

001-07/2015-USD

Professional 3D scanning solutions



Offices

2, rue Jean Engling,
Luxembourg, L-1466

335 Bryant Street, #100
Palo Alto, CA 94301, USA

Showroom

125 University Avenue,
Palo Alto, CA 94301, USA

info@artec-group.com
www.artec3d.com



Industrial design and manufacturing / Healthcare
Science and education / Art and design

Artec Eva and Spider:
The perfect package for mass
production, industrial design
and more

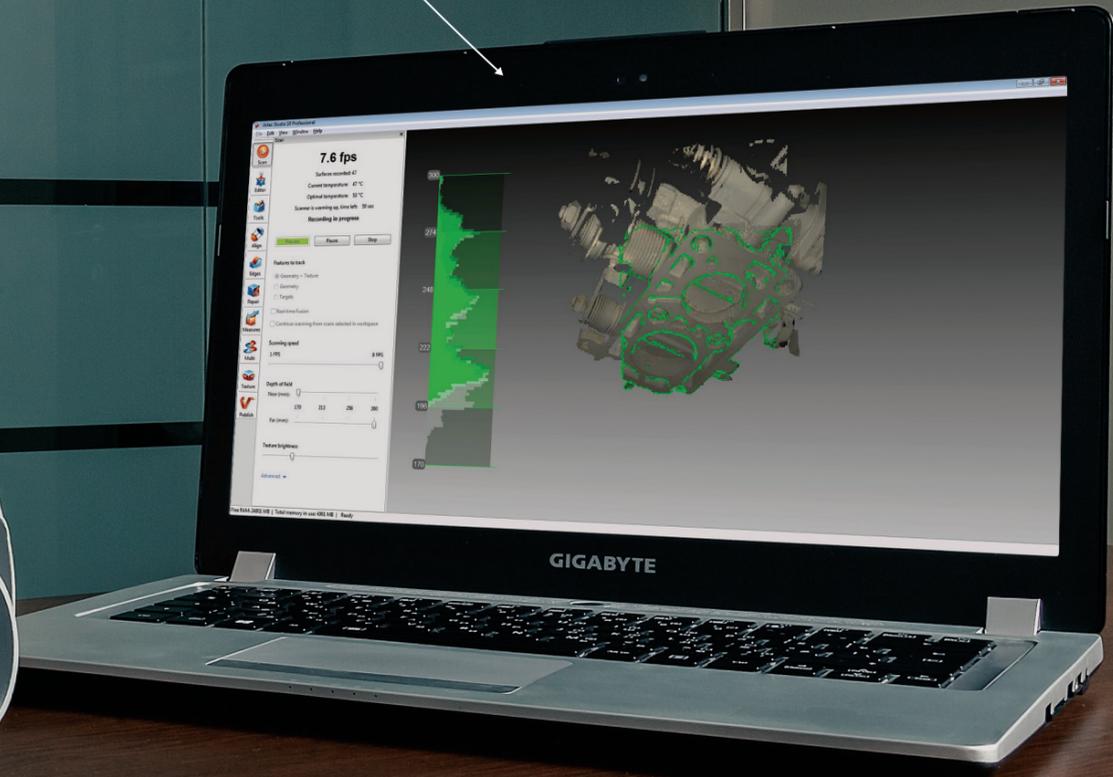
Artec Eva and Spider are the ideal 3D scanners for professional use. Unrivalled in their scanning quality, they are proven to scan fast and in very high resolution, while being easy to use.

Very high resolution

Create a quick, textured and accurate scan of medium to large surface areas with Eva, and use Artec Spider to scan small areas, capturing intricate detail with minute precision.

Totally mobile
scanning solution

With the available battery packs and tablet compatibility, Artec's handheld scanners are the only totally mobile scanning solution on the market.





A tried and tested product used in a wide range of industries

Artec Eva and Spider are used in countless industries, including quality control, the automotive industry, medicine, heritage preservation, computer graphics, design, forensics, education, reverse engineering and architecture.

