Artec 3D
scanners

Artec Spider

Hand-held 3D Scanner

Perfect for CAD

Artec Spider is a 3D scanner with high resolution, high accuracy and ability to see sharp edges. Such features make Artec Spider a perfect solution for mass production and industrial design where higher-precision scanning of objects with sharp edges and intricate details is required.

No markers or any manual alignment during post-processing

Artec Spider doesn't require cumbersome calibration procedures at the beginning of each scanning session. Spider doesn't need markers to be placed of the object before scanning. Spider does not use electromagnetic tracking, so metal objects in the room do not interfere with performance of accuracy.

Capturing texture

By capturing highly detailed, color 3D models of people and objects, Artec Spider allows you to quickly and precisely digitize objects.

Almost unlimited possibilities

Artec Spider is a perfect solution for rapid prototyping and manufacturing, as well as industries such as medicine, automotive, aerospace, quality control, heritage preservation and graphic design where Artec 3D scanning technology has become indispensable.

Ease of use

Artec Spider weighs less than 1 kg, making it truly portable. This hand-held solution will be useful where you need to scan outside or travel to objects that cannot be transported. With Artec battery it can work for hours, making the process of scanning most comfortable and enjoyable.

Real time scanning and fusion

The scanner captures up to 7.5 frames per second and each frame is a 3D image. These frames are fused in real time, meaning that no complicated post-processing is required.

High speed and accuracy

Capturing and simultaneously processing up to 1 000 000 points per second, Spider scans dozen times faster than a laser scanner, while providing high resolution (up to 0.15mm) and superior accuracy (0.03 - 0.05mm).

Specifications

3D resolution	0.1 mm
3D accuracy	up to 0.03 mm
3D accuracy over distance	0.03% over 100 cm
Light source	blue diode
Field of view (closest range)	90x70 mm
Field of view (furthest range)	180x140 mm
Working distance	0.17-0.35 m
Ability to capture texture	yes
Video frame rate	up to 7.5 fps
Exposure time	0.0005 s
Data acquisition speed,	up to 1 000 000 points/s
Weight	less than 1 kg
Power consumption	24 W
Power voltage	12 V
Dimensions HxDxW	190x130x140 mm
Interface	1x USB 2.0
Compatibility	Windows Vista, Windows 7-64 bit, Windows 8
Minimum computer requirements	Intel® Core™ Quad, 8Gb RAM, NVIDIA GeForce 9 (9xxx) series
Stereo Support Requirements	NVIDIA Quadro or better
Calibration	no special equipment required

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