

VV80N

VIRTUE SERIES

VANDAL DOME CAMERA
DAY & NIGHT, 3D-DNR



KEY FEATURES

- 1/2.9 inch SONY CMOS
- 0.1Lux at F1.2 (color) / 0.0001Lux (Sense up x 256)
- Upgraded Waterproof Housing (IP68 rating)
- 1000TVL
- Day & Night
- Built-in OSD Menu
- D-WDR (Wide Dynamic Range)
- SMART 3D DNR (3D Digital Noise Reduction)
- F-DNR(D-FOG)
- Varifocal Lens 2.8~12mm
- 3-Axis
- IK8 Rating



FEATURES IMAGES

DAY & NIGHT

It enables the camera to produce very natural colors during the day and greatly improve the sensitivity and resolution by converting the image to B/W during the night.

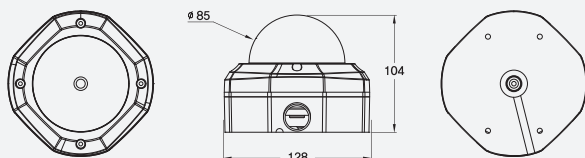


Day

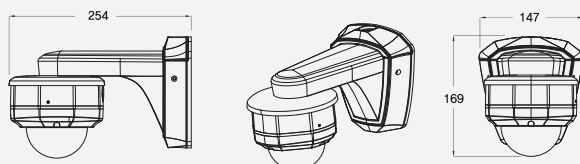


Night

DOME CAMERA DIMENSIONS (mm)



WALL MOUNT BRACKET (OPTION)



TECHNICAL SPECIFICATIONS

| | |
|-----------------------|---|
| Resolution | 1000TVL |
| Image Sensor | 1/2.9 inch SONY CMOS |
| Scanning System | 2:1 Interlace |
| Effective Pixel | 976(H) X 494(V) 480K pixels (NTSC) / 976(H) x 582(V) 570K pixels(PAL) |
| Min. Illumination | 0.1Lux |
| Electronic Shutter | NTSC : 1/60 - 1/100,000 sec NTSC : 1/50 - 1/100,000 sec |
| Lens Type | Varifocal Lens 2.8-12mm |
| S/N Ratio | ≥52 dB (AGC Off) |
| Video Output | CVBS:1.0Vp-p/75Ω Composite |
| Gamma Correction | 0.45 |
| Frequency | Horizontal : (15.734KHz / Vertical : 59.94Hz NTSC), (15.625KHz / Vertical : 50.00Hz PAL) |
| Synchronization | Internal |
| IR LED No | No |
| IR Visibility Range | No |
| IR Cut Filter | Yes |
| Power Supply | DC12V |
| Power Consumption | 310mA |
| Work Humidity | 20% ~ 90% RH |
| Operation Temperature | -10°C ~ +50°C |
| Dimension (h x Ø) | 104mm x 128mm |
| Weight | 700g |

OSD MENU

| | |
|-------------------------|--|
| White Balance | ATW / AWB / AWC / MANUAL |
| F-DNR(D-FOG) | OFF / MANUAL / AUTO VALUE Selectable |
| Backlight Compensation | OFF / D-WDR / BLC / HSBLC Selectable |
| SMART 3D DNR | ON / OFF VALUE Selectable |
| AGC (Auto Gain Control) | LOW / MIDDLE / HIGH / OFF Selectable |
| Day & Night | AUTO (Day <-> Night TIME Change) / COLOR / B/W |
| Privacy | OFF / ON (8 Z one) |
| Motion Detection | OFF / ON (4 Z one) |
| Image Conversion | OFF / ON |