

POP 3D SCANNER

Quick Start Guide V2.1.4

2021.08



POP 3D SCANNER

Visit our website www.revopoint3d.com for the latest updates to our software and documentation.

Using This Manual

Read/Watch Before Scanning

We have provided tutorial videos and documents of POP 3D scanner bellow for your reference:

1. User Manual
2. Quick Guide
3. Video Tutorials
4. FAQ

Join Official Forum

to get Software Updates & Tutorials & Showcases & Contests & Discussions!

[Register Now]



<http://forum.revopoint3d.com>

Download related software from

- www.revopoint3d.com/download/
- For Android users, get Handy Scan from Play store
- For IOS/Mac users, get Hand Scan from Apple Store

Contact us with support@revopoint3d.com

⚠ The operating temperature of this product is 0°C to 40°C. It does not meet the standard operating temperature for military grade application, which is required to endure greater environment variability. Operate the product appropriately and only for applications that it meets the operating temperature range of that grade.

Product Introduction

The Revopoint POP 3D scanner has a built-in binocular structured light, ensuring highly-accurate acquisition of 3D point cloud data. With a set of depth cameras (two IR sensors and one projector) and one color camera, the POP scanner can obtain single-frame accuracy as high as 0.3mm. Its powerful specifications allow a variety of applications such as scanning models, sculptures, human faces, industrial parts, and more.

POP



POP 3D scanner×1



Scanner holder×1



Micro USB×2

Major Components



- **Depth-sensing camera** (with two IR sensors and one projector)
- **One color camera** (to capture textures in full color)

Scanner Holder



The holder can be held in your hand or used as an adjustable-height, stable tripod.

USB Cables



both for power supply and data transmission

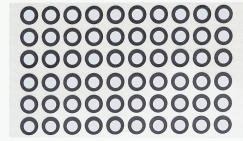
Gift Box



sample sculpture × 1



plastic sheet × 1



markers



Blu Tack × 1

Hardware Connection



Check the POP is connected to the USB 3.0

- when the indicator light turns **green** from **blue**, the POP works



Indicator light in blue: **Starting**



Indicator light in green: **Work normally**

Software: Handy Scan & Handy Studio

Your package contains a flash drive with the necessary software (**Handy Scan**) and a brief overview document. Visit our website www.revopoint3d.com if you misplace the drive and to download the most recent version.



