

CV502-U3 Miniature USB 3.0 Camera



The **Marshall CV502-U3** is a USB-powered, high-definition POV camera with an ultra-wide 126°-Angle-of-View lens, that offers simple plug-and-play connectivity with any Mac, PC, or Linux system. It delivers sharp, vivid color images in resolutions up to 1920x1080p at up to 60 frames per second, and is designed to be used for huddle rooms, streaming studios, collaboration spaces, and any other professional corporate communications setting.

Using a high-performance 2.5-Megapixel 1/3-inch sensor, Marshall's CV502-U3 delivers stunning picture clarity with accurate colors. The CV502-U3 has the option of interchangeable lenses to fit any custom designed space or studio. Using industry standard USB Video Control (UVC 1.5) protocols, the CV502-U3 is able to self-adapt to the computer capabilities for optimal resolution and framerates. Additionally, common soft codecs or camera control software can be used to adjust for applications that require specific camera settings.

CV502-U3 Features

- Sharp, vivid color images up to 1920x1080p at speeds of 60/59.94/50 fps
- Powered through USB 3.0 with easy plug-and-play connectivity with Mac or PC, with no driver downloads required
- Interchangeable M12 lens option for custom-designed field-of-view capability
- High-performance, 2.5-Megapixel 1/3-inch sensor
- UVC 1.5 compliant for easy video control and adjustments via common computer, UCC, and teleconference software platforms
- Locking 2-meter (79-inch) USB 3.0 cable with thumbscrew lock on camera
- Durable design with smooth finish for professional installations
- Color space 4:2:2 (YCbCr) 10 bit for clear vibrant color images
- Ultra-wide 2.3mm M12 lens (126° Horizontal AOV) Standard
- Universal 1/4"-20 mount for limitless custom design mounting options
- Ships with Marshall CVM-5 Monitor/Stand Mount

Applications

Custom Huddle Rooms • Teleconferencing • Web Conferences • Studio Collaboration • Video Meetings • Unified Communications and Collaboration (UCC) • Podcasting • Web Streaming • Gaming