

Scanning the football

Jcs – 9/28/2012

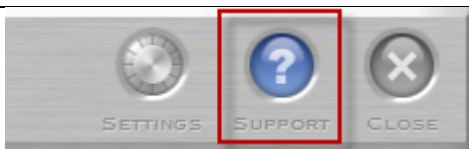
Reference: NextEngine User's Guide

1. Create the folder: C:\Temp\Football

2. Start ScanStudio



Select:

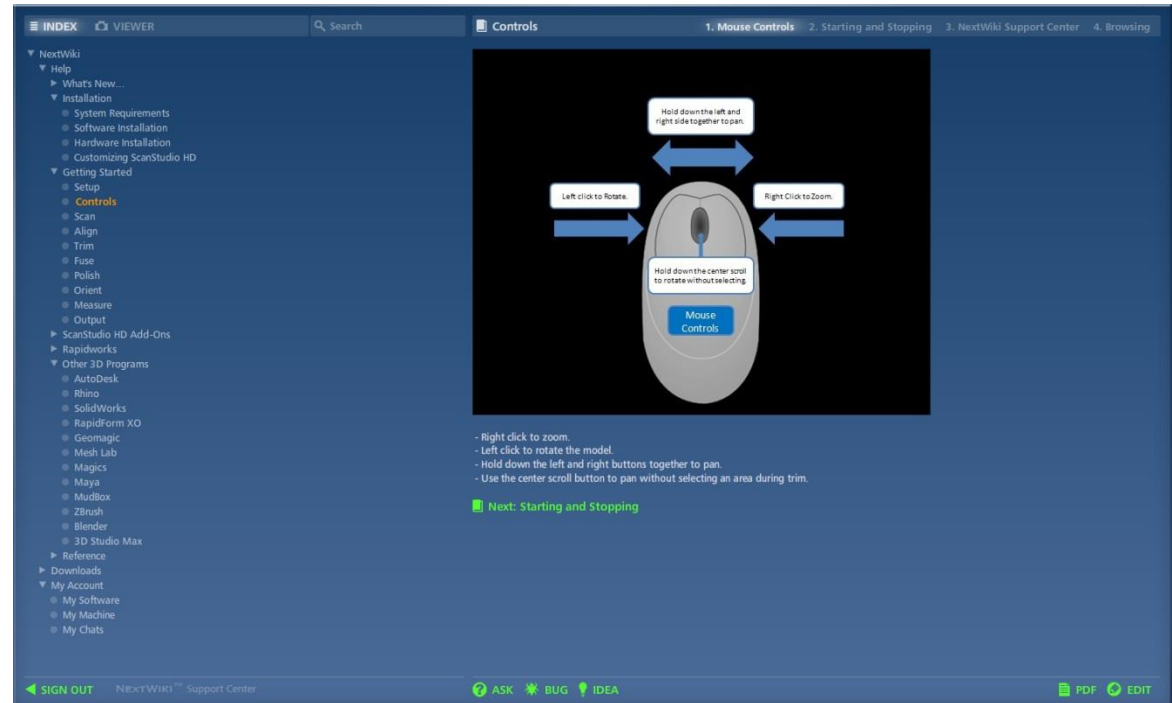


3. Study the material, especially Getting Started

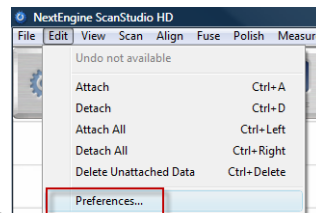
- a. Setup
- b. Controls
- c. Scan
- d. Align
- e. Trim
- f. Fuse
- g. Polish
- h. Orient
- i. Measure
- j. Output

Note

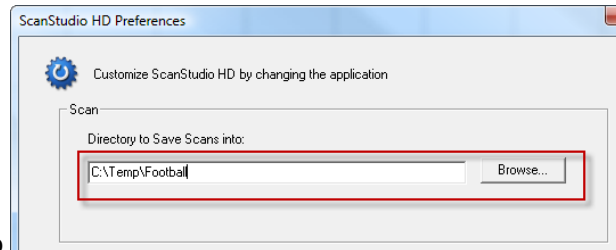
- these steps will be used to do the initial scan, refer to the material presented for clarification and additional information.
- Start by selecting controls to see how to use the mouse.
- Leave this window open for study / referral



4. Select: Edit | Preferences



5. Set the directory to save scans into



Setup

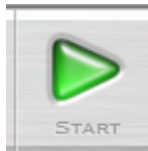
1. Set up Scanner and the Target object (Football). Center the football over the turntable, and center it in the screen (See below)

