DragonEYE

FRAME GRABBER & FPGA-BASED IMAGE PROCESSING



Integrated vision processor / Multi-camera system

• APPLICATIONS

- Multi-camera system
- Deep-learning
- High-speed production line
- High-performance Machine Vision

BENEFITS

- Easy-to-program
- Versatile
- Cost-effective
- Open FPGA
- Programmable by user

KEY FEATURES

- Vision processor
- Up to 4 GigE Vision cameras
- Data-acquisition PCIe board
- Image processing modules included
- FPGA-based processing
- Real-time processing
- GigE Vision switches
- SDK & API included
- AMD (Xilinx) Vivado HLS webpack (free)
- Matrix or Linescan cameras





Patent pending #1908759





Machine Vision applications process an ever-increasing amount of information that must not be limited by the processing capabilities of computers. To exceed this bandwidth limit, TECHWAY has developed a multi-camera acquisition board equipped with a processor unique of its kind.

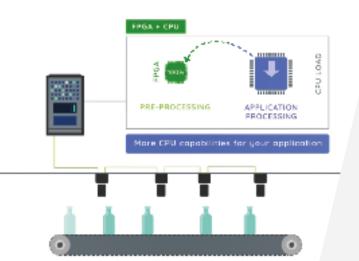
Indeed, the DragonEYE, thanks to its Vision Engine (FPGA technology), allows to unload the computers by offering the possibility to integrate the image preprocessing directly.

This powerful and complex technology is offered in a ready-to-use format accessible to all image developers. It allows them to focus on their applications by pushing the limits of their equipment.

DragonEYE Lite

The DragonEYE Lite board, thanks to its Vision Engine Xilinx Artix FPGA technology, allows to acquire up to 4 GigE Vision streams and to pre-process each stream in real-time. The user can easily integrated its pre-processing in the open FPGA.

Offload CPU to gain processing capabilities



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