

Digital Media Fab Lab – How To: 3D Scan with the EinScan Pro 2X Plus 3D Scanner

- ◆ Plug EVERYTHING in
 - Power/USBs to turntable, scanner, texture pack/industrial pack, laptop
- ◆ Calibrate
 - White balance if using the texture pack
- ◆ Accuracy Check
 - Practice several times
 - Deviation is showing consistency in scan operation
- ◆ Choose Scan Mode
 - **Fixed Scan**
 - Turntable
 - Matte reflective/transparent objects with baby powder or matte spray
 - Secure object within the markers/Place markers on the object
 - Align scanner to view the object, double-check the camera frame
 - **Rapid Handheld Scan or Handheld Scan**
 - Select Resolution
 - Get distance & clear space to move around the object
 - Set object in view within the camera frame
 - Use markers
- ◆ Define Scan Settings
 - **Fixed Scan**
 - Set
 - Check HDR for High Definition Resolution
 - Check turntable if being utilized for the scan
 - Define the number of turns
 - Check to select marker style
 - Set brightness/contrast
 - **Rapid Handheld Scan or Handheld Scan**
 - Position the scanner around the object
 - Set brightness slider
- ◆ Scan
 - If utilizing the turntable, monitor the object for stability during rotations
 - Decide if more than one scan family is necessary to translate the object
 - Scan again, if needed
- ◆ Save Scan
 - Mesh Model
 - Choose Watertight Model or Unwatertight Model
 - Watertight = Solid object
 - Choose Detail
 - High, Medium, or Low = # of triangles per surface
 - Unwatertight = Surface object
 - Refine if needed
 - Save as a .OBJ .STL .ASC .PLY .P3 .3MF