Artec STUDIO professional 3D data processing software

Scan with Artec Studio advanced 3D data processing software for editing data fast and effectively using Artec's unparalleled algorithms. Then export the results into a wide range of formats: OBJ, PLY, WRL, STL, AOP, ASCII, Disney PTX,E57, XYZRGB, CSV, DXF, XML

Use models in a wide range of software:

 AUTODESK

 SOLIDWORKS

 Geomagic

 blender



Easy integration:

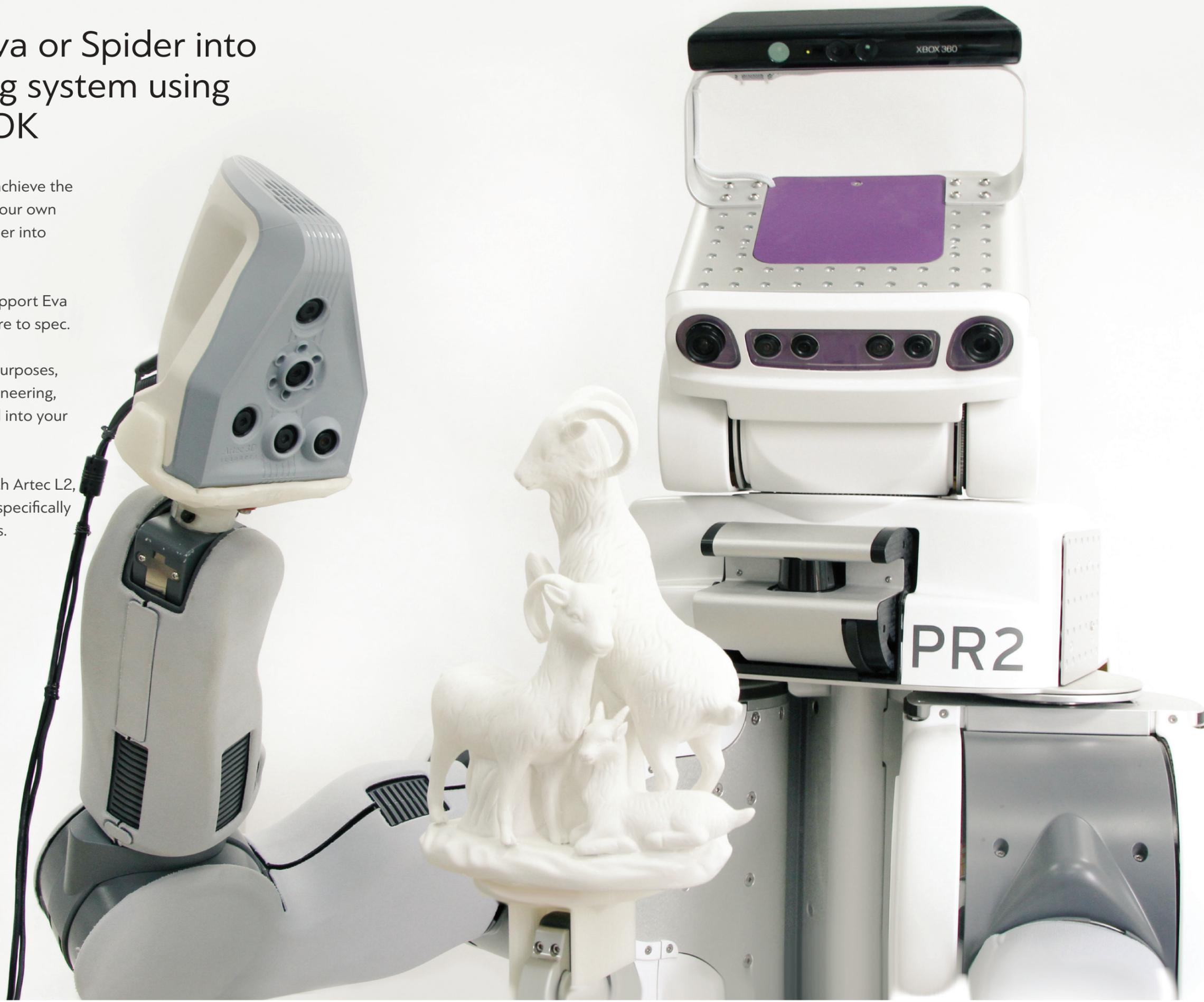
Integrate Artec Eva or Spider into your own scanning system using Artec Scanning SDK

