

For More Shining Ideas

## EinScan Pro HD

Multifunctional Handheld 3D Scanner



# **Quick Start Guide**

Getting Started with EinScan Pro HD

# **Preparation**

### **Device List**

#### Standard Pack



#### Note:

- 1. Plug in dongle before opening Solid Edge software
- 2. Find the use of phone screen mount in Support-Help at www.einscan.com

#### Industrial Pack (optional)

Cable clip



#### Color Pack (optional)



<sup>\*</sup>Please only use water to clean the calibration board, avoid touching any corrosive liquid.

# **Preparation**

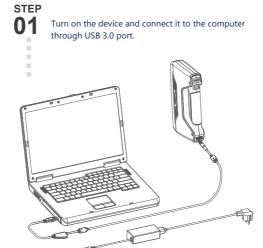
### Recommended

| OS            | Win10, 64bit  |
|---------------|---|
| Graphics Card | NVIDIA GTX/RTX series cards , higher or equal to GTX 1080 |
| Video Memory  | >4G   |
| Processor     | 17-8700   |
| Memory        | 64G   |
| Interface     | high-speed USB 3.0  |
|               |   |

# **Installation**

Hardware Installation

### 1. Standard Pack



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# **Installation**

Hardware Installation

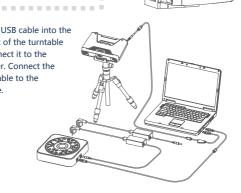
### 2. Industrial Pack

Fasten the scanner tray onto the tripod and place the scanner on the tray.



STEP 02

Plug the USB cable into the USB port of the turntable and connect it to the computer. Connect the power cable to the turntable.



### 3. Color Pack

Hold the device upright and remove the USB port cover. The cover is located near the logo on the right side of the device. **STEP** 



Insert the Color Pack and lock it with a rotary lever.

**STEP** 



### 4. Operation Environment

Avoid direct sunlight or too bright of light indoors. Make sure the scanned object and table are stable. (For Fixed Scan)

## **Software Installation**

#### Software Download

Download the software and user manual from support.shining3d.com or www.einscan.com/software-download

### Run the installer

Double click software installation icon to install the software.

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01

02



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### License Activation STEP

After successful installation, when the device is correctly connected, double-click to open the software and activate the device. The format of activation is "online activation". Make sure your computer is connected to the

Online Activation

Or do local activation and find the license in the USB drive.

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**Local Activation** 

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Attention: If you install another device of different serial number, the software will automatically notify users to activate this device.

Online Activation

Local Activation

# **Calibration**

## Camera Calibration

Follow the instruction on the software to place the calibration board in 5 different positions. Hold the scanner vertically and cover the screen range.







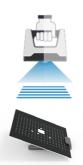






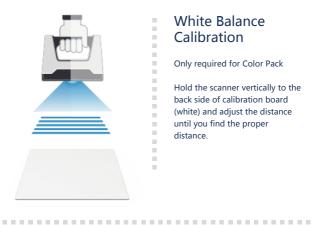






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## **Calibration**



### White Balance Calibration

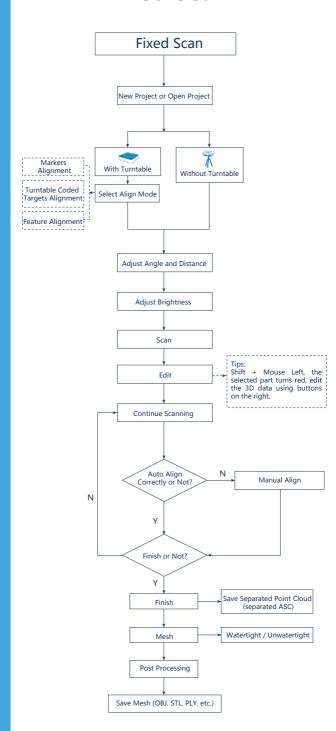
Only required for Color Pack

Hold the scanner vertically to the back side of calibration board (white) and adjust the distance until you find the proper distance.

The first time installing the software, calibration is required by default. Calibration is also required for the following:

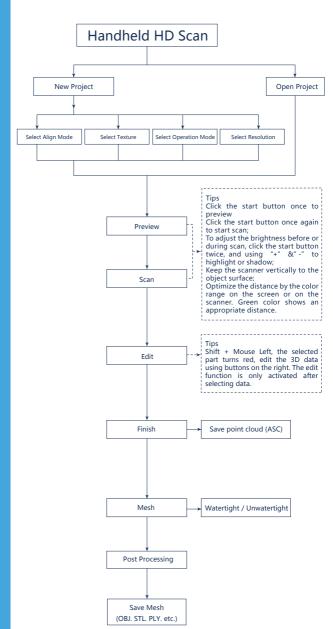
- 1.Device Change
- 2. After device enduring bumpy transportation
- 3.After device accuracy decreases
- 4. Device being uncalibrated for a long time, for example, 15 days.
- 5. When using the Color Pack, the texture camera's position has been changed.

