

# VANDAL PROOF DOME CAMERA

## WVC-820/DV28

### 2.1 MEGA PIXEL / WDR VANDAL DOME CAMERA



## IP66



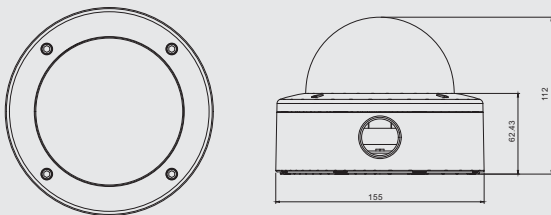
### - FEATURES -

- HD-SDI 1080p (1920x1080) Vandal dome camera
- 1/3" 2.1M CMOS Progressive Image Sensor
- Standard HD-SDI (SMPTE 292M) compatible
- Standard resolution (SMPTE 274M) compatible
- High-performance under low light environment (BW : 0.0005Lux / Color : 0.2Lux@50IRE, F1.2, 3100K)
- Support DNR function eliminating noise under low illumination
- Support WDR function under back light environment
- Support privacy mask function
- Easy to use OSD menu as conventional CCTV camera
- 30/25fps selectable
- DC Varifocal lens f=2.8~10.0mm
- 3-Axis Gimbal bracket
- IP66 Weatherproof type
- Vandal proof dome housing

**Option :** Dual voltage (DC 12V / AC 24V), Wall mount bracket



### - DIMENSION -



### - 3-AXIS GIMBAL BRACKET -



- Camera Rotation : 360°
- Tilt Rotation : 100°
- Pan Rotation : 270°

### - WALL MOUNT BRACKET -



MBR-401WM

### - SPECIFICATIONS -

WVC-820/DV28			
Camera	Image Sensor	1/3" 2.1Megapixel CMOS	
	Full Resolution	1920(H) x 1080(V) = 2.1M pixels	
	Scanning System	Progressive Scan	
Video	Min. Illumination	BW 0.0005Lux@50IRE, F1.2, 3100K	
		Color 0.2Lux@50IRE, F1.2, 3100K	
	Lens	Lens DC Varifocal Lens f=2.8~10.0mm, F1.2	
		Control DC Iris	
		Mount D-Mount	
	Output	HD-SDI 1 (BNC 1.0Vp-p, 75ohm)	
SMPTE 292M, 274M (1080p30)			
Resolution Digital : 1920x1080p 30fps			
Distance	Approx. 200m of RG6, 150m of RG59		
Function	Control Method	OSD (5 push button)	
	WDR	WDR WGT / HI CONT / LO CONT	
	AGC	OFF / 0~20	
	ACE	Level (0~15) / GAIN	
	DNR	OFF / LOW / MIDDLE / HIGH	
	DSS	OFF / ON (x2 / x3 / x4)	
	DZOOM	1~16 steps	
	Mirror	Horizontal / Vertical	
	White Balance	AUTO / PRESET / MANUAL	
	Electric Shutter	AUTO / MANUAL (1/30~1/30000, 12 steps)	
	Privacy	ON / OFF (28 Positions)	
	Electricity	Power Source	DC 12V (±10%)
		Power Consumption	2W
Environments	Operation Temperature	0°C ~ 50°C	
	Operation Humidity	0% ~ 80% RH	
Mechanical	Dimension	155(Ø) x 112(H)mm	
	Weight	Approx. 950g	