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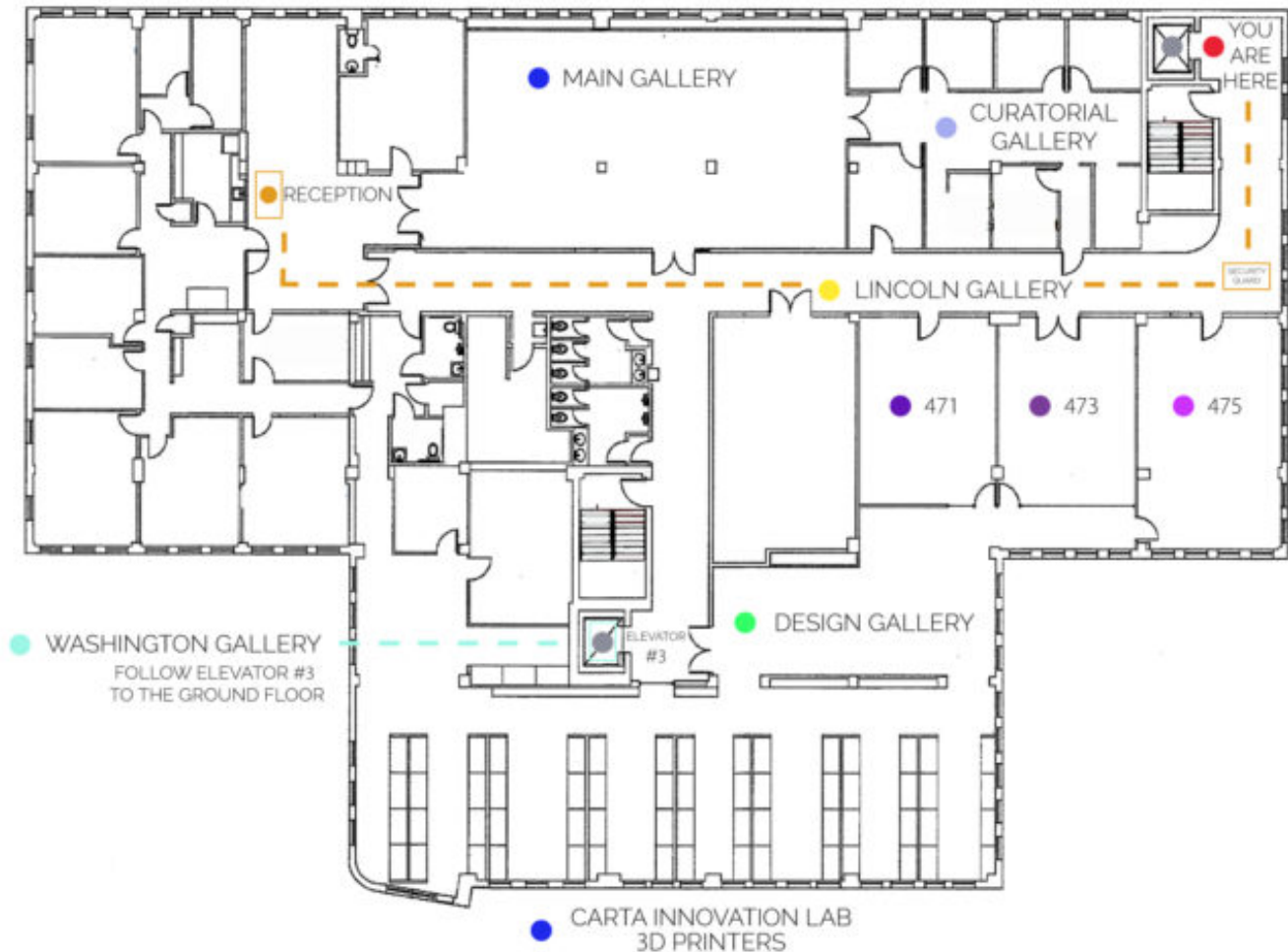
GALLERIES

- LINCOLN GALLERY
- MAIN GALLERY
- CURATORIAL GALLERY
- DESIGN GALLERY
- WASHINGTON GALLERY
  USE ELEVATOR #3

OTHER

- ELEVATORS
- RECEPTION
- CARTA INNOVATION LAB
- CLASSROOMS
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YOU ARE HERE

MAIN GALLERY

CURATORIAL GALLERY

RECEPTION

SECURITY GUARD

LINCOLN GALLERY

471

473

475

WASHINGTON GALLERY
FOLLOW ELEVATOR #3
TO THE GROUND FLOOR

ELEVATOR #3

DESIGN GALLERY

CARTA INNOVATION LAB
3D PRINTERS

FIU | Miami Beach Urban Studios

HP WORKSHOP

DAVID SCANNER

HTC VIVE

HP SPROUT

FIU | Miami Beach Urban Studios

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DAVID SCANNER

The David Scanner is a very powerful tool when capturing a found object for use in a 3D modeling space.

1. Turn on projector
2. Open "HP 3D scan 5". You must have the projector on prior to opening*
3. Focus the projector
4. Adjust the exposure
5. Calibrate
6. Background scan
7. Focus the camera on the front of your object
8. Select number of cans and click scan

SCANS TO STL

With your finished scan done and ready to go, there are a few more steps to get it as an STL and usable in a 3D space.

1. Shape fusion
2. Close holes
3. Export as selected filetype

HTC VIVE VIRTUAL REALITY

Virtual Reality is a powerful visualization tool. Unreal Engine is a simple software to jump right in with the least amount of coding knowledge.

1. Get the HTC Vive
2. Open steam VR in steam
3. Verify in bottom right, that the steam VR overlay is working and connect headset
4. Open epic games
5. Launch unreal engine
6. Click virtual reality, name, create project
7. File > New Level
8. VR basic is a good way to familiarize yourself with the interface, otherwise click empty level to start a new level entirely, or default to start with a few basics already implemented into the level
9. Click play (Alt-V is build mode in VR)

SPROUT

The HP Sprout quickly scans your 2D and 3D objects using its worktools software. This tool is useful to quickly scan your objects and place them in a 3D modeling space or have them printed.

1. Log in to the HP Sprout with your panther ID
2. Open HP worktools menu
3. Select camera 3D
4. Place your object on the touchmat and make sure your hands are not in the space
5. Turn on light for better scan
6. Click the camera icon to start scanning and rotate the object
7. Click the check mark symbol to finish scan
8. Add textures by clicking the camera icon, while rotating your object
9. Click the check mark symbol to finish adding textures
10. Save your scanned object as .3MF or .OBJ