ultraleap 

Leap Motion Controller 2

Smaller, lighter, better.

The second generation of Ultraleap's iconic hand tracking camera takes natural interaction to a new level. Greater field of view, lower power, all in a smaller package.

The world's leading hand tracking technology

The Leap Motion Controller 2 from Ultraleap is an optical hand tracking module that captures the movement of users' hands and fingers so they can interact naturally with digital content.

The controller is capable of tracking hands within a 3D interactive zone at distances up to 110 cm (43"), across a 160° x 160° maximum field of view*. When combined with Ultraleap's Gemini hand tracking software, the Leap Motion Controller 2 is able to discern 27 distinct hand elements, including bones and joints, and visualise them even when they are obscured by other parts of the hand.

With a smaller form factor, lower power and increased interaction zone, it is uniquely suited for:

- Mounting to AR/VR/MR headsets to provide world-class, natural interaction in virtual worlds. No controllers needed.
- PC/laptop/desktop use to enable 3D interactions using your hands, bringing applications to life.

Easy to integrate and use

The Leap Motion Controller 2 is designed for simple integration into customer applications and can be retrofitted to existing concepts or hardware. Available to help with integration:

- A new XR Headset Mount allows for easy attachment to many different XR headset designs.
- Plugins for Unity and Unreal enable developers working with two leading 3D development platforms to incorporate hand tracking into their established workflow.
- The LeapC API allows integration with applications outside of Unity and Unreal by allowing developers to create bindings to their own application layer.

Example applications

- Enterprise XR applications such as training and simulation, industry field services, education, productivity, and collaboration.
- Gaming and interactive entertainment, both at home and in location-based experiences for arcades and amusement parks.
- Interaction with objects and menus for 3D displays, holograms or projections.
- Music, for example 3D MIDI control, 3D audio mixing.
- Healthcare applications including stroke rehabilitation, therapy, training, medical imaging and lazy eye treatment.
- Robotics, including telepresence, robotic controls, AI-assisted teaching.

Specifications

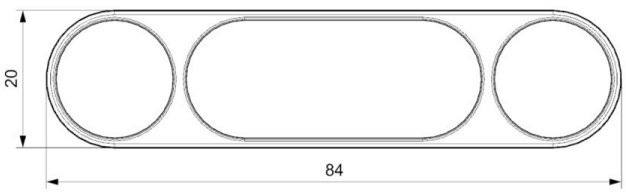
Power supply requirement:	5VDC via USB, 500 mA
Data connection:	USB 3.0 via USB type C connector
Tracking range and field of view:	Depth between 10 cm (4”) to 110 cm (43”)*
Maximum field of view:	160° x 160° field of view*
Camera framerate:	120 fps maximum
Operating wavelength:	850 nm
Construction:	Aluminium and scratch-resistant glass
Operating temperature:	0°C to 40°C (32°F to 104°F)
Storage temperature:	-30°C to 60°C (-22°F to 140°)
Compliance:	CE, FCC, UKCA, CCC, KC, PSE, RCM A-NZ, RoHS, REACH
Compatible operating systems:	Windows, macOS, and Android XR2
System requirements:	Windows® 10+, 64-bit, Intel® i7 processor**, 5th Gen (supports AVX instructions) macOS version 11.0+, supported processors: Intel® i7 processor, Apple m1, m2
Dimensions:	84 mm x 20 mm x 12 mm
Weight:	29 g

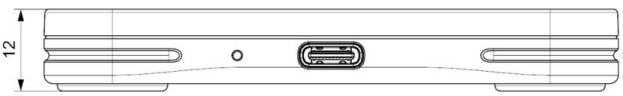
Specifications are current at time of publishing and subject to change.

** Range and field of view measured under controlled test conditions. Performance may vary based on a number of factors including environment, hand position, camera position.*

*** Tracking can run on older processors but with decreased tracking performance.*

Device dimensions





All dimensions in mm

Where to buy it

The Leap Motion Controller 2 is available in Summer 2023. All commercial applications require a separate license from Ultraleap. Please get in touch for more information.

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