## **Fixed Scan**



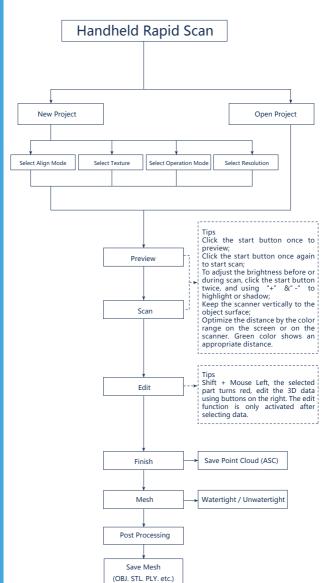
## Handheld HD Scan





## **Handheld Rapid Scan**





# **Scanning Tips**

### Scan Mode Selection

Use Handheld Rapid Scan mode when:

A fast scanning experience is needed;

Objects with good geometry for feature alignment;

Objects are hard to move or too big to stay on turntable for scanning.

Use Handheld HD Scan mode when:

High accuracy and high resolution by handheld scanning is required;

Objects are hard to move or too big to stay on turntable for scanning.

Use Fixed Scan with Turntable mode when:

High accuracy and high resolution is required;

Objects' footprint within 150mm which may not cover most coded targets on turntable;

Weight under 5kg;

Objects' footprint above 150mm with rich geometry features can also work in Fixed Scan with Turntable mode through feature alignment.

Use Fixed Scan without Turntable mode when:

High accuracy and high resolution is required;

Objects is too big or heavy to work on turntable.

## **Summary**

| Mode                          | Accuracy<br>( mm )   | Scan Efficiency              | Resolution<br>Point distand<br>( mm ) | ce Align Mode  |
|-------------------------------|--|------------------------------|---------------------------------------|--|
| Fixed Scan<br>with Turntable  | Single Shot<br>Accuracy 0.04<br>ជាជាជាជាជាជាជាជាជាជាជាជាជាជាជាជាជាជាជា | Single Scan < 0.5s           | 0.24                                  | Turntable Coded Targets,<br>Feature, Markers, Manua  |
|                               |  | <u> </u>                     | ជាជាជាជាជា                            |  |
| Fixed Scan<br>without Turntab | Single Shot<br>Accuracy 0.04   | Single Scan < 0.5s           | 0.24                                  | Feature, Markers, Manua  |
|                               | ole රාරාරාරාරා   | ተ<br>ተ<br>ተ<br>ተ<br>ተ        | රුරුරුරු                              |  |
| Handheld<br>HD Scan           | Up to 0.045<br>+0.3 mm/m<br>(markers alignment)                        | 10 fps<br>3,000,000 points/s | 0.2-3                                 | Markers, Feature<br>(with rich geometrical<br>features on the surface),  |
|                               | ជាជាជាជា   | <b>කිකිකික</b>               | ಭಿಭಿಭಿಭಿಭಿ                            | Hybrid(Markers and Feature)  |
| Handheld<br>Rapid Scan        | Up to 0.1<br>+0.3 mm/m<br>(markers alignment)                          | 30 fps<br>1,500,000 points/s | 0.25-3                                | Markers, Feature<br>(with rich geometrical<br>features on the surface),<br>Hybrid(Markers and Feature<br>Texture (with rich texture) |
|                               | ជាជាជា   | <u> </u>                     | ជាជាជា                                |  |
|                               |  |                              |                                       |  |



#### Difficult to Scan

- Transparent objects like glasses
- Shining or highly reflective objects like mirrors



#### Solution

• Spray with white powder



#### Not Recommended

- Moving objects or vibrating objects
- · Lattice structure with many small deep holes
- Hairy objects like human hair and fur



### **Technical Support**

Register at support.shining3d.com for support or contact through:

Email: einscan\_support@shining3d.com Skype: einscan\_support

For more videos of the scanners, please follow our YouTube channel "SHINING 3D".

#### APAC Headquarters SHINING 3D Tech. Co., Ltd.

Hangzhou, China
P: +86-571-82999050
Email: sales@shining3d.com
No. 1398, Xiangbin Road, Wenyan,
Xiaoshan,Hangzhou, Zhejiang, China,

## Americas Region SHINING 3D Technology Inc.

311258

San Francisco, United States P: +1415-259-4787 Email: sales@shining3d.com 1740 César Chávez St. Unit D. San Francisco, CA 94124

www.shining3d.com

#### **EMEA Region**

SHINING 3D Technology GmbH.
Stuttgart, Germany
P: +49-711-28444089
Email: sales@shining3d.com
Breitwiesenstraße 28, 70565,
Stuttgart, Germany

www.einscan.com