

Machine Vision Lighting Overview

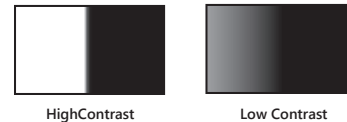
Generic lighting products are designed to provide basic illumination. However, lights designed for use as part of machine vision systems are designed with high-quality LEDs to provide consistent and uniform light across the desired field of view. Here are some considerations that should be kept in mind when designing an optimized machine vision lighting system.

Goals for Machine Vision Lighting

Contrast

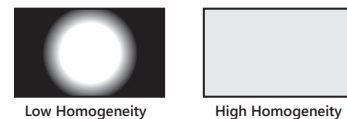
Maximizing contrast is the ultimate goal for any machine vision lighting system. If high contrast can be obtained, then detection is going to be a lot easier. In fact, maximizing contrast is the reason that most camera vision applications are monochrome. Contrast in monochrome images makes image processing easier.

To achieve the best contrast, the user must have a balance between homogeneity and brightness.



Homogeneity

Homogeneity can be thought of as uniformity. The light needs to illuminate the whole field of view uniformly. Hot spots or dark spots remove contrast from specific regions of the field of view and can adversely impact vision accuracy, while a homogenous (uniform) field of illumination can greatly enhance accuracy.



Brightness

Brightness, which is essential in creating contrast, is important in machine vision systems.

By increasing the brightness, system designers can create more robust systems using shorter exposure times. As an added benefit, this will also reduce motion blur.



It is true that if you put more current through an LED, it will get brighter. But one of the worst things for an LED's lifespan is over-current. Even though more current means a brighter LED, that brightness comes at a cost, for the brighter the LED gets the more heat is generated and the more its lifespan is reduced. In other words, the lifespan of an LED is directly related to the current through the LED.

The manufacturers of our machine vision lights have taken great care in selecting the brightest and highest quality LEDs. They have also carefully engineered these lights to maximize light output and LED lifespan in order to deliver a product that will work consistently well for a long period of time. For instance, in order to achieve higher brightness, some of our lights can be strobed with higher current. In these lights, built-in microprocessors manage strobe duration to maximize brightness without adversely impacting life expectancy of the LEDs.

Dealing With Ambient Light

One of the hardest things to design out of a machine vision application is interference with your controlled lighting coming from unwanted ambient light in the location where the system will be used. Ambient light varies greatly from location to location, so designers must keep potential ambient light impacts in mind when designing machine vision lighting systems.

A common misconception is that ambient light comes only from overhead. However, the truth is that ambient light can come from several sources. Among the conditions which can impact ambient lighting are sunlight through a window, the reflection off of a reflective surface, or even a shadow.

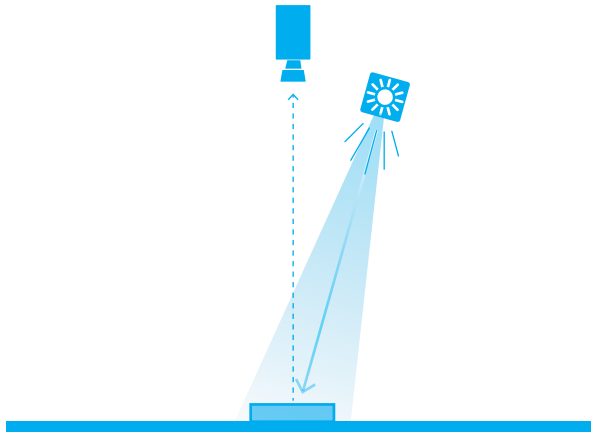
There are situations in which building a shroud around the inspection area is the most appropriate way to deal with ambient light. In other situations, the best way to deal with it is to increase the brightness of the light source.

Another solution to deal with ambient light is to use a specific color (wavelength) of light along with a corresponding filter to only allow that color of light to pass through to the camera. For example, when using a red light (625nm), you can use a 625nm bandpass filter to block out unwanted ambient light of other wavelengths.

Machine Vision Lighting Overview, continued

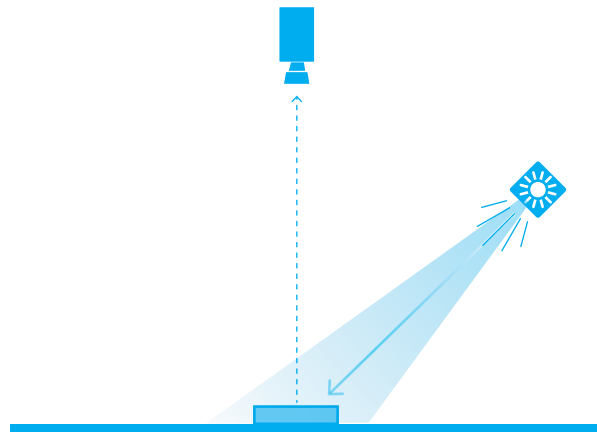
Lighting Principles

Effective machine vision lighting relies on several factors, including what is known as the “angle of incidence.” Angle of incidence is defined as the angle at which the light strikes the object being illuminated. This angle is measured from an imaginary line between the camera and the light source. The examples below illustrate how different lighting angles can be used in various applications.



