

## Hyperspectral Imaging

	Oculus VIS-NIR	Oculus VIS-NIR-SWIR
<b>Spectral range</b>	430-1000nm	430-1700nm
<b>Spatial resolution</b>	1840 pixel	1280 pixel
<b>Spectral bands</b>	330	920
<b>Rayleigh resolution (w. 10µm slit)</b>	3.9nm	3.9nm
<b>Slit size options</b>	10/20/30µm	10/20/30µm
<b>Numerical aperture</b>	F/2.8	F/2.8
<b>Spectral band resolution</b>	1.77nm/pixel	1.5nm/pixel
<b>Pixel size</b>	6.5µm	5.0µm
<b>Dark current @ 25 deg C</b>	<10 e/s	TBD
<b>Dynamic range</b>	>87dB rolling shutter	TBD
<b>Maximum Frame rate*</b>	>250fps	>150fps
<b>Sensor cooling</b>	Passive	TEC
<b>Distortion</b>	0.06 %	0.06 %
<b>Lens mount</b>	C-mount	C-mount
<b>Magnification</b>	1:1	1:1
<b>IP</b>	TBD	TBD

\*The maximum framerate is measured with all spectral bands selected.  
Higher framerates can be achieved if less spectral bands are selected.