![3D Systems logo] **News Release**

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3D Systems Releases GibbsCAM 2015 Software for Production Machining

- Incorporates dozens of innovative new features and powerful new Universal Kinematic Machine (UKM) engine
- Key component of 3DS' digital design and fabrication solutions integrating traditional and advanced manufacturing

ROCK HILL, South Carolina, August 25, 2015 – 3D Systems (NYSE:DDD) announced today that it has begun shipping the latest version of GibbsCAM®, its software for production machining. This comprehensive update to 3DS' industry-leading software incorporates an all-new Universal Kinematic Machine (UKM) engine that further simplifies CNC programming. The release also includes multiple enhancements that extend capabilities and accommodate new machines of all configurations. Video overviews of GibbsCAM 2015 can be found here.

As an integral component of 3DS' design-to-manufacturing digital thread, facilitating cross-technology manufacturing between additive and subtractive methods, GibbsCAM enables improved production efficiency and greater profitability. Developed for ease-of-use, GibbsCAM empowers numerical control programmers and machinists with solid modeling, 2- through 5-axis milling, high speed machining, mill/turn, Swiss, multi-task machining and wire-EDM capabilities.

"We are committed to providing 3D digital design and fabrication solutions that enable our customers to be more productive and competitive," said Ilan Erez, Vice President, co-Chief Operating Officer and CFO, Software Products, 3DS. "With the recent addition of GibbsCAM to the 3DS digital manufacturing thread portfolio, our customers can now

enjoy the ability to use both subtractive and additive manufacturing to achieve the highest productivity possible. Manufacturers can use the two technologies in tandem, printing a metal part and then using a milling machine to achieve the required surface finish, for example. It's a perfect fit.

"With the new release of GibbsCAM 2015 we enable our customers to program any machine with a single program and a single interface," continued Erez. "The new features and enhancements in GibbsCAM 2015 are designed to save time in programming, provide more flexibility in selecting and using tools, and make toolpath verification and machine simulation more accurate and efficient."

Some of the new features in GibbsCAM 2015 include:

New Tooling Functions and Capabilities that extend the ability to define, use and simulate tools, with new icons and dynamic 3D viewing of tools and tool holders. Support for straight, tapered and stepped shanks was extended to all mill tools, while new mill and lathe tool types are also introduced, including 3D form tools and 75° Diamond (ISO E-style) lathe tools.
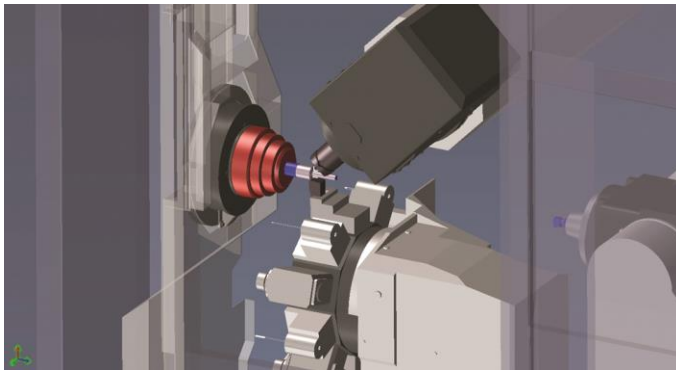
GibbsCAM 2015, with UKM Technology, provides significant enhancements that simplify programming, provide powerful toolpath strategies, and accurately simulate even the most complex machines

Numerous Enhancements for Hole-making that include additional support for hole features from CAD systems and full associativity for hole features from Autodesk Inventor, CATIA v5, Solid Edge and SolidWorks.

New is the Hole Editor for editing hole features, including compound holes, which are supported with multiple

straight, tapered and threaded segments. In addition, feature recognition has been enhanced, and the 5-axis drilling interface has been streamlined. These features simplify hole-making operations and make the programming process faster.

Intermediate Tooling Support for Multi-task Machining (MTM), which makes tooling more manageable, simulation more accurate, and programming easier, with more accurate placement and orientation of tools. Additions include a tool block library and support for tool blocks, such as adapter blocks, holders for tool holders, right-angle and adjustable heads, and flash tooling. A fixture library and support for fixtures (chucks, tailstocks, steady rests and other work holding devices) are included.

Machine Simulation which is greatly improved as a result of UKM, intermediate tooling support, and an improved rendering palette. Rendering is more accurate and efficient, displaying intermediate tooling for a more complete simulation of all moving components. Customized monitoring of key conditions is enabled with a new Stops and Watches feature. Combined, these additions make the programming-through-simulation process faster and more accurate.

Integration with Sandvik Coromant's Adveon Tool Library, which enables importing tools from Sandvik and ISO 13399 compliant systems to make a standard library available at any time, simplifying tool definition and tooling-data management. This also allows a shop to build, save and reuse a library, and link tools and tool assemblies to parts and processes, enabling faster reuse of a program for a subsequent part run, and faster updating when parts change.

Learn more about 3DS' commitment to manufacturing the future today at www.3dsystems.com, and the new GibbsCAM 2015 software here.

About 3D Systems
3D Systems provides the most advanced and comprehensive 3D digital design and fabrication solutions available today, including 3D printers, print materials and cloud-sourced custom parts. Its powerful ecosystem transforms entire industries by

empowering professionals and consumers everywhere to bring their ideas to life using its vast material selection, including plastics, metals, ceramics and edibles. 3DS' leading personalized medicine capabilities save lives and include end-to-end simulation, training and planning, and printing of surgical instruments and devices for personalized surgery and patient specific medical and dental devices. Its democratized 3D digital design, fabrication and inspection products provide seamless interoperability and incorporate the latest immersive computing technologies. 3DS' products and services disrupt traditional methods, deliver improved results and empower its customers to manufacture the future now.

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 ColorJet Printing (CJP) class of 3D printers and was the first to commercialize 3D powder-based systems in 1994.

•3DS invented MultiJet Printing (MJP) printers and was the first to commercialize it in 1996.

•3DS pioneered virtual surgical simulation (VSS^{TM}) and virtual surgical planning (VSP$^®$), and its leading 3D healthcare products and services help doctors achieve better patient outcomes.

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.