



# HOW TO SCAN VARIOUS SURFACES AND SHAPES

Note that some objects may have both surfaces *and* shapes that require preparations to produce a good scan.



Surfaces:	Matte, opaque, and light in color
Shapes:	Asymmetrical with abundant scan alignment features
No preparations required.	
Go ahead and scan.	



## Dark matte surfaces

Enable the **'Dark or partially dark surface' option** in the SOL PRO Creator software before scanning.



Dark AND shiny surfaces Add developer spray before scanning.





Shiny or reflective surfaces Add developer spray before scanning.



Translucent or transparent surfaces Add developer spray before scanning.



Partially shiny surfaces Add developer spray before scanning.



## Furry surfaces

If too fuzzy, fur is **generally not 3D** scannable.





#### Unsteady shapes

Enable the **"Unsteady object"** option in the software to add a pause after each turntable rotation.



#### Movable shapes

**Fixate the movable parts**, for example with glue. (Do not glue it to the turntable.)



## Objects that change shape

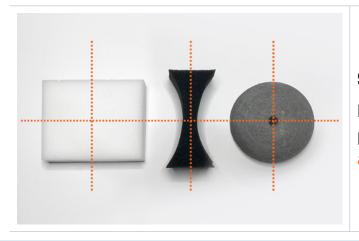
If the object stays motionless once positioned, it will scan if only **one scanning pass** is required.

When adding additional scanning passes, the repositioning may change the overall shape and thereby corrupt the scan.



#### Shapes with holes

(Bottom of) holes that are **not visible to the camera and laser** will not be part of the final 3D model.

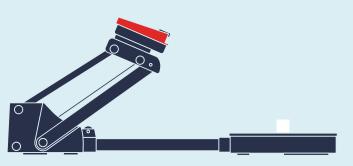


## Symmetrical shapes

If the software did not align your scanning passes correctly, click on **'Optimize alignment'** to help align the point clouds.

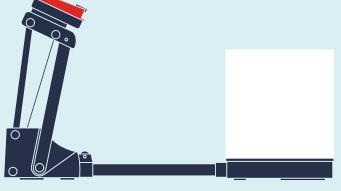
## Minimum object size

The minimum scannable size with SOL PRO is 20x20 mm (diameter x height) with the scanner set in near position.



## Maximum object size

The maximum scannable size with SOL PRO is 170x170 mm (diameter x height) with the scanner set in far position.



## Stable scan setting

Moving or touching the scanner or tent while scanning will most likely result in inaccurate or failed scans. Place the tent on a separate table to secure stability.



## 3 TIPS FOR A SUCCESSFUL SOL PRO 3D SCANNING

- 1 Always power your computer
- 2 Use USB 3.0 ports (if USB hub is used, this must be powered)
- 3 Place the scanner inside the tent and cover with the cloth

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