Scan

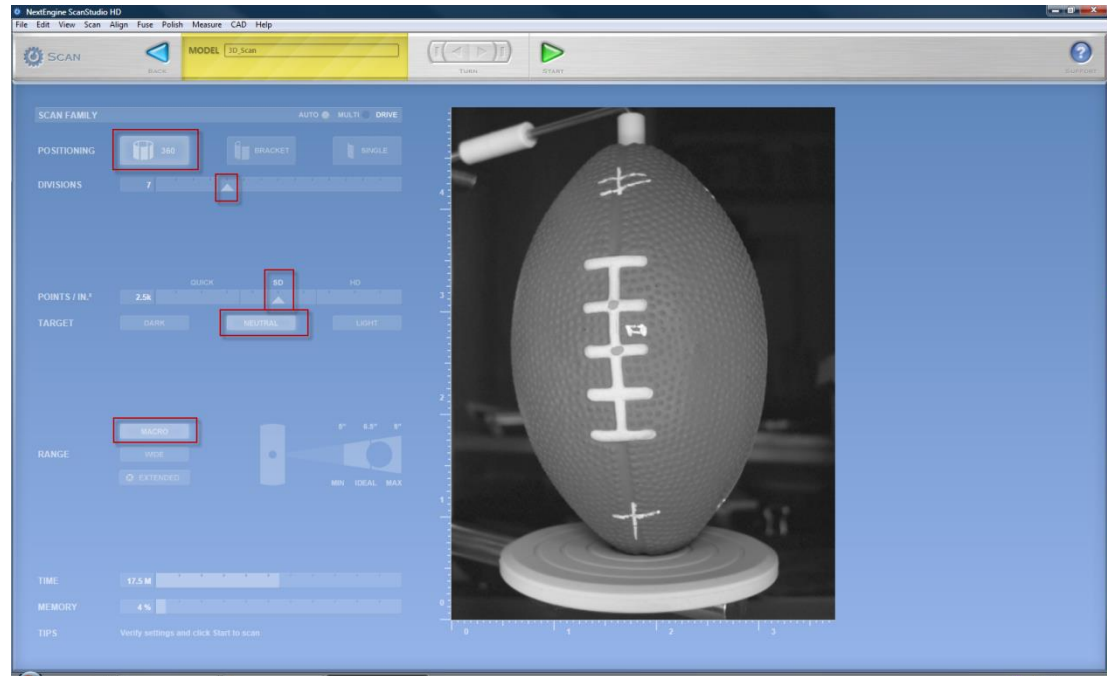
1. Select: Scan



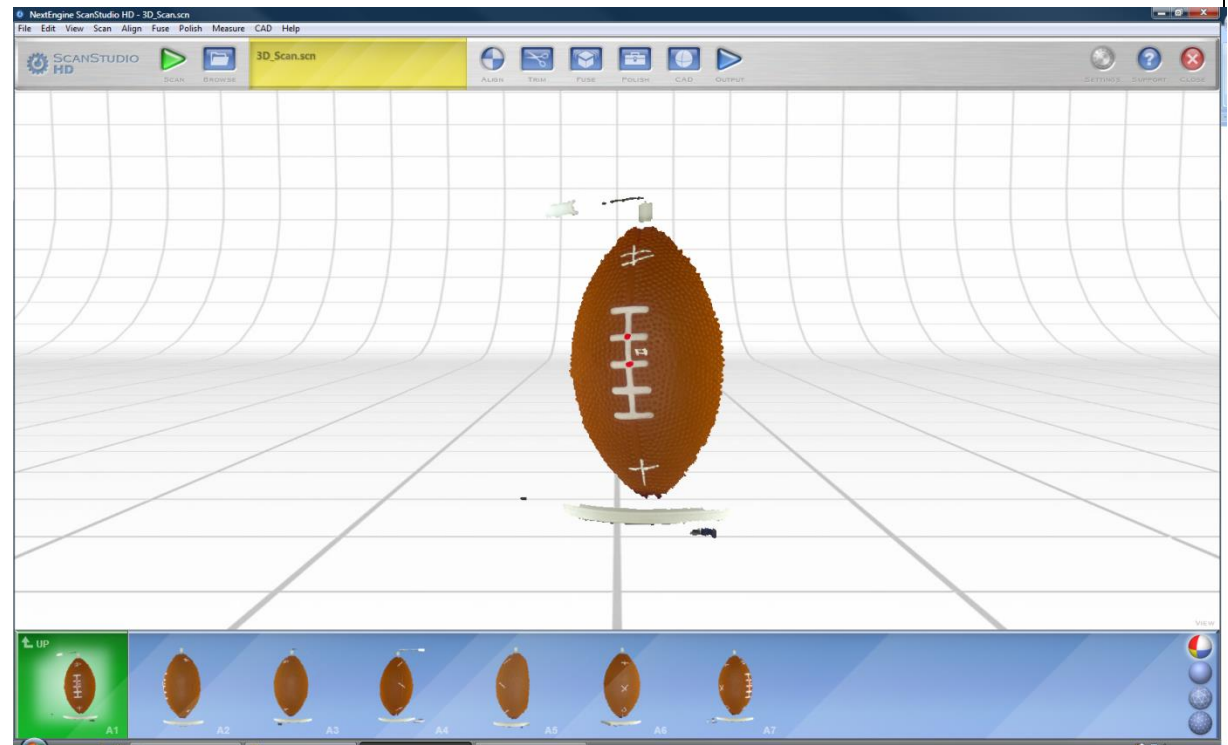
2. Select the following
 - a. Positioning: 360
 - b. Divisions: 7
 - c. Points / in³: 2.5k
 - d. Target: Neutral
 - e. Range: Macro



3. Select: Start



Results

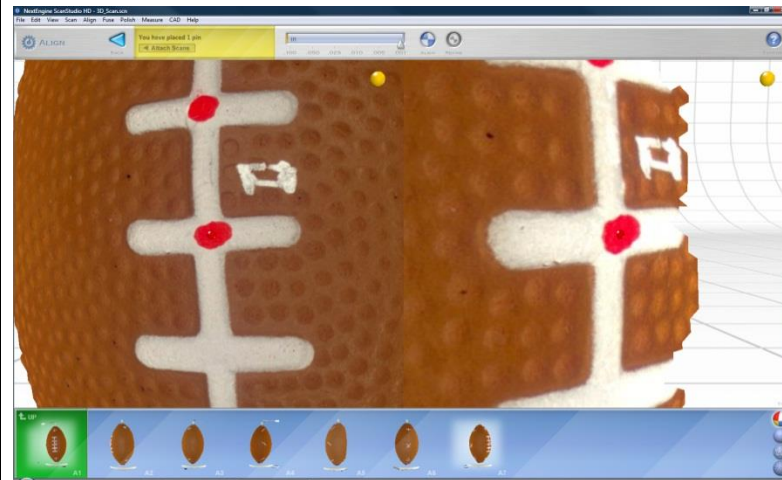


Align (Note: This step may not be required in the current version of the software)

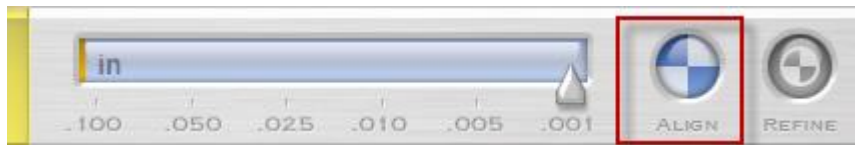
1. Select: Align



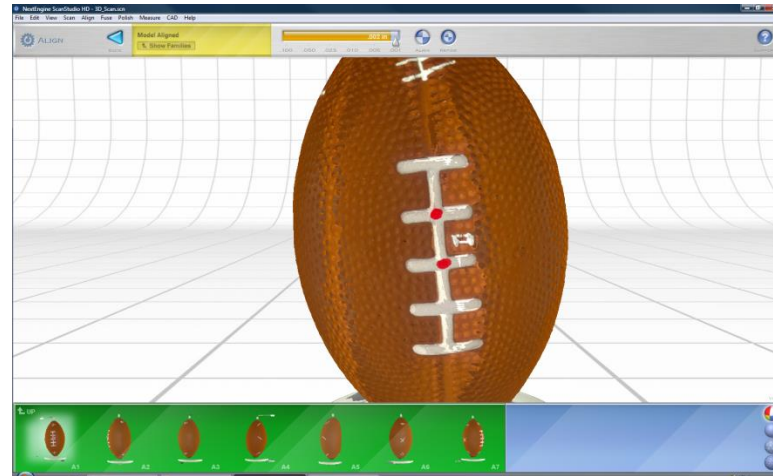
2. Drag the red dot to a common point.



