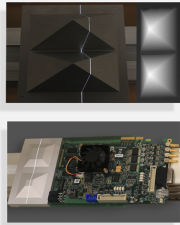




Easy3D

3D image processing library



At a Glance

- Point cloud processing and management
- Flexible ZMap generation
- 3D processing functions for cropping, decimating, fitting and aligning point clouds
- Compatible with many 3D sensors
- Interactive 3D display with the 3D Viewer

Benefits

Easy3D Description

- Easy3D is a set of software tools enabling the development of 3D machine vision inspection applications.
- The Easy3D license is available separately. Easy3D is required for all 3D developments and is included in the Easy3DLaserLine and Easy3DObject licenses.

Point Cloud processing

After calibration, the 3D point cloud contains distortion-free data using a real-world 3D coordinate system. Process 3D point clouds using Easy3D functions such as coordinates transformation, point cloud cropping and decimation, plane finding and fitting or part alignment.

ZMap generation

A ZMap is the projection of a point cloud on a reference plane, where distances are stored as pixel gray scale values. ZMaps are distortion free, with a metric coordinate system. Easy3D provides functions to generate such ZMaps. More importantly, you can apply all Open eVision 2D processing functions to ZMaps: filtering and thresholding with EasyImage, blob analysis with EasyObject, sub-pixel measurement with EasyGauge, pattern matching with EasyFind and EasyMatch...

Compatibility with 3D sensors

The Easy3D library is able to import data from third-party 3D sensors from Automation Technology, Intel Realsense, Lucid Helios and others. Point Clouds and ZMaps are managed efficiently and allow 3D processing and analysis to be performed.

3D Viewer

Use the 3D Viewer class of Easy3D to create an interactive 3D display. The 3D Viewer can display point clouds and 3D objects. It uses the OpenGL interface and requires a compatible display device.

Easy 3D Studio

Open eVision also includes the Easy3D Studio application, which drastically simplifies the configuration of 3D laser line inspection systems.

Developed with the support of the DG06 Technology Development Department

Applications

Machine Vision for the Electronic Manufacturing Industry

- PCB inspection
- LED inspection
- Connector inspection

Machine Vision for the General Manufacturing Industries

- Checking dimensional accuracy
- Assembly inspection
- Object positioning for pick and place machines

Machine Vision for the Food Inspection Industry

- Food inspection and sorting

Specifications

Software

Host PC Operating System

- Open eVision is a set of 32-bit and 64-bit libraries that require a processor compatible with the SSE2 instruction set.
 - Deep Learning Bundle is only available in the 64-bit Open eVision library.
 - Open eVision can be used on the following operating systems:
 - Windows 10 (32- and 64-bits)
 - Windows 8 (32- and 64-bits)
 - Windows 7 (32- and 64-bits)
 - Since Open eVision 2.6, discontinued support of:
 - Windows Vista 32-bits Service Pack 1
 - Windows XP 32-bits Service Pack 3
 - Windows Embedded Standard 2009 32-bits
 - The Open eVision installer does not allow installation on virtual machines.
 - Minimum requirements:
 - RAM: 8 GB
 - Display size: 800 x 600. 1280 x 1024 recommended.
 - Color depth: 16 bits. 32 bits recommended.
 - Between 100 MB and 2 GB free hard disk space for libraries, depending on selected options.
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APIs

- Supported Integrated Development Environments and Programming Languages:
 - Microsoft Visual Studio 2008® SP1 (C++, C#, VB .NET, C++/CLI)
 - Microsoft Visual Studio 2010® (C++, C#, VB .NET, C++/CLI)
 - Microsoft Visual Studio 2012® (C++, C#, VB .NET, C++/CLI)
 - Microsoft Visual Studio 2013® (C++, C#, VB .NET, C++/CLI)
 - Microsoft Visual Studio 2015® (C++, C#, VB .NET, C++/CLI)
 - Microsoft Visual Studio 2017® (C++, C#, VB .NET, C++/CLI)
- Since Open eVision 2.5.1, discontinued support of:
 - Borland C++ Builder 6.0 update 4 (C++)
 - CodeGear Delphi 2009 (Object Pascal)
 - CodeGear C++ Builder 2009 (C++)
 - Microsoft Visual Studio 6.0 SP6 (C++, Basic)
 - ActiveX API
- Since Open eVision 2.4.1, discontinued support of:
 - Embarcadero RAD Studio XE4 and XE5 (C++, Object Pascal, 32 bits only)

Ordering Information

Product code - Description	<ul style="list-style-type: none">• 4181 - Open Easy3D for USB dongle• 4231 - Open Easy3D for PAR dongle• 4281 - Open Easy3D for soft-based licensing
Optional accessories	<ul style="list-style-type: none">• 6512 - eVision/Open eVision USB Dongle (empty)• 6513 - eVision/Open eVision Parallel Dongle (empty)



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