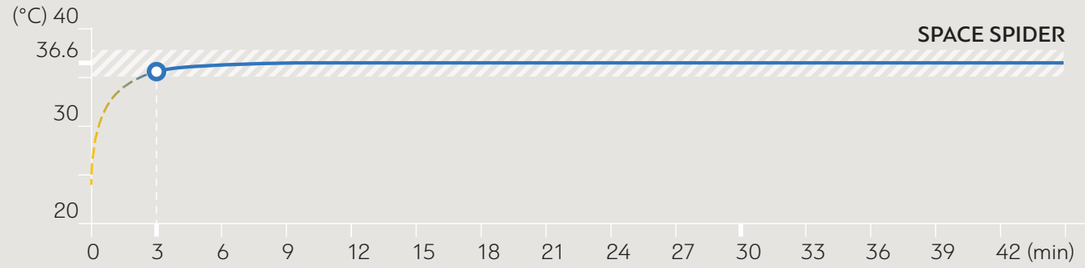
	EVA	SPACE SPIDER
Ability to capture texture	Yes	
3D resolution, up to	0.5 mm	0.1 mm
3D point accuracy, up to	0.1 mm	0.05 mm
3D accuracy over distance, up to	0.03% over 100 cm	
Texture resolution	1.3 mp	
Colors	24 bpp	
Light source	flash bulb	blue LED
Working distance	0.4 – 1 m	0.2 – 0.3 m
Linear field of view, H×W @ closest range	214×148 mm	90×70 mm
Linear field of view, H×W @ furthest range	536×371 mm	180×140 mm
Angular field of view, H×W	30 x 21°	
Video frame rate, up to	16 fps	7.5 fps
Exposure time	0.0002 s	
Data acquisition speed, up to	2 million points/s	1 million points/s
Multi core processing	Yes	
Dimensions, H×D×W	261.5×158.2×63.7 mm	190×140×130 mm
Weight	0.85 kg / 1.9 lb	
Power consumption	12V, 48W	12V, 24W
Interface	1 x USB 2.0, USB 3.0 compatible	
Output formats	OBJ, PLY, WRL, STL, AOP, ASCII, PTX, E57, XYZRGB	
Output format for measurements	CSV, DXF, XML	
Processing capacity	40 million triangles / 1GB RAM	
Supported OS	Windows 7, 8 or 10 – x64	
Minimum computer requirements*	i5 or i7 recommended, 12Gb RAM	i5 or i7 recommended, 18Gb RAM
Calibration	no special equipment required	

**Please refer to www.artec3d.com for detailed hardware requirements.*

Space Spider
Warm up period for achieving maximum accuracy



To achieve the very best results, every measurement tool is usually tuned to the conditions of a particular use case. Space Spider, however, keeps its precision in a wide range of temperatures and adjusts to the conditions in only 3 minutes, saving you precious time.

temperature range for achieving maximum accuracy

Field of view
of Artec Scanners