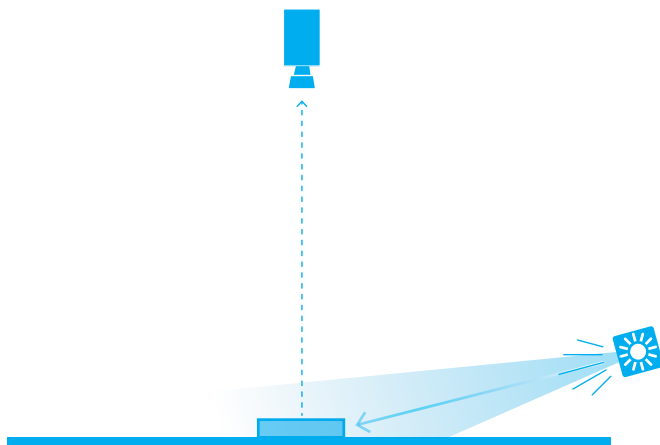
Bright field

- Usually, the angle of incidence is between 0 and 30 degrees.
- Bright field is the easiest type of lighting principle for humans to understand, because this is how we generally see the world. However, this type of lighting system may not be well suited for use where shiny parts are involved.
- Diffusers or polarizers might be needed to decrease the unintended direct reflections.



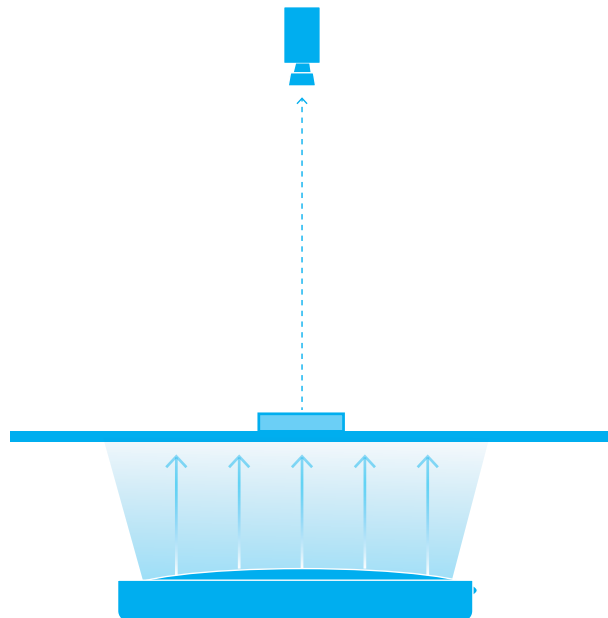
Low angle

- Usually, the angle of incidence is between 30 and 80 degrees.
- The lighting source is placed between the dark field and the bright field so that the user can take advantage of both illumination methods.
- Good for engravings



Dark field

- Usually, the angle of incidence is between 80 and 90 degrees
- This lighting configuration will generally bring high contrast to the edges. For parts that are not shiny, a narrow beam angle is usually best. For shiny parts, a diffused light source usually works best.
- Applications include edge detection and measurement.



Backlight

- The light source is placed behind the object.
- When using this method, it is important that the light is bigger than the field of view.
- Backlighting light sources should be highly diffused and offer high homogeneity.
- Backlighting makes it possible to see a silhouette.

Lumher Vision Lighting High-Power Bar Light (FD Series)

lumher



FD04PD5CY

Lumher's FD Series has a larger dissipation surface and emits twice the light output of the PD series. The linear FD series is an excellent choice for demanding applications where maximum illumination is required

Features

- IP65
- Integrated controller
- Built-in current protection
- Continuous high-brightness mode

Lumher FD Series Vision Lighting High-Power Bar Light Selection Guide


Part Number	Price	Light Emission	LED Length (mm [in])	Diffuser	Mode of Operation	Drawings
FD01PD5CY	\$248.00	White (5000K)	90 [3.54]	Semi-diffused ($\pm 30^\circ$)	Continuous only	PDF
FD02PD5CY	\$285.00	White (5000K)	180 [7.09]	Semi-diffused ($\pm 30^\circ$)	Continuous only	PDF
FD04PD5CY	\$357.00	White (5000K)	360 [14.17]	Semi-diffused ($\pm 30^\circ$)	Continuous only	PDF
FD05PD5CY	\$394.00	White (5000K)	450 [17.72]	Semi-diffused ($\pm 30^\circ$)	Continuous only	PDF
FD07PD5CY	\$469.00	White (5000K)	630 [24.80]	Semi-diffused ($\pm 30^\circ$)	Continuous only	PDF

