



RideWorksTM User Update Topics

Issued 03.20.2017

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Ride Designs®
a branch of Aspen Seating, LLC

8100 SouthPark Way, C400
Littleton, Colorado 80120 USA

toll-free (U.S. Only): 866.781.1633
phone: 303.781.1633
www.ridedesigns.com

Improving 3D Scans

- Ensure front corners of capture base foam are visible.
- Ensure trimlines and other markings are visible in scan preview.
- Reduce wrinkles as much as possible.
- Size scan cube as small as possible.
- Use Low Resolution color to avoid memory overload.
- Move slowly to reduce blurry scans.
- Ensure scan finishes processing prior to clicking "Save."

Improving 3D Scans



Shape Capture Bases (blue, white, or red foam depending on base sized used).

Ensure that front edge, sides and corners of shape capture base foam are visible.

GOOD

Visible: front edge, both sides, and corners of base, including colored foam band.



BAD

Not visible: front edge, sides and corners.

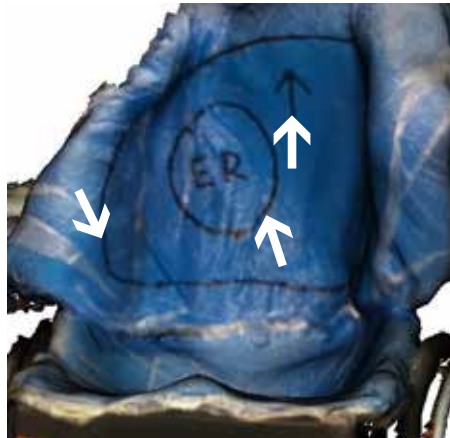


Improving 3D Scans

Ensure trimlines and other markings are dark and visible in scan preview.

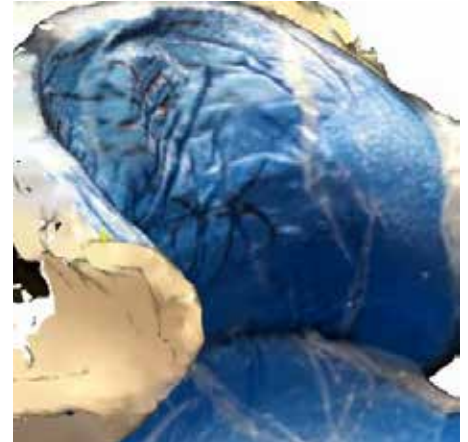
GOOD

Dark and visible: trimlines, up arrow, and enhanced relief (ER) markings.



BAD

Not clear and dark: trimlines and markings.



Reduce wrinkles as much as possible.

GOOD

Smooth shape: do your best — does not have to be completely wrinkle-free.



BAD

Excessive wrinkles will not scan properly.



Improving 3D Scans

Size the scan cube as small as possible.

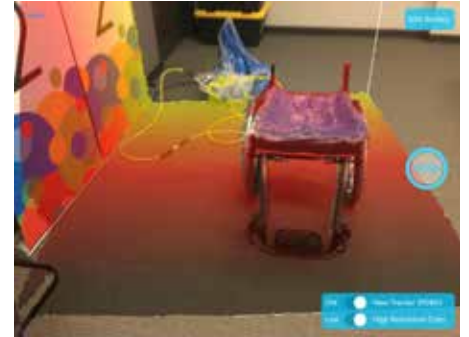
GOOD

Appropriately sized cube: just fits cushion and slight portions of wheelchair.



BAD

Cube too large: getting other items in room.



Use Low Resolution color setting to avoid memory overload.

GOOD

Color is set to "Low" Resolution.



If you are routinely getting "Low Memory Error" during a scan or processing try the following:

- Close all apps except RideWorks.
- Reset ipad RAM Memory:
 - Ensure ipad is unlocked.
 - Go to home screen.
 - Hold down power button until shut down slider appears, then release button.
 - Hold down Home button until you are sent back to home screen.
 - The RAM memory is now clear and a new scan should process.

App Note:

Future versions of the RideWorks app will have Low Color resolution set as the default to eliminate this issue.

Improving 3D Scans

Move slowly to reduce blurry scans.

BAD

Blurry portions of scan are the result of not moving slowly and not stopping when prompted by app.



Ensure scan finishes processing prior to clicking "Save."

BAD

Do not click "Save" until processing has been 100% completed. If scan is incomplete, the color file will not generate and will not be sent to Ride Designs. Preview all scans to ensure color is visible prior to submitting to Ride Designs.



Scanning existing Ride Custom Back or Ride Custom Cushion for re-make or duplicate.

- Scanning existing Ride Custom Backs.
- Scanning existing Ride Custom Cushions.

Scanning existing Ride Custom Back for re-make or duplicate

How to scan existing Ride Custom Back for re-make or duplicate.

