# Input Device: Scanner (3D)

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Peripherals & Interfacing
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#### Scanner: 3D

- A 2D scanner with Z dimension
- It is able to analyze a real world object in all the (X, Y,
   Z) dimensions
- This type of scanner is specially used in entertaining industries (movie & gaming)



# 3D Scanner: Functionality

- To create a point cloud of geometry samples
- These points are then used to redraw the object
- As like as camera, a 3D scanner can only collect information of an object that is obscured

#### 3D Scanner: Classification

- Depending on the technology
  - Contact 3D Scanner
  - Non-contact 3D Scanner
    - Non-contact Active
    - Non-contact Passive

#### 3D Scanner: Contact

- Scan through physical touch
- This is basically a scanner with CNC (Computer Numerical Control)
- There is a mechanical system available that holds the scan unit
- This system can move in any direction
- E.g. Co-ordinate Measuring Machine (CMM)

#### 3D Scanner: Contact

- Contact 3D Scanner is used in manufacturing industries
- Cons: Need physical contact



#### 3D Scanner: Non Contact

- This type of scanner do not need any contact with the target object
- Instead of Physical contact, radiation is used
- Radiation could be LASER, IR or VR
- Depending on the radiation these are
  - Active (NCA): Uses external light resource
  - Passive (NCP): Uses the reflected light

#### 3D Scanner: NCA & NCP

- Name of some NCA
  - Time-of-flight: Uses LASER
  - Triangulation: Uses LASER
  - Conoscopic Holography: Uses LASER
  - Hand held: Uses LASER
  - Structured light: Uses VL
  - Modulated light: Uses VL
  - Volumetric: Uses X-Ray
- NCP uses reflected light from the target object

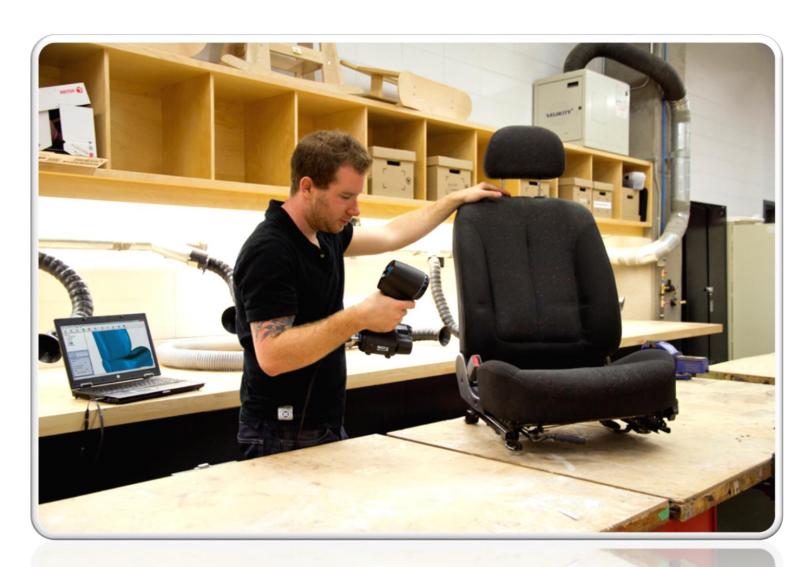
# 3D Scanner: Screenshot



### 3D Scanner: Screenshot



# 3D Scanner: Screenshot



# 3D Scanner: Applications

- Creating CAD (Computer Aided Design) models of real object
- Building (house) modeling
- Product quality assurance
- In dentistry
- In cancer
- In gaming

# Camera Vs Scanner

Key Point	Camera	Scanner
Dimension	Creates an image from 3D to 2D	Creates an image from 2D to 2D or 3D to 3D
Portability	Portable	Non-portable
Resolution	Higher	Lower
3 <sup>rd</sup> Party software	Not Necessary	Necessary
On system monitor	Available	Not Available

# **Thank You**