ScanEinScan Pro 2X tutorial

1. Plug in the scanner into the designated computer.  Upon proper installation of the scanning software, the screen below should show up.

Graphical user interface, application

Description automatically generated

1. Make sure the Handheld Rapid Scan (far right) is selected.  The next screen below should appear.

A screenshot of a computer

Description automatically generated with medium confidence

1. Under “Select Texture” (far left), choose Texture Scan.  Under “Select Mode of Alignment” (center left), choose Features.  Under “Operation Mode” (center right), choose Classic.  For the “Select Resolution” (far right), choose whichever setting is best for the desired specimen.  Larger specimens tend to work better under lower resolution.  Smaller specimens tend to work better with higher resolution.
2. Save the scan to your computer.
3. Turn on the scanner so that a square of flashing light is projected onto the specimen.  You will get a screen with the word “Preview” across a preliminary green scan.  This is the stage where the scanner is identifying landmarks to start the process of building the digital mode

A screenshot of a computer

Description automatically generated with medium confidence

1. Once there are enough landmarks (usually when the green scan maintains a consistent shape that seems approximately the same shape of the scanned item), press the play button on the scanner again.  This will begin expanding upon the base you built in the previous preview step.

A screenshot of a video game

Description automatically generated

1. Slowly move from the known area from the preview.  The scanner will start integrating the new areas (in green) into your model.
2. When you are satisfied with the coverage of your model, select [third button with the dots] (circled in red below). This will generate another preview of the model that shows potential holes in your final mesh.

A screenshot of a video game

Description automatically generated

1. Rescan any areas that are now showing holes.
2. Select [seventh button, I think it’s called triangulate]. This will generate your final mesh.
3. Click Save (6th button that looks like a floppy disc).
4. If you wish to clean the model further, we recommend using MeshLab because it is a free and user-friendly option.