1. Take a photo of the rear of back, showing the location of the hardware and headrest mounts.



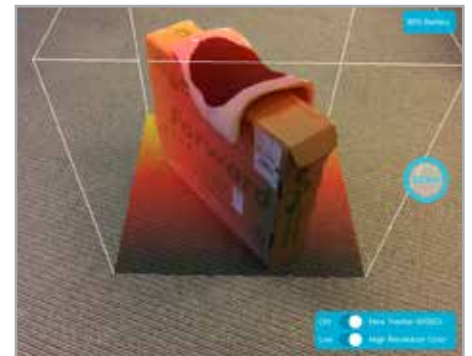
2. Remove the cover and take a photo of the inside of back, showing the location of all pads and enhanced reliefs.



3. Remove the inner liner from the black outer shell. Place the liner, white side up, on an object to elevate it off of the floor or surface.

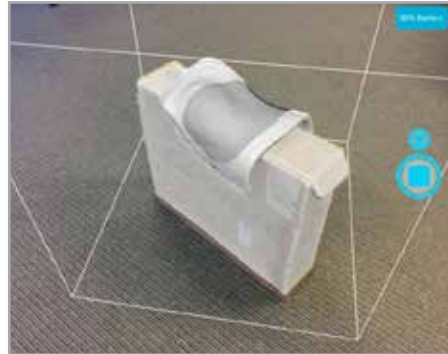


4. In the RideWorks client bin, select SCAN. Size the scanning cube so that the boundary extends just past the edges of the shape.

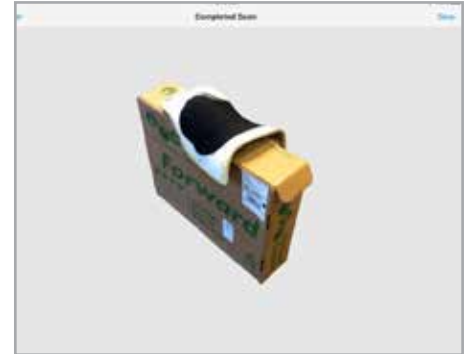


Scanning existing Ride Custom Back for re-make or duplicate

5. Press SCAN to begin scanning. Scan only the white plastic side of the backrest. Press the stop icon when finished.



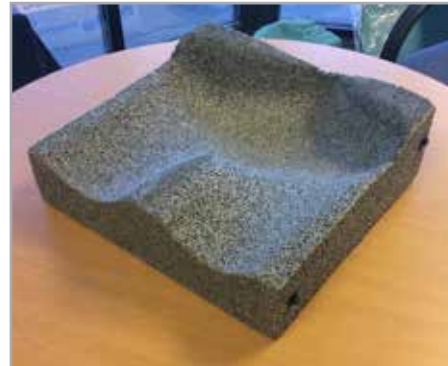
6. After scanning, wait for RideWorks to process the color. Review your 3D scan and make sure the entire back surface is visible and there are no holes. Select SAVE when finished to save your model to the client bin.



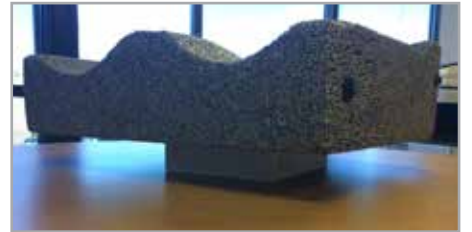
Scanning existing Ride Custom Cushion for re-make or duplicate

How to scan existing Ride Custom Cushion for re-make or duplicate.

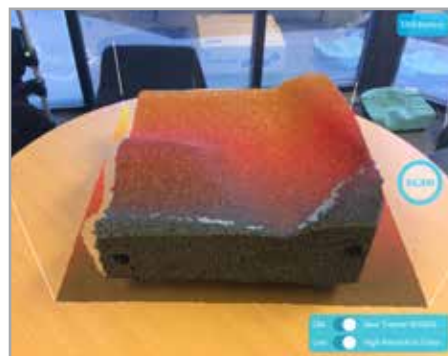
1. Remove the external cover and place the cushion on a flat surface.



2. Use a small box or object to elevate the cushion at least 1" above the flat surface.



3. In the RideWorks client bin, select SCAN. Size the scanning cube boundary so that it extends just past the edges of the cushion.

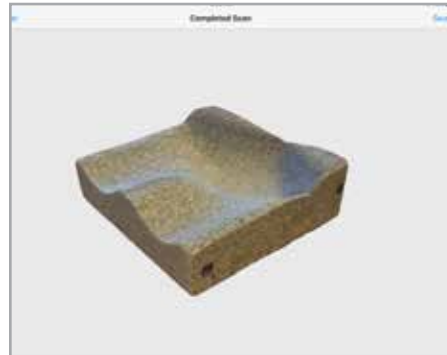


4. Press SCAN to begin scanning. Slowly walk around the cushion and make sure the entire surface is covered in white. Press the stop icon to finish scanning.



Scanning existing Ride Custom Cushion for re-make or duplicate

5. After scanning, wait for RideWorks to process the color. Review your 3D scan and make sure there are no holes. Select SAVE when finished to save your model to the client bin.



