Subject: Buying a scanner to create shells of objects and portraits.
Posted by razvanel on Thu, 20 Dec 2012 04:31:18 GMT
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Does anyone own a scanner? Is it hard to scan a object and then create shells for it? For example for a mouse or just random things. Also I want to create portraits and bobble heads.

Subject: Re: Buying a scanner to create shells of objects and portraits.
Posted by Youknowwho4eva on Thu, 20 Dec 2012 14:10:43 GMT
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If you have a phone, you have a scanner . actually a better camera than the one on your phone would be better.

Subject: Re: Buying a scanner to create shells of objects and portraits.
Posted by razvanel on Sat, 22 Dec 2012 02:33:47 GMT
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would that have exact dimensions?

Subject: Re: Buying a scanner to create shells of objects and portraits.
Posted by stonysmith on Sat, 22 Dec 2012 03:19:20 GMT
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"Exact dimensions?" - I would say "no".

The conversion tools like 123dCatch are not all that accurate, and the quality of the final model depends a lot on: 1) the quality of your pictures, 2) the size of the subject, and 3) the distance you are from the subject.

You will need measure the object using other tools then scale the model appropriately.

Subject: Re: Buying a scanner to create shells of objects and portraits.
Posted by razvanel on Sat, 22 Dec 2012 04:19:44 GMT
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Ok, back to my initial question, if I was to buy a professional scanner, is it hard to use?

Subject: Re: Buying a scanner to create shells of objects and portraits.
Posted by ThreeForm on Mon, 24 Dec 2012 17:32:41 GMT
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Just as with 3D printers, there is a very close correlation between cost and results with scanners. David laser scanner costs pennies, there is a reason pro systems cost six figures. On the low end of "real" scanners, you have systems like Next Engine ($2-3K), which are not too hard to operate in terms of capturing the raw data, but getting good results is labor instensive and can require a lot of skill, experience, and usually expensive software. Working the whole day solid, expect to scan maybe two or three complete objects, resulting in models that will need a lot of cleanup and editing to be printed. That is why pro systems still sell well at prices from $40,000-$200,000.