3. Select: Align



Results



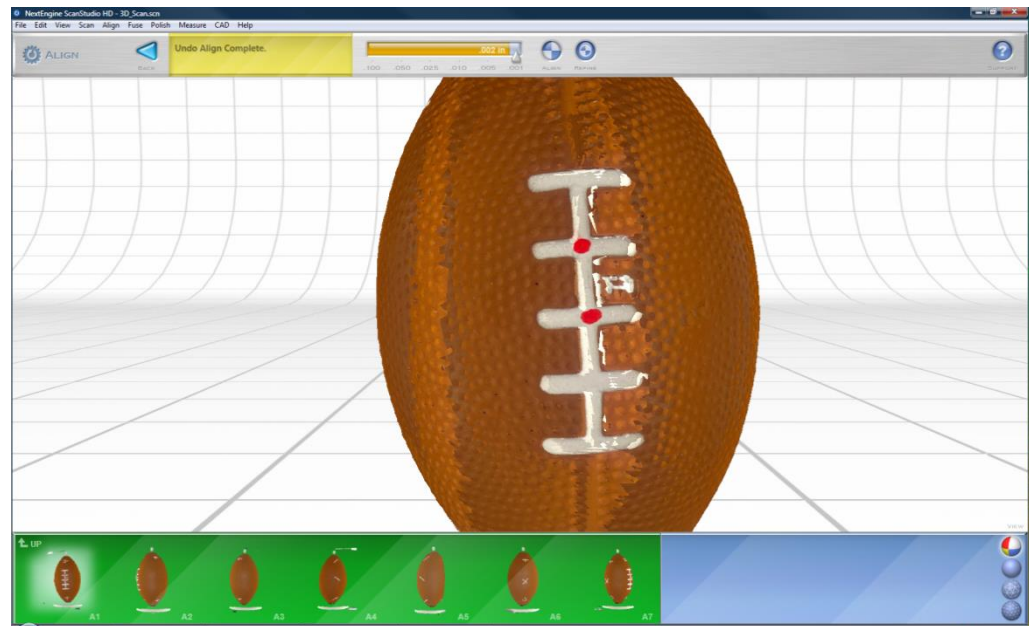
Notes:

If the results look something like this try the following:

1. Select: Refine



2. Repeat the alignment process. Select a different reference point



Trim



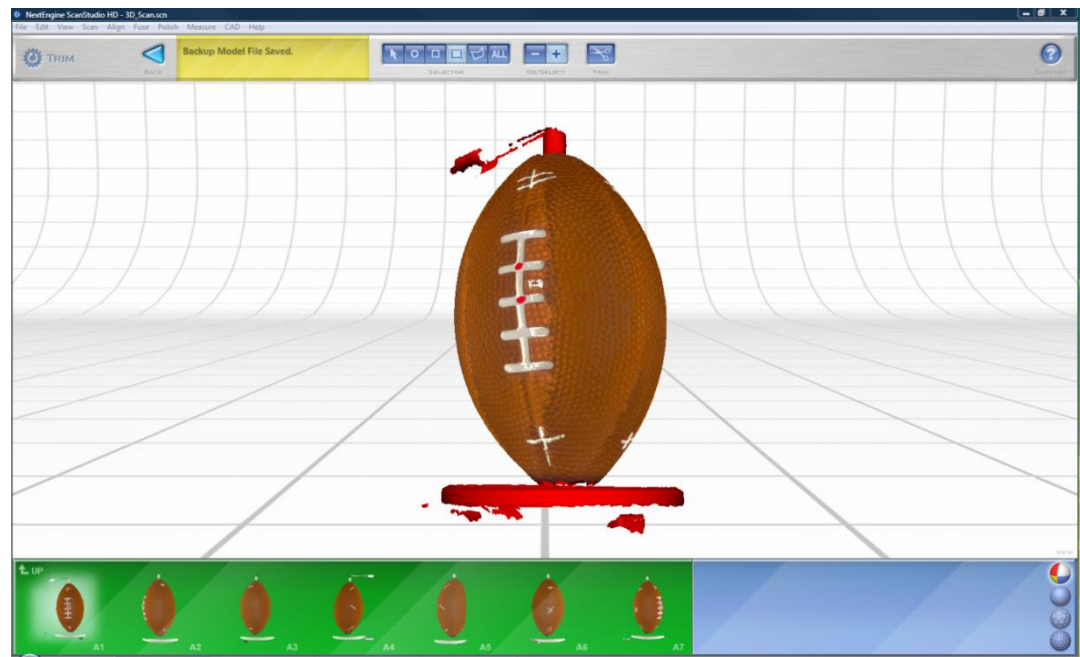
1. Select: Trim

2. Use the following controls

a. Pointer mode



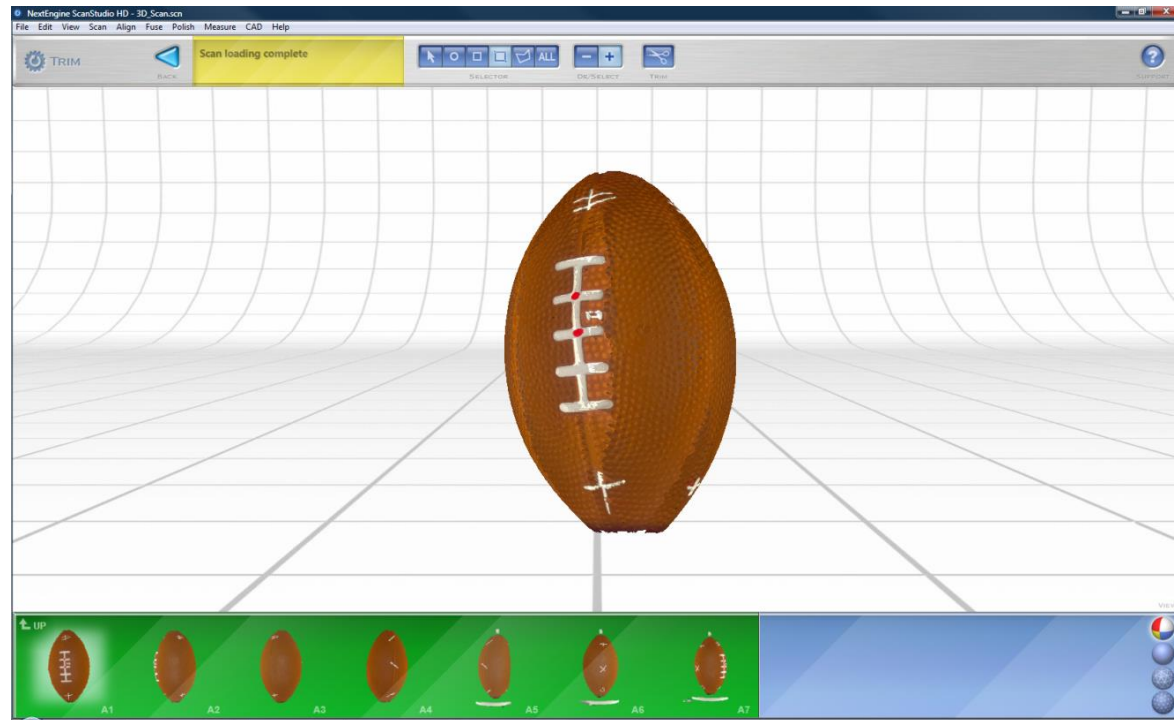
b. Rectangular Selection:



