

a PART of the story

Scanning a hoot owl

by Jodie Davis • Woodstock, Georgia, USA • Photos by the author except where noted

The technology: 3D scanning for 3D printing The purpose: Replicating a hoot owl

y first foray into 3D-printing figures for my cuckoo clocks was through my dream commission, the *Sesame*Street Cuckoo Clock. There was no way I was going to carve or sculpt Big Bird and Oscar, so I requested the .stl files for the characters. They 3D printed so well that I was hooked, and I added 3D printing to my tool bag for my clocks.

To begin on my own, I'd need to create a character. My *Hickory Flat Cuckoo Clock* called for an owl to hoot, so I dug some clay out of my stash and got to work. After I successfully sculpted an owl, I needed a way to turn him into a digital file to be printed.

My friend Zach, who does CNC work for me (and now 3D printing), sent me a link to a 3D scanner that sells for under \$900 on



1. This is the Shining SE turntable and scanner that I used. — *Photo courtesy of Shining 3D*



2. I used clay to sculpt the friendly hoot owl.



3. The owl's three-dimensional scanned image on the screen. This file was then 3D printed.

Amazon. Made by Shining 3D (https://www.einscan.com/einscan-se/), the SE is so simple to use that I scanned my first owl within an hour of opening the box. I simply hooked up the scanner to my laptop, ran the calibration, set the owl on the turntable, and adjusted a few settings.

One of the cool things about the software that comes with the scanner is that it allows me to sculpt whatever size figure I want, then resize it in the software. I get more detail that way than I would if I was working to size.

The best place to find support (if you need it!) is the Einscan user group on Facebook: https://www.facebook.com/groups/einscan

LINKS

See a video of the *Hickory Flat Cuckoo Clock* in action here:

https://youtu.be/ZDcuWDS65lw

The Sesame Street Cuckoo Clock can be seen

here: https://youtu.be/7XI73-FezDQ

Jodie Davis's website:

https://amcuckoo.com/

To see all of this issue's videos in one place, *click here*

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