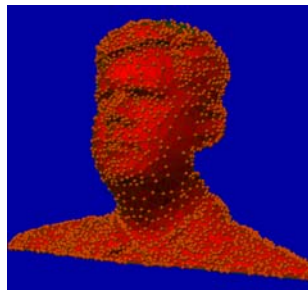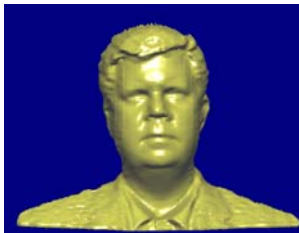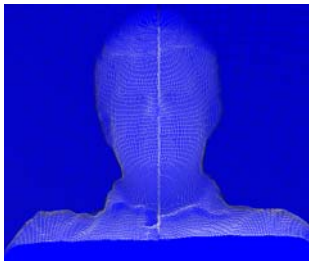# 3D Face Acquisition System

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.

A Turnkey System

TECHNICAL SPECIFICATIONS (MODEL F-0630A)

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 and 10, 4GB RAM or higher for system memory, SVGA (or higher) accelerated graphics capability IEEE-1394a port Second DVI port (same or separate video card)
Scanner Size [WxHxD]: 18" x 4.4" x 9 inches
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

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