1. Select: Trim



Results:



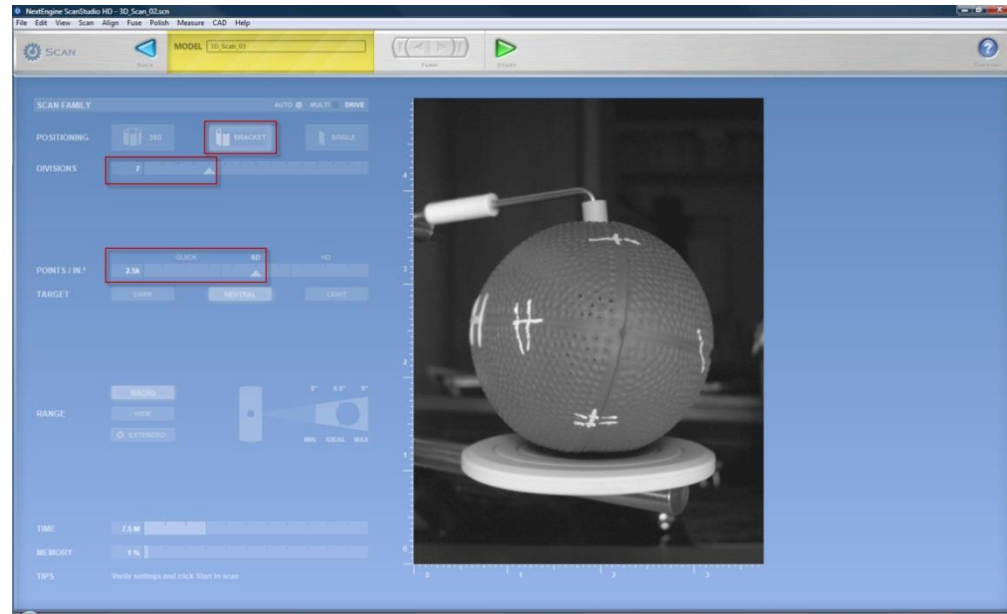
Scan

1. Select: Scan

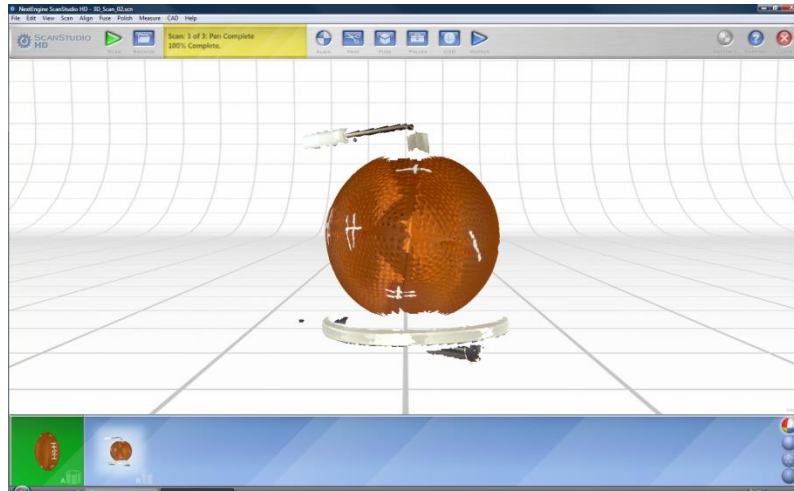


2. Select the following
- a. Positioning: Bracket
 - b. Divisions: 7
 - c. Points / in³: 2.5k
 - d. Target: Neutral
 - e. Range: Macro

3. Select: Start



Results





Trim

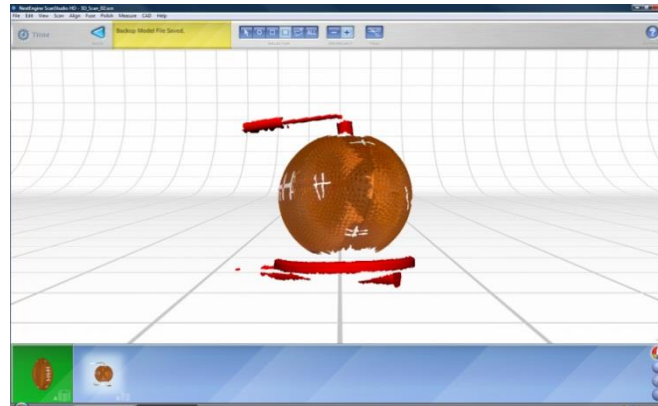
3. Select: Trim



4. Use the following controls

a. Pointer mode 

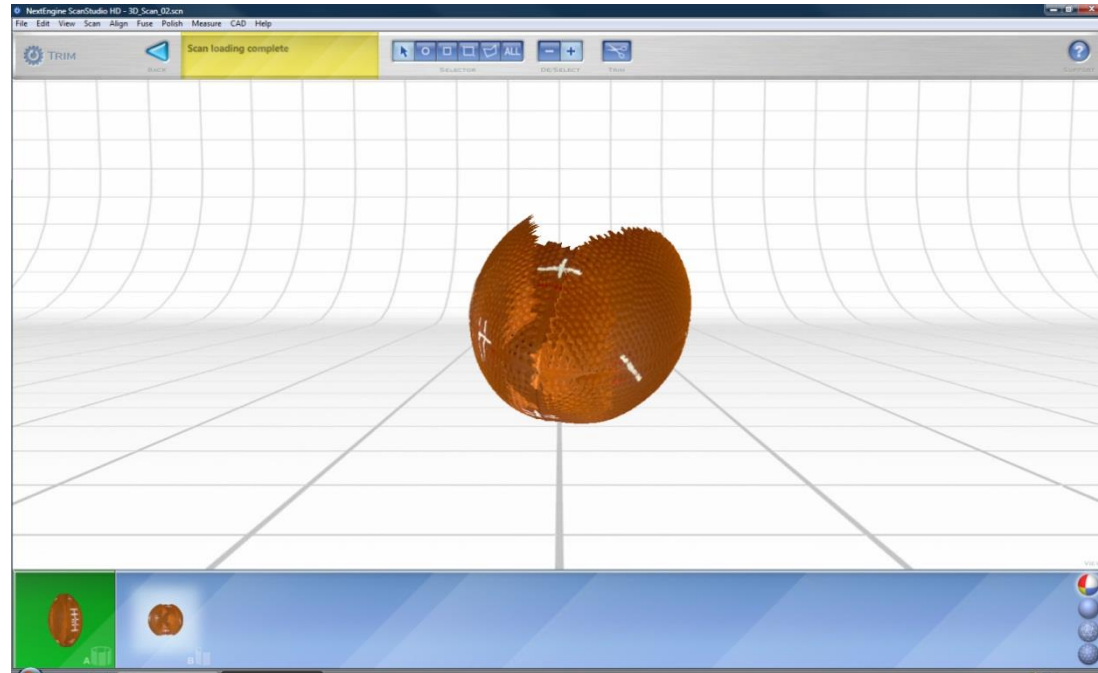
b. Rectangular Selection: 



