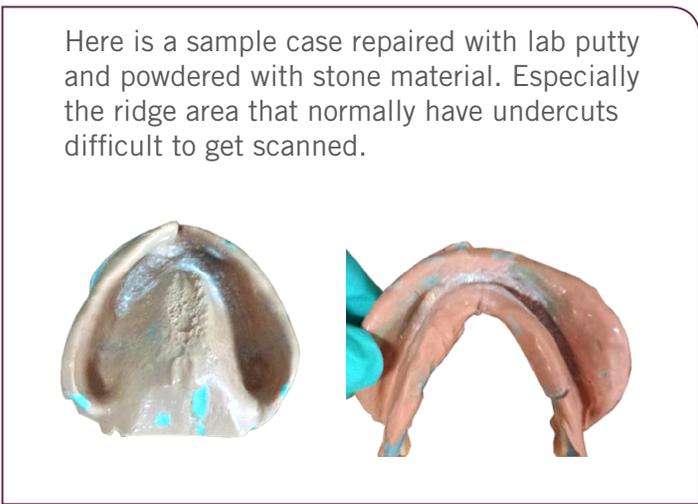


# SCANNING TIPS

- 1 Make sure to “repair” the impression surface defects before you scan. For example, filling holes with a lab putty (we use without catalytic mix so we can remove it after scan) or cutting off excess material before scanning.
- 2 We powder using “stone” material or spray. Especially the flat areas or reflective areas.
- 3 Make sure that the impression is firmly fixed on the scanning plate. If there are undercuts, make sure you angle them more so the lasers can scan them.

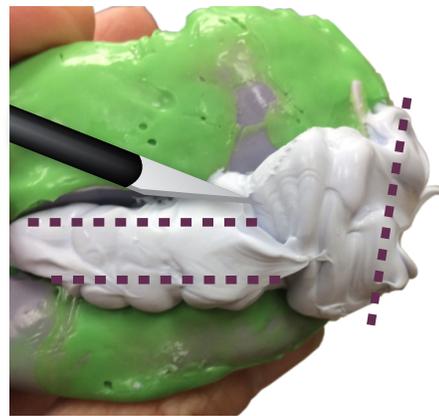


## THINGS TO LOOK FOR:



- Please separate the tray from the bite.
- Grind the tray where they are touching, then place the bite back together by applying a little amount of glue.

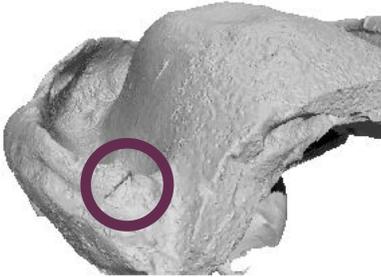
*Only apply glue on the side of the bite. Do not apply glue on the occlusal side for it will change the bite.*



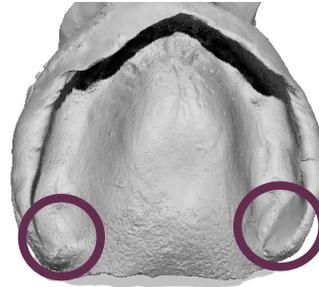
Trim the excess bite material to see if the tray is seating completely against the bite, and to verify that there is no gap between the bite and the tray.



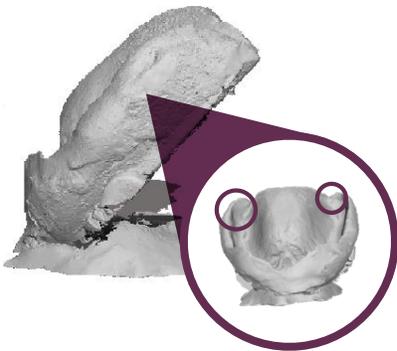
## SCAN ERRORS:



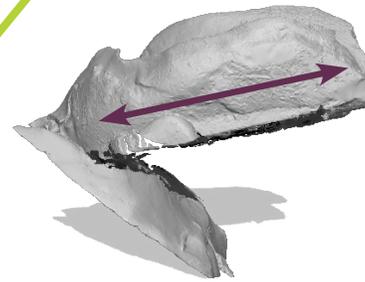
This border area should be repaired as best as possible with Trixa putty



Filled in flat areas caused by scan error.



When scanning maxillary impressions, they should not be angled so steep like this. Scanning at this angle usually causes areas not to be scanned correctly.



When scanning maxillary impressions, this is the preferred position on top of the mounting putty.

## Required Bite Information:

BITE	Complete Denture bite	Single Arch Maxillary bite	Single Arch Mandibular bite
New case	Maxillary and mandibular ridge detail	Maxillary ridge and opposing teeth indentation (the opposing teeth mark should be clearly visible on the bite)	Mandibular ridge and opposing teeth indentation (the opposing teeth mark should be clearly visible on the bite)
Remodel case with new bite from prototype	Maxillary and mandibular ridge detail from prototype scan	Maxillary ridge and opposing teeth indentation on the bite	Mandibular ridge and opposing teeth indentation on the bite