SHINING 3D® **3be** SOLUÇÕES EM 3D

For More Shining Ideas

EinScan-SP

Platinum Desktop 3D Scanner

Quick Start Guide

Getting Started with EinScan-SP

Preparation

Unpacking Checklist

①	②	③
Scanner Head	Turntable	Scanner Stand
④	⑤	⑥
Scanner Bracket	Calibration Board	Calibration Board Holder
⑦	⑧	⑨
Power Cord	Power Adapter	USB Cable A
⑩	⑪	⑫
USB Cable B	Tripod	Reference Points
⑬		
Quick Guide		

PC Requirement

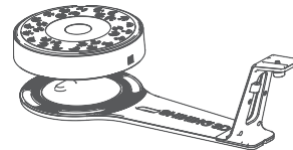Please prepare the PC with the following system requirement .

Operating System:	Win7 / 8 / 10 / 64bit
Port:	at least One USB2.0 / 3.0 port
RAM:	> 16 G
Graphic Card:	NVDIA Series, GTX660 or better
Graphic Memory:	> 2 G
CPU:	i5 or higher

Scanner Assembly

STEP 01

Turntable Assembly

Place the turntable onto scanner stand

STEP 02

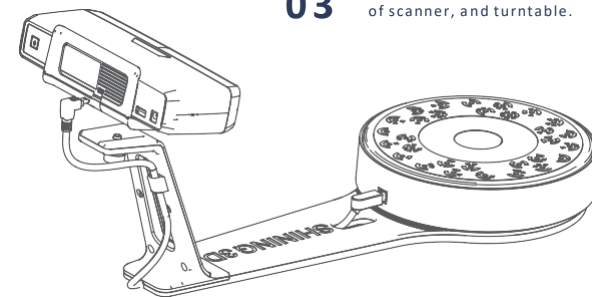**Scanner Head Assembly**

Place the scanner head onto the bracket.

Screw the scanner into the socket on the stand.
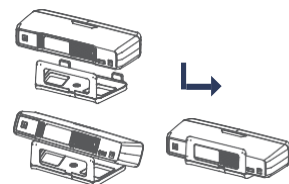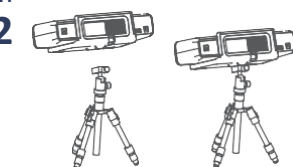
Setting Scanner on Tripod for Fixed Scan mode.

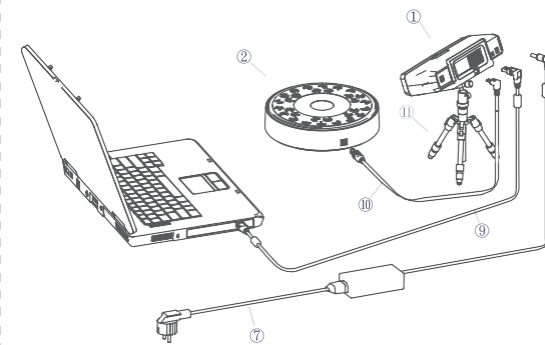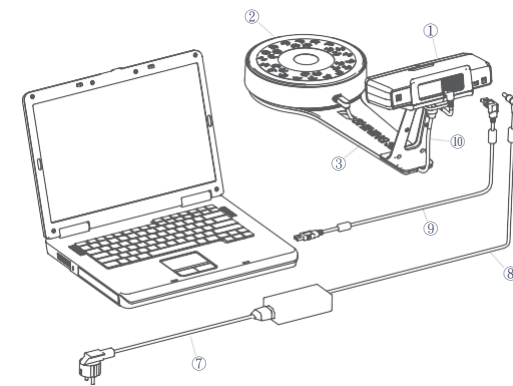Screw the scanner head onto tripod.

Connect the Scanner to Turntable

STEP 03

Plug USB cable into back of scanner, and turntable.

Scanner Assembly

STEP 04 **Connect the Scanner to a Computer**

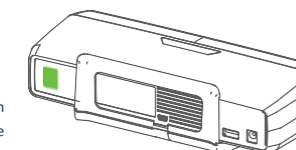Plug USB cable into back of scanner and computer USB port.

STEP 05 **Connect the Power Supply**

Plug power cord into outlet and the back of scanner.

STEP 06 **Turn on the Scanner**

Press the touch switch for 1 second to turn the scanner on.

