Advanced Mode

## Post-processing data in Advanced Mode.
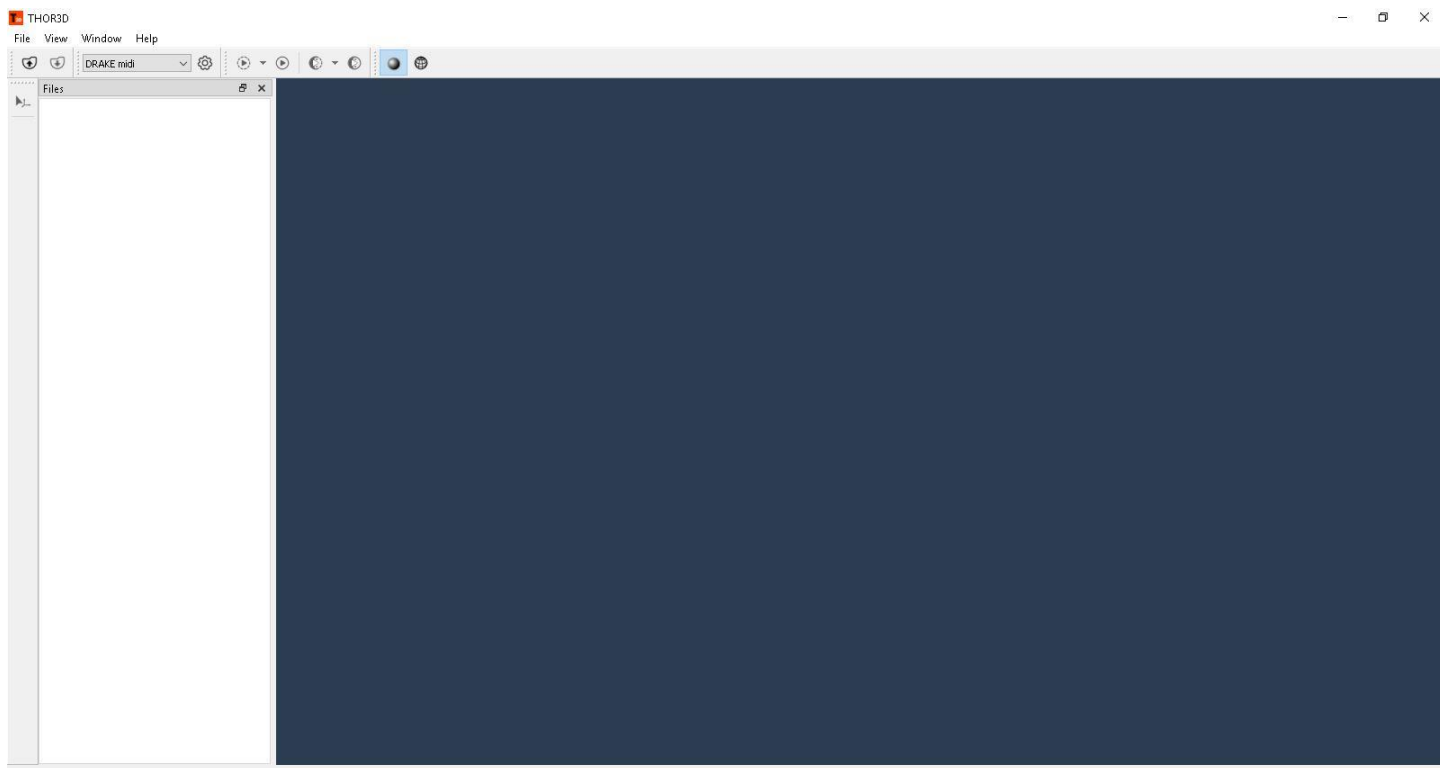
In order to get a polygonal model based on the scanned data one needs to use the Thor3D Suite software.

There are two modes available: Quick Mode and Advanced Mode. The major difference between them is the set of applicable tools.

