



Artec Group
3D Scanning Technologies

Artec L™ Artec Eva™ Artec S™

Ability to capture texture	No	Yes	No
3D resolution, up to	1.0 mm	0.5 mm	0.2 mm
3D point accuracy, up to	0.2 mm	0.1 mm	0,05 mm
3D accuracy over distance, up to	0.15% over 100 cm		
Texture resolution	n/a	1.3 mp	n/a
Colors	n/a	24 bpp	n/a
Light source	flash bulb (no laser)		
Working distance	0.8 – 1.6 m	0.4 – 1 m	0.15 – 0.25 m
Linear field of view, HxW @ closest range	598 x 459 mm	214 mm x 148 mm	80 x 56 mm
Linear field of view, HxW @ furthest range	1196 x 918 mm	536 mm x 371 mm	134 x 93 mm
Angular field of view, HxW	41 x 32°	30 x 21°	30 x 21°
Video frame rate, up to	15 fps	16 fps	15 fps
Exposure time	0.0002 s	0.0002 s	0.0002 s
Data acquisition speed, up to	288,000 points/s		
Multi core processing	Yes	Yes	Yes
Dimensions, HxDxW	353 x 114 x 70 mm	261.5 x 158.2 x 63.7 mm	125 x 195 x 80 mm
Weight	2.3 kg / 5.1 lb	0.85 kg / 1.9 lb	1.6 kg / 3.5 lb
Power consumption	12V, 36W	12V, 48W	12V, 36W
Interface	1x USB2.0	1 x USB2.0	1x USB2.0
Output formats	OBJ, STL, WRML, ASCII, AOP, CSV, PLY	OBJ, PTX, STL, WRML, ASCII, AOP, CSV, PLY	OBJ, STL, WRML, ASCII, AOP, CSV, PLY*
Processing capacity	40'000'000 triangles/1GB RAM		
Supported OS	Windows Vista x64. Windows 7 x64		
Minimum computer requirements	Intel Core Quad (I5 or I7 recommended), 8Gb RAM, NVIDIA GeForce 9000		
Stereo Support Requirements	NVIDIA Quadro or better		