Artec Eva
Portable Scanner

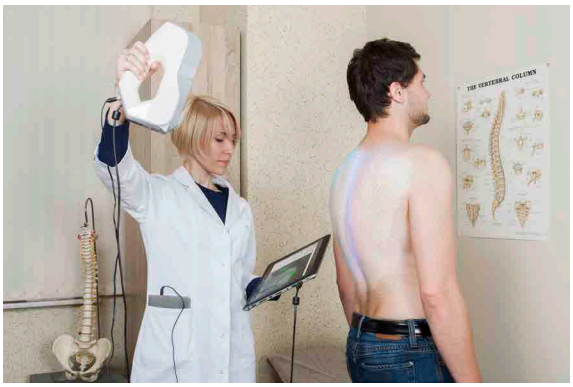
3D SCANNERS

Light, fast, and versatile, the Eva is the most popular Artec scanner and a market leader in handheld 3D scanners.

This structured light 3D scanner is the ideal choice for making a quick, textured and accurate 3D model of medium sized objects such as a human bust, an alloy wheel, or a motorcycle exhaust system. It scans quickly, capturing precise measurements in high resolution, which allows for almost unlimited applications, without the use of additional equipment.

Eva Features

- Real-time scanning, scan at 16 frames per second. Frames are automatically aligned in real time.
- High resolution and detailed texture, scan in brilliant color and high resolution (up to 0.5mm).
- Target free, no need to apply targets to your object. Just point and shoot.
- Portability, the Eva weighs 850 grams (1.9lbs) and battery compatible.
- Safe to use, Artec scanners use laser-free technology and are safe to use for scanning people.
- Easy integration, integrate any Artec 3D scanner into your own customized scanning system using Artec Scanning SDK.



Powerful Hybrid Geometry and Texture Tracking and Capture

- Artec Eva is able to read both the geometry and color of the object being 3D scanned. As a result it collects two sets of data by which to track and to perform post-processing.

Speed and Precision

- Capturing and simultaneously processing up to two million points per second, while also providing high accuracy — up to 0.1 mm.
- Eva is an excellent all round solution for capturing objects of almost any kind, including objects with black and shiny surfaces.

From rapid prototyping to quality control, CGI to heritage preservation, the automotive industry to forensics, medicine and prosthetics to aerospace, Artec Eva is used to customize, innovate and streamline countless forward-thinking industries.

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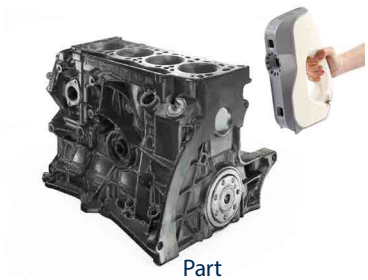
Specifications

	Artec 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	0.03% over 100 cm
Texature Resolution	1.3 mp
Colors	24 bpp
Light Source	Flash bulb (no laser)
Working Distance	0.4 - 1 m
Linear Field of View, HxW @ Closest Range	214 mm x 148 mm (8.4 in x 5.8 in)
Linear Field of View, HxW @ Furthest Range	536 mm x 371 mm (21.1 in x 14.6 in)
Angular Field of View	30 x 21°
Video Frame Rate, up to	16 fps
Exposure Time	0.0002 s
Data Acqusition Speed, up to	2 million points/s
Multi Core Processing	Yes
Dimensions, HxDxW	261.5 x 158.2 x 63.7 mm
Weight	0.85 kg (1.9lbs)
Power Consumption	12V, 24W
Interface	1 x USB 2.0, USB 3.0 compatible
Output Formats	OBJ, PLY, WRL, STL, AOP, ASCII, PTX, E57, XYZRGB
Output Formats for Measurements	CSV, DXF, XML
Processing Capacity	40 million triangles/ 1 GB RAM
Supported OS	Windows 7, 8, or 10 - x64
Minimum Computer Requirements	I5 or I7 recommended 12-18 GB RAM NVIDIA GeForce 400 Series
Calibration	No special equipment required



Part

Fused Model

Texturized Model

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