

PRODUCT SPECIFICATIONS

Optical

FOV, Binocular (diagonal) 35° (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 arcmn/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 Suprly
USB or USB Compatible

Power Source
USB host or charger

+5V DC, 1 A

Physical

Size (envelope) $6.53 L \times 6.06 W \times 2.97 H in$

(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

Scout Virtual Binoculars

High-Resolution, low-cost simulated binoculars

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.