2. Select: Trim



Results:

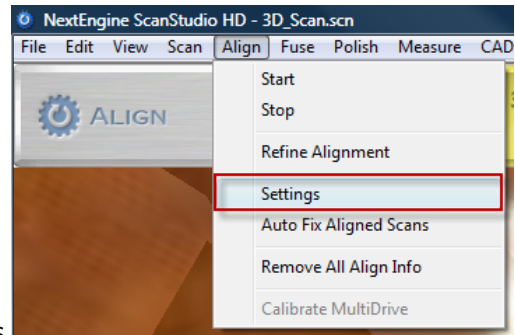


Align

1. Select: Align



2. Select: Align | Settings



3. Select
- a. Family A
 - b. Fixed

Display align freedom settings

Family A | Family B

Freedom

☒ Fixed (will not be moved by alignment)

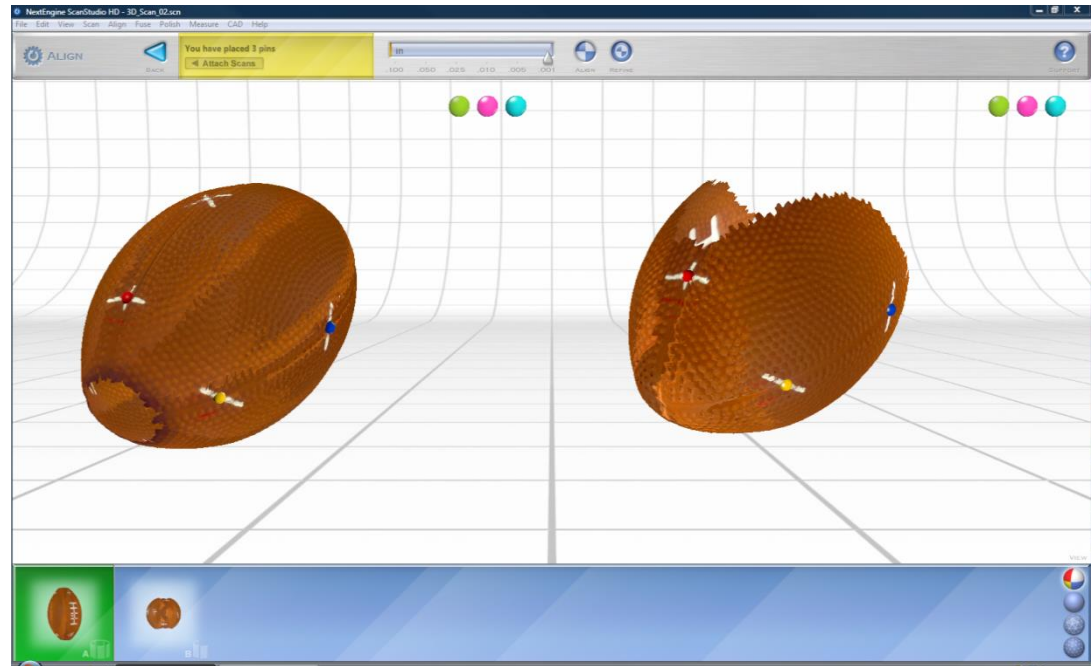
	Inches		Degrees
delta X:	70.000000	delta a:	180.000005
delta Y:	70.000000	delta b:	180.000005
delta Z:	70.000000	delta c:	180.000005

Turntable scan

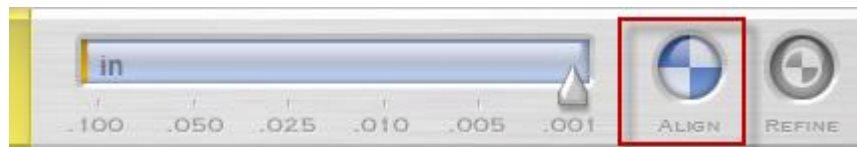
☒ Enable Turntable Alignment on this family

OK Cancel

4. Locate pins a 3 common points on each family



5. Select: Align



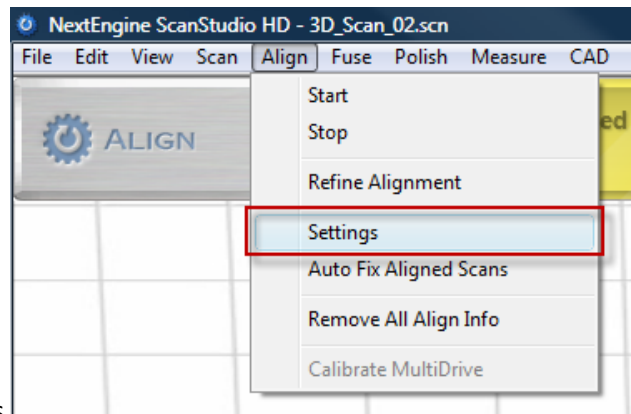
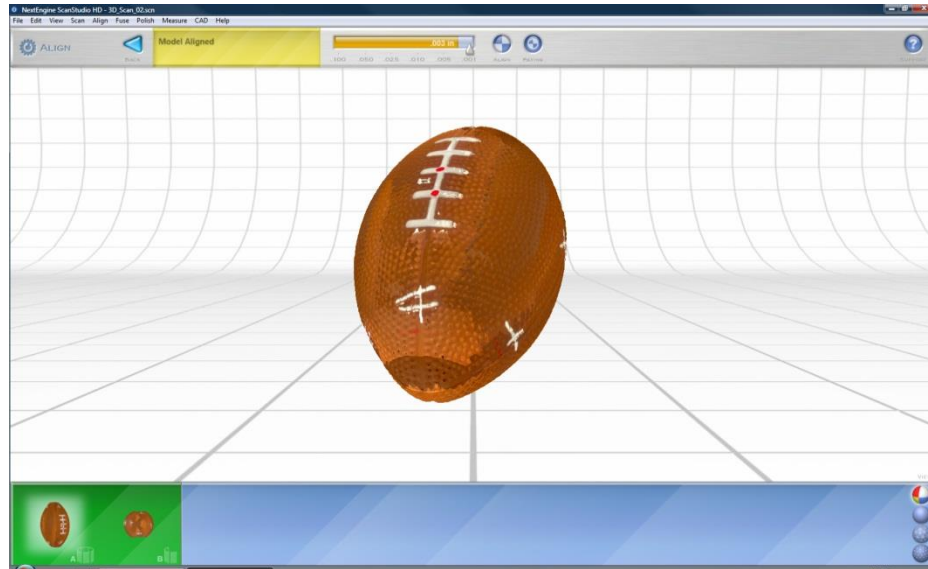
Results:

