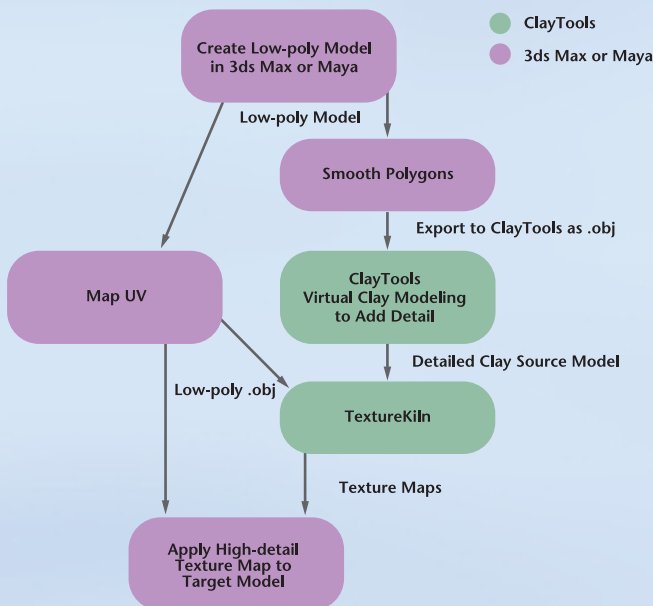
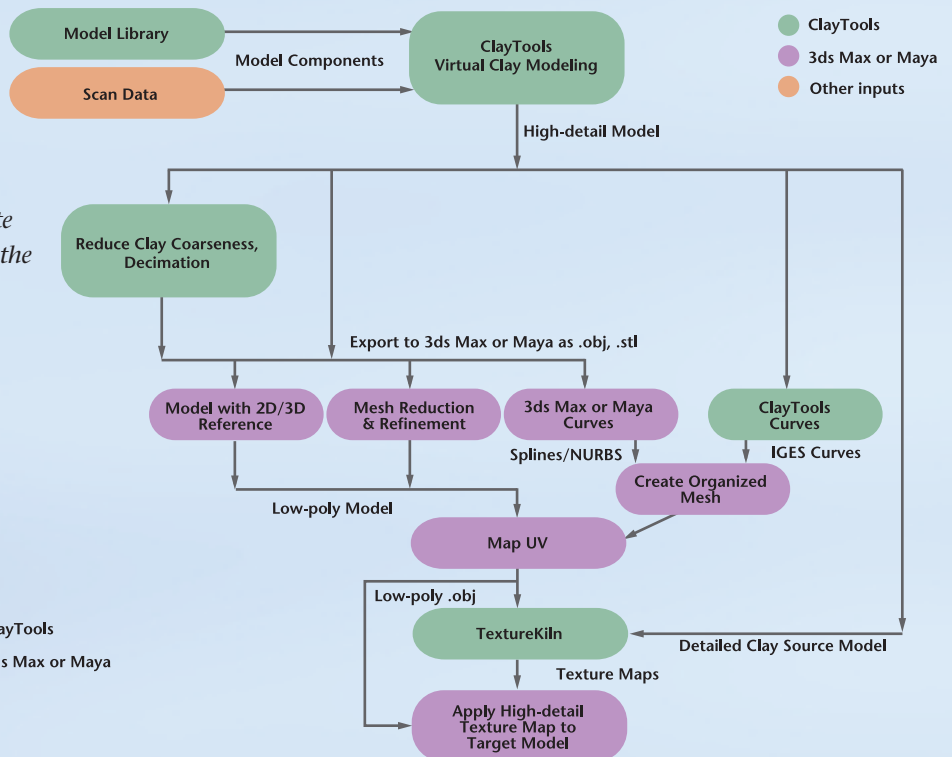


**Use with 3ds Max®, Maya® & other design applications that support STL, OBJ and IGES curves I/O**

**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](http://www.sensable.com)  
Product and corporate information: [www.sensable.com](http://www.sensable.com)

Product specifications are for ClayTools system v1.2 and are subject to change without notice.