

Artec™ Eva

3D Scanner

Scan easier. Scan more.



Capture objects in seconds

Artec™ Eva 3D Scanner is similar to a video camera which captures in 3D. Simply turn it on and walk around the object recording. The scanner captures up to 16 frames per second and each frame is a 3D image. These frames are aligned automatically in real-time. This means that during scanning, you see what you have already captured and which areas of the object need more attention. This real-time feedback makes scanning easy and fast.

Extremely light and truly portable

Artec™ Eva 3D Scanner weighs 850 grams (1.9lbs), making it truly portable. This hand-held device will be useful in situations where you need to scan outside (like a scene of a car accident) or travel to objects that cannot be transported (like a museum).

High speed and accuracy

Capturing and simultaneously processing up to 288,000 points per second, **Eva** scans a dozen times faster than a laser scanner, while providing high resolution (up to 0.5mm) and high accuracy (up to 0.1mm).

No markers, no EM tracking, no calibration

Others have tried to create an easy-to-use scanner, but Artec succeeded. **Eva** does not require cumbersome calibration procedures at the beginning of each scanning session. **Eva** does not need markers to be placed on the object before scanning. **Eva** does not use electromagnetic tracking, so metal objects in the room do not interfere with performance or accuracy.

Luminous color

Artec™ Eva 3D Scanner captures color information at 24 bits per pixel (bpp) with a resolution of 1.3 megapixels (mp). Because of that high quality, **Eva's** textured models can be used in such industries as CG/Animation, forensics and medicine.

Capturing motion

Since **Artec™ Eva** 3D Scanner is in essence a 3D video camera, you can scan a moving object at up to 16 frames per second. This is especially important for the creation of special effects, medical and biomechanical research.

Software is included

Artec Studio, a powerful and constantly evolving software program, is included in the price of the scanner. Among other features, you can scan an object, fill holes, simplify the mesh, apply texture, smooth and measure the surface.

Almost unlimited possibilities

Artec scanners are used in countless industries for various purposes. Automotive, medicine, heritage preservation, computer graphics, design, forensics, education, reverse engineering, architecture, and quality control are just a few industries where Artec technology is becoming indispensable.



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Artec™ Eva 3D Scanner
comes with
Artec Studio software

Specifications	Eva
Ability to capture texture	Yes
3D resolution, up to	0.5 mm
3D point accuracy, up to	0.1 mm
3D accuracy over distance, up to	0.15% over 100 cm
Texture resolution	1.3 mp
Colors	32 bpp
Light source	flash bulb (no laser)
Linear field of view, HxW @ closest range	214 mm x 148 mm
Linear field of view, HxW @ furthest range	536 mm x 371 mm
Angular field of view, HxW	30 x 21°
Working distance	0.4 – 1 m
Video frame rate, up to	16 fps
Exposure time	0.0002 s
Data acquisition speed, up to	288,000 points/s
Calibration	no special equipment required
Output formats	OBJ, PTX, STL, WRML, ASCII, AOP, CSV, PLY
Processing capacity	40'000'000 triangles/1GB RAM
Multi core processing	Yes
Dimensions, HxDxW	261.5 x 158.2 x 63.7 mm
Weight	0.85kg
Power consumption	12V, 48W
Interface	1x USB2.0
Compatibility	Windows Vista and Windows 7 – 64 bit
Minimum computer requirements	Intel® Core™ Quad, 4Gb RAM, NVIDIA GeForce 9 (9xxx) series
Stereo Support Requirements	NVIDIA Quadro or better

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www.artec3d.com