Handy Scan



Handy Scan

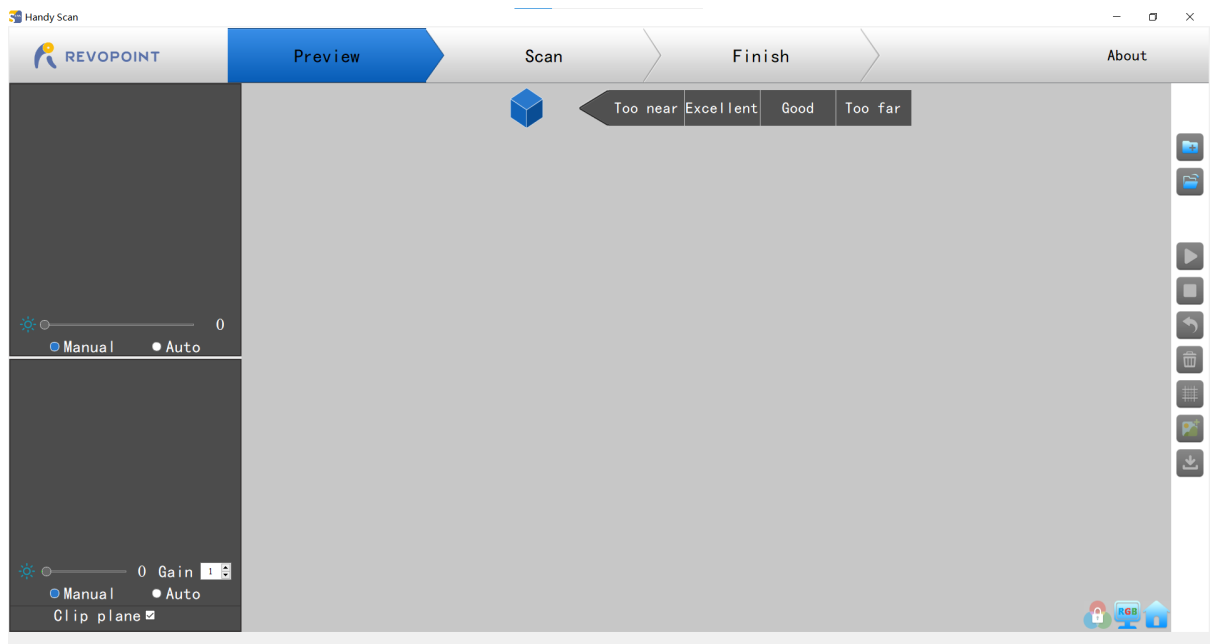


Handy Studio

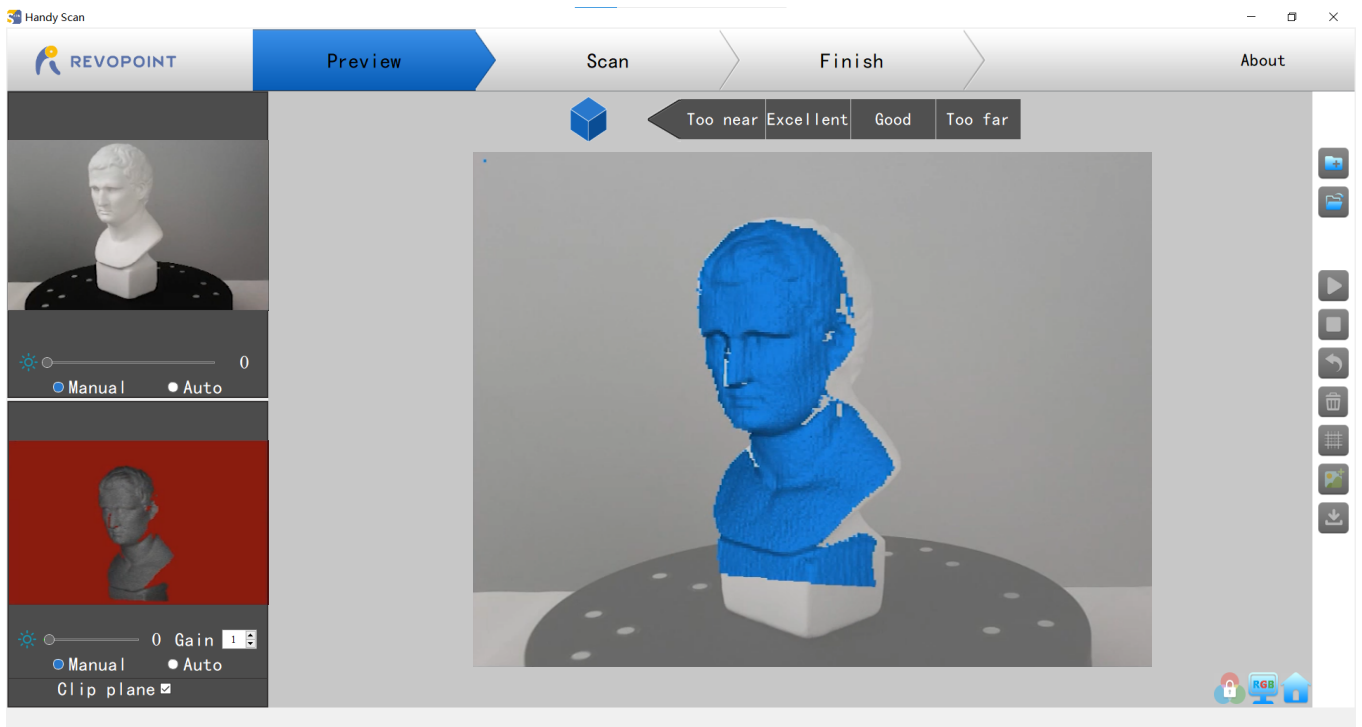
On Phone and Mac, Handy Scan Only!

