
Subject: Looking for 3D Scanner
Posted by [3DGirl](#) on Sun, 06 Jun 2010 16:44:30 GMT
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Hi There,

I am looking for a 3D Scanner for animation and CG. Anyone has any advice in what I should be looking for? Product recommendations?

Thanks in advance,

3DGirl

Subject: Re: Looking for 3D Scanner
Posted by [rawkstar320](#) on Sun, 20 Jun 2010 22:57:58 GMT
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How detailed? There is some software out there called David 3D Scanner that does basic scans. Otherwise, I think there was a guy on the site that had access to a scanner.

In September, I will have access to a scanner (for free + my time[cheap]) so let me know if I can help you out.

Jake
JakeDrews.Com

Subject: Re: Looking for 3D Scanner
Posted by [bartv](#) on Thu, 01 Jul 2010 13:32:20 GMT
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Here's a review I did with the David scanner. It's relatively inexpensive, but you will have to put in some serious time to get nice clean and detailed results.

<http://www.shapeways.com/blog/archives/248-DAVID-3D-Scanner- Starter-Kit-Review.html>

Bart

Subject: Re: Looking for 3D Scanner

Posted by [scubasonar](#) on Thu, 01 Jul 2010 18:33:16 GMT

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I have a NextEngine(<http://www.nextengine.com/>). It works great for some stuff, not great for other stuff. Thin features are tricky to capture and holes in things cause problems too. Objects with lots of general roundness to them made out of clay scan great. Here's a fabric dog toy(well, my grandparents let their dog play with it) that I scanned with it and shrunk down:

http://www.shapeways.com/model/122439/taco_dog.html
