

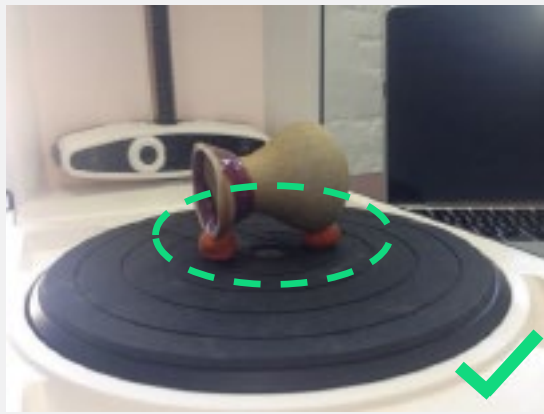
MATTER and FORM

The Dos & Don'ts of 3D Scanning



Do

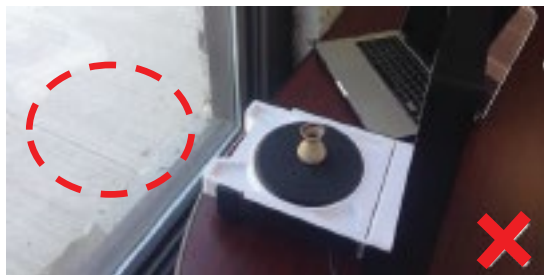
- ✓ Set the scanner up as instructed
- ✓ Scan in a well-lit room with lots of ambient light
- ✓ Plug into USB 2.0 ports on your computer



Secure with Plasticine

Do

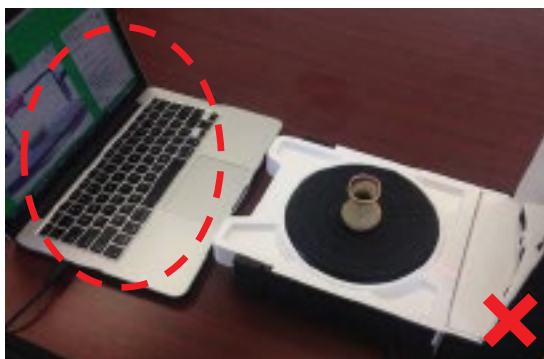
- ✓ Secure wobbly or rolling objects to the scanner bed with Plasticine, double sided tape or custom mounts
- ✓ Recalibrate the scanner if it's moved



Too bright

Don't

- ✗ Set the scanner up with the camera facing shiny or lit things
(Avoid scanning near mirrors, windows, computer screens, metal laptops, glass or metal objects, etc.)



Too reflective



Too dark



Spotlight casts shadow

Don't

- ✘ Scan in a dimly lit or dark room
- ✘ Scan under too much direct light (i.e. direct sunlight)
- ✘ Light the object in a way that creates a lot of shadow



Latch not down



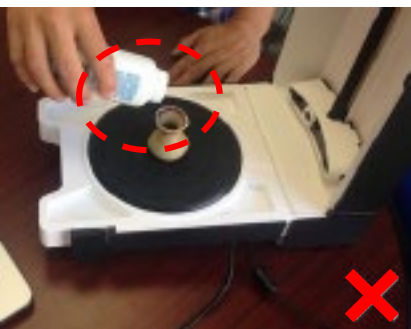
Head tipped

Don't

- ✘ Place the scanner on a wobbly or uneven surface
- ✘ Tip the scanner bed up at an angle
- ✘ Tip the scanner head down



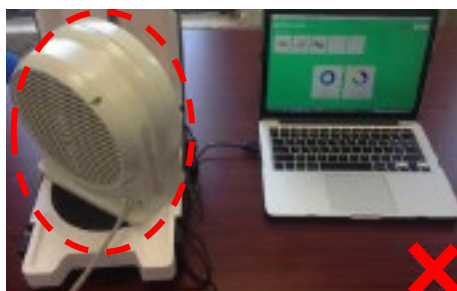
Uneven surface



Move object during scan

Don't

- ✘ Powder or spray an object while it's on the turntable
- ✘ Move object while scanning
- ✘ Allow object wobble or move while scanning
- ✘ Set objects weighing > 3 kg (6.6 lbs) on turntable
- ✘ Plug into a USB hub



Too heavy (and too big)