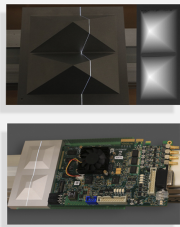




# Easy3D

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, Azure Kinect, IDS Ensenso, Intel Realsense, Lucid Helios, LMI Gocator, Photoneo PhoXi, Shenzhen SinceVision (SSZN) 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**

### **Neo Licensing System**

- Neo is the new Licensing System of Euresys. It is reliable, state-of-the-art, and is now available to store Open eVision and eGrabber licenses.
- Neo allows you to choose where to activate your licenses, either on a Neo Dongle or in a Neo Software Container. You buy a license, you decide later.
- Neo Dongles offer a sturdy hardware and provide the flexibility to be transferred from a computer to another.
- Neo Software Containers do not need any dedicated hardware, and instead are linked to the computer on which they have been activated.
- Neo ships with its own, dedicated, Neo License Manager, which comes in two flavours: an intuitive, easy to use, Graphical User Interface and a Command Line Interface that allows for easy automation of Neo licensing procedures.

## **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

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Host PC Operating System	<ul style="list-style-type: none"><li>• Open eVision is a set of 32-bit and 64-bit libraries that require a processor compatible with the SSE2 instruction set.</li><li>• Deep Learning Bundle is only available in the 64-bit Open eVision library.</li><li>• Open eVision can be used on the following operating systems:<ul style="list-style-type: none"><li>– Windows 10 (32- and 64-bits)</li><li>– Windows 8 (32- and 64-bits)</li><li>– Windows 7 (32- and 64-bits)</li></ul></li><li>• Since Open eVision 2.6, discontinued support of:<ul style="list-style-type: none"><li>– Windows Vista 32-bits Service Pack 1</li><li>– Windows XP 32-bits Service Pack 3</li><li>– Windows Embedded Standard 2009 32-bits</li></ul></li><li>• The Open eVision installer does not allow installation on virtual machines.</li><li>• Minimum requirements:<ul style="list-style-type: none"><li>– RAM: 8 GB</li><li>– Display size: 800 x 600. 1280 x 1024 recommended.</li><li>– Color depth: 16 bits. 32 bits recommended.</li><li>– Between 100 MB and 2 GB free hard disk space for libraries, depending on selected options.</li></ul></li></ul>
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APIs	<ul style="list-style-type: none"><li>• Supported Integrated Development Environments and Programming Languages:<ul style="list-style-type: none"><li>– Microsoft Visual Studio 2008® SP1 (C++, C#, VB .NET, C++/CLI)</li><li>– Microsoft Visual Studio 2010® (C++, C#, VB .NET, C++/CLI)</li><li>– Microsoft Visual Studio 2012® (C++, C#, VB .NET, C++/CLI)</li><li>– Microsoft Visual Studio 2013® (C++, C#, VB .NET, C++/CLI)</li><li>– Microsoft Visual Studio 2015® (C++, C#, VB .NET, C++/CLI)</li><li>– Microsoft Visual Studio 2017® (C++, C#, VB .NET, C++/CLI)</li></ul></li><li>• Since Open eVision 2.5.1, discontinued support of:<ul style="list-style-type: none"><li>– Borland C++ Builder 6.0 update 4 (C++)</li><li>– CodeGear Delphi 2009 (Object Pascal)</li><li>– CodeGear C++ Builder 2009 (C++)</li><li>– Microsoft Visual Studio 6.0 SP6 (C++, Basic)</li><li>– ActiveX API</li></ul></li><li>• Since Open eVision 2.4.1, discontinued support of:<ul style="list-style-type: none"><li>– Embarcadero RAD Studio XE4 and XE5 (C++, Object Pascal, 32 bits only)</li></ul></li></ul>
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### Ordering Information

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Product code - Description	<ul style="list-style-type: none"><li>• 4181 - Open Easy3D for USB dongle</li><li>• 4231 - Open Easy3D for PAR dongle</li><li>• 4281 - Open Easy3D for soft-based licensing</li><li>• 4331 - Open eVision Easy3D</li></ul>
Optional accessories	<ul style="list-style-type: none"><li>• 6512 - eVision/Open eVision USB Dongle (empty)</li><li>• 6513 - eVision/Open eVision Parallel Dongle (empty)</li><li>• 6514 - Neo USB Dongle (empty)</li></ul>

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## EMEA

### **Euresys SA**

Liège Science Park - Rue du Bois Saint-Jean, 20  
4102 Seraing - Belgium

Phone: +32 4 367 72 88  
Email: sales.europe@euresys.com

## EMEA

### **Sensor to Image GmbH**

Lechtorstrasse 20 -  
86956 Schongau - Germany

Phone: +49 8861 2369 0  
Email: sales.europe@euresys.com

## AMERICA

### **Euresys Inc.**

27132-A Paseo Espada - Suite 421  
San Juan Capistrano, CA 92675 - United States

Phone: +1 949 743 0612  
Email: sales.americas@euresys.com

## ASIA

### **Euresys Pte. Ltd.**

750A Chai Chee Road - #07-15 ESR BizPark @ Chai Chee  
Singapore 469001 - Singapore

Phone: +65 6445 4800  
Email: sales.asia@euresys.com

## CHINA

### **Euresys Shanghai Liaison Office**

Unit 802, Tower B, Greenland The Center - No.500 Yunjin Road, Xuhui District  
200232 Shanghai - China

Euresys 上海联络处

上海市徐汇区云锦路500号绿地汇中心B座802室  
200232

Phone: +86 21 33686220  
Email: sales.china@euresys.com

## JAPAN

### **Euresys Japan K.K.**

Expert Office Shinyokohama - Nisso Dai 18 Building, Shinyokohama 3-7-18, Kohoku  
Yokohama 222-0033 - Japan  
〒222-0033

神奈川県横浜市港北区新横浜3-7-18 日総第18ビル エキスパートオフィス新横浜

Phone: +81 45 594 7259  
Email: sales.japan@euresys.com

More at [www.euresys.com](http://www.euresys.com)

