# SHINING 3D®

For More Shining Ideas

## EinScan-SE
*Elite Desktop 3D Scanner*

# Quick Start Guide
Getting Started with EinScan-SE

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# Preparation

## Unpacking Checklist

| ① | ② | ③ |
|---|---|---|
| Scanner Head | Turntable | Scanner Stand |
| ④ | ⑤ | ⑥ |
| Scanner Bracket | Calibration Board | Calibration Board Holder |
| ⑦ | ⑧ | ⑨ |
| Power Cord | Power Adapter | USB Cable A |
| ⑩ | ⑪ | |
| USB Cable B | Quick Guide | |

## 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: | > 8 G |
| Graphic Card: | NVIDIA Series |
| Graphic Memory: | > 1 G |
| CPU: | i5 or higher |

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# Scanner Assembly

## Turntable Assembly
**STEP 01**
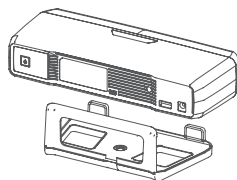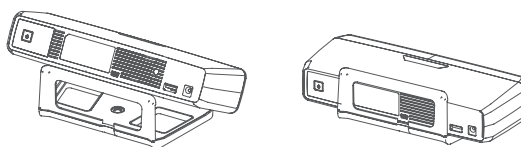
Place the turntable onto scanner stand.
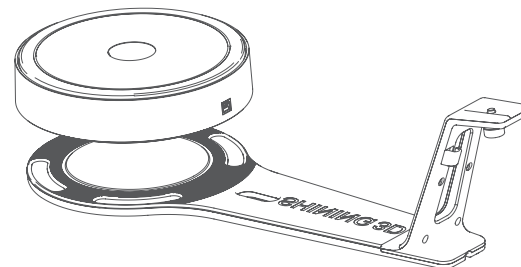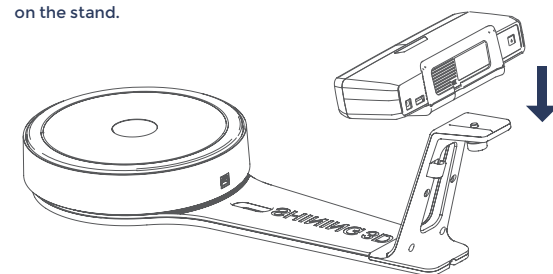
**STEP 02**

### Scanner Head Assembly

Place the scanner head onto the bracket.

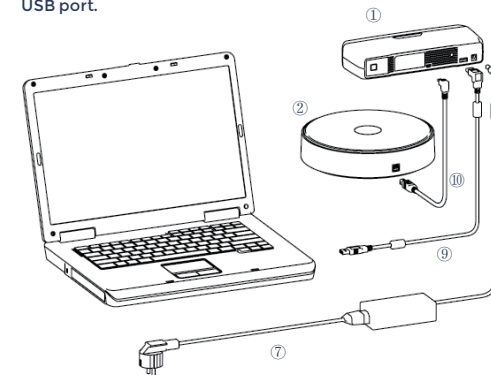Screw the scanner into the socket on the stand.

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# Scanner Assembly

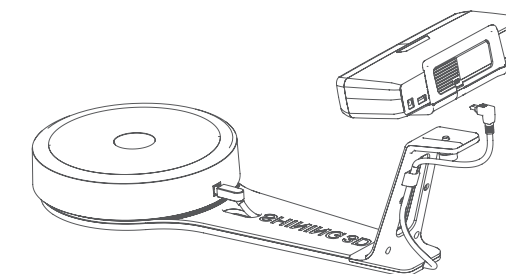**STEP 03** Connect the Scanner to a Computer

Plug USB cable into back of scanner and computer USB port.

**Connect the Scanner to turntable**
**STEP 04**

Plug USB cable into back of scanner, and turntable.
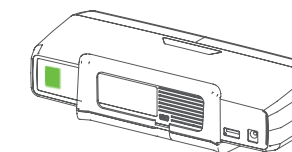
**STEP 05** Connect the Power Supply

Plug power cord into outlet and the back of scanner.

**STEP 06** Turn on the Scanner

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

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# Software Installation

## Software Download
**STEP 01**

Download software and user manual from http://www.einscan.com/software-download.

Download & Service

Software Download

User Manual

### Run the Installer
**STEP 02**

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

**STEP 03** License Acquisition

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.

Online Activation

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".
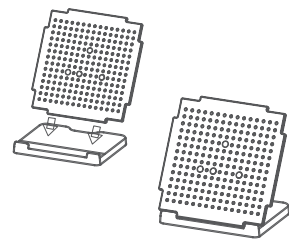
Online Activation

Local Activation

# Calibration

## Calibration Board Assembly

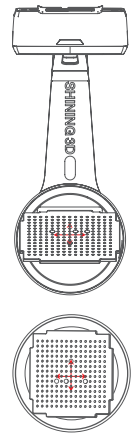**STEP 01**

Insert calibration board onto the board holder.

## Calibration Board Placement

**STEP 02**

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

**STEP 03**

## Run the Calibration:

Open software, choose your scanner model of EinScan-SE and go to NEXT, Getting started with Calibration button, following the on-screen instructions turn the calibration board in 3 directions.
NOTE: Rotate the calibration board only while 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.
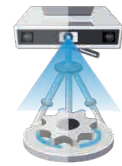Calibration needed when alignment mistake or failure frequent appear during the scanning.
Do not touch or move the object during calibration.

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# 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 small than 250*250*250 mm (38*38*38 in)
- Object weighing less than 5 kg (11 lbs)

⚠️ ### Difficult to Scan

- Transparent objects like glasses
- Shining or reflective objects like varnished metal parts
- Dark color object like black keyboard
- Fuzzy objects like hair
- Solution: Paint 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 object size and weight is out as mentioned above, please scan on tripod without turntable by Fixed Scan Mode.

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# Our Scan Process

## Build Project

**STEP 01**

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

## Texture Scan Option

**STEP 02**

Choose texture Scan if color texture is need for scan. Or, choose nontexture scan (Texture scan is taking little longer time, and white balance test should be done before texture scan)

## Place object

**STEP 03**

make sure the Object will be stable during the scanning.

Bright

Dark or difficult to scan

**STEP 04**

Bright & Dark

Medium

## 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

**STEP 05**

Click Scan button to start scan

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# Our Scan Process

## Edit Scan

**STEP 06**

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 edit.

Edit buttons:
1 Deselect
2 Revert
3 Delete
4 Undo
5 Show/Hide Stripes

Click to save data and exit the single-piece edition

## Complete the scan in more directions

**STEP 07**

Sometime, 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, and save the current scanned data, the current scanned data will be aligned to the last scan data automatically.

## Manual Alignment

**STEP 08**

If automatic alignment failed during scanning, you can use manual align. (Misalignment is happen very less. Please refer the detail of manual alignment in User manual)
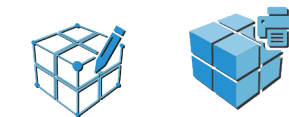
## Mesh

**STEP 09**

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

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

## Save

**STEP 10**

Asc, stl, obj and ply are available.

Double click on the touch switch to turn the scanner off.

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