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Haptics - UCL

- Synthesis of Haptic Stimuli - Haptic devices - Haptic rendering Hardware Platforms • An ideal platform would: - Be fully bi-directional - High spatial and temporal resolution - Produce both tactile and kinesthetic information - Not encumber a user's motion • However, no practical display incorporates all of these features and any haptic display is a compromise of one kind

MOHSEN MAHVASH EDUCATION

M Mahvash and A Okamura, A fracture mechanics approach to haptic synthesis of tissue cutting with scissors, Proc World Haptics Conference 2005, pp 356-362 M Mahvash and V Hayward, Passivity-based high-fidelity haptic rendering of contact, Proc IEEE International Conference on Robotics and Automation, 2003, pp 3722-3728

EECS 600 --- Haptic Systems Spring 2008

- Control of haptic interface devices and stability-fidelity trade-off in haptic systems • Teleoperation system control algorithms • Haptic rendering of rigid surfaces • Haptic rendering of surface texture and surface properties • Haptic rendering of deformable surfaces • Multi-rate simulation for high fidelity haptic rendering

RealWalk: Feeling Ground Surfaces While Walking in Virtual ...

Haptic Rendering We set a number of haptic feedback signal profiles based on the viscoelastic behaviour when undergoing deformation with a range of amplitude and frequency in a square waveform signal (see Table 1) Predefined haptic feedback signal ...

Simon Julier Department of Computer Science University ...

The Importance of Touch • Touch is vital for normal interaction with the real world • Provides information about: -Surfaces • Hot, cold, smooth, rough, slippery, rubbery

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