How to recover your Artec Studio project

If any of your Artec Studio projects become corrupted due to being saved incorrectly or HDD failure, it is still possible to extract the data. Read on to find out how.

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What to do:

1) Install WinRAR, 7Zip or any archiving software.

2) Navigate to the folder of your project --> Scans --> You will see 3 files per each scan (with the same name but different extensions).

3) Open *.dscan file using the archiving software. You will see separate folder containing *.buff, *.xf and *.meta files inside.

4) Extract *.dscan to a separate folder.

5) Open *.tscan and extract it in the same folder (this operation will overwrite some files - see below).

6) Open *mscan and extract it in the same folder (this operation will overwrite some files - see below).

7) Drag'n'drop the whole folder containing the unpacked files to the Artec Studio window. Please note that you should not open the folder, just drag'n'drop icon of the folder.

Over-writing the data:
WinRAR will show a file conflict while unpacking.
This is normal as you will have a folder with one name (for example, {D88610F6-DCF1-41F5-97C9-08565B6AC136}), but two *.meta files inside. Agree to replace the files when prompted by WinRAR.
As a result you will:
   - extract dscan
   - extract tscan (and overwrite some files from dscan)
   - extract mscan (and overwrite some files from tscan)

TSCAN folder contains black'n'white photos (used for tracking and global registration) and color photos (used for texture mapping).
If you manually recover your project using the method described above, your scan will contain both types of photos (as 'T' frames).
In this case please create a separate scan in Artec Studio with only color frames (by removing the black and white photos) and use it for texture mapping.