

This work contains a description and an implementation of simple 3D scanner. The scanner is formed by cheap web cam, simple device created from laser from old CD-ROM drive and software. It is based on triangulation method of scanning. It uses the DLT method for the transformation of image coordinations into the world space. The output is in VRML format. It is not supposed to compete with professional tools, it should be only a description of a possible simple solution.