![Artec 3D logo with SOLIDWORKS]

Artec 3D

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CERTIFIED
Solution Partner

SOLIDWORKS

EVA

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PORTABLE 3D SCANNER
FOR FAST & ACCURATE SCANNING

A MARKET LEADER IN EASY AND HIGH-QUALITY 3D SCANNING

Artec Eva has long been a best-selling portable 3D scanner for creating sharp, clean, and accurate 3D models at ultra-fast speed and high resolution. Trusted by thousands of leading brands including NASA, Siemens, and IKEA, Eva is a versatile solution designed to capture all kinds of small to medium-sized objects, from machine parts and furniture, to sculptures and human bodies. An ideal choice for reverse engineering, rapid prototyping, and any application where accurate and high-quality 3D data is a must.

ACCURACY:
UP TO 0.1 mm

RESOLUTION:
UP TO 0.2 mm

SPEED:
16 FPS

OBJECT SIZE:
SMALL TO MEDIUM

LIGHTWEIGHT:
0.9 kg

WARRANTY:
2 YEARS

WHY EVA?

PORTABLE & EASY TO USE

Lightweight and compact, Eva was designed for a comfortable and flawless 3D scanning experience. The scanner comes in a robust yet stylish hard case to ensure safe transportation and storage. For the smoothest scanning experience at remote sites with no access to an electrical outlet, simply connect Eva to the Artec battery pack, which can power the scanner for up to 6 hours.
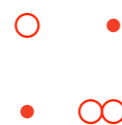
ACCURATE & HIGH-QUALITY RESULTS

Create high-quality 3D scans of medium to large parts with 0.1 mm accuracy and 0.2 mm resolution, and in brilliant color.

TARGET-FREE SCANNING

Eva uses hybrid geometry and color tracking methods for the best possible data capturing and faster data processing. As a result, no targets are required for accurate results!

FAST SETUP & SCANNING SPEED

Need to scan something fast? Eva is your choice. With 16 frames per second speed, Eva captures and processes up to two million points per second. And the best part, no calibration is needed – just point and shoot.

AI-POWERED HD MODE

Powered by the Artec state-of-the-art AI neural engine, the new HD mode brings Eva's resolution to the next level, and allows you to achieve razor-sharp and noise-free 3D scans in 0.2 mm resolution.

GREAT FOR BLACK & SHINY SURFACES

A nightmare for many scanners, reflective and dark surfaces can be digitized in full color and great resolution like any other "easy to capture" surface.

A TRIED AND TESTED PRODUCT USED IN A WIDE RANGE OF INDUSTRIES

Eva's ease of use, speed, and precision have made it an ideal product used across various industries by top companies in the fields of automotive, aircraft and aerospace manufacturing, IT, consumer goods, healthcare, sports, forensics, entertainment, movies, fashion, education, architecture, and many others.

Its applications go far and wide from rapid prototyping, reverse engineering, and quality inspection to design, animation, prosthetics, and heritage preservation.

ONE SCANNER FOR MANY YEARS

When purchasing Artec Eva, you get a scanner with proven technology, which like a fine wine gets better with time as new features introduced each year make Eva more powerful than ever.

EXCEPTIONAL COLOR CAPTURE FOR CGI, AR, AND VR

With up to 1.3-megapixel texture resolution and advanced automatic software tools, including enhanced color reproduction and auto glare removal, Eva is the perfect choice for creating vivid color 3D assets and avatars ready for movies, games, VR, and AR applications.
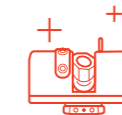
EASILY PAIRED WITH ALL ARTEC SCANNERS

Eva can be paired with any scanner in the Artec family. Combine it with Space Spider to scan medium to large surface areas with very small, intricate details, or with Artec Ray for capturing very large objects faster, and with greater resolution for smaller sections.

SPECIAL PRICES FOR EDUCATION

Versatile and easy to use, Eva is a great scanner for entry-level users and a go-to choice for classrooms, makerspaces, and 3D workshops. Contact us to learn more about prices for educational and research organizations.

TECHNICAL SPECIFICATIONS

3D point accuracy, *up to*	0.1 mm
3D resolution, *up to*	0.2 mm
3D accuracy over distance, *up to*	0.1 mm + 0.3 mm/m
HD Mode	Yes
Working distance	0.4 – 1 m
Linear field of view, *H×W @ closest range*	214 × 148 mm
Linear field of view, *H×W @ furthest range*	536 × 371 mm
Angular field of view, *H×W*	30 × 21°
Ability to capture texture	Yes
Texture resolution	1.3 mp
Colors	24 bpp
3D reconstruction rate, *up to*	16 fps
Data acquisition speed, *up to*	18 mln points/s
3D exposure time	0.0002 s
2D exposure time	0.00035 s
3D light source	Flash bulb
2D light source	White 12 LED array
Interface	1 × USB 2.0, USB 3.0 compatible
Calibration	No special equipment required

Computer requirements

Supported OS	Windows 7, 8 or 10 x64
Recommended computer requirements	Intel Core i7 or i9, 64+ GB RAM, NVIDIA GPU with CUDA 6.0+ and 8+ GB VRAM
Minimum computer requirements	**HD:** Intel Core i7 or i9, 32 GB RAM, NVIDIA GPU with CUDA 6.0+ and 2 GB VRAM **SD:** Intel Core i5, i7 or i9, 12 GB RAM, GPU with 2 GB VRAM

Output formats

3D mesh formats	OBJ, PLY, WRL, STL, AOP, ASC, PTX, E57, XYZRGB
CAD formats	STEP, IGES, X_T
Formats for measurements	CSV, DXF, XML

Power source and dimensions

Power source	AC power or external battery pack
Dimensions, *H × D × W*	262 × 158 × 63 mm
Weight	0.9 kg / 2 lb