GOMEASURE3D

HOW TO CHOOSE A SUITABLE COMPUTER FOR ARTEC 3D SCANNERS

Here are general guidelines for selecting a suitable computer for Artec 3D scanners provided by Artec3D. Please contact us if you have further questions on how to find a suitable computer for your 3D scanner.

1. GENERAL REQUIREMENTS

OS	Windows 7, 8 or 10 (x64)
USB	1 x USB 2.0, USB 3.0 compatible
Processor	Intel Core i5 (76xx and later) or Intel Core i7 or Intel Core i9
RAM	12 GB for Artec Eva / 18 GB for Artec Spider
Video Cards	NVIDIA or AMD **Artec Studio 11, 12, and 13** require an NVIDIA or AMD card which meets the following requirements: • At least 1 GB of video memory (VRAM). 2 GB or more are strongly recommended. • NVIDIA GeForce cards are supported starting from the 400 series. **Recommended cards are of the 760 series and higher.** • NVIDIA GeForce RTX 2080 card is supported (tested with driver version 417.22). • NVIDIA Quadro P series cards (e.g. Quadro P2000, P4000, P6000) are supported. • NVIDIA Quadro laptop cards are supported starting from the K4100M card and higher. *Older Quadro cards like the 1100M or 2100M are not supported.* • NVIDIA Quadro M series cards (e.g. M1000M and M3000M) are

supported. They were first reported as working by Artec customers who use HP ZBook laptops with [the following configurations](#)).

- AMD FirePro cards: performance notes and driver version recommendations for AMD cards that have been tested by the Artec team are all posted [here](#).

Recommended: NVIDIA GeForce 400 Series or higher, at least 1 GB of memory

NVIDIA Quadro and Intel cards are officially supported beginning with Artec Studio 11.

Not supported:

- Windows XP
- Windows Vista
- 32-bit OS
- AMD FirePro M6100 Fire GL V

Not recommended:

- Intel Xeon and AMD processors
- NVIDIA SLI and AMD CrossFire configurations

2. DETAILED REQUIREMENTS

2.1. OPERATING SYSTEM

- We recommend Windows 7, 8 or 10 (64-bit).
- Windows XP and Vista are not supported.
- Starting with Artec Studio 9.2, we no longer support 32-bit software.

2.2. USB

- You'll need 1x USB2.0 port for a regular scanner.
- Artec Eva, Spider and Space Spider are compatible with USB 3.0.
- When you're connecting several scanners/sensors to one computer, we recommend using a desktop PC. Also, you'll need several independent USB2.0 hosts or PCI Express USB2.0 cards, and you should plug each scanner/sensor into a **separate USB controller.**

2.3. PROCESSOR

Intel processors

- Intel Core i5-76xx and later, or Intel Core i7 processors: Nehalem microarchitecture and later
- Intel i9 processor (Intel Core i9-7900X 3.30 GHz) and we can confirm that it works great!
- The CPU benchmark tests are here; processors ranked higher on the list are better.
- Xeon processors will work with Artec Studio, but we don't recommend them: in our experience, they provide lower scanning speed and lower processing performance than Core i5/i7 processors.

AMD processors

We don't recommend AMD processors. Our customers have reported that AMD-based systems occasionally show the error message "KMP_AFFINITY" and don't allow 3D scanning. If you're considering a new PC, we strongly recommend one with an Intel processor.

2.4. RAM

- You'll need 12 GB of RAM for postprocessing projects captured with Artec Eva and 18 GB for projects captured with Artec Spider or Space Spider.
- The general rule is that for reasonably fast post-processing, your RAM capacity should be **three times the size of your project.**

2.5. VIDEOCARDS

Main article: How to choose a videocard for 3D-scanning and processing

Consult these articles for additional information:

- NVIDIA drivers versions, verified by Artec3D
- AMD drivers version, verified by Artec3D
- Optimizing the performance of NVIDIA Quadro
- Intel + NVIDIA configuration

Also, we highly recommend that you check out this link, which provides benchmarks for high-performance video cards.

If you have further questions on choosing the right computer for your 3D scanner, please contact us at sales@gomeasure3d.com or call us at (434) 946-9125.

Source: *Artec3D*