



## 3D Scanning – FAQs

3D DIGITISING & SOLUTIONS FOR FILM, TV & MULTIMEDIA

**Q: *How long does a scan take?***

A: This is dependant on the objects complexity and the amount of detail required. Small objects can often be scanned and the data delivered in under 24 hours. Complex film sets may take two or more days of scanning and a week of data building.

**Q: *How much does a scan cost?***

A: This is dependant on time – see above. Prices can range from around £450 to several thousand. Emailing us with a picture of the object you wish scanned with a scale reference can enable us to accurately generate a quote.

**Q: *What is the minimum/maximum size of an object that can be scanned?***

A: We really have little limit on scale – we simply tailor the system we use to the specific job. We have scanned everything from small coins to entire buildings and landscapes.

**Q: *Does an object's material and colour/texture matter?***

A: Yes. The darker and more specular (shiny) and object's surface is, the harder the it is to get a good return signal from the laser, and additional powdering or spraying may be required.

**Q: *Can you scan fur and hair?***

A: To obtain the best results, fur or hair must usually be powdered. However we can generate a rough model without powder by increasing the sensitivity of the laser, which results in more noise, and thus requires more smoothing.

**Q: *Can you scan outdoors?***

A: Some of our scanners are designed to be used outside, such as our LiDAR system. Other systems are more sensitive to natural light and the weather, but most outdoor scans have never presented any problems.

**Q: *Is the laser eye-safe?***

A: Yes – all our systems are eye-safe.

**Q: *Will you need to powder a head scan subject's hair?***

A: To achieve the best results – yes. However there is a workaround that produces a lower resolution mesh if powdering is not possible (such as prior to a photo session or shoot).

**Q: *Can you capture an object's colour?***

A: Although our systems capture a reference image, it is of too low resolution to be usable in production and is not UV mapped to the resultant data. We can however provide a professional photographer for £350/day to capture very high resolution images, professionally lit to eliminate shadows.

**Q: *What format is the scan data produced in?***

A: Our standard output format is OBJ. However we can output data as a polygonal mesh in just about any industry standard format. Please note that certain formats such as .DXF and .STL are very large and may incur additional upload costs. OBJ output is free of charge. NURB and Sub-D models require considerable time to generate and incur an additional modelling fee.

**Q: *How can I access the finished scan data? How is it delivered?***

A: We utilise the FRONT servers in Soho to store and deliver data. On completion a finished model is uploaded and a link to the data sent via email. This means that anyone working on the project can access the data via that link, rather than our clients having to distribute the data internally.

**Q: *I've heard scan data is rather polygon-heavy. Can you reduce this?***

A: Yes. We provide three levels of polygon count as standard on all our models – usually 100% (or the maximum poly count you are happy to take), 50% and 20%. Additional models can always be generated from the original data, often at no additional cost.

**Q: *I need the scan data surfaced with SUB-Ds and displacements generated. Can I choose that as an output format?***

A: Yes. However, surfacing models requires considerably more time and is quoted separately to scanning, based on an object's complexity and end use.

**Q: *Does your body scanning utilise a step-on/step-off system?***

A: No. To minimise client costs we scan a subject from several angles and then merge the data into a final model. However should you have to scan a large number of subjects in a short space of time, we can provide a step-on/step-off system at additional cost.

**Q: *Can you scan costumes and clothing?***

A: Yes. However very dark/shiny items may prove problematic. In the past for large wardrobes, we have obtained fabric samples to test suitability. There is no charge for such preliminary tests.

**Q: *Do I have to send the object to you or can you come to us?***

A: We can travel to you, although travel/insurance costs may be incurred. Our catchment area is between Pinewood and Shepperton studios and the West End. Travel to these locations is usually free of charge. To other locations the cost is usually around £0.60 per mile from West Drayton.

**Q: *Is there a sliding scale of cost?***

A: Yes. Should you only require a rough model for modelling/tracking purposes, the cost is less than if you require a watertight, clean poly model. We also usually reduce costs for scanning a large number of items.

**Q: *Is there an approval process?***

A: Unless otherwise specified by you, our datasets are always supplied finished to the highest possible standard. In the unlikely event that you have an issue with a model supplied, it will be corrected immediately and new data uploaded for your approval.

**Q: *Our project is highly confidential. Are you willing to sign an NDA?***

A: Due to the high-profile nature of many of the projects we work on, NDAs are often a normal procedure for us. However, even without them, client confidentiality remains a high priority for us. Only those that work on your data or individuals specified by you will ever view or have access to that data.

**Q: *How do I obtain a quote?***

A: The best way to obtain an accurate quotation is to email us an image/images of what you require scanned, with some sort of scale reference (such as a ruler or someone standing by the object should it be large) visible in at least one image. The more initial information that you can provide us with, with regard to the object and its location, the faster we can provide a firm quote.

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