



# News Release

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## 3D Systems Brings 3D Printed Lifestyle to Comic-Con International in San Diego

- Selling exclusive, limited edition *Star Wars*, *Alien*, and *Marvel* figurines from its Gentle Giant Ltd brand
- Get 3D scanned and printed to become your favorite *Star Trek* or *The Walking Dead* character
- Explore the 3D printed lifestyle for the entertainment enthusiast with exclusive Cube 3 printables and demos for designing your own action figure

**ROCK HILL, South Carolina, July 21, 2014** – [3D Systems](http://www.3dsystems.com) (NYSE:DDD) announced today that it will showcase its premier entertainment brand, Gentle Giant Ltd, and 3D printing for comic and entertainment enthusiasts with consumer offerings and applications on [Cubify](http://www.cubify.com) at 2014 [San Diego Comic-Con](http://www.san-diego-comic-con.com), at Booth 3513. The company's Gentle Giant brand creates visual effects for movies including *Star Wars*, *The Walking Dead*, and *Marvel*, and uses the authentic digital content from the films to bring experiences to consumers with high-end collectibles, jewelry and action figures.



Expanding its entertainment offerings, 3DS will also showcase the 3D printed lifestyle to entertainment enthusiasts and comic geeks alike with home 3D scanners, printers and apps that let you become your own action figure or movie character. The booth will also contain limited edition collectibles as well as host other events such as demonstrations of Cubify digital sculpting software, micro model giveaways, book signings and photo ops. The following highlights will be present:

**Expand your figurine collections** – 3DS will be displaying and selling exclusive, limited edition *Star Wars*, *Alien*, and *Marvel* figurines from its [Gentle Giant Ltd](#) brand. Each figurine was scanned or digitally sculpted by master artisans with the collector in mind. No detail has been forgotten in these stunning collectibles that remain faithful to the original artwork.

**Explore the 3D printed lifestyle** – Express yourself in 3D at the 3DMe® kiosks. Get 3D scanned and become a *Star Trek*™ crewmember or a *Walking Dead* zombie by having your likeness applied to a custom digital avatar. Order a 3D printed figurine directly from the booth.

**First sub-\$1000 plug & play consumer 3D printer** - The third generation [Cube](#) 3D printer has faster print speeds, higher 70-micron resolution and a multi-material, easy to load dual-color cartridge.

**Physical photography made simple** – The [Sense](#) and [iSense](#) 3D scanners have flexible scan sizes and are perfect for capturing everything from a shoe to a full-body selfie, processing data in seconds for an instantly printable 3D file. Both handheld scanning technologies will be available for experimentation at the booth.

**Professional-quality consumer 3D printing** – The [CubePro](#) series of 3D printers, offers three models for single, double or triple print heads for up to three colors. This sub-\$5,000, professional-quality, consumer 3D printer series utilizes a controlled environment print chamber to ensure hi-fidelity, true-to-CAD, quality results.

Learn [more](#) about 3DS Entertainment and the 3D printed lifestyle today.

Star Wars is a registered trademark of Lucasfilm Ltd.; Alien is a registered trademark of Twentieth Century Fox Film Corporation; Star Trek is a registered trademark of CBS; The Walking Dead is a registered trademark of AMC FILM HOLDINGS LLC.

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## **About 3D Systems**

3D Systems is a leading provider of 3D printing centric design-to-manufacturing solutions including 3D printers, print materials and cloud sourced on-demand custom parts for professionals and consumers alike in materials including plastics, metals, ceramics and edibles. The company also provides integrated 3D scan-based design, freeform modeling and inspection tools and an integrated 3D planning and printing digital thread for personalized surgery and patient specific medical devices. Its products and services replace and complement traditional methods and reduce the time and cost of designing new products by printing real parts directly from digital input. These solutions are used to rapidly design, create, communicate, prototype or produce functional parts and assemblies, empowering customers to ***manufacture the future.***

## **Leadership Through Innovation and Technology**

- 3DS invented 3D printing with its Stereolithography (SLA) printer and was the first to commercialize it in 1989.
- 3DS invented Selective Laser Sintering (SLS) printing and was the first to commercialize it in 1992.
- 3DS invented the Color-Jet-Printing (CJP) class of 3D printers and was the first to commercialize 3D powder-based systems in 1994.
- 3DS invented Multi-Jet-Printing (MJP) printers and was the first to commercialize it in 1996.

Today its comprehensive range of 3D printers is the industry's benchmark for production-grade manufacturing in aerospace, automotive, patient specific medical device and a variety of consumer, electronic and fashion accessories.

**More information on the company is available at [www.3DSystems.com](http://www.3DSystems.com).**

### **About Comic-Con International**

[Comic-Con International: San Diego](#) began in 1970 when a group of comics, movie, and science fiction fans – including the late Shel Dorf, Ken Krueger, and Richard Alf – banded together to put on the first comic book convention in southern California. From the beginning, the founders of the show set out to include not only the comic books they loved, but also other aspects of the popular arts that they enjoyed and felt deserved wider recognition, including films and science fiction/fantasy literature. Comic-Con has presented literally thousands of special guests at its conventions over the years, bringing comics creators, science fiction and fantasy authors, film and television directors, producers, and writers, and creators from all aspects of the popular arts together with their fans for a fun and often times candid discussion of various art forms. That love of the comics medium continues to be its guiding factor as the event moves toward its second half-century as the premier comic book and popular arts style convention in the world.