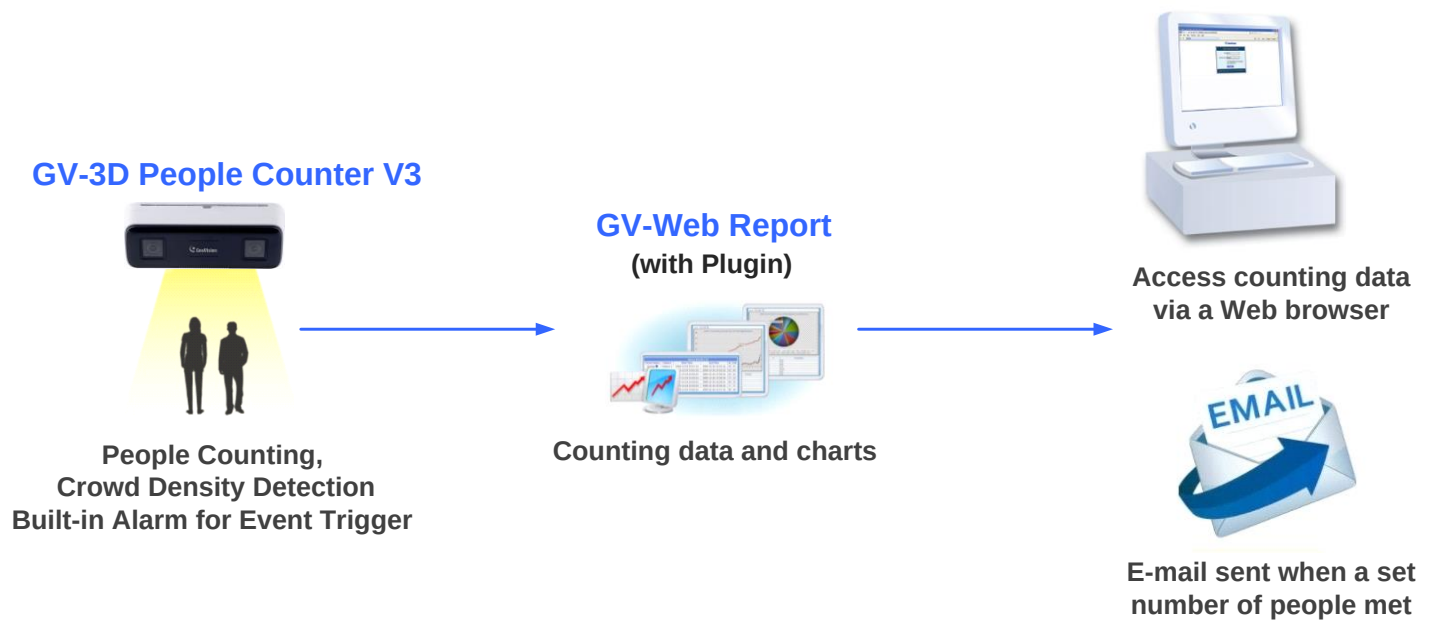


GV-3D People Counter V3



Introduction

GV-3D People Counter V3 is a dual-lens 4MP people-counting camera that detects, tracks, and counts the number of bidirectional people flow in a given location. The counter can accurately determine the number of persons moving through or remaining in a specified zone. The counter's Power over Ethernet functionality and user-friendly UI make it simple to use and install. You can access the collected people-counting statistics via the Web interface or the GV-Web Report software. Furthermore, the counter can sound an alarm in a variety of conditions, such as when the predefined occupancy limit is reached or an entry reverse is detected.



Features

- Bi-directional people counting
- Human head detection algorithm
- Target height filtering
- Children counting
- Alarm trigger for crowd density counting or reverse entry detection
- Real-time, daily, weekly, monthly or annual counting reports and graphs
- Video exception detection (scene change, video blur and abnormal color)
- Integration with the GV-Web Report software for data collection and chart analysis
- Built-in alarm for event triggers
- Digital I/O (1 Input / 1 Output)
- PoE (IEEE 802.3af)
- Built-in micro SD card slot (SDHC/SDXC/UHS-I, Class 10) for local storage
- Ingress protection (IP66)
- 12 languages on Web interface
- ONVIF (Profile G, S, T) conformant

Specifications

Camera					
Image Sensor		1/3” progressive scan CMOS			
Picture Elements		2560 (H) x 1440 (V)			
Minimum Illumination	Color	0.008 Lux (F2.1, AGC ON)			
	IR On	0 Lux			
Shutter Speed		Automatic			
S/N Ratio		50 dB			
WDR Pro		Yes			
Dynamic Range		120 dB			
Angle of View	Diagonal	110°			
	Horizontal	103°			
	Vertical	70°			
Lens					
Megapixel		4 MP			
Day / Night		Yes (with removable IR-cut filter)			
Lens Type		Fixed			
Focal Length		2.1 mm			
Maximum Aperture		F/2.1			
Mount		M12			
Horizontal FOV		103°			
Operation	Focus	Fixed			
	Zoom	Fixed			
	Iris	Fixed			
IR LED Quantity		4 IR LEDs			
Max. IR Distance		10 m (35 ft)			
DORI		Detect	Observe	Recognize	Identify
Lens	2.1 mm	37 m (121.4 ft)	15 m (49.2 ft)	7 m (23.0 ft)	4 m (13.1 ft)
Operation					
Video Compression		H.264, H.265, H.264+, H.265+, MJPEG			
Video Streaming		Triple streams			
Video Resolution	Main Stream	2560 x 1440 (default), 2304 x 1296, 1920 x 1080, 1280 x 720			
	Sub Stream	1280 x720, 704 x 576, 704 x 480, 640 x 360 (default), 352 x 288, 352 x 240			