Advanced Mode offers full functionality to the user. For instance, ability to select one of four post-procession modes:

Start non-textured – start post-procession, this includes registration of the surfaces and finalization of the polygonal mesh.

Start textured – allows to apply texture map to the polygonal result.

Start multiple non-textured – post-procession of several scans into one combined result.

**Start multiple textured** – allows to receive a texturized result based on the data from several scans.

With the help of this icon ⚙ user may select preferable settings.
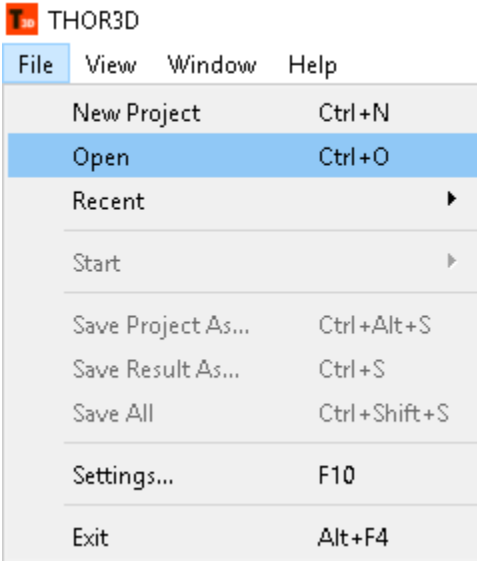
After the scanning session is complete, the scanner produces an .ascan file, which needs to be transferred to the computer either using USB drive or a local area Wi-Fi network. Press **Open** to select file destination. For example: USB drive -> Scans -> project folder -> file name.

When all files are successfully uploaded in the software, choose the desired **Settings** (in the dialog window choose values for such parameters as Filling holes, Resolution, Filtering by size, Simplification and so on).

Depending on the needs, select one of the four options to start post-procession.
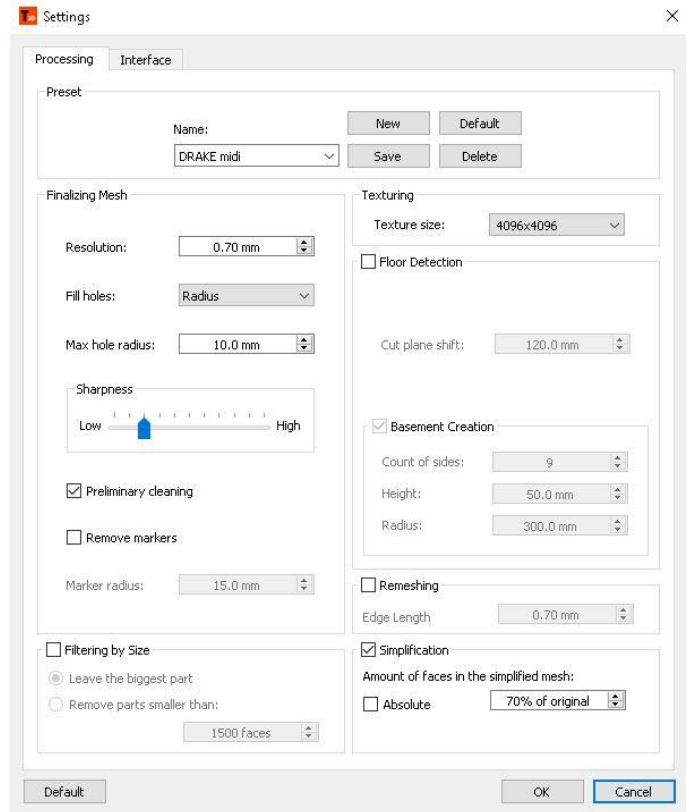
When the post procession is done the result will appear in the file tree on the left. This process may take from 1 minute to hours, depending on the file size and hardware specs of your computer.

