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 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 2 000 000 points per second, Eva scans a dozen times faster than a laser scanner, while providing high resolution (up to 0.02 in.) and high accuracy (up to 0.003 in.).

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.

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.

Start with a "lighter" version, upgrade at any time!

Eva Lite is similar to Eva in every way except it does not have the ability to capture texture. This means that it's the perfect solution for many fields, where money is tight and color is an unnecessary luxury. However, you may turn on the texture function at any time by purchasing an upgrade in Artec's online store.

Artec™ Eva
3D Scanner

Specifications		Eva	Eva Lite
Ability to capture texture		●	—
3D resolution, up to	0.02 in.	●	●
3D point accuracy, up to	0.003 in.	●	●
3D accuracy over distance, up to	0.03% over 3 ft	●	●
Texture resolution	1.3 mp	●	—
Colors	24 bpp	●	●
Light source	flash bulb (no laser)	●	●
Working distance	16 - 40 in.	●	●
Linear field of view, H×W @ closest range	8 × 6 in.	●	●
Linear field of view, H×W @ furthest range	21 × 15 in.	●	●
Angular field of view, H×W	30 × 21°	●	●
Video frame rate, up to	16 fps	●	●
Exposure time	0.0002 s	●	●
Data acquisition speed, up to	2 000 000 points/s	●	●
Multi core processing	Yes	●	●
Dimensions, HxDxW	10,3 × 6.2 × 2.5 in.	●	●
Weight	1.9 lb	●	●
Power consumption	12V, 48W	●	●
Interface	1 × USB2.0	●	●
Output formats	OBJ, PTX, STL, WRML, ASCII, AOP, CSV, PLY, E57	●	●
Processing capacity	40'000'000 triangles/1GB RAM	●	●
Supported OS	Windows 7 or Windows 8 – ×64	●	●
Minimum computer requirements	I5 or I7 recommended, 8Gb RAM, NVIDIA GeForce 400 series	●	●
Calibration	no special equipment required	●	●

Visit our website
to find out more
www.artec3d.com

Software not included in the price, can be ordered through Artec webstore or local resellers

Artec Group