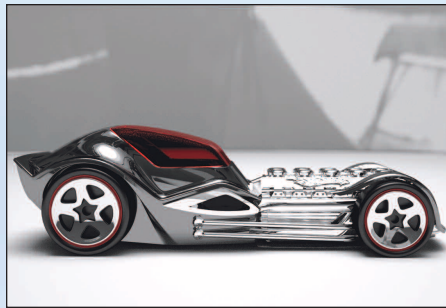


SENSABLE
ClayTools™
 System

Sculptural Modeling for Digital Content Creation & Fine Arts

The ClayTools system delivers incredibly fast, unconstrained modeling and is ideal for sculptural modeling of complex, organic shapes for digital content creation and fine arts such as sculpture and portions of jewelry design. With ClayTools software and the PHANTOM® Omni™ device, you model with virtual clay and then smudge, smooth, carve, and tug to add details, blends, and textures that are challenging to achieve with traditional modeling tools. This natural and direct way of working makes the ClayTools system easy to learn, and users typically become productive within a few days.



Items shown: Minotaur modeled by Mike DeFeo, Blue Sky Studios. Paisley Ring with Diamonds by Kent West. Courtesy of Gemvision Corporation. Modeled in Matrix and ClayTools. "Familiar" and "Embla" modeled by Alex Hedstrom. Die-cast car modeled by Kyle Houchens, www.theoutside.biz. Jungle man modeled by Mike Brown, High Moon Studios



The system includes the PHANTOM Omni haptic device—a true 3D interface with force feedback that enables you to use your sense of touch to rapidly create virtual clay models.

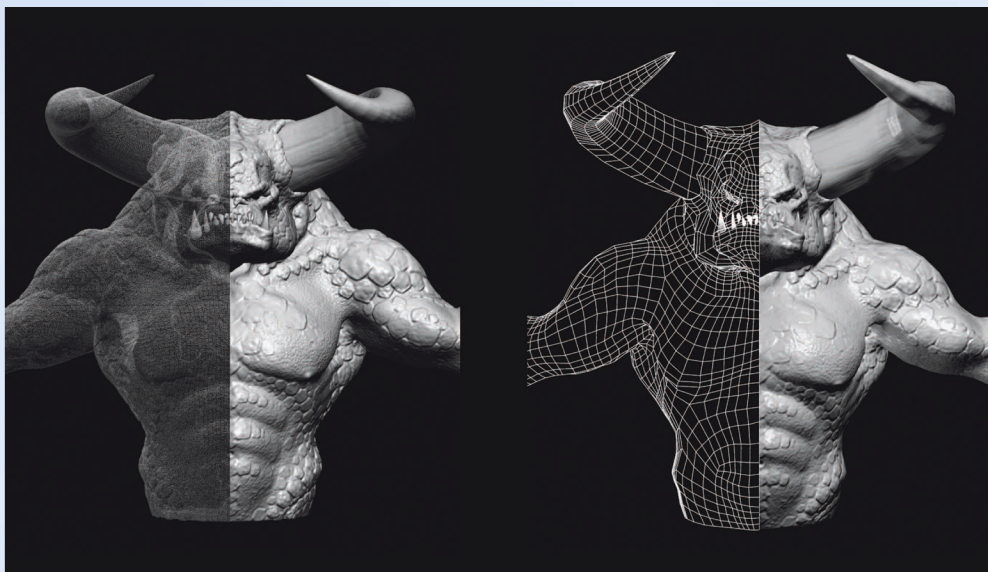
With the ClayTools system you can:

- Model in a faster, unconstrained, and more flexible way
- Produce highly detailed models for game characters, props, and scenery
- Add organic detailing and texturing to jewelry designs
- Use with 3ds Max®, Maya®, Rhino™ and other design applications that support .stl, .obj, and .igs curves I/O
- Add sculptural details, handcrafted modifications, and embossed textures to existing models
- Create texture maps from high-res, detailed models to apply to optimized poly models for games, videos, and films
- Gain the benefits of digital modeling – create multiple versions, duplicate handcrafted modifications, and create and use a library of parts
- Output for Rapid Prototyping
- Expand your existing design and modeling workflows

NOW AVAILABLE
 ClayTools system for Education with the
 PHANTOM Omni Basic haptic device
 Check out www.sensable.com for details!

For Digital Content Creation

Create detailed, ClayTools texture maps that are ideal to apply to low poly models created in popular modeling and animation packages such as 3ds Max and Maya. ClayTools data can be imported into 3ds Max and Maya for animation purposes.



Generate 2048 x 2048 resolution normal map from an 8.5 million triangle model in less than 1 minute.

ClayTools TextureKiln™

Texture baking at blazing fast speed

- Provides stunning visual content for real-time rendering and fast, high-detail, off-line rendering
- Supports multiple map types (normal, height, color, and occlusion) for next-generation games, film, and design production pipelines
- Large models – supports pieces each with over 20 million triangles
- Streamlined – no need to decimate or export dense models to 3ds Max, Maya, and other animation packages
- Quick iterations – maximize creativity and refine the final textured model without preprocessing steps

ClayTools Modeling – Selected Features

Create Shapes

- Inflate, Spin
- Basic Shapes
- Add Clay

Modify Shapes

- Carve with Ball, Corn Dog, Scraper
- Smudge, Attract, Spike
- Interactive Smooth and Smooth Area
- Tug and Tug Area
- Wire Cut: profile-based boolean operations
- Groove
- Emboss with Curve
- Emboss with Image (planar, cylindrical or wrapped mapping)
- Emboss Area
- Mirror - match and interactive

Curves

- Draw/Edit Curves
 - Fit to Clay, Rebuild, Add/remove points
- Project 3D or 2D curves to clay
- Combine/Split Curves (auto or manual)
- Mirror Curves
- Slice
- Cut/Copy/Paste

Position & Select Clay

- Paint, Lump, Profile Select
- Separate with Curve(s)
- Cut/Copy/Paste
- Mask
 - Select with Profile
 - Stamp clay with 3D bitmap patterns
 - Falloff and opacity controls

Import/Export

- Reduce for export
 - Customized settings
 - Respects masked areas
- Import 3D IGES curves
- Export curves, planes, saved views
 - IGES (.igs, .iges)
- Polygonal formats – .stl, .obj, .ply, .zcp (Z Corp)
 - Use as reference
 - Convert to clay
- Native formats
 - .clc and .cly
- TextureKiln – bake clay detail into normal, height, color, and occlusion maps
 - Configurable normal map coordinate space
 - Multiple piece support

Import 2D

- Curves: Illustrator® (.ai), IGES (.igs, .iges)
- Images: bitmap (.bmp), Adobe® Photoshop® (.psd), JPEG (.jpg)

System requirements: See ClayTools system at www.sensable.com

Product and corporate information: www.sensable.com

Product specifications are for ClayTools system v1.2 and are subject to change without notice.