3D SCANNING

3D scanning is one of the most widely used technologies that help in reverse engineering and miniaturization. It uses lasers, structured lighting etc. to create a point cloud data of decent accuracy and possibly appearance as well that can then be processed and later 3D printed or can be used to create cad models to replicate using any other means.

Kinect for Xbox 360 was a combination of Microsoft built software and hardware. The hardware included a range chipset technology , which developed a system consisting of an infrared projector and camera and a special microchip that generates a grid from which the location of a nearby object in 3 dimensions can be ascertained. This 3D scanner system called Light Coding employs a variant of image-based 3D reconstruction

SPECIFICATIONS

- 64 bit Processor
- Dual core (3.1GHz) or faster CPU
- 4GB of RAM
- NVIDIA CUDA Graphic card or a Kinect Fusion compatible GPU
- A compatible USB 3.0 port