Software Installation

Software Download **STEP 01** Download & Service

Download software and user manual from http://www.einscan.com/software-download

Software Downloa

User Manual

Run the Installer **STEP 02**

Double click to run the installation wizard and follow the installation instructions.

STEP 03 **License Acquisition**

During installation, you need to obtain license file online to activate your scanner. Make sure the scanner has been connected well and your computer is networking so as to detect your computer and validate your license .

If you fail to get license online, please contact your supplier or mail your scanner serial number (Sticker on the back of the scanner head) to einscan_support@shining3d.com to get the license file. Save the license file to your desktop. Click "Local Activation" and browse the license file and "Import" .
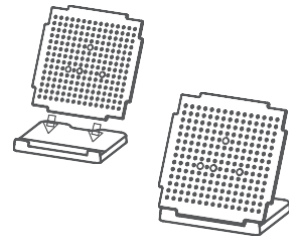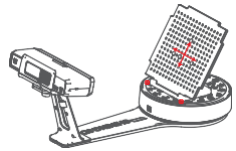
Online Activation

Local Activation

Calibration

Calibration Board Assembly
STEP 01

Insert calibration board onto the board holder.

Calibration Board Placement
STEP 02

Place the calibration board on the center of the turntable facing the scanner.

STEP 03

Run the Calibration

Open software, choose your scanner model of EinScan-SP and go to NEXT. Getting started with calibration button, following the on-screen instructions to turn the calibration board in 3 directions.
NOTE: Rotate the calibration board only during calibration.

Calibration Tips

You should calibrate the scanner in the initial set-up, or IF YOU MOVE THE SCANNER OR TURNTABLE.
When you find the scanned quality is not as good as initial set-up, you can recalibrate your scanner.
Calibration needed when alignment mistake or failure frequently appear during the scanning.

How to Get a Successful Scan

What Can Be Scanned?

Great to Scan Under Auto Scan Mode

- Objects larger than 30*30*30 mm (1.2*1.2*1.2 in)
- Objects smaller than 250*250*250 mm (38*38*38 in)
- Object weighing less than 5 kg (11 lbs)

⚠ Difficult to Scan

- Transparent objects like glass
- Shining or reflective objects like varnished metal parts
- Dark color object like black keyboard
- Fuzzy objects like hair
- Solution: Painting white powder on objects will improve the scan quality.

Do NOT Suggest to Scan

- Moving objects
- Hollow pattern object like Eiffel Tower souvenirs
- Objects smaller than 30*30*30 mm (1.2*1.2*1.2 in)

Note: If the size and weight of the object are out as mentioned above, please scan on tripod without turntable by Fixed Scan Mode.

Our Scan Process

Build Project
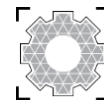**STEP 01**

Click "New Project" button to start a new scan.

Texture Scan Option
STEP 02

Choose texture scan if color texture is needed for scanning. Or, choose non-texture scan (Texture scan is taking little longer time, and white balance test should be done before texture scanning).

Place Object
STEP 03

Make sure the object is stable during the scanning.

Bright   Dark or difficult to scan

Bright & Dark   Medium

Adjust Brightness
STEP 04

Choose the brightness setting according to your object surface condition. Too much red appears on the object shown in the window means over bright. Note: Please check the exposure instruction in user manual.

Scan
STEP 05

Click Scan button to start scanning.

Our Scan Process

Edit Scan
STEP 06

SHIFT+Left mouse: Select redundant data, the selected section will show as red. The tool bar on the top will allow you to do further edit.

Edit buttons:
1 Deselect
2 Revert
3 Delete
4 Undo
5 Show/Hide Stripes

Click to save data and exit the single-piece edition.

Complete the Scan in More Directions
STEP 07

Sometimes, if one rotate can't give you a full scan, you can place the object in other directions to capture the missing faces. After edit, save the current scanned data, the current data will be aligned to the last scanned data automatically.

Manual Alignment
STEP 08

If automatic alignment fail during scanning, you can use manual alignment . (Misalignment doesn't frequently happen. Please refer the detail of manual alignment in user manual)

Mesh
STEP 09

When the scan is completed, go mesh directly. Watertight or Unwatertight model can be selected due to your request.

Watertight is closed model which can be printed directly. Unwatertight model is a non-closed model keeping the missing scanned area as it is, which is usually chosen for further design purpose in other program.

Save
STEP 10

Asc, stl, obj and ply are available.

Press the touch switch for l second twice to turn the scanner off.

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