



SCANNER 3D

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iREAL M3

iREAL 2E



INKAY SPECTRUM



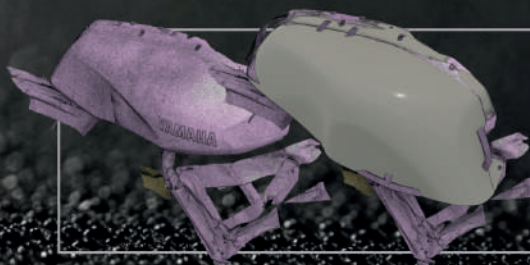
WHALE

MOLE



					
	3DMAKERPRO MOLE	3DMAKERPRO WHALE	INKAY SPECTRUM	SCANTECH iREAL 2E	SCANTECH iREAL M3
Accuratezza	Fino a 0.05 mm	Fino a 0.05 mm	Fino a: 0.12 (L) 0.06 (M) 0.04 (S)	Fino a 0.1 mm	Fino a 0.1 mm
Campo visivo	Max 200x100	Min 200x100 Max 530x370	540x400 (L) 320x250 (M) 135x100x100 (S)	Max 580x550	Max 580x550
Risoluzione	Fino a 0.1 mm	Fino a 0.2 mm	0.25 mm (L) 0.15 mm (M) 0.06 mm (S)	Fino a 0.2 mm	Fino a 0.1 mm
Distanza di lavoro	da 150mm a 400mm	650 mm o 300 mm	da ~10 cm a ~1m	da 300 mm a 500	da 300 mm a 650
Dimensioni oggetti	da 15 cm a 1,5 mt	da 15 cm a 2/3 mt	da 1 cm a 3 m	da 30 cm a 4 mt	da 30 cm a 4 mt
Tipo di scansione	Geometry	Geometry	Free scanning Markers Turntable	Geometry Texture - Markers & mixed alignment	Geometry Texture - Markers & mixed alignment
Tecnologia	Near infrared (NIR)	Near infrared (NIR) + LED	White LED Structured light	3 Infrared VCSELs Structured light	2 Infrared VCSELs + 7 infrared parallel laser lines Structu- red light
Peso	390 gr.	1500 gr.	1.65 Kg	850 gr.	856 gr.
Dimensioni	141x80x80 mm	230x148x188 mm	450x100x220 mm	140x94x258 mm	140x94x258 mm
Requisiti min. HW	Intel Core i5 8th, 16GB RAM, GPU MX250 con 2GB VRAM, USB 2.0	Intel Core i7 32GB RAM, VRAM 4GB, OpenGL 4.3, USB 3.0/3.1	Intel Core i3/i5 1.8 GHz, 8GB RAM, 3 USB Port 2.0	Intel Core i7-10750H 32GB ram NVidia GTX1660Ti, USB 3.0/3.1	Intel Core i7-10750H 32GB ram NVidia GTX1660Ti, USB 3.0/3.1
	 oggetti piccoli	 oggetti medi e piccoli	 oggetti medi e piccoli  ottima definizione	 oggetti grandi e body scan	 oggetti grandi e body scan

service di
REVERSE ENGINEERING
con
QUICKsurface



Grazie al Reverse Engineering possiamo ricostruire modelli preesistenti per modifiche e analisi