



SOL 3D scanner

Let's get started!

WHAT'S IN THE BOX

- A Scanner
- B Turntable
- C Scanner stand
- D USB 3.0 cable A
- E USB 3.0 cable B
- F Black-out tent
- G Test scan object (duck)



SCAN DIMENSION

SYSTEM REQUIREMENTS

SOL 3D scanner requires Internet access to work.

SUPPORTED OPERATING SYSTEMS

Windows 10 64-bit

macOS 10.14 (Mojave) or newer

GRAPHICS CARD

Minimum 2 GB memory,

must support OpenGL 3.3 or higher

RECOMMENDED HARDWARE

2.8 GHz processor

4 cores (8 logical processors)

16 GB RAM, 100 GB disk

USB 3.0

MINIMUM HARDWARE REQUIREMENTS

2 GHz processor

2 cores (4 logical processors)

8 GB RAM, 100 GB disk

USB 3.0

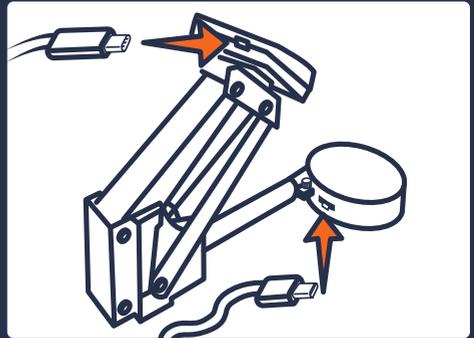
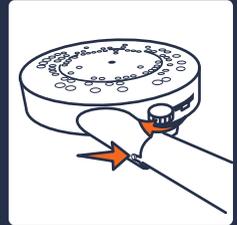
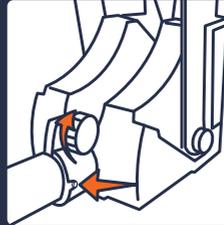
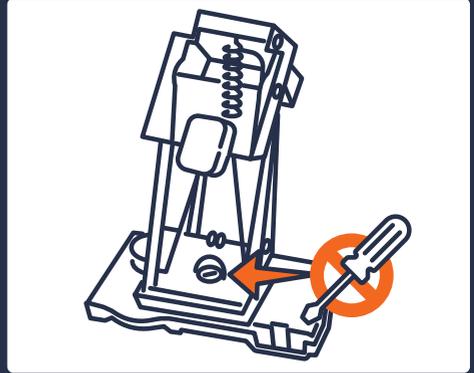


3 TIPS

FOR A SUCCESSFUL SOL 3D SCANNING

- 1 Always power your computer and connect it to the Internet
- 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

1 HARDWARE ASSEMBLY



2 SOFTWARE INSTALLATION

Download the SOL Creator and SOL Viewer software to either PC or MAC from: scandimension.com/softwareinstaller

Run the installer and follow the instructions on the screen.

Register your scanner and receive future updates for free.

3 LET'S GET STARTED

1. Make sure that the hardware is properly assembled and connected to power and USB 3.0 ports and has access to the Internet
2. Place the scanner inside the tent and cover with the cloth
3. Open SOL Creator and follow the instructions on the screen

For a more detailed software description, go to: scandimension.com/getting-started

4 SOL CREATOR

In short, this is what happens:

CALIBRATE · SCAN · MESH

DONE

Calibration makes sure your scanner and turntable are working properly together.

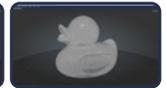
Scanning in up to five passes with your object scanned in different orientations optimizes the texture.

Meshing is where the different information from the scanning passes is combined into a 3D file.

5 SOL VIEWER

After meshing, your new 3D file opens in SOL Viewer. Here you have access to more advanced viewing options.

SOL Viewer lets you save and share your 3D scans.



TEST SCAN

We recommend that your first scan is of the duck test object.

After one scanning pass, it should look like the image to the right.

If not, something in the process has gone wrong.

Check if you have followed the guidelines from the "3 tips for a successful SOL 3D scanning", and try again.

If you still experience problems, please contact us.



WILL IT SCAN?

Best objects to scan:

- Matte
- Opaque
- Asymmetrical, with abundant scan alignment features
- Light in color

Problematic objects to scan:

- Dark*
- Shiny or reflective*
- Translucent or transparent*
- Too small or too large**
- Symmetrical

* Spray dark, shiny or transparent objects with developer spray before scanning. You may also just try with a fine layer of talcum or baby powder.

** See 'Object sizes'

Visit Scan Dimension's Knowledge Base for more answers and problem-solving:
kb.scandimension.com



OBJECT SIZES

Max scannable weight on the turntable is 2 kg (4.4 lbs or 70.5 ounces).

Be sure to use the correct scanner position, depending on the size of your object.

Scanner position near:

Objects 25-100 mm in diameter and 30-100 mm tall (1-4 inches in diameter, 1.2-4 inches tall).



Scanner position far*:

Objects 70-170 mm in diameter and 80-170 mm tall (2.75-6.7 inches in diameter, 3.2-6.7 inches tall).



*Scanning in far position may lower the accuracy.

ENJOY YOUR SOL 3D SCANNER