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Tanvas Selected to Showcase Its Technology in Eureka Park at CES 2017

The company's innovative surface haptics technology lets you feel what you see on any touch display

CHICAGO - October 18, 2016 - Tanvas, the company redefining touch for the touchscreen, announced it has been accepted into Eureka Park, the flagship destination at CES where budding startups debut their technology. The company will demonstrate TanvasTouch, a patented technology that simulates real touch and an unlimited number of textures and effects on any touchscreen.

“It goes without saying that CES is a tremendous opportunity for many thousands of people to literally get their hands on our technology,” said Greg Topel, CEO of Tanvas. “In order for the promise of this new touch dimension to reach its full capacity, it needs to be seen and felt by the widest possible audience. We believe CES is one of the best venues to do just that.”

TanvasTouch technology emerged from the Neuroscience and Robotics Lab (NxR) at Northwestern University. Co-founders Ed Colgate and Michael Peshkin pioneered a new branch of surface haptics that brings real-time control of the forces acting between a fingertip and the touch surfaces. From automotive, gaming and visual impairment to retail, advertising and the arts, the potential applications for TanvasTouch are limitless.

The company also announced today that it has [relaunched the Tanvas website](#) to invite OEMs and agencies to be a part of the future of touch, as well as a method for developers to request early access to the TanvasTouch Dev Kit. The new site also features the debut of [Feeling Disruptive](#), a new blog covering the basics of haptics, highlights from recent events, product updates and more.

In the lead-up to CES 2017, Tanvas will continue to showcase its technology at regional hackathons including [CalHacks](#) on Nov. 11, 2016 and [WildHacks](#) on Nov. 18, 2016. If you are planning to attend CES 2017, be sure to stop the Tanvas booth at 50408 in Eureka Park - Sands, Hall G.

About Tanvas

Tanvas is redefining touch by enabling you to feel what you see on any touchscreen. Despite advances in graphics, sound and vibration, today's touchscreen is still just a static window to the digital world. Tanvas uses surface haptics to add a new dimension of interaction that goes beyond the buzz of vibration and brings unlimited textures and feelings to flat, physical surfaces. TanvasTouch can be built into any touch-enabled product across a wide range of applications including automotive, retail, consumer electronics, visually impaired and custom displays. Founded in 2011 by haptics pioneers, Ed Colgate and Michael Peshkin, Tanvas is headquartered in Chicago and received a Chicago Innovation Award in 2015. Visit www.tanvas.co to learn more about the future of touch.

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