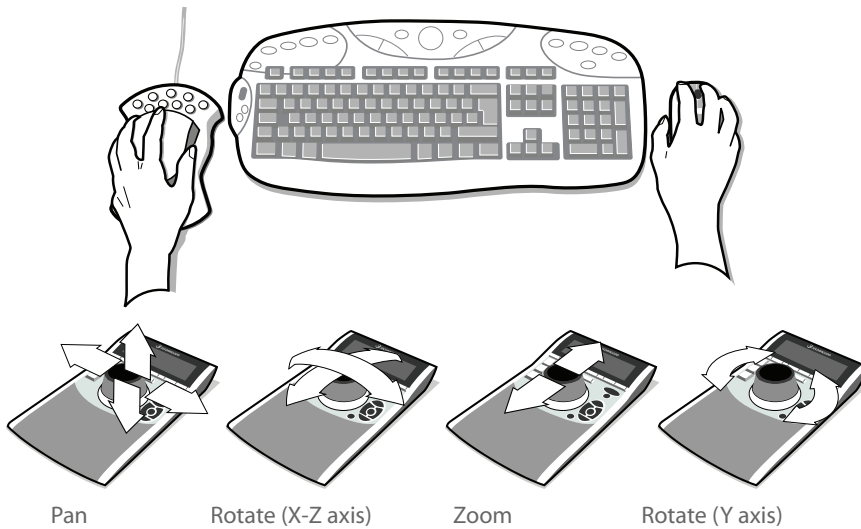


What is a 3D Motion Controller?

The best friend your mouse never had...until now!

With just a mouse and keyboard, you're constantly clicking to pan, zoom and rotate objects. Then you have to shift gears to make edits. Switching between navigation and manipulation disrupts creativity and derails your train of thought. It's also time-consuming. There is a better way. Using a motion controller in your left hand, and a



mouse in your right, you click a lot less and accomplish a lot more, in a lot less time. Take care of all navigation with the motion controller, while you edit the object or scene using the mouse. It's a much more efficient way to work.

Anatomy of a motion controller

Motion controllers feature a ball, or cap, which easily rotates in 6 directions to perform the ultimate in 3D navigation. You can simultaneously pan, zoom and rotate models and objects on your screen, without using your mouse. You get perfect and precise positioning in one fluid motion. The controllers also have programmable buttons that allow you to map frequently used commands and functions for one-touch access. You can execute a command sequence that would take many trips to the keyboard or many clicks on the menu bar to accomplish. Once you see what you can do with a motion controller....you'll see why you can't do without one!

- It's not a mouse...but it makes your mouse—and your mouse hand— work a lot less and accomplish a lot more.
- It's not a trackball....but you'll have a ball using it.
- It's not a joystick....but it will bring you great joy, and reduce your stress.
- It's the smarter, faster way to interface with all your applications

Why Use a Motion Controller?

- Increase productivity by up to 30%
- Reduce mouse usage by over 50%
- Less strain on your mouse hand
- Focus on creation, not navigation

