Geomagic Showcases Touch-Enabled Virtual Reality Solutions at NextMed/MMVR20 Conference

The Associated Press

MORRISVILLE, N.C.--(BUSINESS WIRE)--Feb 19, 2013--Geomagic®, a global company providing 3D technology for digital reality, has announced that it will showcase innovative touch-enabled medical simulation and training applications developed by its OEM partners and educational customers. Using Geomagic's Sensable Phantom ® force feedback haptic devices and OpenHaptics ® software toolkit, the applications will be demonstrated at the NextMed/MMVR20 (Medicine Meets Virtual Reality) conference being held this week in San Diego, Calif. As medical education embraces advanced simulation to better train the next generation of clinicians, Geomagic and its customers show how adding the sense of touch turns computer-based learning into highly realistic training experiences for skills building and competency testing – at zero risk to patients.

Touch of Life Technologies' new OPUS Mini medical simulator is ideally suited for ultrasound-guided needle injection training. (Photo: Business Wire) WHERE: NextMed/MMVR20, San Diego Marriott Mission Valley Hotel, San Diego, Calif. WHAT: Geomagic Sensable Haptic Devices and Customer Application Demonstrations WHEN: Demonstrations on Thursday, Feb. 21 and Friday, Feb. 22 during conference hours Applications on display at MMVR include: mySmartSimulations ®, of Saratoga Springs, N.Y., will display custom, interactive healthcare skills development and training solutions that utilize haptics for applications that include urinary catheterization, IV insertion, intubation and chest tube insertions. OPUS™ Mini, created by Touch of Life Technologies of Aurora, Colo., is a medical skills training and assessment environment that focuses on the development of ultrasound-guided, needle-based medical skills, such as the administration of regional anesthesia, central venous access and lumbar puncture. The product uses a virtual patient, which is based on real anatomy derived from its VH Dissector for Medical Education software product. Punch Biopsy, developed by Ohio Supercomputer Center in partnership with medical schools in Ohio, is a simulation environment for teaching physicians to perform a simple punch skin biopsy. Through computer modeling, the simulation emulates various lesion and skin thicknesses, and it includes a haptic device that provides the tactile sensation of sampling the skin with a punch biopsy. In addition, Geomagic will display several of its Phantom haptic devices and demonstrate its OpenHaptics ™ software. OpenHaptics ™ is an API that provides a simple environment for developers to add haptic properties to their own computer-based applications, such as these shown by Geomagic's OEM partners.

About Geomagic
Geomagic (www.geomagic.com) is a global company dedicated to advancing and applying 3D technology for the benefit of humanity. Geomagic's scanning and design software solutions are used to capture and model 3D content from physical

objects, organically sculpt complex shapes, and prepare products for manufacturing. In addition, the company produces powerful 3D metrology and inspection software that verifies dimensional quality by comparing as-built products to master designs. Geomagic's Sensable Phantom haptic devices simulate the sense of touch in a digital environment.

Geomagic's software and hardware are utilized by world-class customers in a variety of industries, including aerospace, automotive, medical, consumer products, toys, collectibles, coin design, jewelry, fine art, heritage restoration, research, education, mold making, entertainment, training and surgical simulation. In fact, some of the world's leading companies and research organizations use Geomagic software, including Ford, BMW, Boeing, Harley Davidson, Timberland, Mattel/ Fisher Price, Lego, Pratt & Whitney, NASA, Schneider Electronic, 3M, Danaher and Invisalign. Geomagic is based in Research Triangle Park, N.C., USA, with an office in Boston, subsidiaries in Europe and Asia, and channel partners worldwide.

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