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FOR IMMEDIATE RELEASE

SensAble™ offers ClayTools™ for unprecedented price at GDC Expo, and partners with game developer High Moon Studios to demonstrate 3D modeling capabilities for next-gen video game consoles

GDC Expo, San Jose Convention Center (Autodesk® Partner Pavilion–Booth #534), March 22, 2006 – SensAble Technologies is offering a special promotion for Game Developers Conference Expo attendees that offers the ClayTools system for the unprecedented price of USD \$995*. The promotional price represents more than 60% off the manufacturers suggested retail price. The ClayTools system delivers fast, high-detail 3D modeling. The system includes the PHANTOM® Omni™ device—a true 3D interface with force feedback—which enables artists to work faster than ever before by using their sense of touch to model virtual clay just like real clay.

To showcase ClayTools 3D modeling capabilities for next-generation video game consoles, SensAble has partnered with game developer High Moon Studios for demonstrations at GDC Expo. Mike Brown, Lead Artist for High Moon Studios, will be demonstrating ClayTools and showcasing game models created with the system at the Autodesk® Partner Pavilion–Booth #534.

“We find ClayTools to be an extremely versatile tool, one that has boosted our work quality and productivity,” said Mike Brown, Lead Artist at High Moon Studios. “We’ve been able to quickly incorporate the device into our production pipeline for everything from character modeling to creating detailed props for our game levels. ClayTools has a very short learning curve and complements standard 3D animation tools, allowing us to place it on our artists’ desktops and have them begin creating production quality work within one to two days.”

High Moon has incorporated the ClayTools system into the workflow of its modeling team currently creating 3D art assets for next-generation game consoles. The art requirements for next-gen games have grown exponentially, even while production schedules remain more or less unchanged. High Moon Studios is using the ClayTools system to create models with unprecedented amounts of detail in an incredibly short time. With the system, High Moon artists have been able to create character models exceeding 30 million polygons, an extreme amount of detail exceeding the polygon count in standard 3D character models by ten or more times. While that level of detail may exceed console game system capabilities, ClayTools models can be exported as a pre-calculated set of lighting and height values for maps that bring high texture detail to lower resolution in-game models. The ClayTools system also includes the HapticExtender™/MX or MY which, along with the PHANTOM Omni device, enables users to interact with 3D scenes in 3ds Max® or Maya®.

See the ClayTools system at GDC Expo, San Jose Convention Center, March 22-24

At GDC Expo, SensAble and High Moon Studios will be demonstrating the ClayTools system from 11:30 AM – 1:00 PM daily in the Autodesk® Partner Pavilion–Booth #534. Additionally, High Moon Studios will be interviewing potential ClayTools artists and animators in the Career Pavilion–Booth #CP 1814.

***Promotion Details**

Complete promotion details are available online at:

http://www.sensable.com/products/plugins/ClayTools_GDC2006_specialprice.asp

or contact SensAble at info@sensable.com

About SensAble Technologies, Inc.®

SensAble Technologies is a leading provider of 3D touch-enabled digital solutions for product design, digital content creation, commercial software development, and academic and commercial research. At the core of SensAble™ products is the PHANTOM® line of haptic devices, which makes it possible for users to touch and manipulate virtual objects. Along with the ClayTools system SensAble offers the FreeForm® systems for product design, and haptic devices and toolkits for software application development. SensAble maintains headquarters in the United States and a sales office in Japan. SensAble products are available through direct and reseller channels. Product and corporate information: www.sensable.com

About High Moon Studios

High Moon Studios, part of Vivendi Universal Games, is a video game development company based at a state-of-the-art facility located in the coastal San Diego County city of Carlsbad, California. The studio's debut game title is the hit first-person shooter, "Darkwatch." High Moon is currently working on licensed and original game projects for next-generation video game consoles. For more information please visit www.highmoonstudios.com.

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