



Scout Virtual Binoculars

High-Resolution, low-cost simulated binoculars

PRODUCT SPECIFICATIONS

Optical	
FOV, Binocular (diagonal)	35° ±1.7° (Round)*
Overlap	100 %
Pupil Size	5 mm, Non-Real mm
Eye Relief	13mm mm
Geometric Distortion	-5.8% (Barrel)
Brightness (MAX)	46 fL
Contrast (Min.)	10000:1
Image Defect Criteria	Available Online
Spatial Resolution	1.94 arcmin/pxl
Microdisplay	
Display Technology	Organic Light-Emitting Diode (OLED)
Resolution	1920 x 1080
Color Depth	24-BIT (8 bits per R,G,B)
Video	
Video Input Format	Full HD 1080p 1920 x 1080 @ 60 Hz
Latency	<1 ms
Controls	
Interpupillary Distance (IPD)	54-74 mm
Range	
Power	
Power Supply	USB or USB Compatible
Power Source	USB host or charger
Power Input	+5V DC, 1 A
Physical	
Size (envelope)	6.53 L x 6.06 W x 2.97 H in (Scout 35) 6.53 L x 6.62 W x 2.97 H in (Scout 35 (NB))
Mass	750 g
Cable Length	4.2 m

The Scout 35 is a robust professional hand-held display designed for cost-sensitive, high-fidelity training and simulation. The Scout uses high-contrast OLED 1920x10280 microdisplays to provide superior visuals for all scenarios, including nighttime / low-light simulation.

The Scout has a user accessible door that allows users to install industry standard motion sensors. The Scout 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 Scout was designed for applications with sensitive budgets requiring an easy-to-use, professional binocular display. Its versatile and durable design is ideal for wide range of military applications requiring simulated binocular and bi-ocular military devices, as well as emerging medical training solutions that need to simulate 3D surgical microscopes.

Contact NVIS to arrange a demonstration and learn more about the Scout Virtual Binocular.



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