



SOL® 3D scanner



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

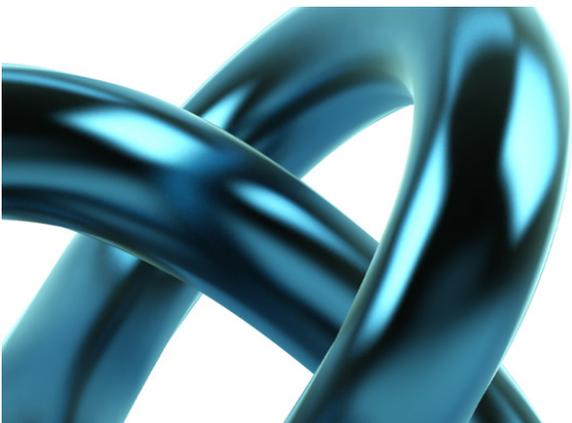
No preparations required.

Go ahead and scan.



Dark surfaces

Add **developer spray** before scanning.

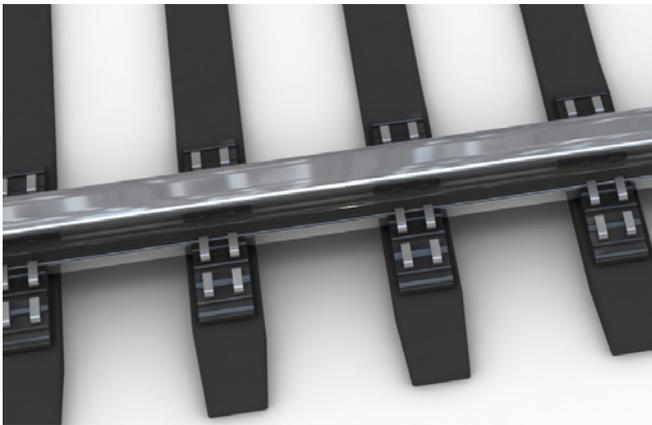


Shiny or reflective surfaces

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
Use **modelling clay** to fixate the shape to the turntable. (Needs removal in third-party software).



Movable shapes

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



Objects that change shape

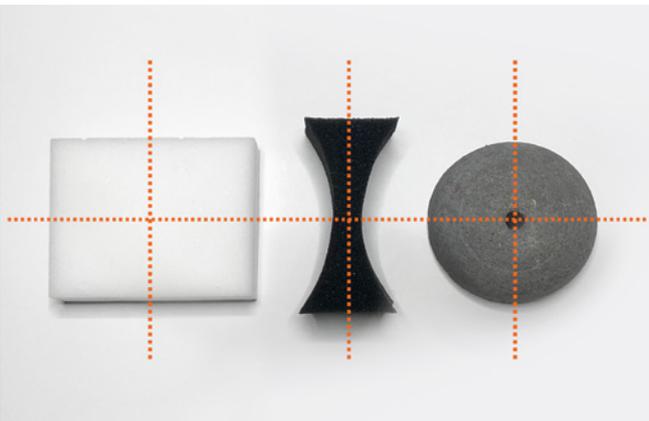
If the object stays motionless once positioned, it will scan if only **one scanning pass** is required.

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.



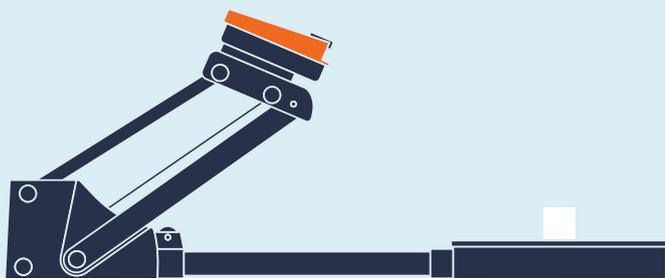
Symmetrical shapes

Attach **modelling clay** to make the shape asymmetrical. (Requires removal in third-party software).



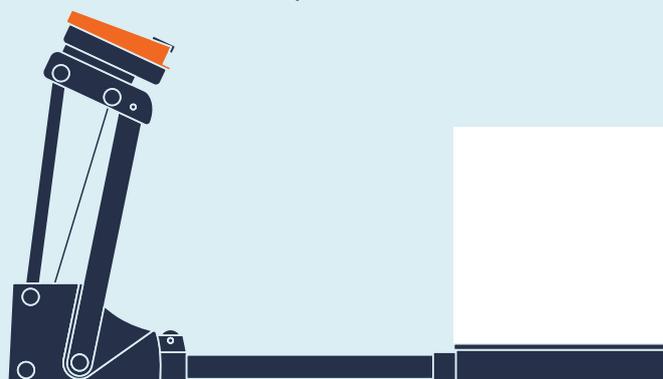
Minimum object size

The minimum scannable size with SOL is 25x25 mm (diameter x height) with the scanner set in near position.



Maximum object size

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

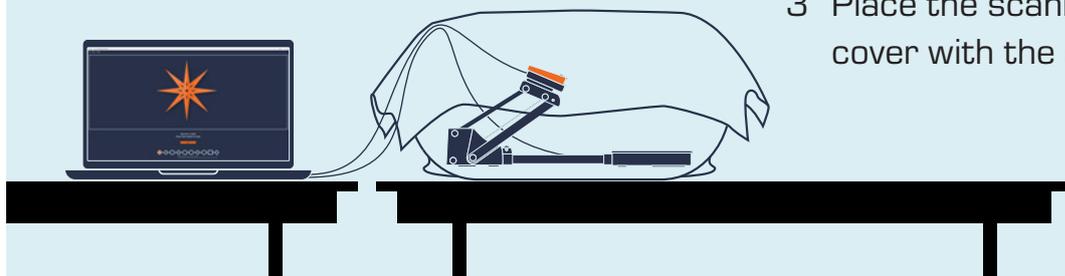


Stable scan setting

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 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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