The Advanced mode of the Thor3D Suite software allows to edit the polygonal result with this set of instruments:
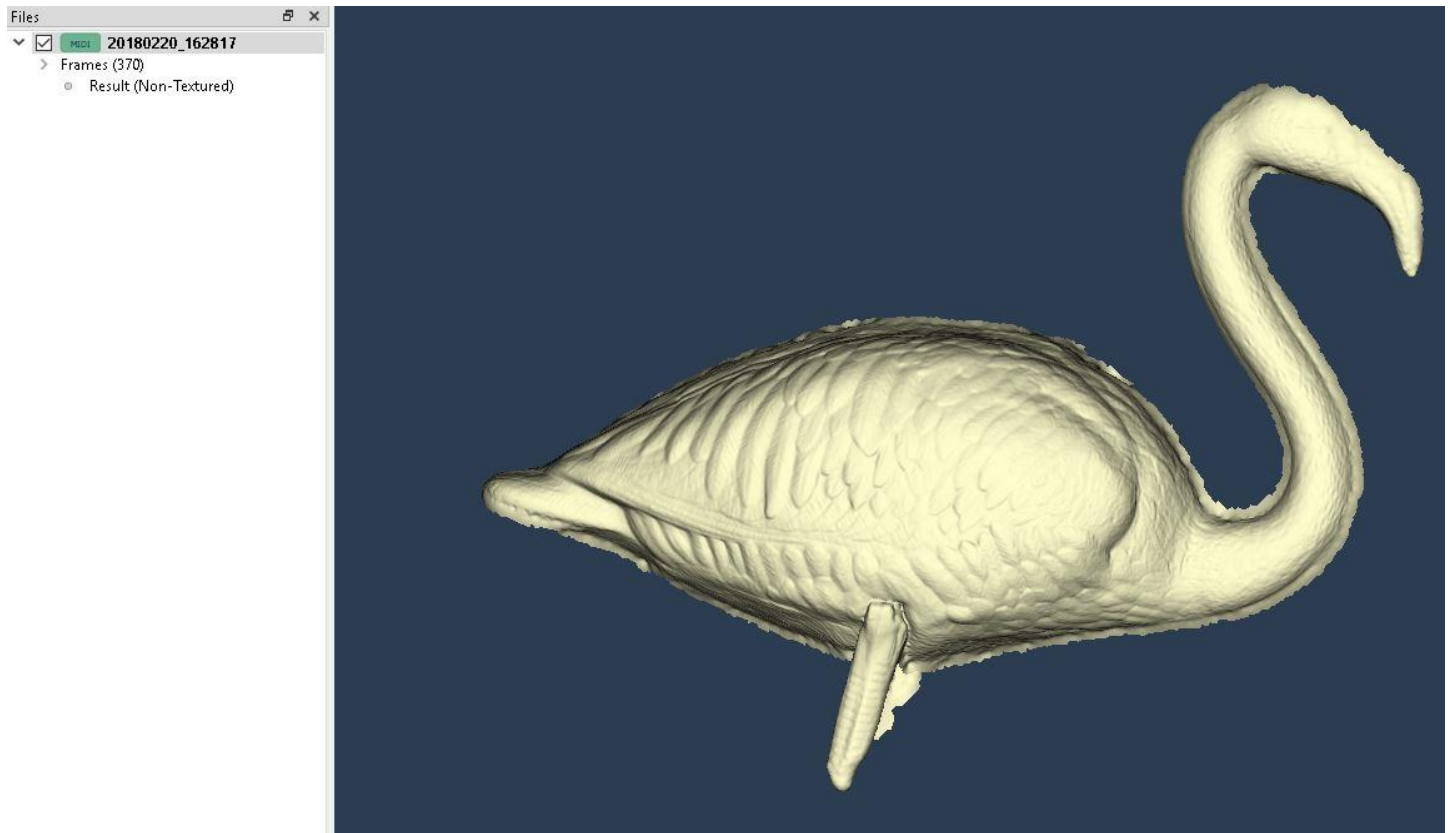
Selection tools. There are four types of selection instruments and two options to delete selected area:

◯	M	Marquee Brush Tool – Used for front surface selection
◯	CTRL+M	Marquee Brush Tool (Double Side) – Select all surfaces sides
	L	Polygonal Lasso Marquee (Double Side)
	W	Magic Wand Tool – Select the whole object
	DEL	Cut marked area
	Shift+DEL	Cut on frames

Surface editing tools:

	F	Fill selected holes
	S	Smooth area

Measurement tools:

	R	Ruler

Read more about these features in the <u>User Manual</u>.