Scanning an impression foam shape for a Ride Custom Cushion 2

How to scan an impression foam shape for a Ride Custom Cushion 2.

1. Place the Simulation Pan on a flat surface in a well-lit room.



2. In the RideWorks app, size the scanning cube so that it extends just past the boundaries of the Simulation Pan.



3. While scanning, make sure to capture all the way to the bottom of the Simulation Pan.

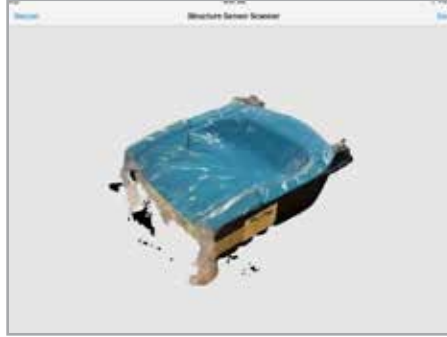


4. Before finishing the scan, check that there are no holes in the 3D scan of the impression foam surface.



Scanning an impression foam shape for a Ride Custom Cushion 2

3. Preview your 3D scan and rescan if there are any large holes or major imperfections.



4. Save your 3D scan to the RideWorks app.



Pre-shaping cushion bag to minimize cushion height

How to pre-shape a cushion bag to minimize cushion height.

This information is being provided because an adequate pre-shape will result in a more realistic sitting height and not result in the client sitting too high or an excessively thick cushion.

1. With vacuum turned off, begin to move beads from front of bag towards the rear to thin out about the first 6" which will be under the thighs on the shape capture base.



2. Hold the front edge of the bag down with one hand and continue to slide beads from the front of the bag to the rear.



Pre-shaping cushion bag to minimize cushion height

3. Turn the vacuum on and evacuate all air from bag. Notice how the front 6" or so of the bag is close to only 1" thick.



4. Let a slight amount of air into the bag to make it pliable. Place bag on the simulator base. Take care to hold the front edge of the bag down and allow it to extend ~1" over the front edge of the simulator base. Continue to hold the front edge down to keep the bag from moving. Push down with other hand into the well of the simulator base.

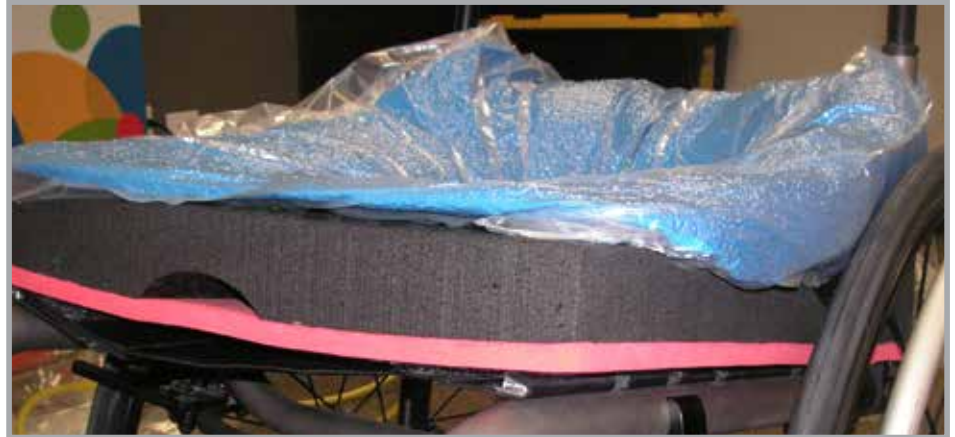


5. Continue to pre-shape the beads out of the well as slight vacuum is added to help maintain the pre-shape. You want to have removed enough beads out of the well that you can touch and feel the firm surface of the shape capture base deep in the well.



Pre-shaping cushion bag to minimize cushion height

6. Image below shows a good pre-shape. Note the thin front edge and clear visibility of red foam layer.



7. A good pre-shape should have a very deep well, 6 - 7" deep.



Contact Ride Designs
during the shape capture
process if needed!

It is much easier for us
to help during the shape
capture rather than
needing to re-schedule with
a client to correct a shape
or scan.

We are here to help!

toll-free (U.S. Only):
866.781.1633

phone: 303.781.1633

8. Proceed with remainder of shape capture and scan.

- Have client transfer onto firm pre-shaped bag.
- With client positioned, slide valve to "bag-soft" position.
- Allow air to fully fill the bag as client settles into the shape.
- Sweep hips of client left to right a few times to further settle client into the bead bag.
- Position client as desired, move the slide valve slowly towards the "bag-hard" position to allow the bag to start to get firm.
- As the bag is firming up, continue to adjust the bag for desired supporting contours; lateral, medial, etc.
- Once bag is firm, have client transfer off of the shape, inspect shape for good detail and quality.
- Don't forget to mark the trochanter locations with indelible marker
- Use RideWorks to 3D scan the shape and submit.