



## **Immersion Launches MicroScribe Digitizing and Animation Plug-In for Alias|Wavefront's Maya Software**

SAN JOSE, Calif., Jul 1, 2002 -- First MicroScribe(TM) Connections Product Provides Seamless Interface to Streamline Workflow for Alias|Wavefront's Maya® Users

Immersion Corporation, (Nasdaq:IMMR), a leading developer of 3D and force-feedback products and technologies, today announced MicroScribe(TM) Connections for Maya software, a new digitizing plug-in product that streamlines workflow and increases design performance and productivity. MicroScribe Connections for Maya is the first in a new series of plug-ins that appeals to animators, game developers, and industrial designers who use both Maya and MicroScribe to digitize and render 3D models, animated characters and digital content. The MicroScribe Connections plug-in allows 3D position and orientation data from Immersion's MicroScribe digitizing hardware to be accessed directly by the Maya software interface. In a separate news announcement today, Immersion launched the MicroScribe G2 family of products.

"As audiences' appetites for 3D imagery in film, television and gaming continue to grow, hardware and software products must continue to evolve to meet the ever-changing needs of designers," said Greg Belaus, director of 3D products for Immersion. "Our customers want better support and integration between design software and MicroScribe products. We started with the Maya plug-in because it's one of the most popular 3D design and animation software packages. Immersion will continue to build upon the momentum in the 3D market as we introduce more products in the future."

MicroScribe Connections for Maya allows designers to see the movement of the MicroScribe tip in real time, through a Maya scene, as it traces the contours of an object or sets the position of a light source. Designers can directly control the MicroScribe through a menu integrated into Maya, allowing for greater control over the modeling process. The plug-in directly supports Maya 4.0 for Windows NT, XP or 2000 and is fully compatible with all MicroScribe digitizing systems.

Immersion is a member of the Maya Conductors program. The Conductors program is designed to extend the functionality of Maya software with market-specific tools to help designers optimize their workflow so they can be more creative.

### Pricing and Availability

MicroScribe Connections for Maya costs \$495 and will be available July 22 through Immersion distribution channels and resellers, and directly from Immersion. Contact [microscribe@immersion.com](mailto:microscribe@immersion.com) for sales information.

### About Alias|Wavefront

As the world's leading innovator of 3D graphics technology, Alias|Wavefront develops software for the film and video, games, web, interactive media, industrial design, and visualization markets.

Entertainment customers include BlueSky Studios, Cinesite, CNN, Digital Domain, Disney, Electronic Arts, Industrial Light & Magic, Midway Games, Nintendo, Pacific Data Images (PDI), Pixar, Sega, Sony Pictures Imageworks, Square Co., Ltd., Warner Feature Animation and Weta Ltd.

### 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 that involve a number of risks and uncertainties. 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 SEC reports, including but not limited to the 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.

Immersion and MicroScribe are trademarks of Immersion Corporation. All other trademarks are the property of their respective owners. Maya is a registered trademark of Alias|Wavefront.

NOTE TO EDITORS: In the company name Alias|Wavefront noted in this news release, there is a pipe symbol between Alias and Wavefront. This symbol may not appear properly in some systems.