

Revopoint POP 3D Scanner – User Guide

For desktop or laptop use: the scanner must be connected via USB 3 for sufficient power/connection.

For mobile devices: the scanner should be connected via USB to a power supply and can connect wirelessly to a personal hotspot.

The scanner can only be connected to one device at a time.

The scanner is unable to scan moving objects, transparent objects, or objects in direct sunlight.

Use provided marker dots on items without geometric features (smooth objects like balls, cups, etc.) to be able to scan these items.

How to Scan

1. Place an object on a table, turntable, or in view of the scanner as applicable
2. Connect POP to computer via USB
3. Open Handy Scan program
4. Click "New" to start a new project
5. Select "Scan Mode" and "Texture"
 - a. Scan Mode
 - i. Feature
 1. objects with geometric features like statues, figures, etc.
 - ii. Marker
 1. objects without geometric features with added markers for scanning
 - iii. Face
 - iv. Body
 - v. Dark
 - b. Texture
 - i. No Color or Color
 1. Most scans for 3D printing will not be color as the 3D printer extrudes a single-color filament at time.
 6. Adjust the distance of the object and scanner until the distance reads as "Excellent"
 7. Adjust parameters (Auto first, then Manual)
 8. Click "Start" to scan
 9. Click "Stop" to complete scanning
 10. Select "Mesh" to convert the scanned point cloud data into a mesh
 - a. This can be done later in Handy Studio software if you wish to skip and make other adjustments in Handy Studio
 11. Select "Texture" to adjust color settings of the scan (Only available for Color scans)
 12. Click "Export" to output the 3D model (3 file formats supported: .ply, .stl and .obj.)

File Naming Conventions

- If you save the scanned 3D model as a .PLY file
 - NAME.ply (Point Cloud)
 - NAME_mesh.ply (Mesh no color)

- NAME_mesh_tex.ply (Mesh with color)
- NAME_mesh_tex.jpg (Texture color image)
- If you save the 3D model as an .STL file:
 - NAME.stl (Point Cloud)
 - NAME_mesh.stl (Mesh no color) **color models are not saved in the STL file format
- If you save the 3D model as an .OBJ file:
 - NAME.obj (Point Cloud) NAME_mesh.obj (Mesh no color)
 - NAME_mesh_tex.obj (Mesh with color)
 - NAME_mesh_tex.mtl NAME_mesh_tex.jpg (Texture color image)
- NOTE: NAME_mesh_tex.obj, NAME_mesh_tex.mtl & NAME_mesh_tex.jpg are the three components of a color 3D model in the OBJ file format.