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 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; one on each finger, 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

Founded in 1990, CyberGlove Systems develops hardware and software technologies that enable users to interact with computers using their sense of touch.

For More Information

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VirtualHand® is CyberGlove Systems’ real-time, 3D, hand-interaction software.