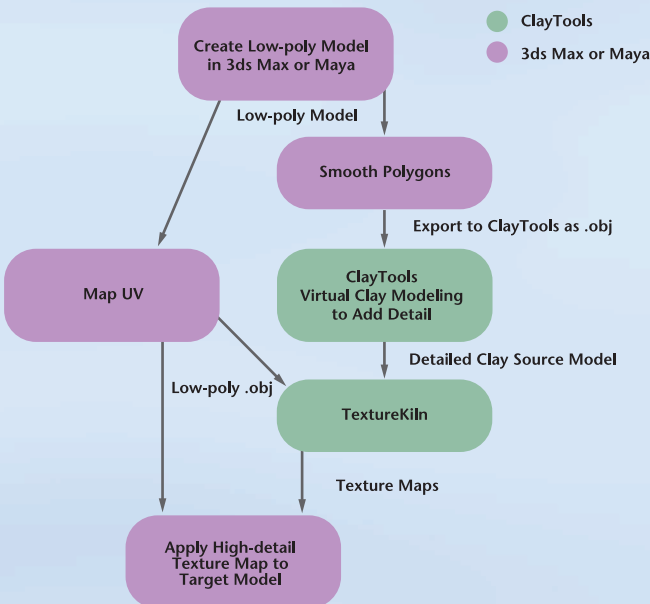
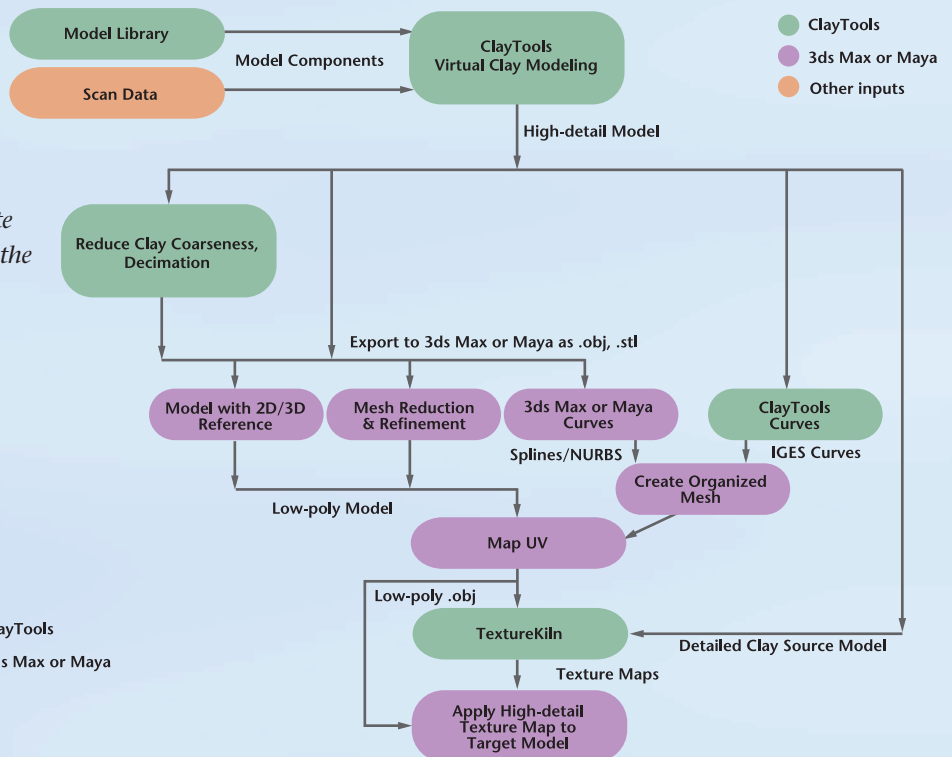


Use with 3ds Max®, Maya® & other design applications that support STL, OBJ and IGES curves I/O

With the ClayTools system, you can quickly create 3D concept models and high-resolution, detailed models. Additionally, you can import a low-resolution 3ds Max or Maya model and then use the ClayTools application to create a detailed, high-resolution version of the model. Using the ClayTools TextureKiln™ functionality, the detail from ClayTools models can be quickly transformed into a pre-calculated set of lighting values for normal maps and ambient occlusion maps, or as height values for displacement or bump maps.

Start with the ClayTools system

Test out multiple concepts and rapidly create high-detail models/virtual maquettes using the ClayTools application. Then choose from a variety of workflows to derive a low-poly production model.



Start with 3ds Max or Maya software

Use the ClayTools system to add detail to new or existing 3ds Max or Maya models. Then use ClayTools TextureKiln to bake texture maps for downstream use.

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.