CyberGlove Systems

Cyber Touch II

Tactile Feedback for the CyberGlove System

The CyberTouch II is a new option for adding vibro-tactile feedback to a CyberGlove® system that allows feedback to be felt on the inside of the each finger and the palm.

The CyberTouch™ feedback option enables CyberGlove® users to manually experience virtual worlds, feeling vibro-tactile sensations from interaction with computer generated 3D objects. The addition of vibro-tactile feedback creates a more realistic environment for users, enabling them to experience how a virtual object moves and responds to interaction. The CyberTouch system can also be used for data visualization to feel vibrational intensity proportional to ground-density data, water content, magnetic field strength, hazard proximity, or even light intensity.

The CyberTouch system consists of six small, lightweight vibro-tactile actuators, one on the inside of each finger and the palm of the CyberGlove data glove. Each actuator can be individually programmed to provide the desired feedback level.

The actuators can generate pulses, sustained vibration, or customized vibration patterns. Software developers can program the CyberTouch actuators to produce spatial-temporal tactile feedback patterns simulating movement or fluid flow across the hand.

Specifications

Vibro-tactile actuators: 6; inside of each fingertip, one on the palm

Vibrational Frequency: 0 – 125 Hz

Vibrational Amplitude: 1.2 N peak-to-peak at 125 Hz (max)

Interface Unit: 3.0 x 4.55 x 1.04 in (7.62 x 11.56 x 2.64 cm)

Cable: Standard 25 ft (7.62m)

Interface: RS-232 (115.2 kbaud max)

About CyberGlove Systems LLC

Launched in 1990, the family of CyberGlove products is the established and most sophisticated data glove solution in the marketplace. The product family includes four data-glove solutions and the VirtualHand Software Development Kit (SDK). The products let users capture detailed finger, hand, and arm movement, allowing them to "reach in and manipulate" digital objects in virtual reality.

With CyberGlove products, users can more quickly prototype and animate in virtual reality thereby saving both time and money. Customers include Fortune 500 and Global 500 corporations, government agencies, and universities in the U.S., Europe, Asia, Middle East and South America.

For More Information

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