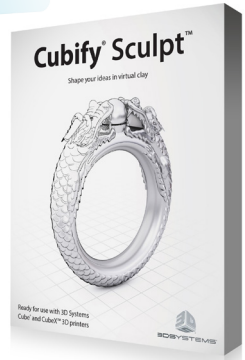


Touch™

Grab hold of your design.



Touch™ is the first-ever haptic-based, consumer 3D mouse for intuitive 3D sculpting and design, with instant force feedback that mimics the sense of physical sculpting. Touch works with 3DS' Cubify® Sculpt™, a powerful virtual sculpting tool that transforms 3D modeling from a complex, skills-centric design experience to a simple, easy sculpting delight for students, designers and hobbyists alike.

Touch availability expected in Q2 2014 – sign up for updates at 3dsystems.com/ces

Interested in becoming a reseller or distributor? Please contact us at ResellerInquiry@Cubify.com



Visit www.cubify.com/Touch for more information

Key features:

- Portable design and compact footprint
- Compact force feedback workspace
- 6-degree-of-freedom positional sensing
- 3-degree-of-freedom force feedback
- Two integrated momentary stylus switches
- Stylus-docking inkwell
- Ergonomic design
- USB 2.0 full-speed interface plug-n-play
- Made of metal components and injection-molded plastics
- Power: 100/240V 50/60 Hz 1 Amps (output DC 18V 2.2 A so 38 Watts max)
- Height: 7 in (arm at rest)
- Base Diameter: 5.5 in (round base)
- Instructional LEDs in base and Gimbal
- Operating System: Windows 7, Windows 8 (32 and 64 bit), Linux (future), Mac OS (future)
- CE certified

Device properties:

Workspace (WxHxD)	10.45 x 9.5 x 3.5 in
Range of Motion	Hand motion pivoting at wrist
Nominal position resolution	approx 0.084 mm
Max force (neutral position: when 4-bar links are orthogonal)	3.4 N
Force Feedback	3° of freedom X, Y and Z
Position sensing input	6° of freedom X, Y & Z (Digital Encoders) Roll, Pitch & Yaw (+-5% linearity potentiometers)
Interface	USB 2.0



www.3dsystems.com

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