With Artec Scanning SDK you can now achieve the very best in scanning results also using your own software, integrating Artec Eva and Spider into almost any system.

Either adapt your current software to support Eva and Spider, or develop your own software to spec.

Whether you want to scan for medical purposes, industrial quality control, or reverse engineering, Eva and Spider can be easily assimilated into your specialized solution.

Artec Scanning SDK can also be used with Artec L2, a 3D scanner with a wider field of view, specifically developed for built-in scanning solutions.



Artec Eva and Spider: New possibilities for forward thinking industries

From rapid prototyping to quality control, CGI to heritage preservation, the automotive industry to forensics, medicine and prosthetics to aerospace, Artec Eva and Spider are used to customize, innovate and streamline a wide range of different industries.

In focus: Reverse engineering

Test and redesign a part without manufacturing defects using 3D scan data.



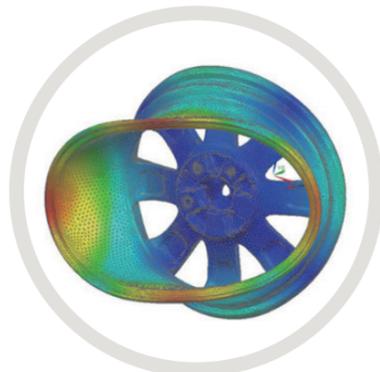
Scan your object fast and
with high accuracy



Create your 3D model using
Artec Studio algorithms



Export to simulation
software



Analyze how the object reacts
under specific conditions



In focus: CGI

Digitally capture a person or object to create a 3D CG model for use in visual effects.

Artec Eva and Spider are widely used in the entertainment industry, including by TNG Visual Effects, who have provided their 3D scanning services to blockbuster films such as Twilight: Breaking Dawn 1 & 2 and Man of Steel.



In focus: Orthopedics

Scan the patient with Artec Eva and use 3D modelling to manufacture an individually tailored, perfectly fitting brace. Each section features its own particular structure, with rigid, flexible or stretchy parts to allow the patient to move and breathe freely, whilst also correctly supporting the body.

Customized
orthopedic brace



Images courtesy
of Antonius Köster

In focus: Heritage preservation

Scan and create replicas of cultural objects, preserve them for posterity, digitize collections and make them accessible to everyone all over the world.

Photo: Scanning a 1.8 million year old giant crocodile at a paleontological site in Kenya.



3D model of prehistoric giant crocodile with measurement



See 3D models of prehistoric fossils scanned by Artec Eva and Spider on africanfossils.org free online lab.

3D scanning has never been so portable

Artec handheld 3D scanners are compatible with both lightweight laptops and tablets, making for the best all round user experience. Plus with the Artec battery pack, which gives up to 6 hours scanning time, you really can take Artec scanners anywhere, capturing objects right in the field.