Scan software: Handy Scan

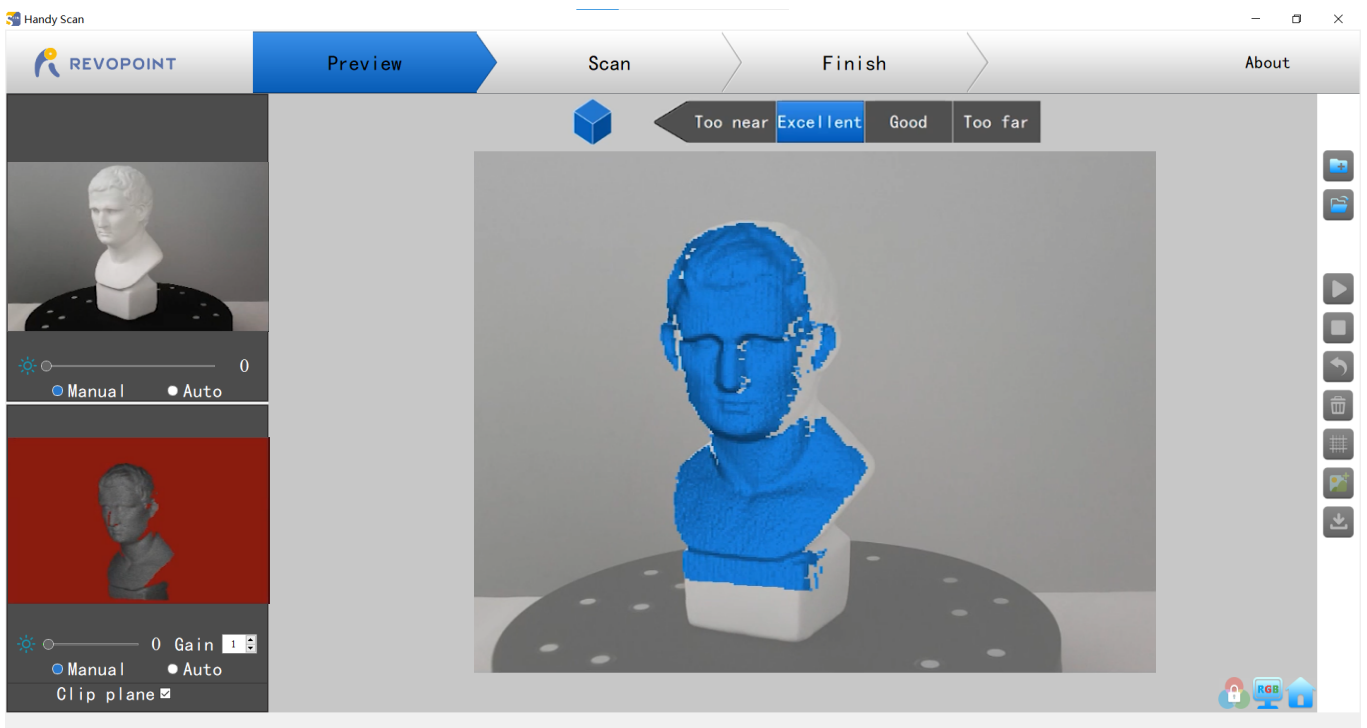
Open Handyscan software



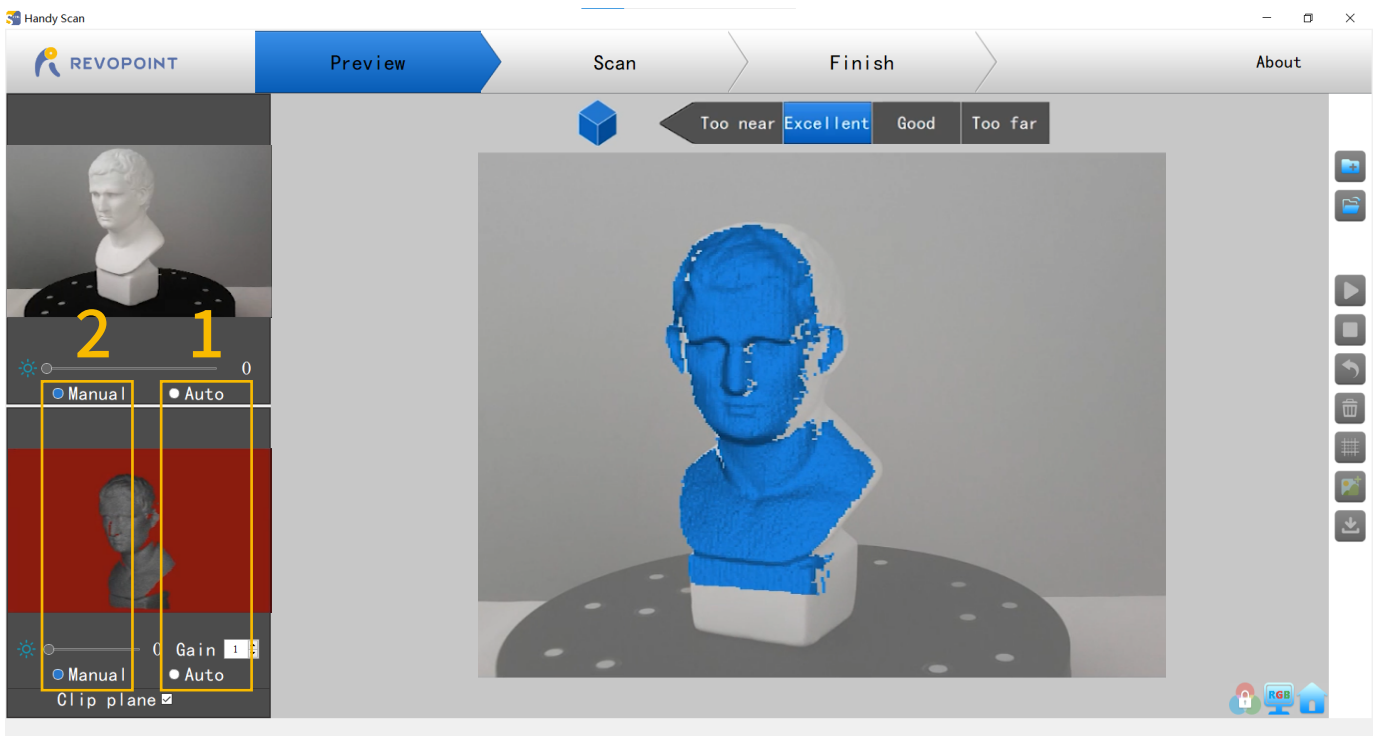
1 Place the object on proper site



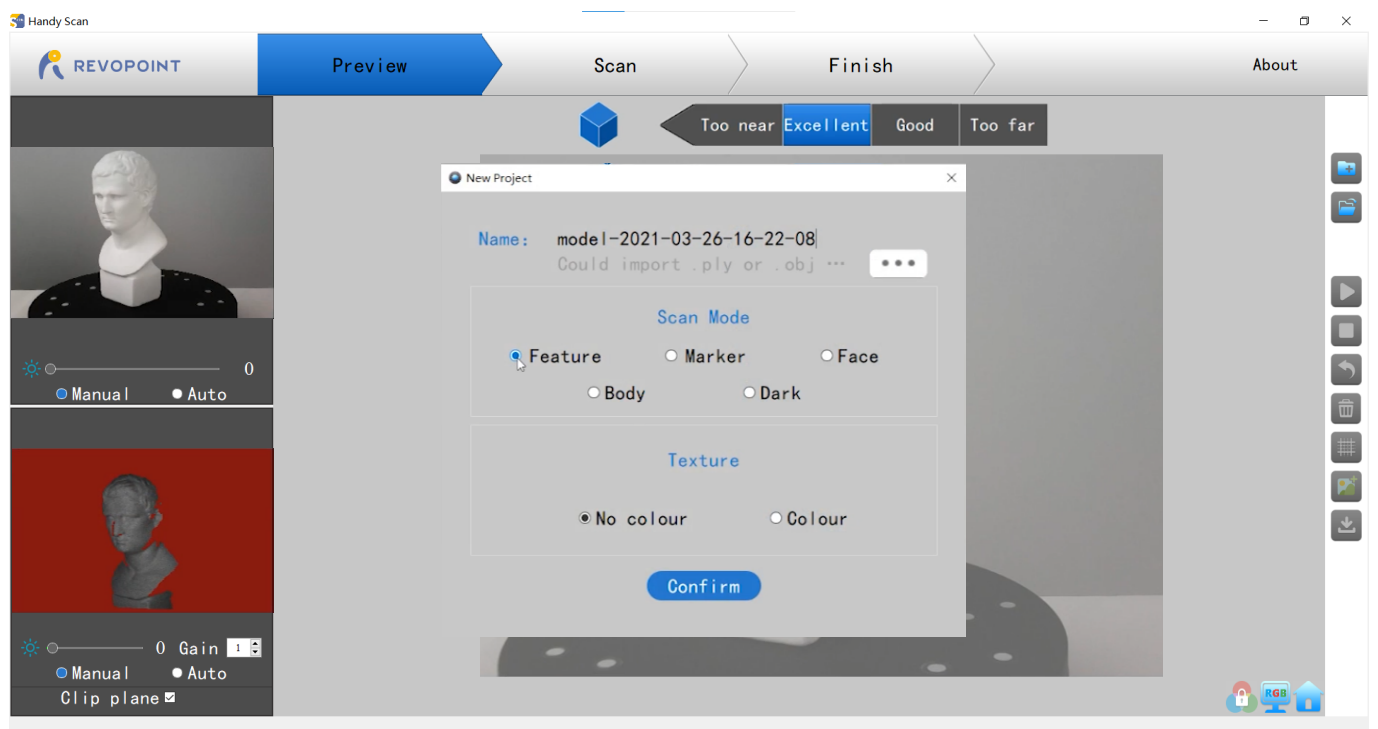
2 Adjust the distance to the “Excellent”



