Artec Spider
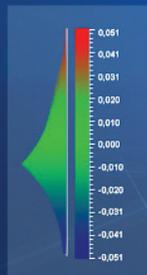
Hand-held 3D Scanner
Perfect for CAD

Artec Spider is a 3D scanner with high resolution, high accuracy and ability to see sharp edges. Such features make Artec Spider the perfect solution for mass production and industrial design where higher-precision scanning of objects with sharp edges and intricate details is required.

No markers or any manual alignment during post-processing

Artec Spider doesn't require cumbersome calibration procedures at the beginning of each scanning session. Spider doesn't need markers to be placed on the object before scanning. Spider does not use electromagnetic tracking, so metal objects in the room do not interfere with performance or accuracy.

High speed and accuracy

Capturing and simultaneously processing up to 1 000 000 points per second, Spider scans a dozen times faster than a laser scanner, while providing high resolution (up to 0.15mm) and superior accuracy (0.03 - 0.05mm).

Capturing texture

The scanner captures brilliant color, as well as a high resolution, accurate 3D image itself.

Ease of use

Artec Spider weighs 850 grams (1.9 lbs), making it truly portable. This hand-held solution will be useful when you need to scan outside or digitize objects that can't be moved. The Spider can also be used with a battery which provides for hours of scanning without the need for electricity.

Real time scanning and fusion

The scanner captures up to 7.5 frames per second and each frame is a 3D image. These frames are fused in real time, meaning that no complicated post-processing is required.

Almost unlimited possibilities

Artec Spider is the perfect solution for rapid prototyping and manufacturing, as well as industries such as medicine, automotive, aerospace, quality control, heritage preservation and graphic design.

Specifications

Ability to capture texture	Yes
3D resolution, up to	0.1 mm
3D point accuracy, up to	up to 0.03 mm
3D accuracy over distance, up to	0.03% over 100 cm
Texture resolution	1.3 mp
Colors	24 bpp
Light source	blue diode
Working distance	0.17 – 0.35 m
Linear field of view, H×W @ closest range	90 mm × 70 mm
Linear field of view, H×W @ furthest range	180 mm × 140 mm
Angular field of view, H×W	30 × 21°
Video frame rate, up to	up to 7.5 fps
Exposure time	0.0005 s
Data acquisition speed, up to	1 000 000 points/s
Multi core processing	Yes
Dimensions, H×D×W	190 mm × 130 mm × 140 mm
Weight	0.85 kg / 1.9 lb
Power consumption	12 V, 24 W
Interface	1 × USB 2.0
Output formats	OBJ, PTX, STL, WRML, ASCII, AOP, CSV, PLY, E57 *
Processing capacity	40'000'000 triangles/1GB RAM
Supported OS	Windows Vista and Windows 7 64 bit, Windows 8
Minimum computer requirements	Intel® CoreTM Quad, 8Gb RAM, NVIDIA GeForce 9 (9xxx) series
Stereo Support Requirements	NVIDIA Quadro or better
Calibration	no special equipment required

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