Artec battery pack



Compatible tablets & lightweight laptops*

Tablets: Razer Edge Pro, Surface Pro 3
Lightweight laptops: Gigabyte P34G v2, Lenovo THINKPAD t440p, Razer Blade

**These models have been tested and verified by Artec, however other lightweight options may also be available.*

Artec Eva and Spider: What you need to know



Extremely versatile

Scan a broad range of objects with Artec Eva and Spider. Use Eva for medium to large objects and Spider for small objects



Fast and accurate

Eva scans fast, capturing and simultaneously processing up to two million points per second with up to 0.1mm accuracy



Speed and precision

Artec Spider processes up to one million points per second, far quicker than a laser scanner, and produces extremely high resolution (up to 0.1 mm) and superior accuracy (up to 0.05 mm)



Target free

No object preparation needed. Start scanning from the word go



Easy integration

Integrate Artec Eva or Spider into your own scanning system using Artec Scanning SDK



Portability

Lightweight and battery compatible, you can take Artec scanners anywhere. The Artec battery pack provides power for up to 6 hours of scanning



Safe to use

Artec scanners use laser-free technology and are totally safe to use for scanning people



Tablet compatibility

Scan with a tablet for greater mobility



Real-time scanning

Frames are automatically aligned in real-time



High resolution

Scan in brilliant colour and high resolution (Eva up to 0.5mm, Spider up to 0.1mm)



3D video mode

Scan a moving object and record a real-time 3D video



Bundling

Several scanners can be bundled together and synced to scan larger objects automatically

Artec Studio 10

Industry-acclaimed software for advanced 3D scanning and data processing

Scan and process your 3D data faster than ever with Artec's newest version of its professional software.

Featuring the most powerful algorithms and advanced features for optimizing your 3D data with speed, ease and accuracy.



Export your 3D model into the format you need: OBJ, PLY, WRL, STL, AOP, ASCII, Disney PTX, E57, XYZRGB

Use models in a wide range of software:



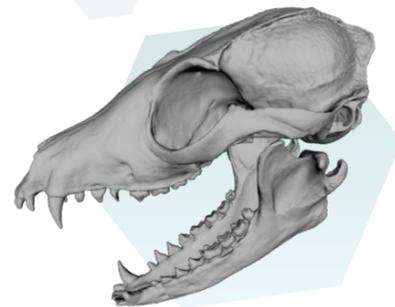
3D scanning has never been easier

- Powerful texture and geometry tracking, keeping total control of your movements
- Automatic continuous scanning immediately picks up scanning where you left off
- Tracking alignment correction automatically realigns scans during capture
- Build your 3D model while you scan with real-time fusion mode
- Turn off the flash for scanning photosensitive objects



Fast, accurate scan alignment

- Auto-align different scanning sessions while scanning or during post-processing
- Align even very challenging shapes with non-rigid align, even if the scanned person moved significantly during capture



Fuse and post process your model

- Post processing one click Auto-Mode
- Use loop closure for fast processing of large 360° scans
- Sharp fusion and smooth fusion—special algorithms to finish off any parts that you may have missed while scanning
- Super fast mesh simplification: Now up to 90% faster than AS9



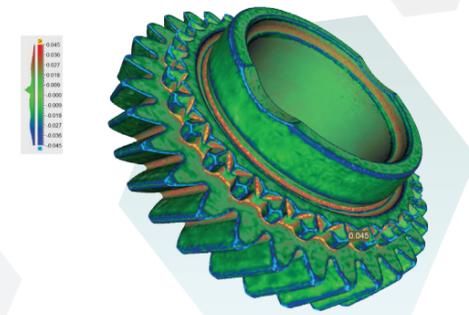
Smart geometry editing

- Defeature brush to perfect your 3D models, removing outliers and imperfections in geometry in one click
- Eraser: Lasso mode for total control
- Eraser: Cutoff plane selection mode. Remove the floor/table captured in your scan at the press of a button



Rapid, automatized and precise texture editing

- Fastest ever texture mapping: now up to five times faster than AS9
- Auto texture correction and healing brush automatically reproduce missing texture to an astonishing degree of accuracy



Analyze your 3D model

- Surface distance maps
- Export linear, geodesic and sections measurements in DXF, CSV and XML
- Measure the surface and volume of your model
- Annotate your 3D models



Eva
\$19,800



Spider
\$22,600

Named best hardware at Solidworks World 2015.



