

Artec Eva™ Specifications

	Artec Eva Lite	Artec Eva
Ability to capture texture	No	Yes
3D resolution, up to	0.5 mm	
3D point accuracy, up to	0.1 mm	
3D accuracy over distance, up to	0.03% over 100 cm	
Texture resolution	Not Applicable	1.3 mp
Colors	24 bpp	
Light source	flash bulb (no laser)	
Working distance	0.4 – 1 m	
Linear field of view, HxW @ closest range	214 mm x 148 mm	
Linear field of view, HxW @ furthest range	536 mm x 371 mm	
Angular field of view, HxW	30 x 21°	
Video frame rate, up to	16 fps	
Exposure time	0.0002 s	
Data acquisition speed, up to	2 000 000 points/s	
Multi core processing	Yes	
Dimensions, HxDxW	261.5 x 158.2 x 63.7 mm	
Weight	0.85 kg / 1.9 lb	
Power consumption	12V, 48W	
Interface	1 x USB2.0	
Output formats	OBJ, PLY, WRL, STL, AOP, ASCII, PTX, E57, XYZRGB	
Output format for measurements	CSV, DXF, XML	
Processing capacity	40'000'000 triangles/1GB RAM	
Supported OS	Windows 7 or Windows 8 - x64	
Minimum computer requirements	i5 or i7 recommended, 8Gb RAM, NVIDIA GeForce 400 series	
Calibration	no special equipment required	

Specifications subject to change without notice.