	Third Stream	704 x 576, 704 x 480 (default), 480 x 240, 352 x 288, 352 x 240
Frame rate		30 fps at 2560 x 1440, 2304 x 1296, 1920 x 1080, 1280 x 720, 704 x 480, 480 x 240, 352 x 240 (60 Hz) 25 fps at 2560 x 1440, 2304 x 1296, 1920 x 1080, 1280 x 720, 704 x 576, 480 x 240, 352 x 288 (50 Hz) *The frame rate and performance may vary depending on the number of connections and data bitrates (different scene).
Maximum Throughput		8 Mbps
Maximum Stream * When the total bitrate is within the maximum throughput		10
Audio Compression		G.711
Audio Support		Two-way audio
Digital I/O	Input	1 input, dry contact, NO/ NC
	Output	1 replay output (30V DC, 1A)
External Interface		
Ethernet		RJ-45
RS-485		Yes, half-duplex
Local Storage		Micro SD card slot (SDHC / SDXC / UHS-I, Class 10) *UHS-II card type is not supported.
Power		DC Jack (12V DC, 1.25A), PoE
Audio	Built-in microphone	Yes
	External microphone required	Yes (Audio jack, 3.5 mm or 0.14")
	Built-in speaker	Yes
	External speaker required	Yes (Audio jack, 3.5 mm or 0.14")
	* For devices with microphone or speaker, choose either the built-in or external option.	
	* If equipped with an Audio In port, it only supports microphones with power supply.	
Digital I/O		4-pin terminal block pitch 3.5 mm (0.14")
Event and Alarm		
Counting Accuracy		Up to 95% (Height Filtering: counting accuracy 90%)
People Counting		- Count people entering and exiting - Produce daily, weekly, monthly and annual counting statistics in charts or tables - Children counting - Target height filtering - Human head detection algorithm
Smart Alarm		Motion Detection, SD Card Error, SD Card Full, IP Address Collision, Cable Disconnected, Video Exception Detection (Scene Change, Video Blur and Abnormal Color Detection), People Detection (Occupancy Threshold met and Reverse Entering Detection)
Network		
Interface		10/100 Ethernet
Protocol		802.1x, DDNS, DHCP, FTP, HTTP, HTTPS, HTTP POST, IPv4, IPv6, NTP, ONVIF (Profile G, S, T) PPPoE, QoS, RTCP, RTMP, RTP, RTSP, SMTP, SNMP, UDP, UPnP
General		
Operating Temperature		-30 °C ~ 45 °C (-22 °F ~ 113 °F)
Operating Humidity		0 ~ 95% (no condensation)
Operating Distance		2 ~6 m (6.56 ~ 19.69 ft)
Power Source		12V DC / PoE (IEEE802.3af)
Max. Power Consumption		9 W
Dimensions (W x H x D)		180 x 65 x 43.4 mm (7.08 x 2.56 x 1.71 in)
Net Weight		563 g (1.24 lb)
Ingress Protection		IP66
Certification		CE, FCC compliant
Web Interface		
Installation Management		Web-based configuration
Maintenance		Firmware upgrade through Web browser or Utility
Language		Czech, English, French, German, Hungarian, Italian, Japanese, Polish, Portuguese, Russian, Spanish, Traditional Chinese
Supported Browser		Chrome 89.0+, Edge 89.0+ in IE mode (plug-in required), Firefox 87.0+, Safari 14.0+

Software Application	
Software Supported	GV-Web Report (Plugin required)

Note: All specifications are subject to change without notice.

Packing List

1. GV-3D People Counter V3
2. Waterproof Rubber Set
3. Screw Kit
4. Drill Template Paster
5. Bracket
6. Download Guide

Accessories

Model No.	Name	Details
GV-IO Box Series provides 4 / 8 / 16 inputs and relay outputs, and supports both DC and AC output voltages, with optional support for Ethernet module and 4E additionally supporting PoE connection.		
GV-PA191	PoE Adapter	GV-PA191 is a Power over Ethernet (PoE) adapter designed to provide power to the IP device through a single Ethernet cable.
GV-PA301	Gigabit PoE Adapter	GV-PA301 is a Gigabit Power over Ethernet (PoE) adapter.
GV-POE Switch	GV-POE Switch is designed to provide power along with network connection for IP devices. GV-POE Switch is available in various models with different numbers and types of ports.	

Dimensions