Space Spider New!
\$27,600

Comes with a two-year warranty.
For longterm repeatability in data capture.
3 minute warm up period for achieving maximum accuracy.

Developed for the International Space Station



Artec Studio 10
Ultimate

For use with Artec 3D scanners and 3rd party sensors*



Artec Studio 10
Professional

For use with all Artec 3D scanners

	Annual	Annual	Lifetime
1 license	\$1,200	\$600	\$1,450
3 licenses	\$3,000	\$1,500	\$3,625

*Compatible sensors: Kinect for Windows V2, Kinect for Windows V1, Intel F200 (IVCAM), ASUS Xtion sensors, Primesense Carmine.

All Artec handheld scanners come with a USB cable and power cord.

Eva + Spider Bundle
\$35,200

Eva + Space Spider Bundle
\$40,200

Where to buy Artec Scanners

Find Artec Eva, Spider and Space Spider in stock at over 110 distributions centers worldwide.
www.artec3d.com/where_to_buy



Global support, training and integration offered by every distribution center and online by Artec's dedicated support team.

Optional extras:



Battery pack



Shoulder bag



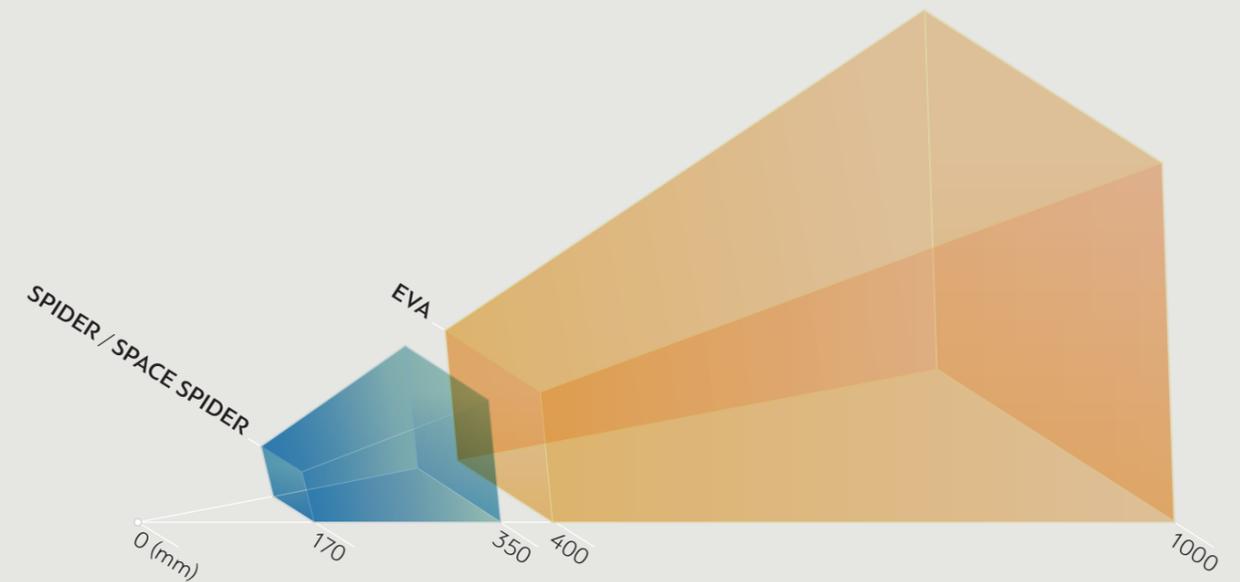
Hard carry case



Artec Scanning SDK free to download

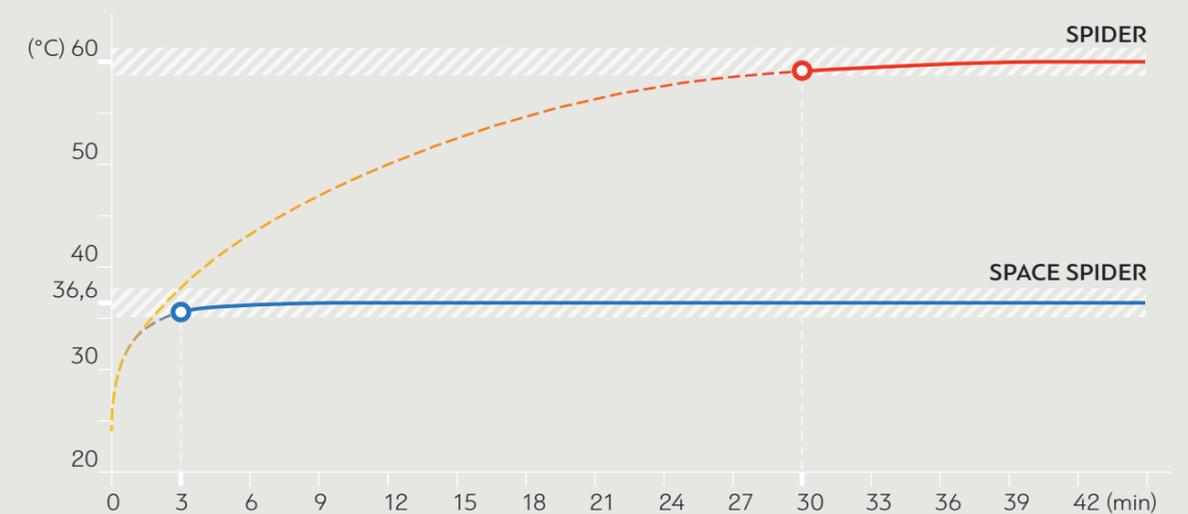
	EVA	SPIDER / SPACE SPIDER
Ability to capture texture		Yes
3D resolution, up to	0.5 mm	0.1 mm
3D point accuracy, up to	0.1 mm	0.05 mm
3D accuracy over distance, up to	0.03% over 100 cm	
Texture resolution	1.3 mp	
Colors	24 bpp	