3 Adjust RGB and Depth parameters: click "Auto" first, then "Manual"
Refer to User Manual for detailed parameter adjusting

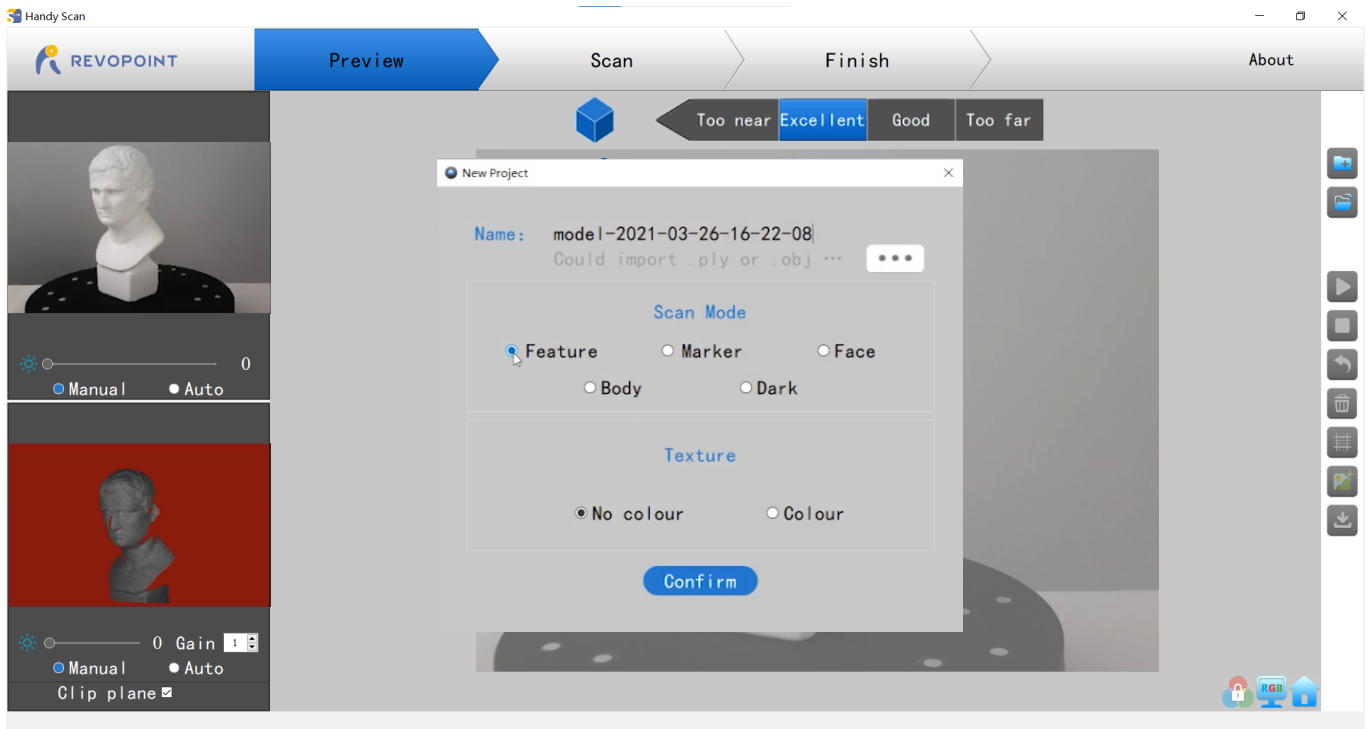


4 Click"  "to start a new project

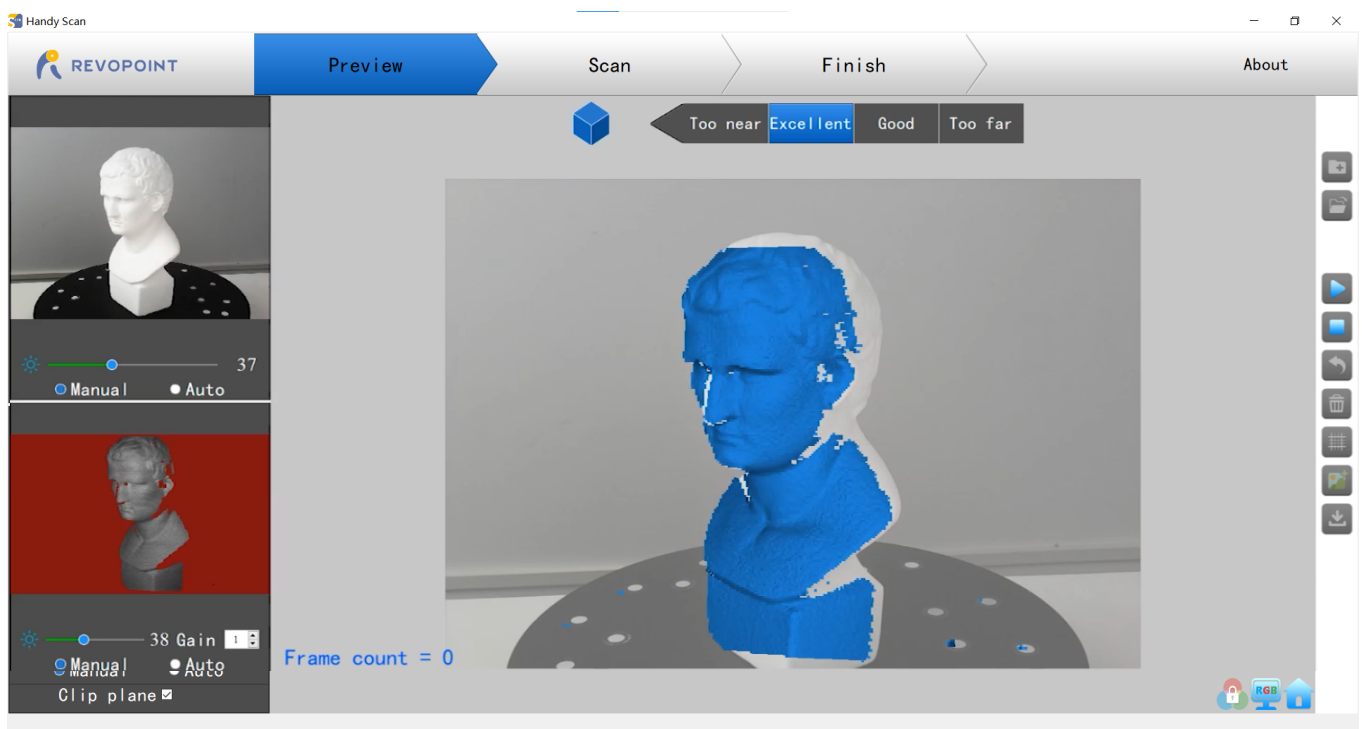