If needed do the following

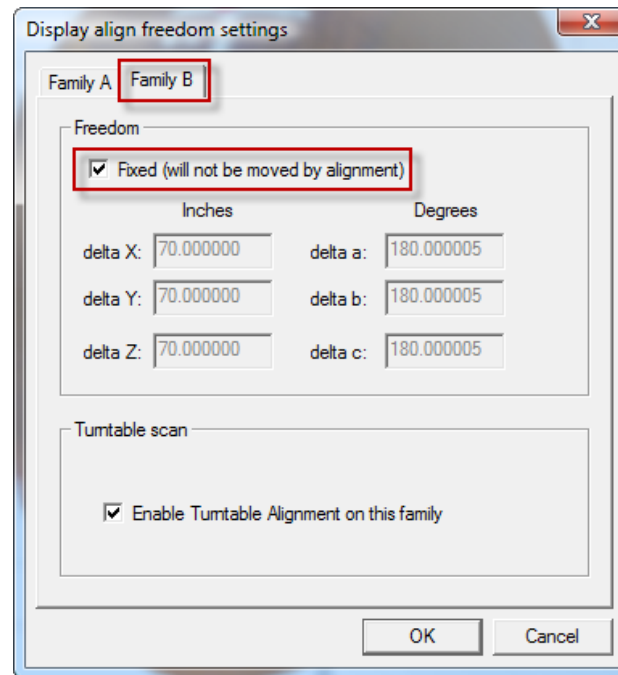
1. Select: Refine



2. May need to check / re-do other alignments



6. Select: Align | Settings

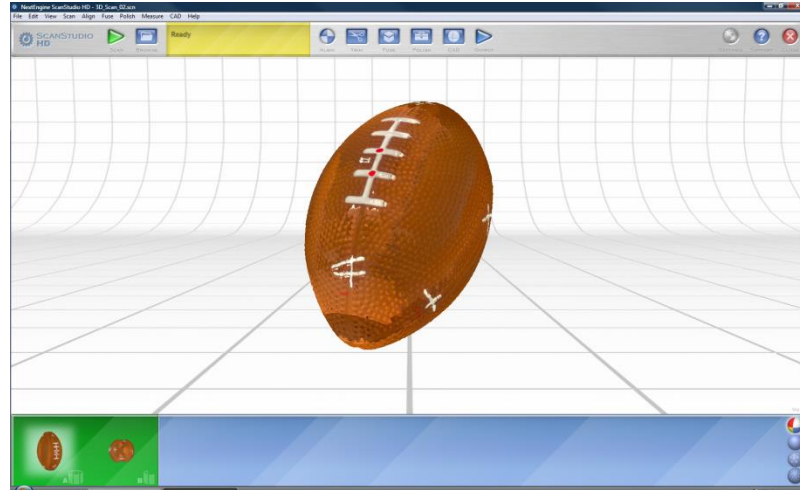


7. Select: Family B | Fixed

Note: If things still don't look aligned, try re-aligning the individual family scans. Try the following:

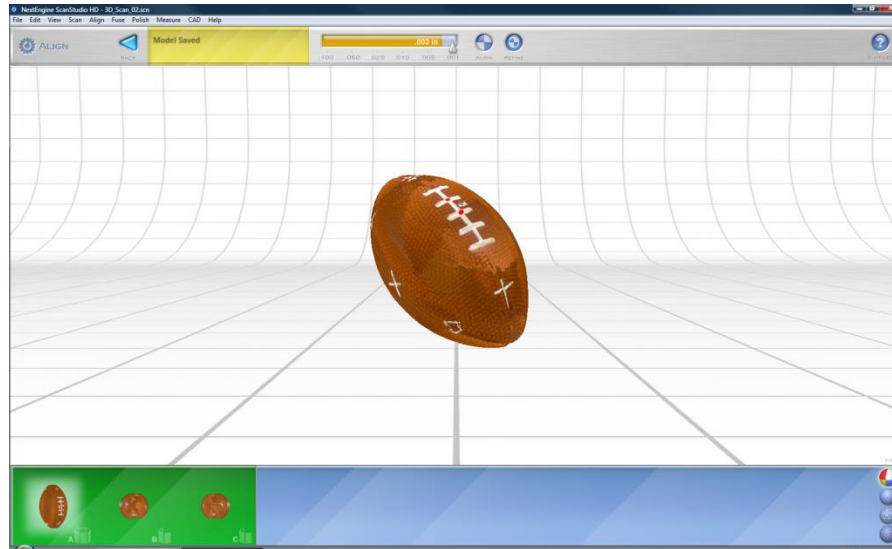
1. Select different locations for the pins
2. Add a pin to the selection set

Results



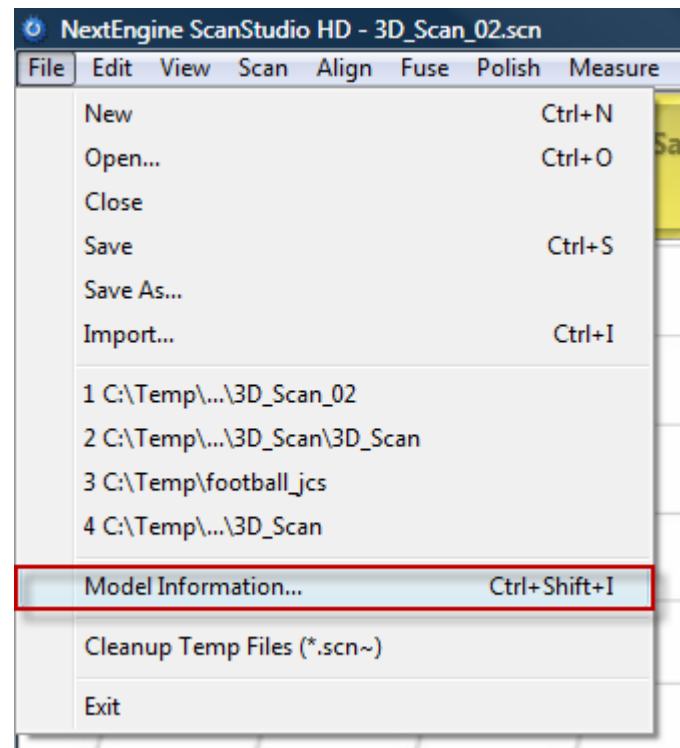
Repeat the process for the other end of the football

