The Haptic Workstation is a ground-breaking 3D haptics innovation from CyberGlove Systems. The Haptic Workstation is a fully integrated simulation system providing right and left whole-hand haptic feedback, immersive 3D viewing, and easy-to-use CAD model manipulation and interaction software. Using the Haptic Workstation, you can “feel” what it’s like to sit inside your car design and “hang” both hands on a graphical steering wheel before building a costly prototype.

Immersive 3D viewing is provided by a head-mounted display. Alternatively, the Haptic Workstation has been designed to minimize frontal visual obstructions to permit use in a CAVE or other projection screen viewing environment. CyberGlove Systems’ VirtualHand interaction software allows you to easily load 3D CAD models and manipulate and feel them with your hands.

CyberGlove Systems has a trained staff of 3D-interaction experts ready to assist you in developing your own customer applications for the Haptic Workstation. Please contact us for more information on how the Haptic Workstation can help you exceed your 3D simulation goals.

**Features**
- Right-hand and left-hand CyberForce systems, customized to operate over your shoulder.
- Support structure with vertical adjustability for sitting and standing applications
- Head-mounted display with head tracker for immersive 3D viewing. Also can work in a CAVE or other projection screen viewing environment.
- VirtualHand interaction software that loads 3D CAD models for immediate intuitive manipulation.
- 3D simulation computer.
- Electrically adjustable automobile seat.

**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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