



News Release

3D Systems Corporation
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3D Systems Defines 'Perceptual Design' With Touch™, First Ever Consumer Haptic 3D Mouse, Priced At \$499

- Intuitive fusing of physical and digital sculpting skills and experiences
- Equips today's youngsters and adults with tomorrow's perceptual design skills
- Ideal for medical modeling, jewelry design and consumer products styling

ROCK HILL, South Carolina –January 7, 2014 – [3D Systems](#) (NYSE:DDD)

announced today the debut of the first-ever haptic-based, consumer 3D mouse for intuitive 3D sculpting and design, the Touch™, with instant force feedback that mimics the sense of physical sculpting. The 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.



Priced at \$499, including Cubify Sculpt software, the Touch is expected to be ready for commercial shipment during the second quarter of 2014 and will be on display for the first time at the 2014 International CES in Las Vegas, NV, January 7-10, 2014, in the 3DS booth 31424 LVCC South Hall 3.

"Touch is at the heart of democratizing consumer and prosumer access to faster, simpler and easier 3D sculpting tools for ready-to-3D-print products," said Keith Ozar, Director Marketing, Consumer Products, 3DS. "Touch is a real game-changer for STEAM education in K-12 as well as for both amateur and experienced artists, designers and professionals looking to harness tomorrow's competitive skills today at an affordable price point."

3DS invites press to attend a special event hosted by global entertainer and entrepreneur, will.i.am and 3DS CEO, Avi Reichental, at the Las Vegas Convention Center in the South Hall 3, booth 31424, on Wednesday, January 8, 2014, at 4:00 PM PST. Only credentialed press can attend with an RSVP to press@3dsystems.com.

Those who are not attending CES 2014 can join 3DS' President and CEO, Avi Reichental, for a broadcast of 3DS' extensive showing at CES 2014 by visiting www.3dsystems.com/ces and clicking on the link to view the broadcast starting at 4:00 PM EST on Tuesday, January 7, 2014. For more details on 3DS' 3DPRINTING 2.0 consumer showcase at CES 2014, please visit www.3dsystems.com/ces.

Learn more about 3DS' commitment to manufacturing the future today at www.3dsystems.com and the company's consumer offerings at www.cubify.com.

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About 3D Systems Corporation

3D Systems is a leading provider of 3D printing centric design-to-manufacturing solutions including 3D printers, print materials and cloud sourced on-demand custom parts for professionals and consumers alike in materials including plastics, metals, ceramics and edibles. The company also provides integrated 3D scan-based design, freeform modeling and inspection tools. Its products and services replace and complement traditional methods and reduce the time and cost of designing new products by printing real parts directly from digital input. These solutions are used to rapidly design, create, communicate, prototype or produce real parts, empowering customers to *manufacture the future*.

Leadership Through Innovation and Technology

- 3DS invented 3D printing with its Stereolithography (SLA) printer and was the first to commercialize it in 1989.
- 3DS invented Selective Laser Sintering (SLS) printing and was the first to commercialize it in 1992.

- 3DS invented the Color-Jet-Printing (CJP) class of 3D printers and was the first to commercialize 3D powder-based systems in 1994.
- 3DS invented Multi-Jet-Printing (MJP) printers and was the first to commercialize it in 1996.

Today its comprehensive range of 3D printers is the industry's benchmark for production-grade manufacturing in aerospace, automotive, patient specific medical device and a variety of consumer, electronic and fashion accessories.

More information on the company is available at www.3DSystems.com.