5 Select a Scan mode and Texture:

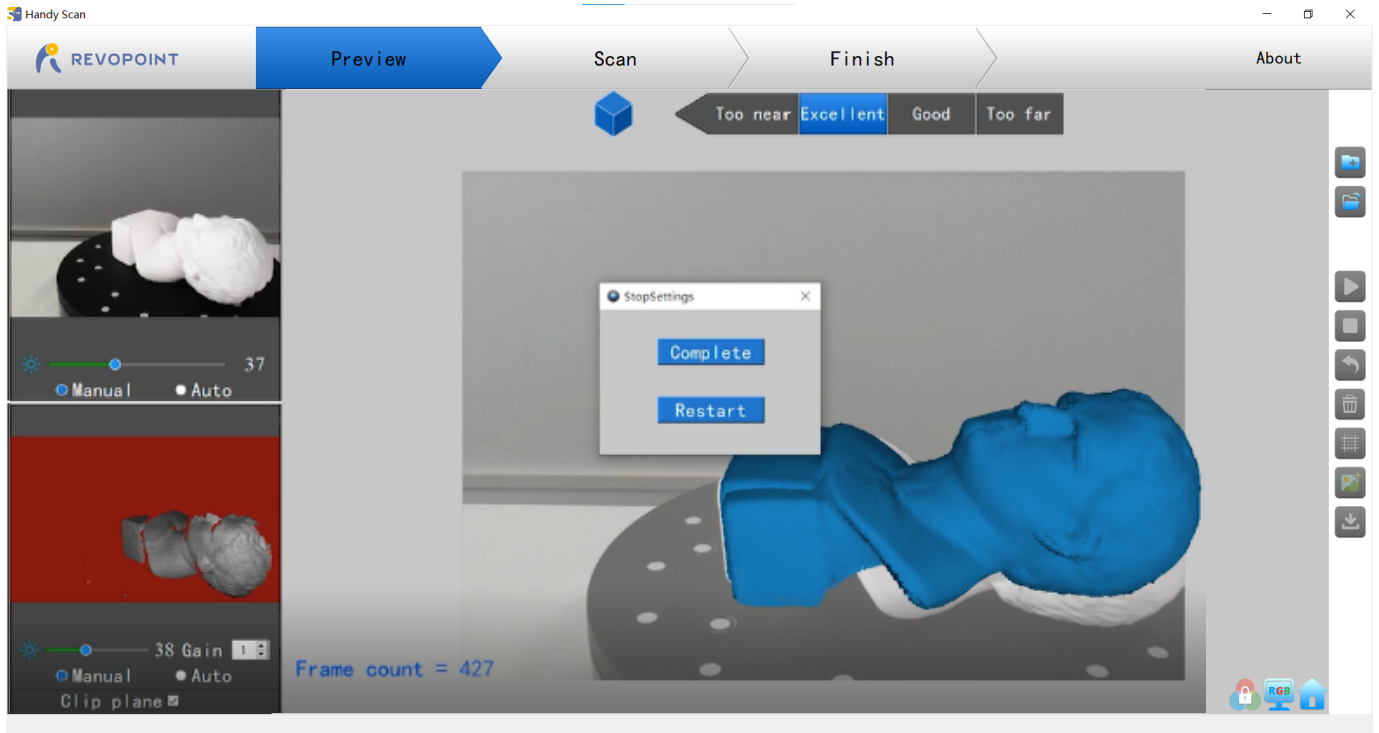
For the first operation, we recommend "Feature" and "No color";
Refer to **User Manual** for other scan modes and Texture selecting.