1. Scan: Bracket Scan
2. Trim
3. Align this family to the previous families.



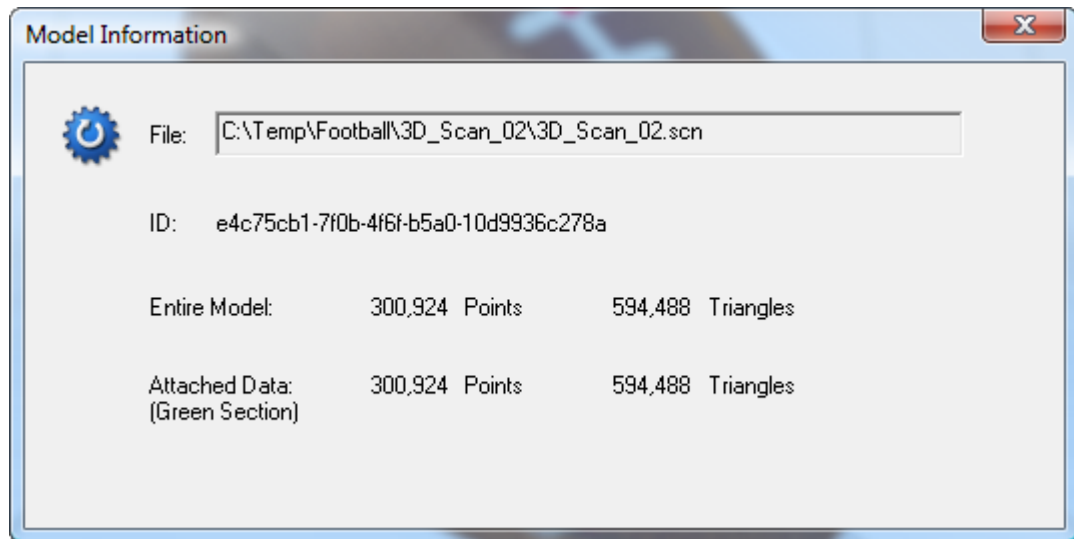
Fuse

1. Select: File: Model Information

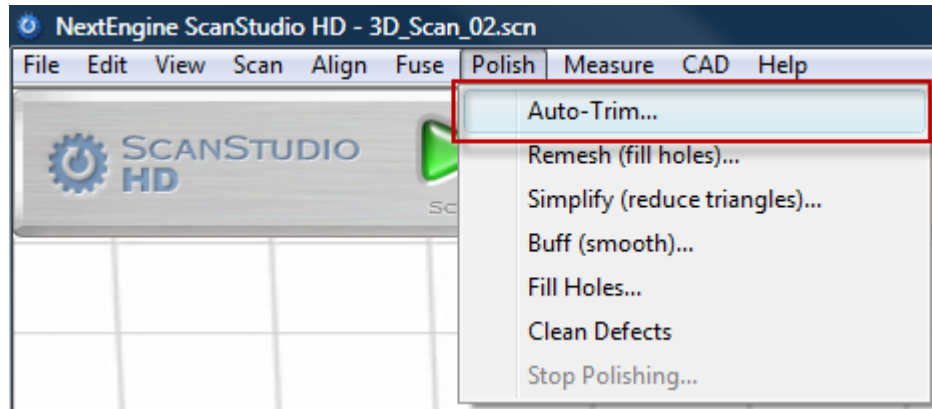


2. Check the point Count: Size is appropriate for continuing.

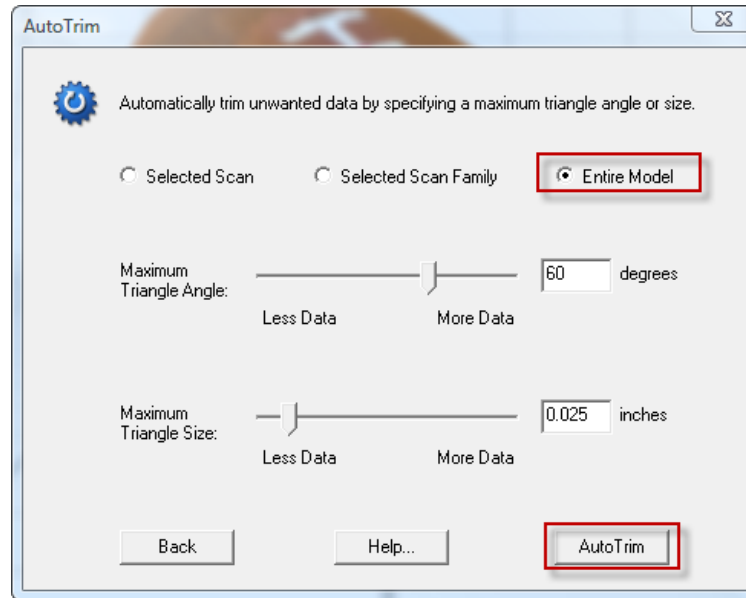
Note: Support information provides suggestions for large models.