There are texture adjustment tools for texturized results:

	L	Luminosity brush
	A	Adjust texture brightness, contrast and color balance

Multiple post procession is used in situations when merging several separate scans into one final mesh is required. Before running multiple post-procession function, scans need to be aligned correctly.

Align by points tool is used for that:

|	
	Open alignment working area

Position three points on the **Base** and **Align** models in similar areas.
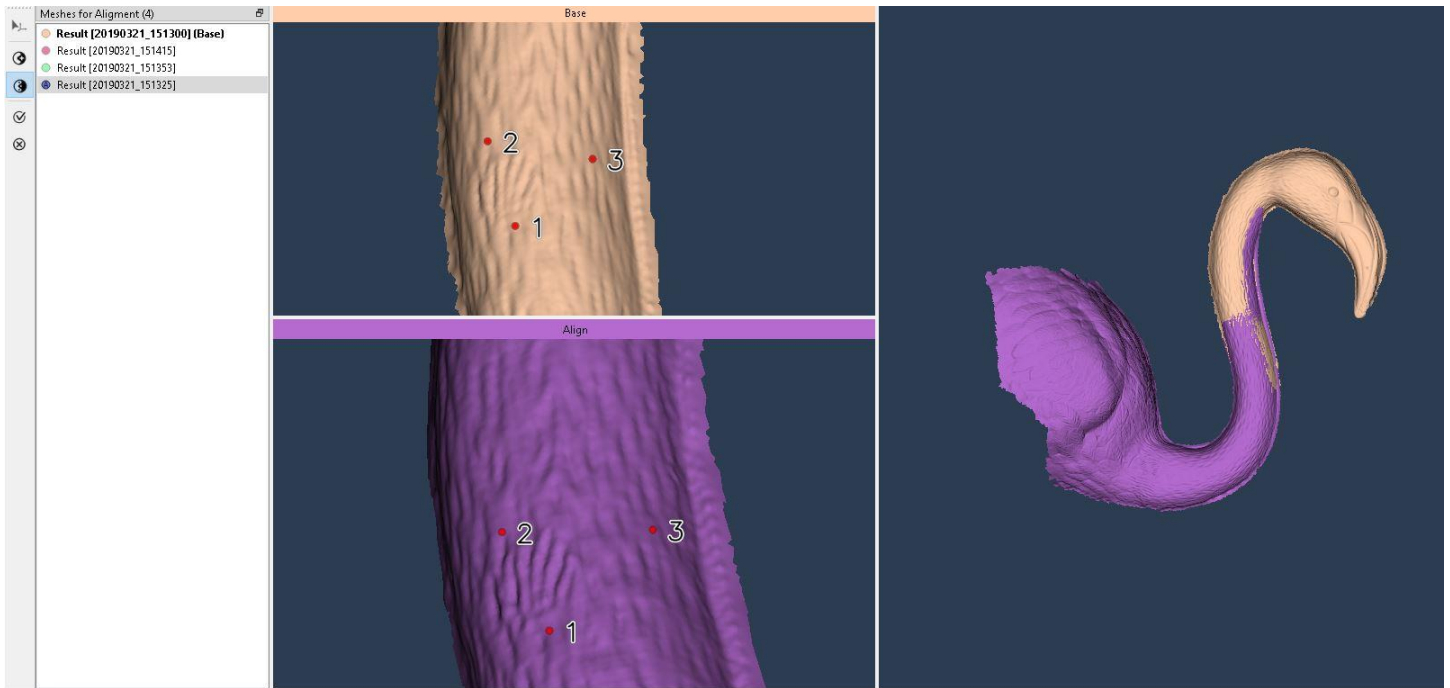
The software will merge two scans by the selected points. The user will need to add aligned scan to base and repeat the procedure for the rest of the files in the list.

