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.

To learn more, visit http://www.tecedu.com/online-store/3d-systems-haptic-touch-stylus/
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:

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

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