3DRUDDER

Playing 3D games, designing 3D objects or buildings, creating or navigating 3D virtual worlds... please meet

The 3D*Rudder*

The revolutionary feet-controlled 3D navigation and motion controller for gaming, virtual reality and 3D design

Move In Games or 3D Worlds,
Navigate 3D Models With Your Feet.
Free your hands. Do more. WIN!

The 3D*Rudder* works with existing PC games, is surprisingly precise, and feels natural. It is fluid, fast, and responsive.

Tom's Hardware:
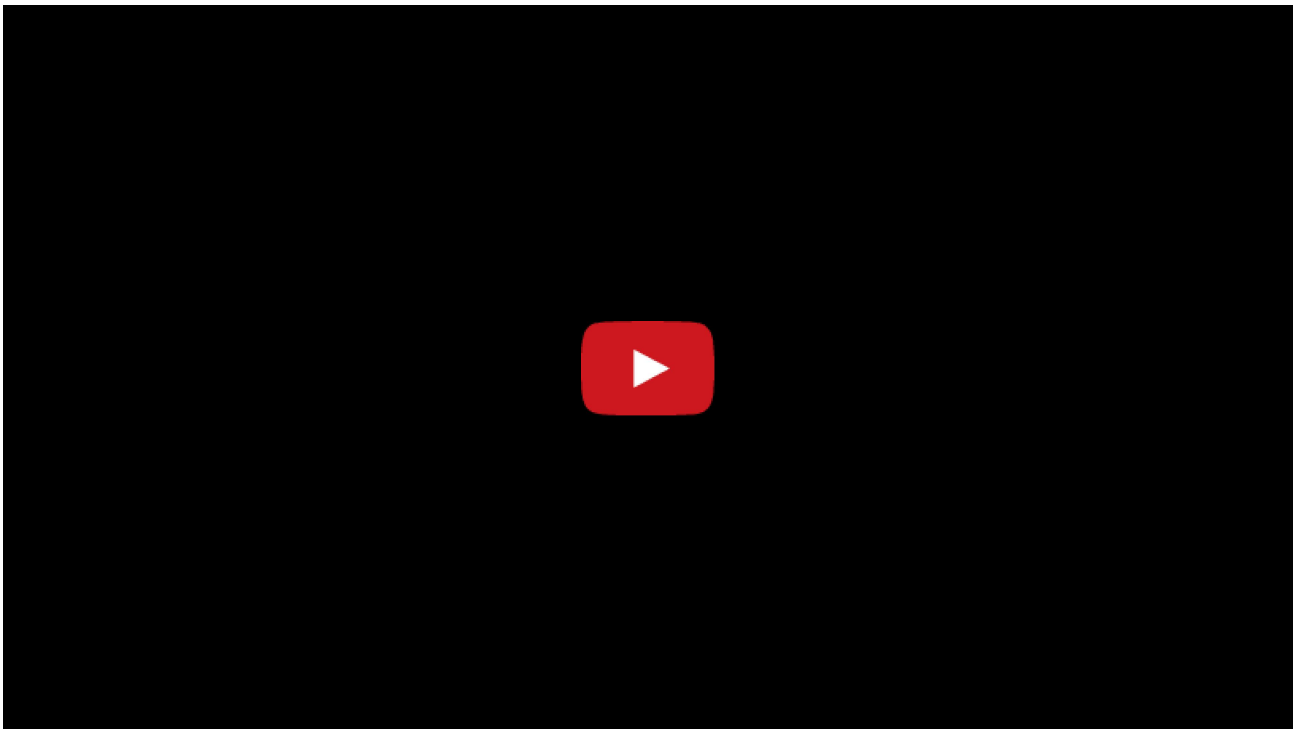**3DRudder Hands (Well, Feet) On: Intuitive, Addictive, Impressive**

How To Move With The 3DRudder?

Check our YouTube video channel

You'll discover the 4 basic movements of the 3DRudder.

Here is the combination of the 4 movements.

Fill this form to subscribe to our newsletter and receive updates about the 3D*Rudder and its availability*.

Name *

First Name   Last Name

Email Address *

Next Events

MAR
13

SXSW / INTERACTIVE - AUSTIN

Join us at SxSW and test drive the 3DRudder

Mar 13, 2015 – Mar 17, 2015

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FIRST INDEPENDENT TEST AND REVIEW OF THE 3DRUDDER

Want to know everything about the 3D*Rudder* and how it feels to use it?

