



## **Immersion Introduces New 3D Digitizing Product- MicroScribe G2; Faster Data Transfer, USB Compatibility, New Industrial Design**

SAN JOSE, Calif., Jul 1, 2002 -- Immersion Corporation, (NASDAQ: IMMR), a leading developer of 3D and force-feedback products and technologies, today released the MicroScribe(TM) G2, a new line of 3D digitizing products that provide faster data transfer and more portability than previous models. The MicroScribe G2 allows design engineers, game developers, animators and industrial designers to physically capture the properties of 3D objects and translate them into digital 3D models, which can be virtually manipulated, in a matter of minutes. The new MicroScribe G2 is compatible with all existing MicroScribe software.

"The MicroScribe G2 is the most cost-effective, fully portable 3D digitizing product available on the market today," said Greg Belaus, director of the 3D business group for Immersion. "Immersion developed this new product in response to customer feedback on the original MicroScribe, introduced in 1996. The demand for 3D-related content continues to grow in the gaming, computer animated film, industrial design and medical industries. Immersion 3D products, like the MicroScribe, continue to provide these industries with the tools required to meet their design demands."

### How It Works

With the MicroScribe G2, a designer can create a digital version of a physical object by using the tip of the articulated arm to trace the contours of the object to build complex 3D data sets. Designers can use most standard software applications with the MicroScribe to transform the data sets generated from the tracing points, lines or other geometric shapes into an accurate digital rendering of the object.

For example, if you want to capture the dimensions of a race car, you take the tip of the MicroScribe and trace points along the outside of the car. This movement tracks the contours of the car, and the MicroScribe takes the measurements for you. Then, the information is translated into data points, processed by your design software and a 3D rendering will appear on your screen. The 3D model can then be manipulated electronically on your desktop.

### USB Compatibility

The new MicroScribe has two communication ports, USB and RS-232 serial. The new USB port allows designers to plug the MicroScribe G2 into their laptop or desktop computer without the need for a separate power module. Portability is an important feature for designers who need the flexibility of connecting the MicroScribe to their laptop anywhere they go. USB also increases the data transfer rate from the MicroScribe to your design software.

### Contemporary Industrial Design

The industrial design of the articulated mechanical arm features a new slate colored finish, a significant departure from the original bordeaux finish. Similar to the first MicroScribe, optical encoders are located in each of the five joints, while a custom microchip resides in the base and calculates the XYZ position of the tip.

### MicroScribe Utility Software

Immersion created a new version of MicroScribe Utility Software, formerly called InScribe. This software produces MicroScribe compatibility for applications lacking native MicroScribe support and contains a robust feature set. The software supports both USB and serial interfaces and remains compatible with all MicroScribe digitizing arms. This software ships with all MicroScribe G2 products.

### Software Compatibility

The following companies completed a beta program designed to develop MicroScribe G2 USB support for their next software release: Robert McNeel & Associates, Revware inc., GHOST 3D LLC, HighRES Inc., PicaSoft, Delcam plc, and Licom Systems Ltd. Through the products of these companies and other tools, all MicroScribe digitizing systems are compatible with Maya, 3ds max, Rhino 3D, Autodesk VIZ, Mastercam, PowerSHAPE, CADKEY, AutoCAD, solidThinking, Pro/ENGINEER, Softimage|XSI, LightWave 3D, formoZ, SolidWorks, and Unigraphics, among others.

### Enhanced Software Developers Kit

A new enhanced software kit will be available online for free at [www.immersion.com](http://www.immersion.com). The enhanced SDK allows users to develop their own Windows 98, NT, 2000, Me or XP applications for the MicroScribe G2. Developers can implement their own digitizing routines and create custom applications.

#### MicroScribe Customers

Well-known studios like PDI/DreamWorks use Immersion 3D products to digitize characters and prop models for use in films such as Shrek. Game developers also use Immersion 3D products to create detailed virtual characters from physical models for animations, interactive games, and multi-user environments. The MicroScribe can also be used as a 3D mouse to control view locations, set light source locations and even define animation trajectories in real-time.

CAD/CAM designers at companies such as Fiskars use the MicroScribe to reverse engineer designs by taking measurements of existing products and digitizing them. This allows designers to make changes virtually to existing product designs and create new versions of a product. Mechanical engineers and product designers also use the MicroScribe to scan objects for rapid prototyping and product design evaluation.

Medical instrument manufacturing and software companies such as NOMOS, use the MicroScribe as a portable orientation device that is suitable for ultrasound positioning, surgical simulation and training.

#### Pricing and Availability

The four models of the MicroScribe G2 are available for purchase through Immersion distribution channels and resellers, and may be purchased directly from Immersion. Contact [microscribe@immersion.com](mailto:microscribe@immersion.com) for sales information.

Model	Accuracy Levels	Size	Price
MicroScribe G2	Up to 0.015 in.	50 in. work sphere	\$3,495
MicroScribe G2X	Up to 0.009 in.	50 in. work sphere	\$3,995
MicroScribe G2L	Up to 0.017 in.	66 in work sphere	\$4,995
MicroScribe G2LX	Up to 0.012 in.	66 in. work sphere	\$5,495

Accessories such as a support tripod, carrying case, hand switch, double foot pedal, digitizing platform and fixturing putty, needle tips and ball tips are also available.

#### Upgrade Program for MicroScribe -3D Customers

Owners of MicroScribe-3D products will be given the opportunity to purchase an upgrade to the new MicroScribe G2 electronics, including USB support and product recalibration. Details of this program will be announced during Q3 2002.

#### About Immersion ([www.immersion.com](http://www.immersion.com))

Founded in 1993, Immersion Corp. is a recognized leader in developing, licensing and marketing haptic technology and products. Bringing value to markets where user/ product interaction needs to be made more compelling, safer or productive, Immersion helps its partners develop and increase competitive advantage and broaden market reach by making the use of touch sense feedback as critical a user experience as sight and sound. Immersion's technology is deployed across personal computing, entertainment, medical training, automotive and three-dimensional simulation markets. Immersion and its wholly owned subsidiaries hold over 160 issued patents worldwide.

This media alert contains forward-looking statements, including in particular statements about future development plans and efforts. Forward-looking statements made in this press release are based on current information, which we have assessed but which by its nature is dynamic and subject to rapid and even abrupt changes. Immersion does not undertake any obligation to update or revise publicly any forward-looking statement, whether as a result of new information, future events or otherwise. Forward-looking statements include statements regarding the development and performance of touch-enabled technology. Immersion's actual results might differ materially from those stated or implied by such forward-looking statements due to risks and uncertainties associated with Immersion's business which include, but are not limited to, delay in or failure to achieve commercial demand for Immersion's touch-enabled technology products.

Risks and uncertainties related to Immersion's business in addition to those described above are further outlined in Immersion's

Annual Report on Form 10-K and its Quarterly Reports on Form 10-Q. These reports are filed with the Securities and Exchange Commission. These factors may not constitute all factors that could cause actual results to differ materially from those discussed in any forward-looking statement. Immersion is not obligated to revise or update any forward-looking statements in order to reflect events or circumstances that may arise after the date of this release.

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