



For More Shining Ideas

EinScan-SP



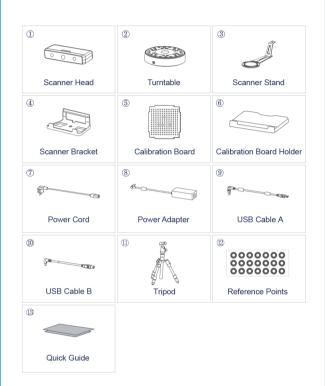
# **Quick Start Guide**

Getting Started with EinScan-SP

WWW.PLOT-IT.CO.UK Order online or call 01905 454598

### **Preparation**

### **Unpacking Checklist**

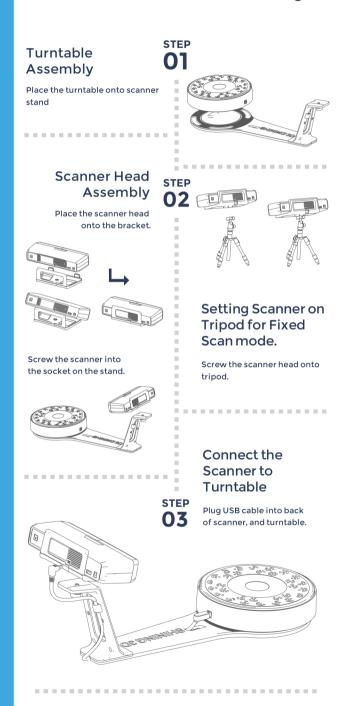


### **PC** Requirement

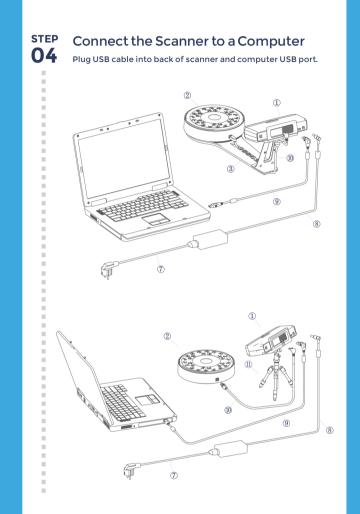
Please prepare the PC with the following system requirement.

Operating System: Win7 / 8 / 10 / 64bit
Port: at least One USB2.0 / 3.0 port
RAM: > 16 G
Graphic Card: NVDIA Series, GTX660 or better
Graphic Memory: > 2 G
CPU: i5 or higher

## **Scanner Assembly**



# **Scanner Assembly**



STEP Connect the Power Supply

O5 Plug power cord into outlet and the back of scanner.

Turn on the Scanner

Press the touch switch for 1 second to turn the scanner on.



### **Software Installation**

Software Download STEP

Download software and user manual from

http://www.einscan.com/software-download Download & Service



Software Downlo



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#### Run the Installer

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Double click to run the installation wizard and follow the installation instructions.

O2

P License Acquisition

Online Activation

During installation, you need to obtain license file online to activate your scanner.

Make sure the scanner has been connected well and your computer is networking so as to detect your computer and validate your license.

If you fail to get license online, please contact your supplier or mail your scanner serial number (Sticker on the back of the scanner head) to einscan\_support@shining3d.com to get the license file. Save the license file to your desktop. Click "Local Activation" and browse the license file and "Import".

Online Activation

**Local Activation** 



### **Calibration**

### STEP Calibration Board 01 Assembly

Insert calibration board onto the board holder.





### **02** Calibration Board **Placement**

Place the calibration board on the center of the turntable facing the scanner.

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#### Run the Calibration

Open software, choose your scanner model of EinScan-SP and go to NEXT. Getting started with calibration button, following the on-screen instructions to turn the calibration board in 3 directions. NOTE: Rotate the calibration board only during calibration.

### **Calibration Tips**

- You should calibrate the scanner in the initial set-up, or IF YOU MOVE THE SCANNER OR TURNTABLE.
- When you find the scanned quality is not as good as initial set-up, you can recalibrate your scanner.
- Calibration needed when alignment mistake or failure frequently appear during the scanning.

## How to Get a **Successful Scan**

### What Can Be Scanned?



### **Great to Scan Under Auto Scan Mode**



- Objects larger than 30\*30\*30 mm (1.2\*1.2\*1.2 in)
- Objects smaller than 250\*250\*250 mm (38\*38\*38 in)
- Object weighing less than 5 kg (11 lbs)



Difficult to Scan

- Transparent objects like glass
- Shining or reflective objects like varnished metal
- Dark color object like black keyboard
- Fuzzy objects like hair
- Solution: Painting white powder on objects will improve the scan quality.

### **Do NOT Suggest** to Scan

- Moving objects
- Hollow pattern object like Eiffel Tower souvenirs
- Objects smaller than 30\*30\*30 mm (1.2\*1.2\*1.2 in)



Note: If the size and weight of the object are out as mentioned above, please scan on tripod without turntable by Fixed Scan Mode.

### **Our Scan Process**

#### **Build Project**

Click "New Project" button to start a new scan.

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### **Texture Scan Option**

Choose texture scan if color texture is needed for scanning. Or, choose non-texture scan (Texture scan is taking little longer time, and white balance test should be done before texture scanning).

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### Place Object

Make sure the object is stable during the scanning.

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Dark or

to scan







### **Adjust Brightness**

Choose the brightness setting according to your object surface condition. Too much red appears on the object shown in the window means over bright. Note: Please check the exposure instruction in user manual.

#### Scan

Bright & Dark

Click Scan button to start scanning.

STEP 05 .

### **Our Scan Process**

#### **Edit Scan**

SHIFT+Left mouse: Select redundant data, the selected section will show as red. The tool bar on the top will allow you to do further

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06 Edit buttons: 3 Delete 4 Undo 5 Show/Hide Stripes --- 🦈

Complete the STEP Scan in More **07 Directions** 

Sometimes, if one rotate can't give you a full scan, you can place the object in other directions to capture the missing faces. After edit, save the current scanned data, the current data will be aligned to the last scanned data automatically.

Click to save data and exit the single-piece edition.

### Manual Alignment

If automatic alignment fail during scanning, you can use manual alignment (Misalignment doesn't frequently happen. Please refer the detail of manual alignment in user manual)

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### Mesh

When the scan is completed, go mesh directly. Watertight or Unwatertight model can be selected due to your request.

Watertight is closed model which can be printed directly. Unwatertight model is a non-closed model keeping the missing scanned area as it is, which is usually chosen for further design purpose in other program.

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Press the touch switch

### Save

Asc, stl, obj and ply are

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for I second twice to turn the scanner off.

# SHINING 3D<sup>®</sup>

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