

Next Engine basic instructions for use

1. Start program
2. Click the "Start a scan" button
3. Go to Align>Calibrate Multidrive. Allow the unit to calibrate. When done, click on "Start a scan" to setup your scan parameters
4. Go to Scan>Settings... If you don't need textures, select "Turn off texture capture" (this will save time). Also, select "Disable scan-time auto alignment" as you have already done this manually (again to save time). As long as you don't reorient the model, you are fine (if you do realign, you will need to re-calibrate as in step 3 above).
5. Under the Scan Family heading, select family "A". Set the required settings i.e.
 - a. Positioning: 360
 - b. Divisions: 6
 - c. Start: 0
 - d. Tilt: 0
6. Adjust additional families as necessary. Make sure the radio button is on for all the families you want to capture
7. Set your points/in2
8. Target can be left at Neutral in most cases
9. Click on "Start" when ready

To clean up and export...

1. Click on Trim, and trim away any unwanted areas
2. Click on Fuse to fuse different scan sets into one mesh
3. Click on Polish, then Fill Holes. Select holes and click "Fill"
4. Click on Output and select a format