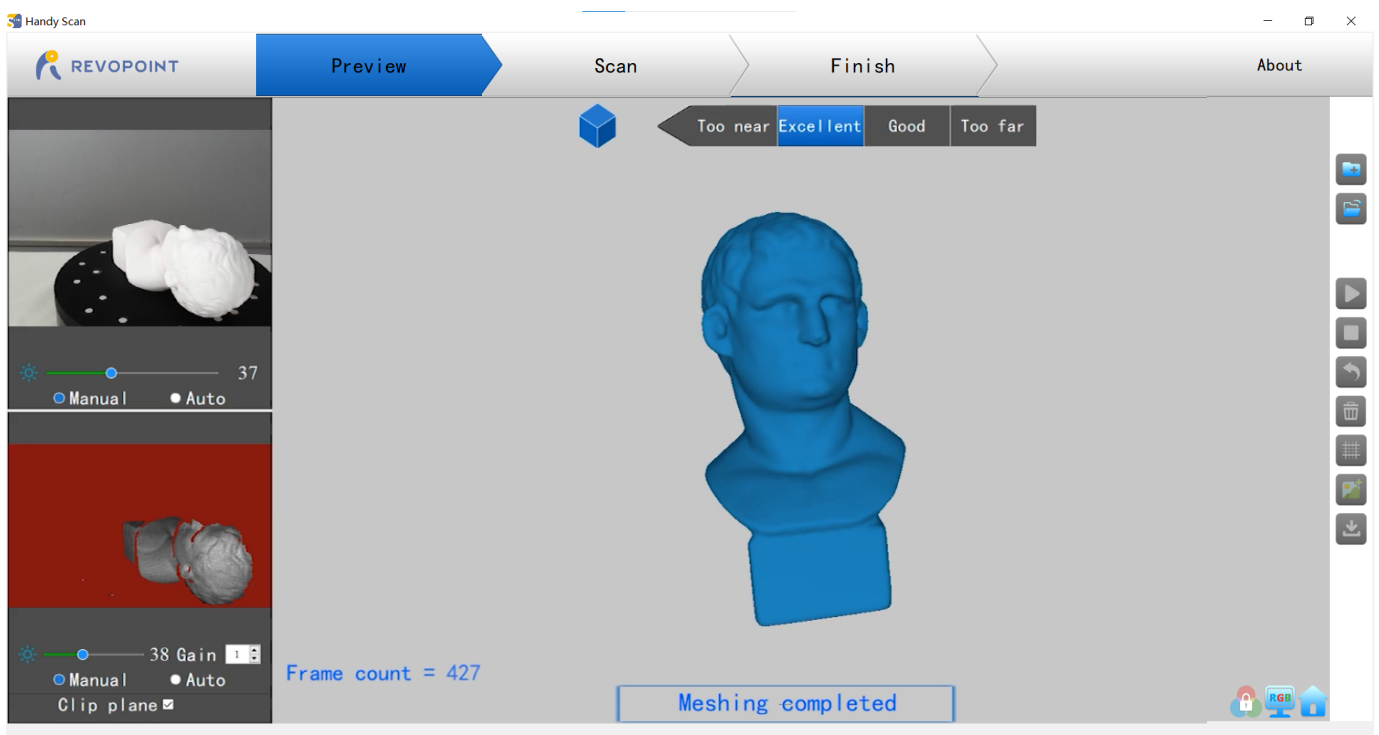
6 Click "▶" to scan

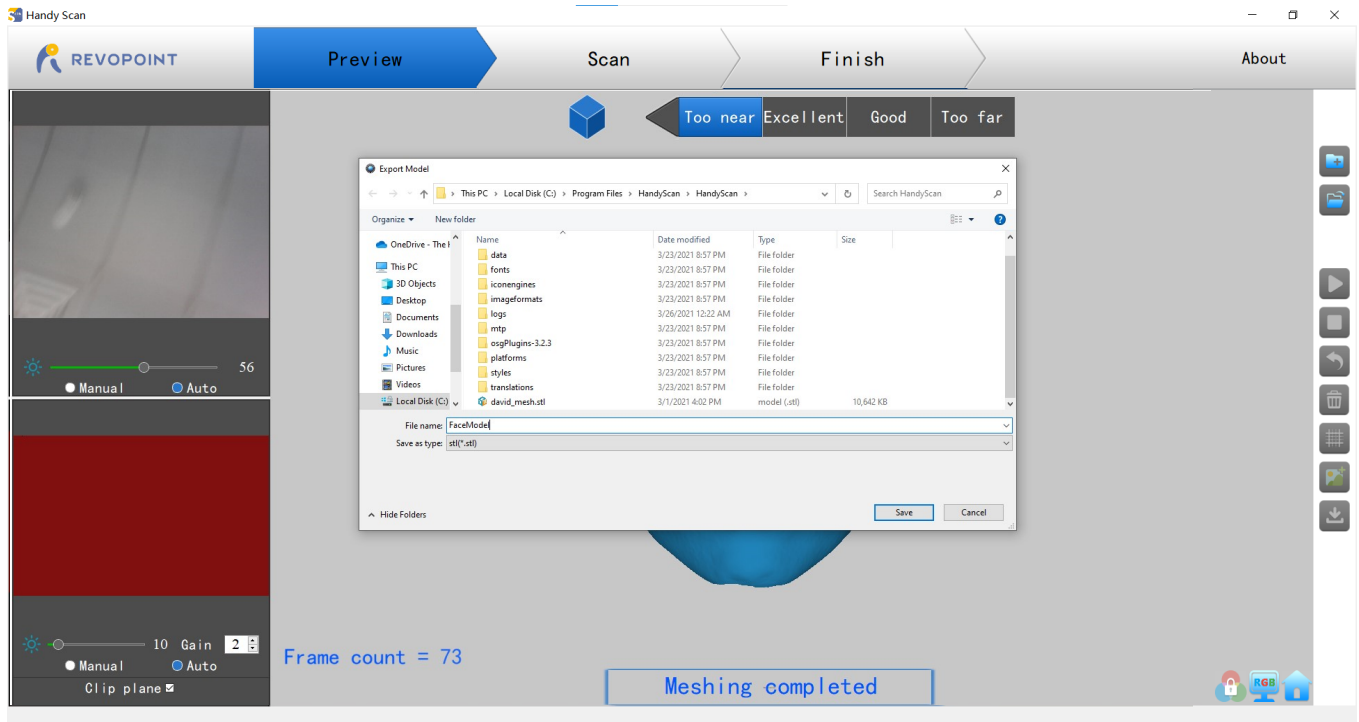



7 Click “” to complete your scan.



8 Click “” to mesh



- 9 Click “

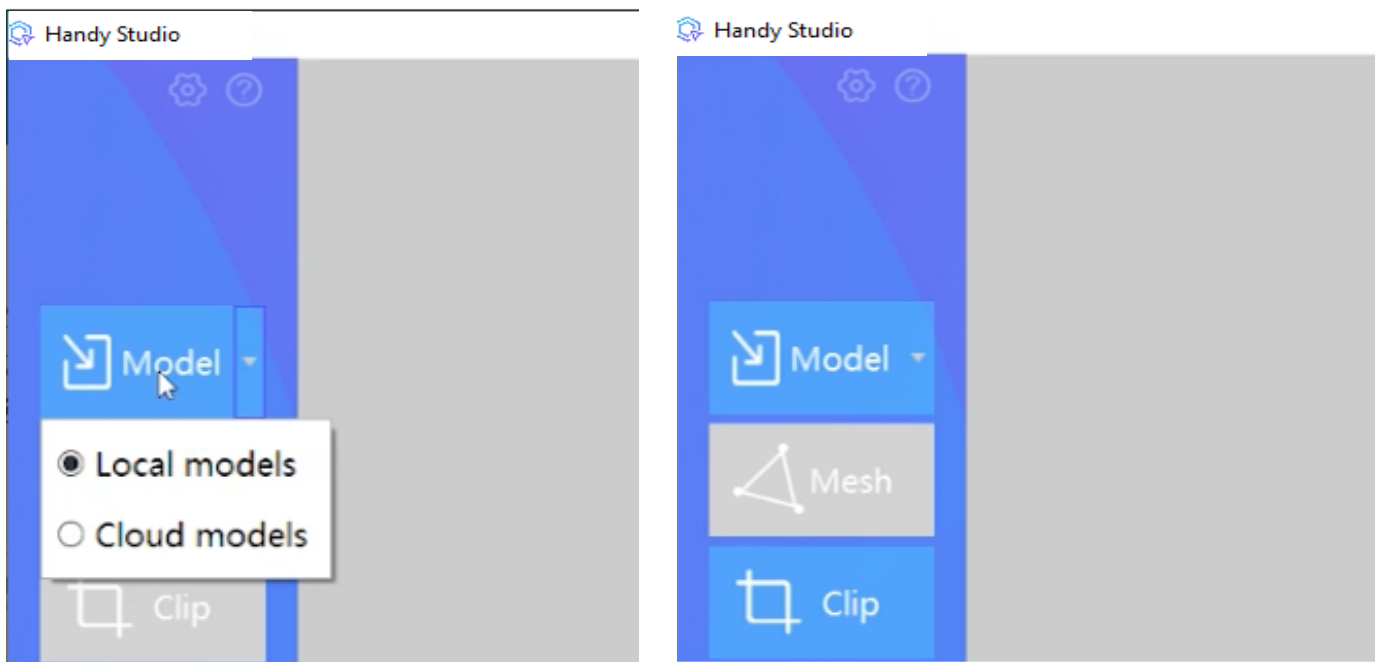
The screenshot shows the Handy Scan software interface. The top navigation bar includes 'Preview', 'Scan', 'Finish', and 'About'. The 'Scan' bar shows quality indicators: 'Too near', 'Excellent', 'Good', and 'Too far'. An 'Export Model' dialog box is open, displaying a file explorer view of the 'Local Disk (C:)' with a list of folders and files. The 'File name' field is set to 'FaceModel' and the 'Save as type' is set to 'stl(*.stl)'. The background shows a 3D model of a face with a 'Meshing completed' message at the bottom.