3. Select: Polish | Auto-Trim (Probably not required)



4. Select: Entire Model | Auto-Trim



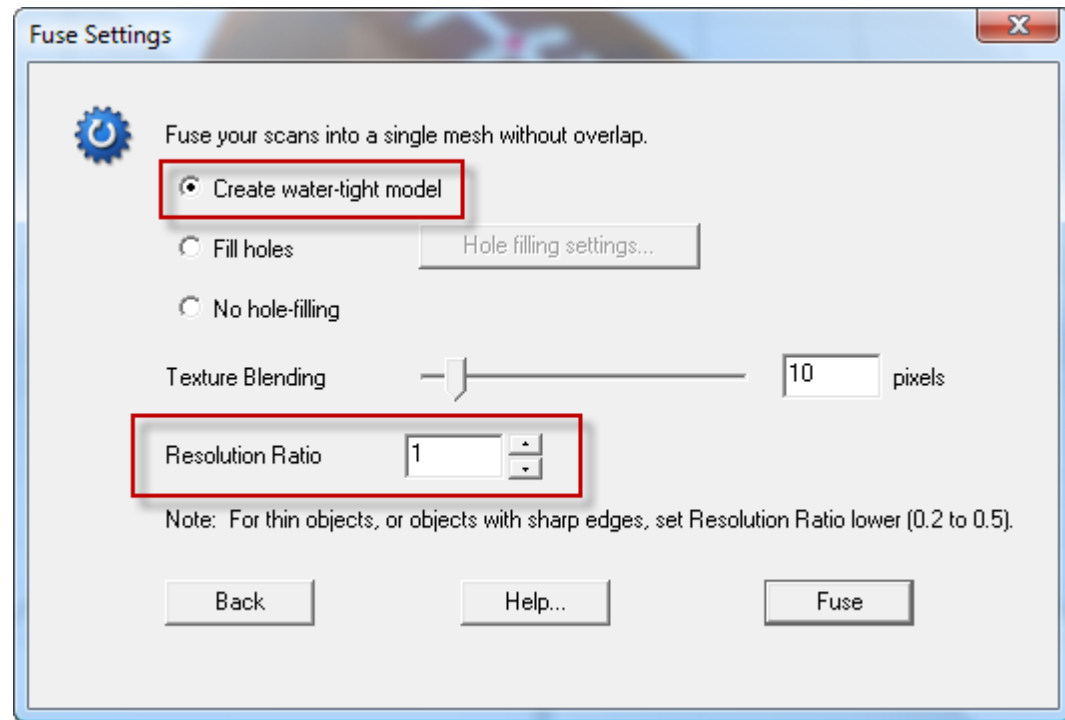
5. Select: Fuse



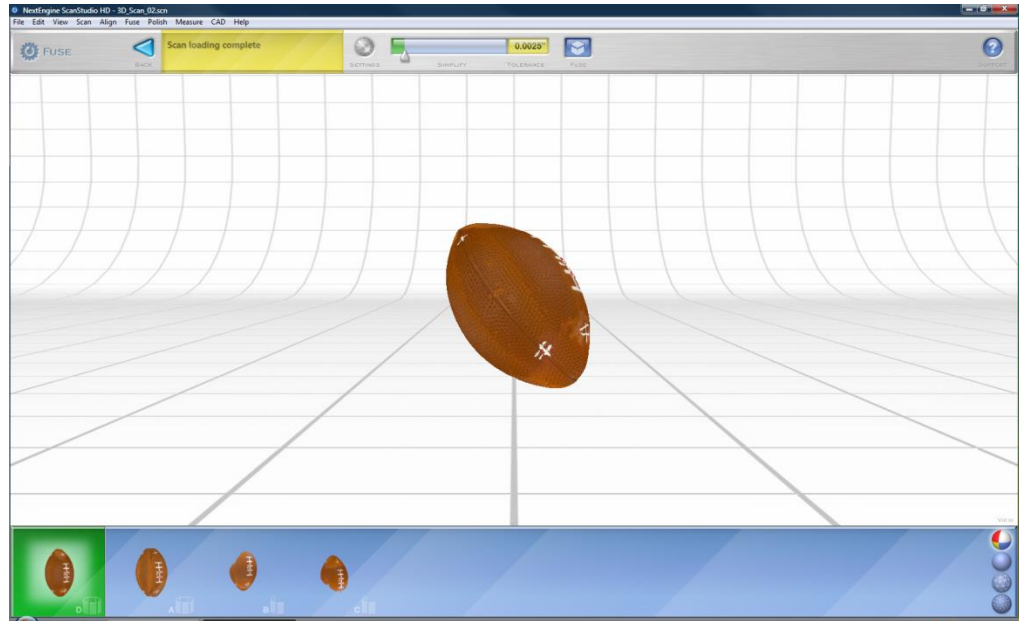
6. Select: Settings



7. Select: Create water-tight model
8. Set: Resolution Ratio= 1



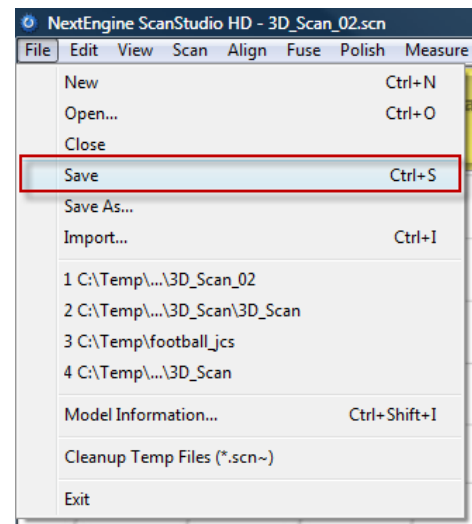
Results



Save

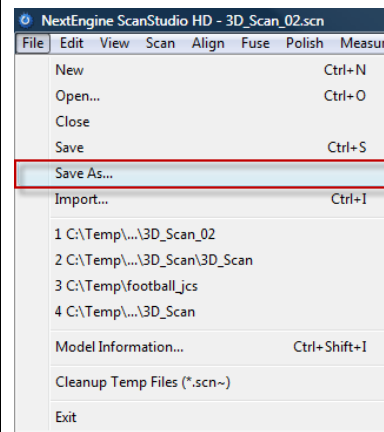
1. Select: File: Save

Note: Saving Frequently is recommended



2. Select: File | Save-As

Note: Support information provides suggestions for large models.



3. Select: Save as type: .nzip

Notes:

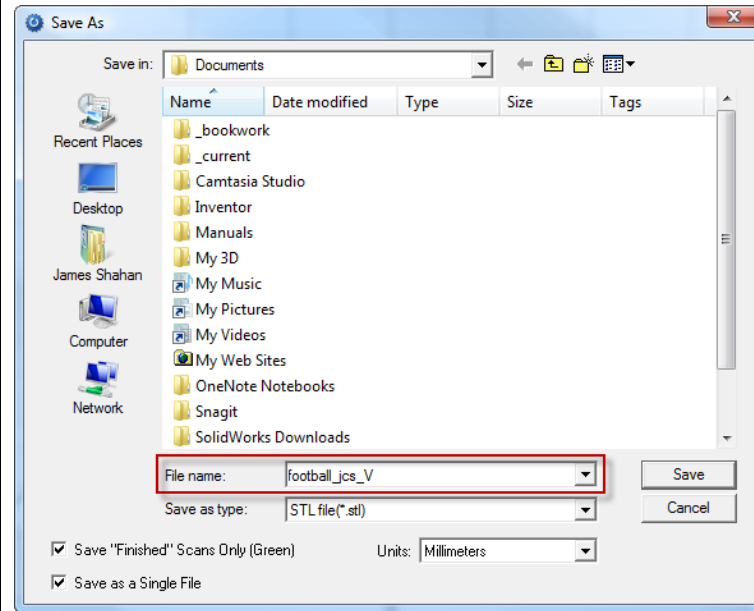
- This file contains all of the compresses and save all of the required information in a single file. This is the only file that has to be saved for future use.
- Copy this file to an alternate location (backup)
 - Highly Reccomended



4. Select: File | Save-As
5. Select: Save as type: .stl

Note:

- Possible use of units
- Select: Binary



Finish / File management

1. Make sure the final files(nzip) are copied to a back-up location.
2. Clean-up / delete other files.