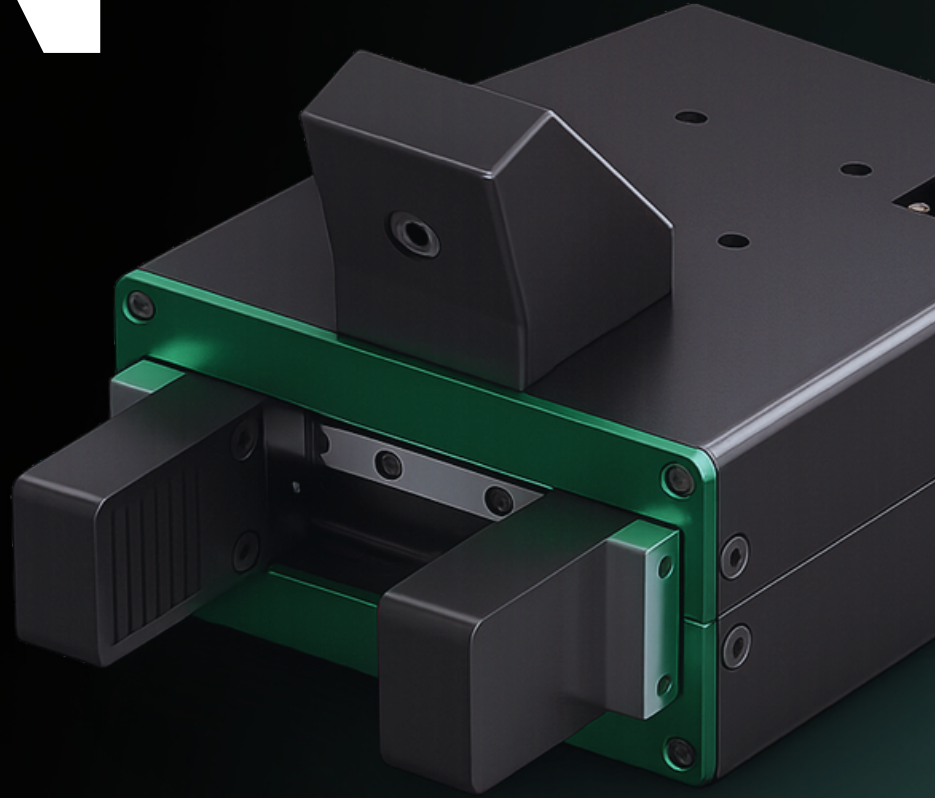


SON SERIES

SON



SDR-Native Robotic End Effector Platform

Perception-Integrated End Effectors
Designed for Real-World Robotics

Integrated Perception | Ethernet Interface | Sim-to-Real

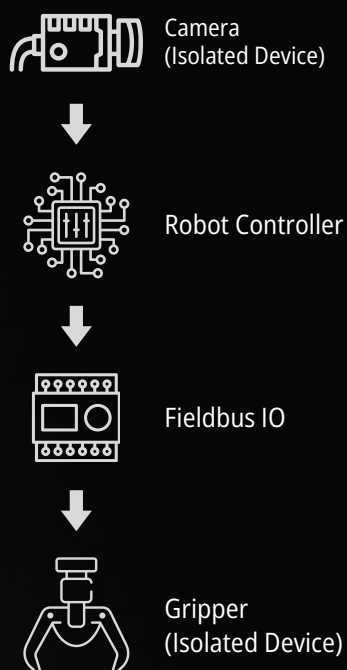
Beyond Gripping

Traditional robotic grippers are isolated devices.

Vision, synchronization, and manipulation are often separated into independent systems, increasing deployment complexity and reducing sim-to-real consistency.

SON integrates gripping and perception into a unified robotic subsystem for deployable robotics systems.

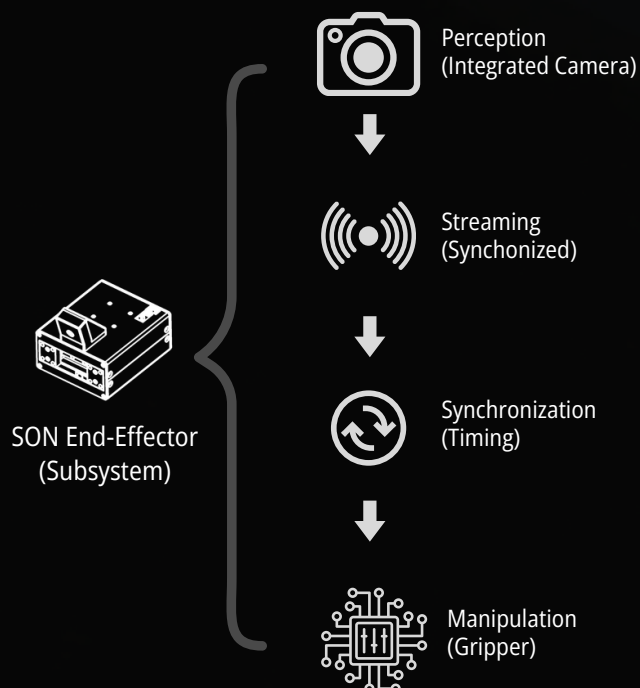
Traditional Architecture



Integration of Isolated Devices

Timing mismatch, increased integration complexity, and sim-to-real inconsistency.

SON Architecture



Unified Robotic Subsystem

Perception, synchronization, and manipulation within a unified robotic subsystem.

Perception and manipulation **should not be separated.**

SDR-Native Embedded Architecture

SON is designed as a network-native robotic subsystem.

Embedded streaming and synchronized sensing enable unified deployment across physical and simulated environments.



Integrated Perception

Shared visual interface between simulation and deployment.



Unified Interface

Using a single TCP/IP interface for streaming and control.



Sim-to-Real

Consistent APIs enable seamless deployment from sim to reality.

Built for **software-defined robotics** workflows.

Image from Simulation
State of Gripper

Image from Real Camera
State of Gripper

Unified Endpoint

- synchronized timestamp
- same interface
- unified transport
- deployment consistency



AI Robotics Workflow

Parallel Jaw Gripper

Optimized Gripping by using Custom Fingertips.

The Basic but Powerful



Replacab Jaw

Jaw can be replaced according to the purpose.



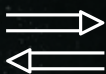
Built-in Structure

No external controller, No external camera.



Service Automation

Optimized for living environment.



Sim-to-Real

One-stop deployment from simulation.

S-J2-30

Embedded Vision Parallel Gripper

Designed for compact robotic manipulation with embedded perception and unified deployment architecture.



Technical Information

FEATURE	VALUE	REMARKS
Mechanical Specificaion		
Structure	Parallel 2-Jaws	
Stroke	39mm	
Max. Gripping Force	30 N (Continuous) / 60 N (Peak)	
Repeatability	Up to ± 0.1 mm	Depending on operating conditions
Camera	12MP CMOS	Auto Focusing
Video	1080p50 / 720p100 / 480p120	
Material	Alunimum, Plastic, Steel	
Weight	500g	
Mouting	Top / Rear / Buttom	
Operating Environment	Operating Temperature: 0–40°C	Indoor use only
Input Power	12V DC (3A Recommended)	Harness : XT30
Software Specificaion		
Control Interface	Network (TCP/IP)	
Streaming Interface	Network (TCP/IP)	
Operating Mode	Position Control with Torque Limiting	
Special Features	Simulation integration	NVIDIA IsaacSim