24 V
DC

IP65


M12A


MACHINE VISION

INTEGRATED

CONTROLLER


SEMI-DIFFUSE
60°


MADE IN SPAIN

Lumher Vision Lighting High-Power Bar Light (FD Series)

lumher

Lumher FD Series Vision Lighting High-Power Bar Light Specifications	
	Continuous Mode
Strobe Input	–
Overdrive	No
Strobe Conditions (ON time, duty cycle)	–
Maximum Rising Time	3µs
Maximum Falling Time	3µs
Connection	M12 A-coded 4-pole connector
Consumption	White: 3.8 W per 90mm [3.54 in]
Minimum Functioning Voltage	22.8 VDC
Normal Functioning Voltage	24VDC ±5%
Maximum Functioning Voltage	25.2 VDC
Maximum Consumption Strobe Signal	–
Maximum Strobe Duty Cycle	–
Operating Temperature	-10°C to 40°C [14°F to 104°F]
Operating Maximum Humidity	80% without condensation
Weight	64g [0.14 lb] plus 192g [0.42 lb] per 90mm [3.54 in]
Materials	Body: Anodized aluminum Side cover: Anodized Aluminum Diffuser: Polycarbonate
Storage Temperature	0°C to 60°C [32°F to 140°F]
Lifespan of LEDs (ON time)	6.8 years
IP Protection	IP65

Connections

M12 A-Coded Connections	
Pin Number and Wire Color	Continuous-Only Models
Pin 1 – Brown	+24VDC
Pin 2 – White	Not Connected
Pin 3 – Blue	0VDC
Pin 4 – Black	Not connected

M12 A-Coded Male Connector



Lumher Mounting Accessories For FD-Series Lights

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The FD series bar lights offer a wide variety of anchoring options. A number of different mounting bracket options are available, including stainless steel and plastic (ABS) models. These include fixed anchors with multiple installation positions as well as rotating anchors for greater flexibility.

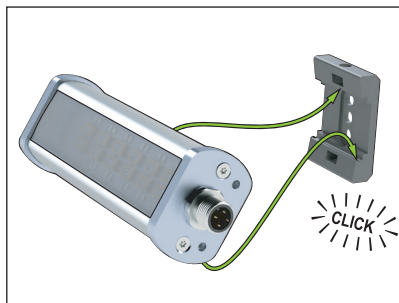
Contaval Lumher FD Series Mounting Bracket Selection Guide

Part Number	Price	Adjustment	Setting Angles	Material	Mounting	Drawings
F00G2	\$10.00	Fixed	0°	Plastic	For mounting lights: Clip into brackets For mounting brackets: Use customer-supplied screws or M6D16	PDF
F00G4	\$25.00	Fixed	0°	Plastic	For mounting lights: Clip into brackets For mounting brackets: Magnetic	PDF
F00R1	\$22.00	Adjustable	Up to 90°	Stainless steel	For mounting lights: Use supplied screws For mounting brackets: Use customer-supplied screws or M6D16	PDF

F00G2



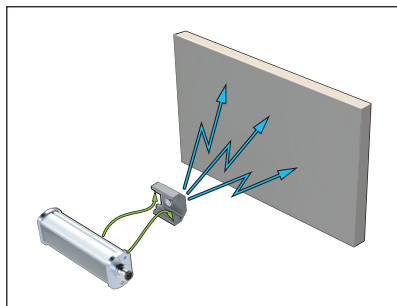
Mounting



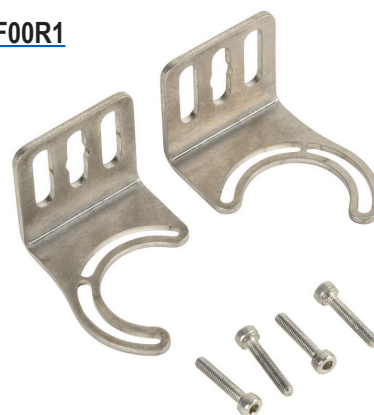
F00G4



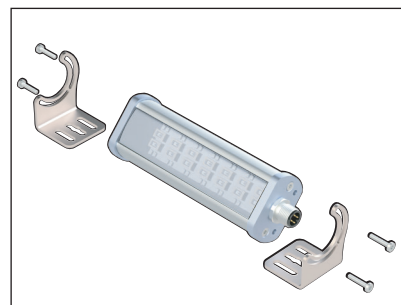
Magnetic mounting



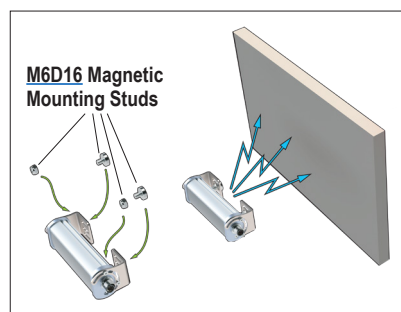
F00R1



Adjustable mounting



OR



Lumher Magnetic Mounting Option Selection Guide

Part Number	Price	Material	Description	Fits	Drawings
M6D16	\$15.50	Stainless steel	Magnet with M6 stud and lock nut	F00R1 P00R1 , P00R4	PDF



M6D16