

# RFQ 100-26-84322 - Video Analytic System Specification Sheet

## BriefCam Investigator for Teams platform

SEARCH FILTERS & CAPABILITIES	
SOURCE	Based on specific cameras or files
TIME RANGE	Based on specific time ranges
CLASS	Based on People (Man, Woman, Child), Two-Wheeled Vehicles (Bicycles, Motorcycles), Other Vehicles (Car, Pickup, Van, Truck, Bus, Train, Airplane, Boat), Illumination Changes, and Animals
PERSON ATTRIBUTES	Based on person attributes, including Lower and Upper Wear (by color), Hats, Face Masks, and Bags

TECHNICAL SPECIFICATIONS	
RECOMMENDED VIDEO STREAM RESOLUTION	Minimum CIF (352 x 240), Maximum 4K (3840 X 2160)
RECOMMENDED FRAME RATE (FPS)	8-30 frames per second
SUPPORTED VIDEO FILE FORMATS	.264, .3GP, .ASF, .AVI, .DAV, .DIVX, .DVR*, .FLV, .G64, .G64X, .GE5, .MKV, .MOV, .MP3, .MP4, .RAW, .RT4, .TS, .WMV, .XBA (single & multi-stream)
SUPPORTED CODECS	H.264, H.265/HEVC, MPEG-4, H.263 (H.265 is supported for selected VMSs and cameras)
FILE-BASED INGESTION	Multi-file videos or single file videos
FACE RECOGNITION	Minimum Face Size: 24x24 pixels across the person's face, 12 pixels between the eyes, or 200 pixels per meter
SUPPORTED LANGUAGES	Arabic, Brazilian Portuguese, Bulgarian, Chinese Simplified, Chinese Traditional, Danish, Dutch, English, Finnish, French, German, Hebrew, Italian, Japanese, Korean, Latin Spanish, Russian, Thai, Turkish, Ukrainian, Vietnamese
SUPPORTED BROWSERS	Google Chrome Desktop, Microsoft Edge, and Mozilla Firefox

INVESTIGATOR FOR TEAMS	
USERS	Up to 5 concurrent users can be active on the platform at the same time. Access credentials may be given to anyone within the organization
REMOTE ACCESS	Users can remotely access the server via a secure IT network connection

# RFQ 100-26-84322 - Video Analytic System

## Specification Sheet

SEARCH FILTERS & CAPABILITIES (CONT.)	
<b>COLOR</b>	Based on any combination of object color, including Brown, Red, Orange, Yellow, Green, Lime, Cyan, Blue, Purple, Pink, White, Grey, and Black .
<b>APPEARANCE SIMILARITY</b>	Identify people and vehicles with similar attributes
<b>VIDEO SYNOPSIS®</b>	Simultaneously view objects that have appeared at different times in a video for accelerated video review
<b>CASE MANGEMENT</b>	Organize all video assets of an investigation in a single container, bookmark objects of interest, and export case findings reports to support collaboration
<b>APPEARANCE SIMILARITY</b>	Identify people and vehicles with similar attributes
<b>FACE RECOGNITION</b>	Based on images extracted from existing video or data uploads, conduct “in the wild” face matching for persons included or excluded on watchlists. For Amber and Silver Alerts, quickly identify and locate missing persons by matching faces against uploaded footage
<b>LICENSE PLATE RECOGNITION</b>	For in “in the wild” surveillance scenarios, recognize license plates based on watchlists for vehicle behavior analysis and traffic optimization
<b>LINE CROSSING</b>	Detect demarcation crossings in a predefined direction
<b>PROXIMITY IDENTIFICATION</b>	Detect the distance between individuals over time and location for measuring compliance with physical distancing mandates, enabling contact tracing, and advancing investigations
<b>FACE MASK DETECTION</b>	Detect and identify face mask wearing and lack thereof for measuring compliance with public health mandates and safety codes
<b>PEOPLE COUNTING</b>	Count the number of people in a pre-defined area or who travelled in a certain direction, track queues and crowd formations, and measure occupancy to optimize space utilization and pedestrian traffic flows
<b>VISUAL LAYERS</b>	Create visual analytics and derive insights about activity, dwell time, common paths, and background changes
<b>DIRECTION</b>	Based on the direction detected in the video
<b>SIZE</b>	Based on objects actual (real-life) size, calculated using a histogram of sizes relevant to a specific case
<b>PATH</b>	Identify objects traveling along one or more user-defined paths
<b>AREA</b>	Identify objects included or excluded within one or more user-defined 3- or 4-sided polygon areas
<b>SPEED</b>	Based on objects actual speed, calculated
<b>DWELL</b>	Based on object dwelling for pre-set time periods within a scene