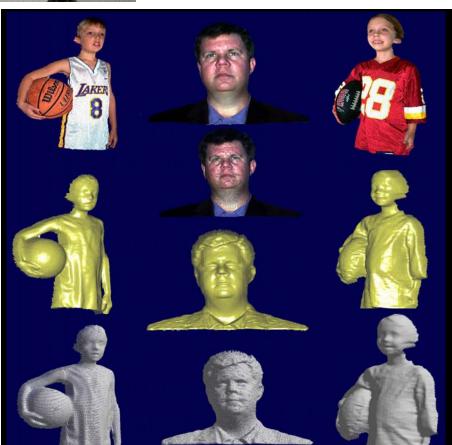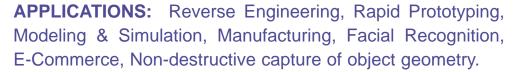# 3D-SNAPSHOT

Real Time 3D Camera Imaging

MODEL F-0630A

The 3D-Snapshot captures the digital image of objects within its field of view. Upon executing proprietary algorithms it generates 3D geometry with texture overlay. The entire process from data capture through generating 3D point clouds, solid model and textured 3D model is performed automatically with no off-line processing by the user in less than 10 seconds. This system can be modified for OEM partner applications.

APPLICATIONS: Reverse Engineering, Rapid Prototyping, Modeling & Simulation, Manufacturing, Facial Recognition, E-Commerce, Non-destructive capture of object geometry.

3D-SNAPSHOT

3D-SNAPSHOT Characteristics

Instrument Type:
Optical Device

System Interface:
9-pin IEEE-1394a at 400Mbps
Video Graphics Array (DVI)

Optical Sensor:
Four 640 x 480 CMOS B/W digital cameras

Lighting Source:
Standard DLP projector
(model may be changed)

Processor Platform:
Standard desktop or laptop

System Requirements:
Microsoft Windows 7, 8 or 10
4 GB RAM system memory or higher
SVGA (or higher) accelerated graphics capability
IEEE-1394a port
Second DVI port
(same or separate video card)

Scanner Size [W x H x D]:
18 inches x 4.4 inches x 9 inches
(457 mm x 112 mm x 229 mm)

Scanner Weight:
10 pounds (4.55 kg)

Operating Temperature:
41°F to 104°F (5°C to 40°C)

Operating Humidity:
Non-considering

Storage Temperature:
-22°F to 140°F (-30°C to 60°C)

Power Requirement:
110 - 240 volts AC

OPERATING Characteristics

Ambient Lighting Range:
Indoor lighting

Measuring Volume (W x H x D):
25 inches x 16 inches x 16 inches
(630mm x 406 mm x 400mm)

Measuring Distance:
47 ± 7.8 inches (1200 ± 200 mm)

Number of Points per Capture:
More than 307200 (640 x 480)

Capturing Time:
Less than 400 milliseconds

Accuracy:
0.016 inches (400 microns)

Texture:
Grayscale or Color overlay