Here is the first independent test and review of the 3D*Rudder* provided to you by EnterTheRift.

http://www.entertherift.fr/p1184-jjpnm-actualite-entertherift-rencontre-3drudder-le-peripherique-de-controle-avec-les-pieds.html

Read More →

Dec 27, 2014

PUTTING OUR FEET BACK INTO 3D NAVIGATION

The emergence of 3D in gaming and IT environments met a need: it interjected us into a world for which we are already naturally "equipped." We are provided with a stereoscopic vision, touch, locomotion and ultimately, we are reborn into a three dimensional

environment.

Here at 3D rudder, we strongly believe that all of our software interfaces will become anthropomorphized and in time, mimic our natural universe...
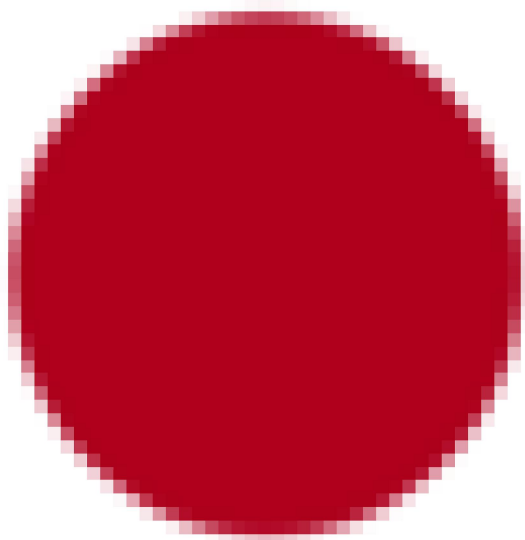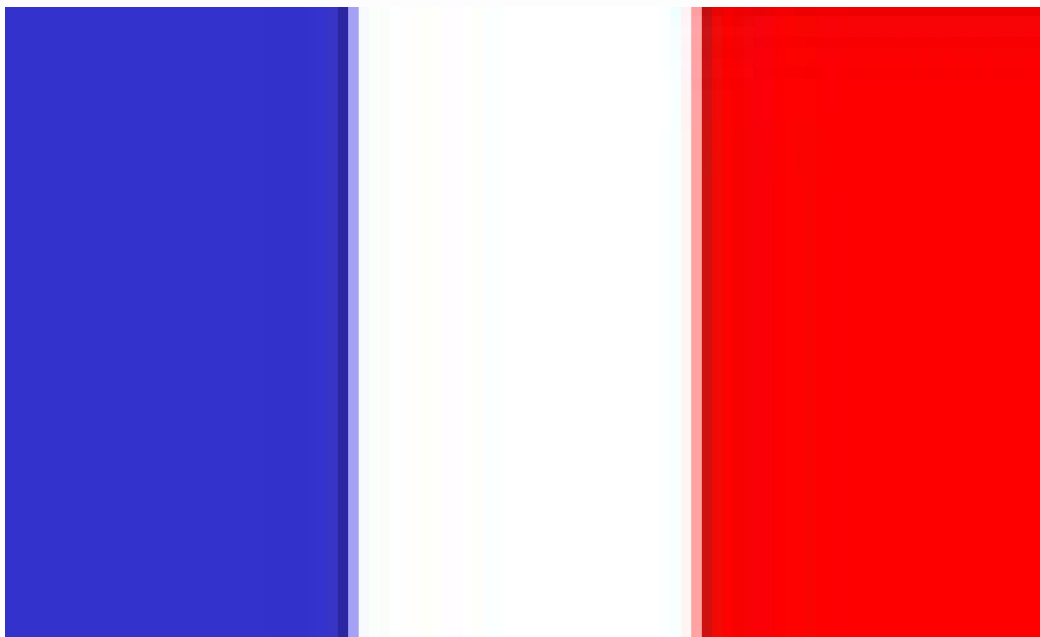
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Oct 8, 2014

THE 6 FUNDAMENTAL CARACTERISTICS OF A GREAT 3D NAVIGATION AND MOTION CONTROLLER

The idea of the 3DRudder came from our own experience in navigating 3D virtual environments with the deceptive tools available today. We tried lots of them and have always been frustrated with the experience.

We also listened intensely to what would-be users had to say and what they were stumbling upon when navigating 3D environments with dedicated or standard mouse devices, pen tablets… We found 6 issues with the existing controllers...

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Sep 30, 2014