Artec Space Spider Portable Scanner

Artec Space Spider is perfect for capturing small objects with complex geometry, sharp edges, and thin ribs. Use a wide range of measurement and editing tools to work with your data and export it to CAD software.

Developed for the International Space Station, the Artec Space Spider provides the most accurate and stable scanning results, which makes it the most reliable precision 3D scanner.

Space Spider Features

- Real-time scanning, scan at 7.5 frames per second. Frames are automatically aligned in real time.
- High resolution and detailed texture, scan in brilliant color and high resolution (up to 0.1mm).
- Target free, no need to apply targets to your object. Just point and shoot.
- Portability, lightweight 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.

Long-term Repeatability

 Featuring new, higher grade electronics and a dramatically faster warming period, with tempature stabilization at 36.6°C, Space Spider is a robust 3D scanner which provides long term repeatability and accuracy in its measured data in a broad spectrum of environmental conditions.

Speed and Precision

- Processes up to one million points per second, and produces extremely high resolution (up to 0.1mm) and superior accuracy (up to 0.05mm).
- To achieve the very best results, every measurement tool is usually tuned to the condition of a particular use case. Space Spider, however, keeps its precision in a wide range of temperatures and adjusts to the conditions in only 3 minutes, saving you precious time.

Artec Space Spider is the perfect solution for rapid prototyping and manufacturing, as well as healthcare, the automotive industry, aerospace, quality control, heritage preservation, and graphic design.







Specifications

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	Artec Space Spider
Ability to Capture Texture	Yes
3D Resolution, up to	0.1 mm
3D Point Accuracy, up to	0.05 mm
3D Accuracy Over Distance, up to	0.03% over 100 cm
Warm Up Period for Maximum Accuracy	3 minutes
Texature Resolution	1.3 mp
Colors	24 bpp
Light Source	Blue LED
Working Distance	0.17 - 0.3 m
Linear Field of View, HxW @ Closest Range	90 mm x 70 mm (3.5 in x 2.75 in)
Linear Field of View, HxW @ Furthest Range	180 mm x 140 mm (7 in x 5.5 in)
Angular Field of View	30 x 21°
Video Frame Rate, up to	7.5 fps
Exposure Time	0.0005 s
Data Acqusition Speed, up to	1 million points/s
Multi Core Processing	Yes
Dimensions, HxDxW	190 x 140 x 130 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







Texturized Model