◔	A	Add aligned part to base with minimize difference between them

When all scans are properly aligned multiple post proccession can be started.
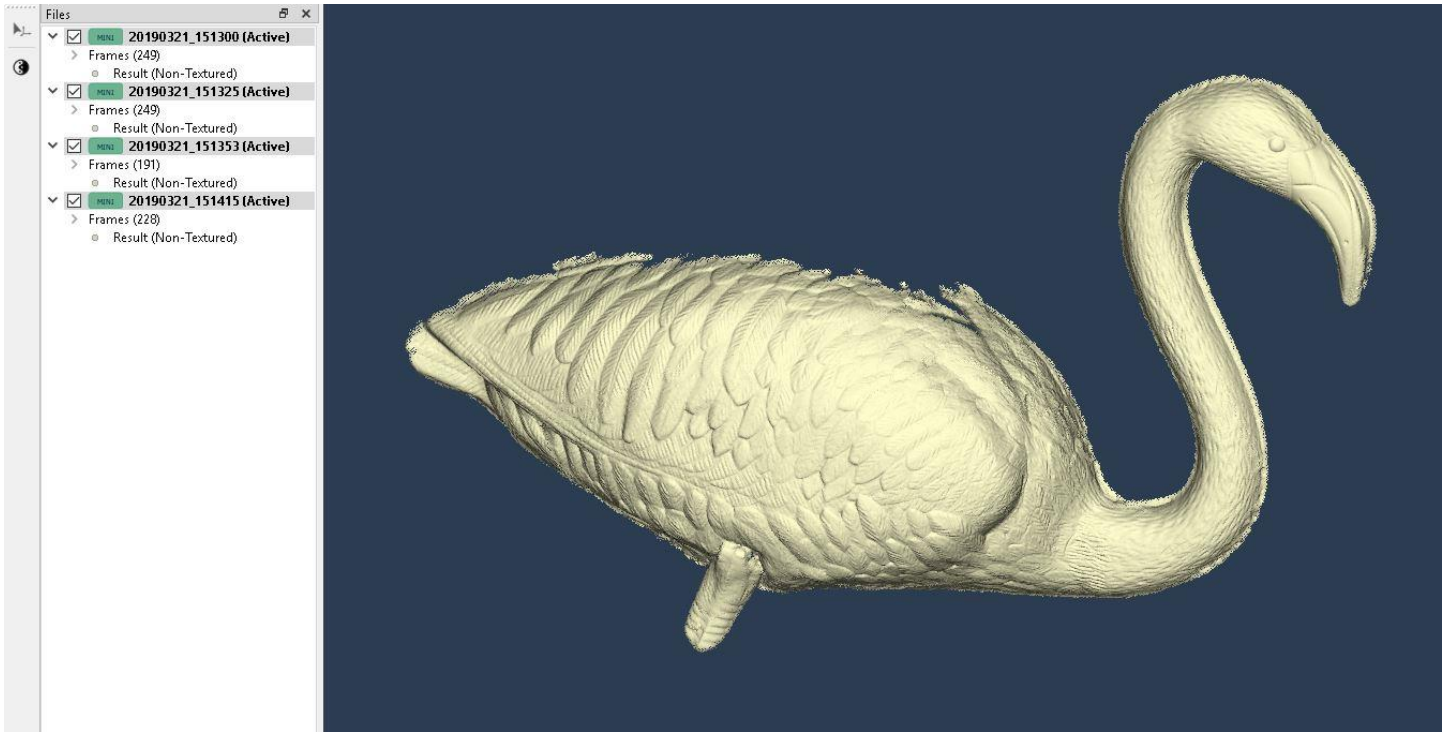
After editing is complete, save the whole project or just the polygonal result as STL, OBJ, WRL or PLY. **File** -> **Save project/result as**.