HIKVISION

iDS-2CD7186G0-IZS
8 MP IR Varifocal Dome Network Camera

DeepinView series

- High quality imaging with 8 MP resolution
- Clear imaging against strong back light due to 120 dB true WDR technology
- Efficient H.265+ compression technology to save bandwidth and storage
- Advanced streaming technology that enables smooth live view and data self-correcting in poor network
- 5 streams and up to 5 custom streams to meet a wide variety of applications
- Vandal proof (IK10)

▪ Specification

Camera	
Image Sensor	1/1.8" Progressive Scan CMOS
Min. Illumination	Color: 0.009 Lux @ (F1.2, AGC ON); B/W: 0.0009 Lux @ (F1.2, AGC ON)
Shutter Speed	1 s to 1/100,000 s
Slow Shutter	Yes
P/N	P/N
Wide Dynamic Range	120 dB
Day & Night	IR cut filter
Angle Adjustment	Pan: 0° to 355°, tilt: 0° to 75°, rotate: 0° to 355°
Power-off Memory	Yes
Lens	
Focus	Auto, semi-auto, manual
Lens Type & FOV	2.8 to 12 mm, horizontal FOV 112.3° to 41.2°, vertical FOV 58° to 23.1°, diagonal FOV 137.3° to 47.3° 8 to 32 mm, horizontal FOV 41.8° to 14.9°, vertical FOV 22.92° to 8.48°, diagonal FOV 48.7° to 17°
Aperture	2.8 to 12 mm: F1.2 to 2.5 8 to 32 mm: F1.7 to F1.73
Lens Mount	Integrated
Blue Glass Module	Blue glass module to reduce ghost phenomenon.
P-Iris	Yes
Illuminator	
IR Range	2.8 to 12 mm: 30 m 8 to 32 mm: 50 m
Wavelength	850 nm
Smart Supplement Light	Yes
Video	
Max. Resolution	3840 × 2160
Main Stream	50Hz: 25fps (3840 × 2160, 3200 × 1800, 2560 × 1440, 1920 × 1080, 1280 × 720) 60Hz: 30fps (3840 × 2160, 3200 × 1800, 2560 × 1440, 1920 × 1080, 1280 × 720)
Sub-Stream	50Hz: 25fps (704 × 576, 640 × 480) 60Hz: 30fps (704 × 480, 640 × 480)
Third Stream	50Hz: 25fps (1920 × 1080, 1280 × 720, 704 × 576, 640 × 480) 60Hz: 30fps (1920 × 1080, 1280 × 720, 704 × 480, 640 × 480)
Fourth Stream	50Hz: 25fps (1920 × 1080, 1280 × 720, 704 × 576, 640 × 480) 60Hz: 30fps (1920 × 1080, 1280 × 720, 704 × 480, 640 × 480)
Fifth Stream	50Hz: 25fps (704 × 576, 640 × 480) 60Hz: 30fps (704 × 480, 640 × 480)
Custom Stream	50Hz: 25fps (1920 × 1080, 1280 × 720, 704 × 576, 640 × 480) 60Hz: 30fps (1920 × 1080, 1280 × 720, 704 × 480, 640 × 480)
Video Compression	Main stream: H.265+/H.265/H.264+/ H.264 Sub-stream/Third stream/Fourth stream/Fifth stream/custom stream: H.265/H.264/MJPEG
Video Bit Rate	32 Kbps to 16 Mbps
H.264 Type	Baseline Profile/Main Profile/High Profile
H.265 Type	Main Profile
H.264+	Main Stream supports
H.265+	Main Stream supports
Bit Rate Control	CBR/VBR

▪ Function

Face Counting

With the embedded deep learning algorithms, the camera integrates multiple intelligences. It counts persons and samples the face features simultaneously, and compares them with the built-in face library, so to remove the duplicated person. It counts persons and reports a face alarm simultaneously to achieve both the entrance control and people counting.

Hard Hat Detection

With the embedded deep learning algorithms, the camera detects the persons in the specified region. It detects whether the person is wearing a hard hat, and captures the head of the person and reports an alarm if not.

Multi-Target-Type Detection

With the embedded deep learning algorithms, the camera detects and captures the face and human body in the specified region and outputs the features, such as gender, age and top color. It supports a structurized modeling of the face and human body to achieve a structurized data collection.

Queue Management

With embedded deep learning based algorithms, the camera detects queuing-up people number and waiting time of each person. The body feature detection algorithm helps filter out wrong targets and increase the accuracy of detection.

Metadata

Metadata uses individual instances of application data or the data content. Metadata can be used for third-party application development.

Smooth Streaming

Smooth streaming offers solutions to improve the video quality in different network conditions. For example, in poor network conditions, adapting to the detected real-time network condition, streaming bit rate and resolution are automatically adjusted to avoid mosaic and lower latency in live view; in multiplayer network conditions, the camera transmits the redundant data for the self-error correcting in back-end device, so that to solve the mosaic problem because of the packet loss and error rate.