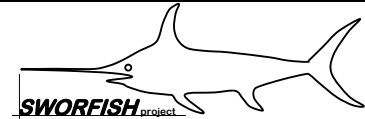
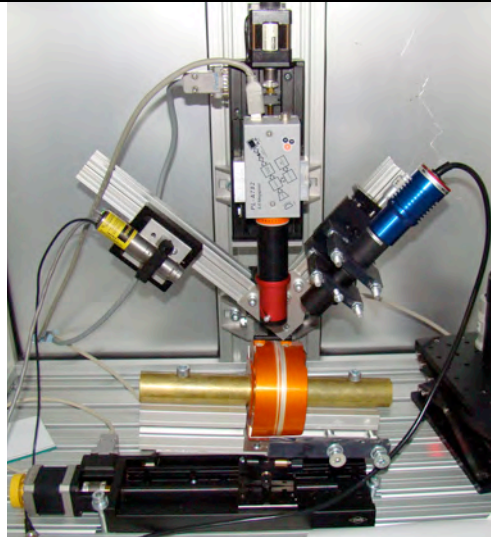




surface smoothness



Technical details



profilometer; 3D roughness scanner

Type: custom

Producer: IVALSA/CNR (Jakub Sandak)

Measurement principle: triangulation

Detector: Pixelink PL-A782, 6Mpixel color, CMOS camera

Lenses: bi-telecentric (Optoengineering)

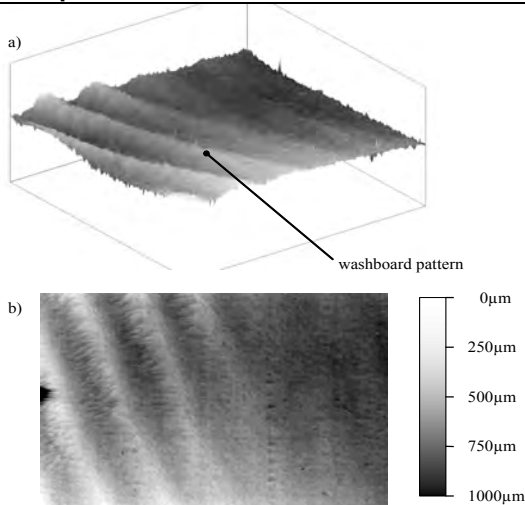
Source of light:

- Laser (ultrathin line, red)
- Shadow pattern (white LED, 3W, telecentric)

Motion control system: four axis

shadow box
customizable

Example of results



The raw result of measurement is a series of light sections scrutinized by the camera on the base of laser/shadow images (optical triangulation). It is possible to reproduce the surface if the sample is moved under the scanner. After proper data post processing it is possible to scrutinize a 3D map of the surface irregularities.

Some surface characteristics that can be evaluated are:

- surface topography
- cutting edge profile
- scratches and/or injection (hardness)
- 3D shape reproduction

Technique description

Measurement of surface topography is traditionally performed by means of the contact stylus. Such method has important limitations (tip pressure, radius of the tip, concave angle and possibility of plastic deformations of surface). The alternative might be optical methods, including triangulation. The device is an experimental platform suitable for testing different source of light, detection optics and image processing algorithms.

Comments

The instrument is a prototype, under continuous development at IVALSA/CNR.

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