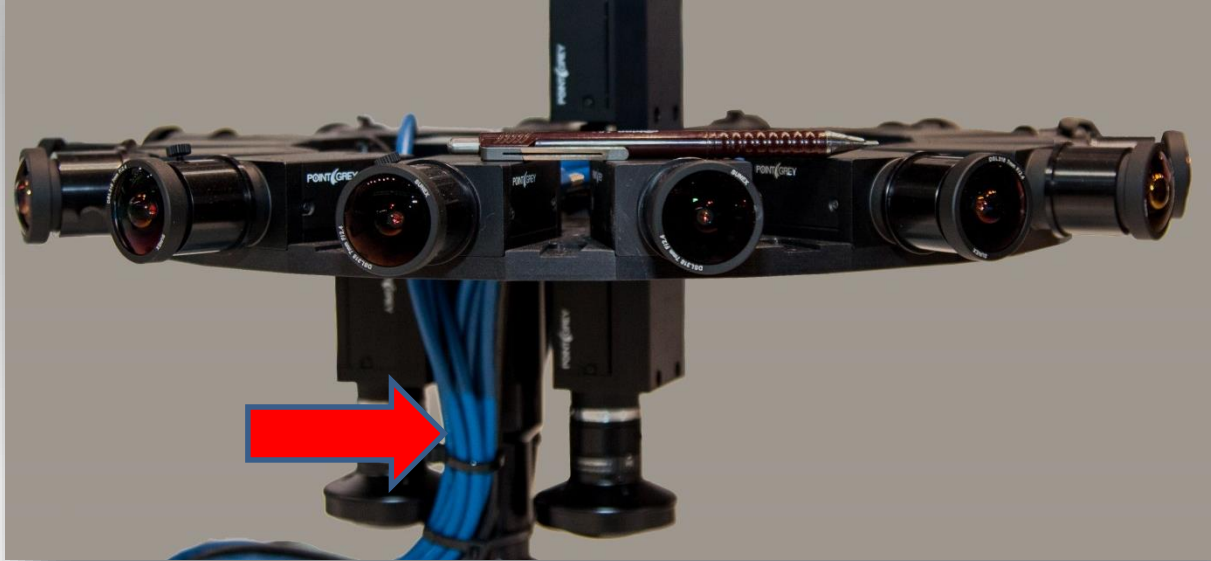
USB3 vs PCIe Integration Solution



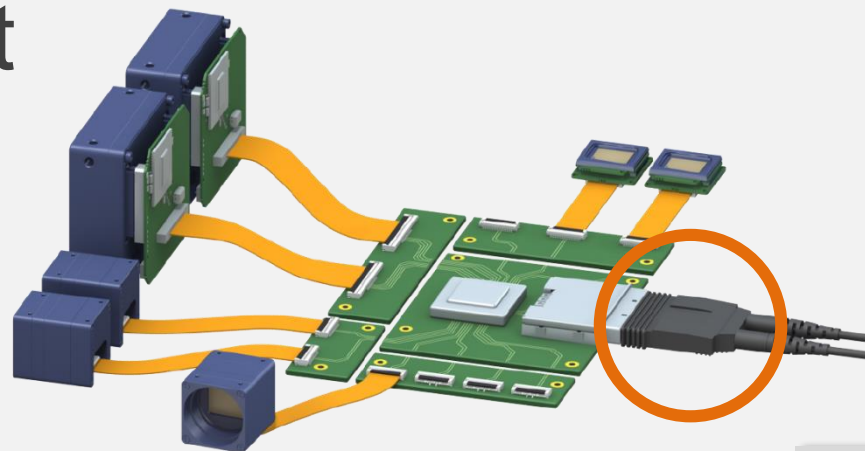
- Connections
 - Arranging
 - Assembling
 - Maintaining
 - TCO



USB3 vs PCIe Integration Solution



- Aggregation
 - Bandwidth
 - Heterogeneous downstream
 - Homogeneous upstream
 - Fiberoptic support
 - TCO



PCIe does it all

- Space
 - Smaller connectors, different orientations
- Reliability
 - Maturity
 - Low to no latency
 - Less components
- Cost
 - Standard OTS
 - TCO: Less components and all standard
- Complexity
 - Standard
 - Mature
 - Heterogeneous downstream, homogeneous upstream
- Processor protocol overheads
 - DMA
- Distance
 - Fiber optic Stds. implemented multifold
- Bandwidth
 - Scalable up to 64Gb/s

Virtual Reality Starts with Reality

PCIe does it all

See it live at XIMEA
Booth 1C51



Thank you for your attention