Process Software: 3D Model Process

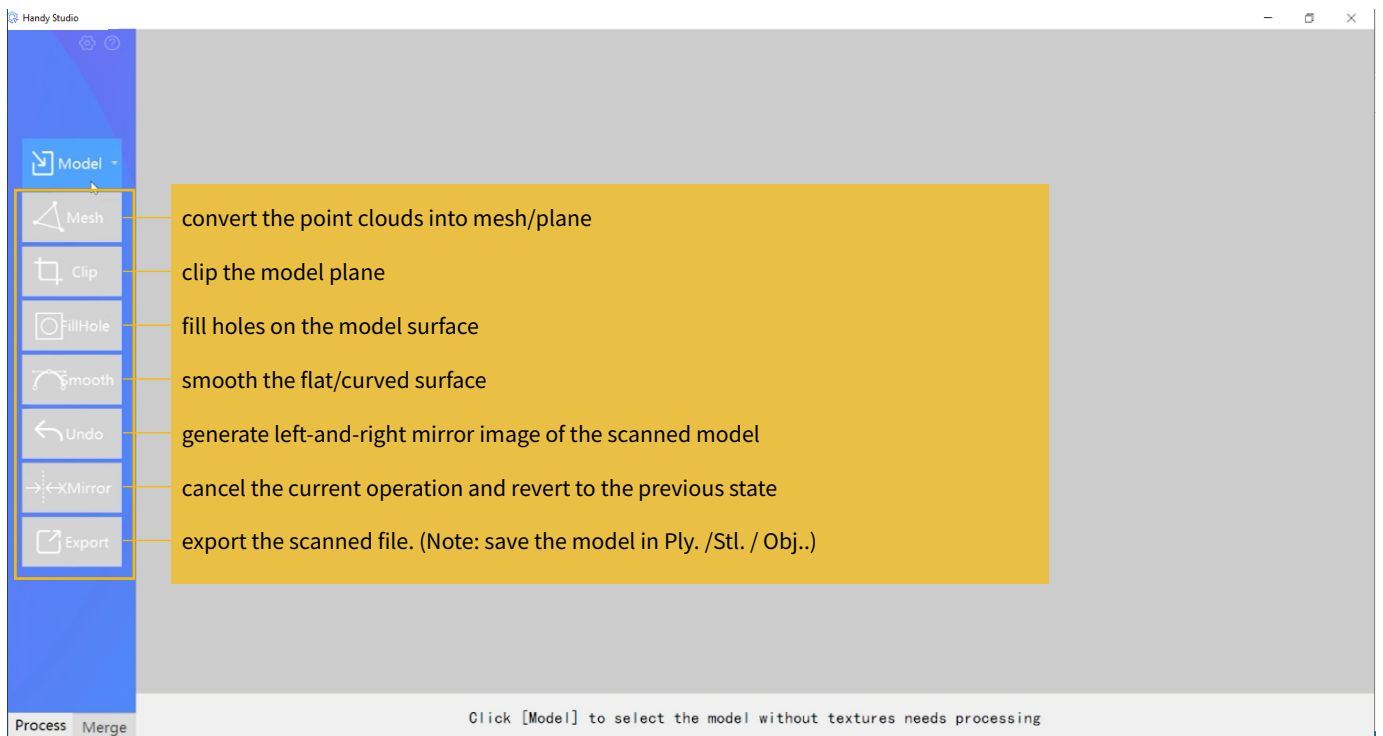
- 1 Double Click to open 3D Model Process



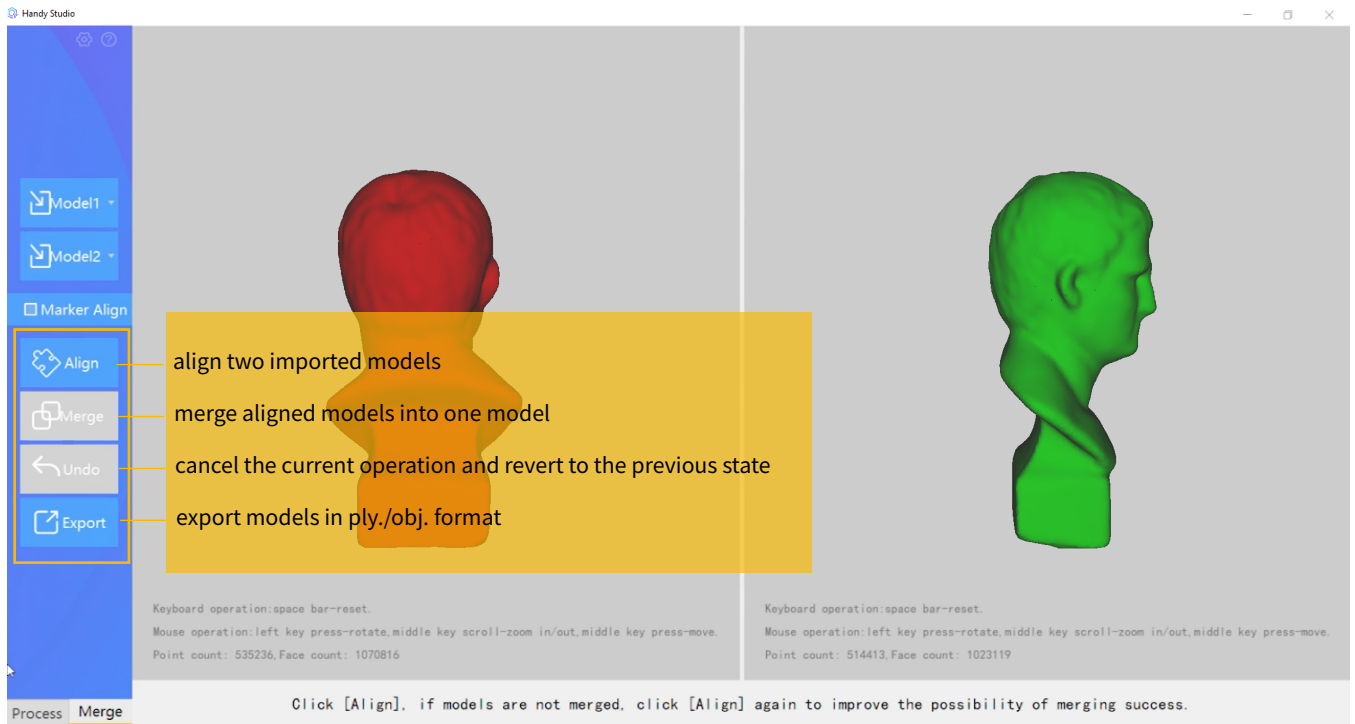
2 Select local model, and Import the scanned 3D model



3 Function Buttons: Click one by one to process the scanned model



4 Merge



Have Fun Scanning!