



# News Release

3D Systems Corporation  
333 Three D Systems Circle  
Rock Hill, SC 29730

www.3dsystems.com  
NYSE: DDD

**Investor Contact:** Stacey Witten  
803-326-4010  
E-mail: WittenS@3dsystems.com

**Media Contact:** Cathy Lewis  
803-326-3950  
Email: LewisCL@3dsystems.com

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## 3D Systems Brings Its New Consumer Experience To CES

- Kids And Adults Unleash Their Creativity And Express Themselves in 3D@Home -

**ROCK HILL, South Carolina, January 5, 2012** – [3D Systems](#) Corporation (NYSE: DDD) announced today that it plans to unveil its groundbreaking [Cubify.com](#) 3D@home experience at the Consumer Electronics Show, CES, in Las Vegas, Nevada, January 10<sup>th</sup> – 13<sup>th</sup>, 2012, at the Las Vegas Convention Center in the exclusive 3D@Home section, booths 13345 - 13347.

[Cubify.com](#) is the ultimate 3D destination for users and developers to meet and unleash their creativity. Now everyone can have access to the most powerful 3D canvas to express themselves in 3D by sharing printable content and having intuitive apps to modify and print their creations. As part of its Cubify.com experience, 3D Systems will showcase a new Kinect-to-print app powered by Geomagic and a variety of tablet-to-print content creation and manipulation apps created by its over 6000 strong developer community. The company will showcase its new 3D consumer printer and make available 3D collection libraries as downloads.

“We welcome all CES attendees to experience the full impact of Cubify.com live,” said Rajeev Kulkarni, Vice President and General Manager, Consumer Solutions for 3D Systems. “We invite developers and designers to become part of our groundbreaking Cubify.com community. We are committed to democratize access to these incredible creative tools delivering the convenience and power of 3D@home.”

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### **Forward-Looking Statements**

Certain statements made in this release that are not statements of historical or current facts are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. Forward-looking statements may involve known and unknown risks, uncertainties and other factors that may cause the actual results, performance or achievements of the Company to be materially different from historical results or from any future results expressed or implied by such forward-looking statements. In addition to statements that explicitly describe such risks and uncertainties, readers are urged to consider statements in the conditional or future tenses or that include terms such as "believes," "belief," "expects," "estimates," "intends," "anticipates" or "plans" to be uncertain and forward-looking. Forward-looking statements may include comments as to the company's beliefs and expectations as to future events and trends affecting its business and are necessarily subject to uncertainties, many of which are outside the control of the company. The factors described under the headings "Forward-Looking Statements," "Cautionary Statements and Risk Factors," and "Risk Factors" in the company's periodic filings with the Securities and Exchange Commission, as well as other factors, could cause actual results to differ materially from those reflected or predicted in forward-looking statements.

### **About 3D Systems Corporation**

3D Systems is a leading provider of 3D content-to-print solutions including 3D printers, print materials and on-demand custom parts services for professionals and consumers alike. The company also provides creative content development, design productivity tools and curation services and downloads. Its expertly integrated solutions replace,

displace 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, communicate, prototype and produce functional parts, empowering its customers to create with confidence.

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

To experience 3D Systems' entire range of 3D content-to-print products and services please visit [www.printin3D.com](http://www.printin3D.com), [www.production3dprinters.com](http://www.production3dprinters.com), [www.toptobottomdental.com](http://www.toptobottomdental.com), [www.quickparts.com](http://www.quickparts.com), [www.3Dproparts.com](http://www.3Dproparts.com), [www.alibre.com](http://www.alibre.com), [www.bitsfrombytes.com](http://www.bitsfrombytes.com), [www.botmill.com](http://www.botmill.com), [www.The3dStudio.com](http://www.The3dStudio.com), [www.freedomofcreation.com](http://www.freedomofcreation.com), [www.sycode.com](http://www.sycode.com), [blog.3dsystems.com](http://blog.3dsystems.com), or via email at [moreinfo@3Dsystems.com](mailto:moreinfo@3Dsystems.com).

### **About CEA and CES 2012**

The Consumer Electronics Association (CEA) is the preeminent trade association promoting growth in the \$190 billion U.S. consumer electronics industry. More than 2,000 companies enjoy the benefits of CEA membership, including legislative advocacy, market research, technical training and education, industry promotion, standards development and the fostering of business and strategic relationships. CEA also owns and produces the International CES – The Global Stage for Innovation. All profits from CES are reinvested into CEA's industry services.

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