## OAK-1-Lite



## Overview

OAK-1-Lite takes the affordability idea and pushes it one step forward. By having the same AI and CV functionalities as OAK-1 while being more affordable, it gives you the opportunity to create all sorts of projects.

OAK-1-Lite isn't a standard USB camera. It's a 4-trillion-operations-per-second AI powerhouse that performs your Al models on-board, so that your host is free to do whatever you need it to do.

## OAK-1 vs OAK-1-Lite

The only difference between these two models is the colour camera sensor; OAK-1-Lite uses IMX214 while OAK-1 uses a higher quality colour camera - IMX378. Otherwise OAK-1-Lite uses the same PCBA and enclosure as the OAK-1.

## Camera Specification:

| Camera Specs | Colour Camera |
| :---: | :---: |
| Sensor | IMX214 (PY014 AF, PY114 FF) |
| Shutter | Rolling |
| DFOV/HFOV/VFOV | $81^{\circ} / 69^{\circ} / 54^{\circ}$ |
| Resolution | 13MP (4208×3120) |
| Focus | AF: $8 \mathrm{~cm}-\infty$ OR FF: $50 \mathrm{~cm}-\infty$ |
| Max Framerate | 35 FPS |
| F-Number | $2.2 \pm 5 \%$ |
| Sensor Size | 1/3.1" |
| Effective Focal Length | 3.37 mm |
| Distortion | < $1 \%$ |
| Pixel Size | $1.12 \mu \mathrm{~m} \times 1.12 \mu \mathrm{~m}$ |

## RVC2 inside

This OAK device is built on top of the RVC2. Main features:

- 4 TOPS of processing power (1.4 TOPS for AI - RVC2 NN Performance)
- Run any Al model, even custom-architectured/built ones (models need to be converted)
- Encoding H.264, H.265, MJPEG - 4K/30FPS, 1080P/60FPS
- Computer Vision warp/dewarp, resize, crop ia ImageManip node, edge detection, feature tracking. You can also run custom CV functions
- Object Tracking 2D tracking with Object Tracker node
- USB2 / USB3 for power delivery and communication


## Dimensions and Weight

- Width: 36 mm
- Height: 54.5 mm
- Length: 27.8 mm
- Weight: 53.1 grams


## Datasheet

- Datasheet


## 3D Models

- Board STEP files here
- Enclosure STEP files here


USB TYPE-C PORT


