

Gravity Sketch VR - Press Release

Immersive 3D design tool, launching on Steam for HTC Vive and Oculus Rift

LONDON - 7th January 2017

Gravity Sketch is launching a limited public beta version of its 3D creation software specifically designed for Virtual Reality. Our team has been working on 3D authoring tools for the past two years, and have now completed an early access version of our intuitive and powerful creation experience for HTC Vive and Oculus Rift.

Unlike other artistic VR creation tools, Gravity Sketch is focused on workflow for creative professionals, and base the creation of geometry in non-destructive solid modeling. Gravity Sketch goes beyond strokes in space with powerful tools like surfaces, symmetry options, and revolutions. Designers, architects and engineers can create quick 3D mock ups of ideas and seamlessly bring them to more complex CAD software. This also makes it a great companion for VR artists using tools such as Tilt Brush.

A fresh perspective on the creative process:

For years, 3D models have been produced by professionals to visualize, communicate, share ideas, and eventually turn them into reality through complex computer aided design (CAD) software. We believe that CAD software is a great tool, but there's a steep learning curve and often a high price tag that make these sorts of tools inaccessible to many as well as frustrating and difficult to use for creative professionals, students and the general public. We believe that Gravity Sketch VR has the potential to radically change the way designers ideate and create 3D objects.

Why beta?

We are a small team with big ambitions. We have developed a ton of great features ready for everyone to use and enjoy, but we have a big vision for where we want to take things in 2017 and are sharing the software in its current state in order to gain a deeper perspective on the various types of users and their needs.

Gravity Sketch VR showcases powerful features:

For the past 2 months we have been testing with a talented group of VR designers and artists and have further developed some great tools to really take advantage of creating in virtual reality. Beyond the core geometry tools, we have included features such as sketching onto surfaces, duplications of strokes and groups of strokes, and import and export options that lend themselves to smooth workflows in and out of various software packages. All things created in Gravity Sketch are saved in .obj and .stl file format, which allows users to not only take objects into other software, but also users send their models directly to 3D print.

About Gravity Sketch:

Based in London UK, we're a team of designers and engineers who are passionate about developing inclusive creation experiences. We come from mixed backgrounds ranging from mechanical engineering, physics, and industrial design. As individuals we have extensive experience with design and manufacturing of physical products. One thing we continuously found frustrating during development was the initial ideation stage where the creator moves from 2d sketches to a digital 3d environment through the use of CAD. We started Gravity Sketch to breath new life into this industry and increase access to digital design and manufacturing process in hopes to increase overall 3D literacy.

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Steam Store Page:

<http://store.steampowered.com/app/551370/>