Light source	flash bulb (no laser)	blue LED
Working distance	0.4 – 1 m	0.17 – 0.3 m
Linear field of view, H×W @ closest range	214×148 mm	90×70 mm
Linear field of view, H×W @ furthest range	536×371 mm	180×140 mm
Angular field of view, H×W	30 x 21°	
Video frame rate, up to	16 fps	7.5 fps
Exposure time	0.0002 s	0.0005 s
Data acquisition speed, up to	2 million points/s	1 million points/s
Multi core processing	Yes	
Dimensions, H×D×W	261.5×158.2×63.7 mm	190×140×130 mm
Weight	0.85 kg / 1.9 lb	0.85 kg / 1.9 lb
Power consumption	12V, 48W	12V, 24W
Interface	1 x USB 2.0, USB 3.0 compatible	
Output formats	OBJ, PLY, WRL, STL, AOP, ASCII, PTX, E57, XYZRGB	
Output format for measurements	CSV, DXF, XML	
Processing capacity	40 million triangles / 1GB RAM	
Supported OS	Windows 7 or Windows 8 x64	
Minimum computer requirements	I5 or I7 recommended, 8Gb RAM, NVIDIA GeForce 400 series	I5 or I7 recommended, 18Gb RAM, NVIDIA GeForce 400 series
Calibration	no special equipment required	

Field of view of Artec Scanners



Space Spider vs. Spider

Warm up period for achieving maximum accuracy



To achieve the very best results, every measurement tool is usually tuned to the conditions of a particular use case. Space Spider, however, keeps its precision in a wide range of temperatures and adjusts to the conditions in only 3 minutes, saving you precious time.

 temperature range for achieving maximum accuracy