

Ignacio Galiana  
Manuel Ferre *Editors*

# Multi-finger Haptic Interaction

# Multi Finger Haptic Interaction Springer Series On Touch And Haptic Systems

**Asme Conference Proceedings**

## **Multi Finger Haptic Interaction Springer Series On Touch And Haptic Systems:**

**Multi-finger Haptic Interaction** Ignacio Galiana,Manuel Ferre,2014-07-08 Multi finger Haptic Interaction presents a panorama of technologies and methods for multi finger haptic interaction together with an analysis of the benefits and implications of adding multiple fingers to haptic applications Research topics covered include design and control of advanced haptic devices multi contact point simulation algorithms interaction techniques and implications in human perception when interacting with multiple fingers These multi disciplinary results are integrated into applications such as medical simulators for training manual skills simulators for virtual prototyping and precise manipulations in remote environments Multi finger Haptic Interaction presents the current and potential applications that can be developed with these systems and details the systems complexity The research is focused on enhancing haptic interaction by providing multiple contact points to the user This state of the art volume is oriented towards researchers who are involved in haptic device design rendering methods and perception studies as well as readers from different disciplines who are interested in applying multi finger haptic technologies and methods to their field of interest

**Handbook of Virtual Environments** Kelly S. Hale,Kay M.

Stanney,2014-09-10 A Complete Toolbox of Theories and TechniquesThe second edition of a bestseller Handbook of Virtual Environments Design Implementation and Applications presents systematic and extensive coverage of the primary areas of research and development within VE technology It brings together a comprehensive set of contributed articles that address the

*Handbook of Research on Holistic Perspectives in Gamification for Clinical Practice* Novák, Daniel,Tulu,

Bengisu,Brendryen, Håvar,2015-09-14 Over the past decade the healthcare industry has adopted games as a powerful tool for promoting personal health and wellness Utilizing principles of gamification to engage patients with positive reinforcement these games promote stronger attention to clinical and self care guidelines and offer exciting possibilities for primary prevention Targeting an audience of academics researchers practitioners healthcare professionals and even patients the Handbook of Research on Holistic Perspectives in Gamification for Clinical Practices reviews current studies and empirical evidence highlights critical principles of gamification and fosters the increasing application of games at the practical clinical level

*Journal of Mechanical Design* ,2007 *Engineering Haptic Devices* Christian Hatzfeld,Thorsten A.

Kern,2014-09-15 In this greatly reworked second edition of Engineering Haptic Devices the psychophysic content has been thoroughly revised and updated Chapters on haptic interaction system structures and design methodology were rewritten from scratch to include further basic principles and recent findings New chapters on the evaluation of haptic systems and the design of three exemplary haptic systems from science and industry have been added This book was written for students and engineers that are faced with the development of a task specific haptic system It is a reference book for the basics of haptic interaction and existing haptic systems and methods as well as an excellent source of information for technical questions arising in the design process of systems and components Divided into two parts part 1 contains typical application areas of

haptic systems and a thorough analysis of haptics as an interaction modality The role of the user in the design of haptic systems is discussed and relevant design and development stages are outlined Part II presents all relevant problems in the design of haptic systems including general system and control structures kinematic structures actuator principles and sensors for force and kinematic measures Further chapters examine interfaces and software development for virtual reality simulations

Immersive Multimodal Interactive Presence Angelika Peer, Christos D. Giachritsis, 2012-03-05 Immersive Multimodal Interactive Presence presents advanced interdisciplinary approaches that connect psychophysical and behavioral haptics research with advances in haptic technology and haptic rendering It delivers a summary of the results achieved in the IMMERSENCE European project and includes selected chapters by international researchers Organized into two parts I Psychophysical and Behavioral Basis and II Technology and Rendering it is an excellent example of interdisciplinary research directed towards the advancement of multimodal immersive virtual environments with particular focus on haptic interaction The twelve chapters of the book are grouped around three different scenarios representing different types of interactions in virtual environments Person Object PO Person Object Person POP and Person Person PP interaction Recent results of psychophysical and behavioral studies are reported along with new technological developments for haptic displays and novel haptic rendering techniques

*Haptic Devices for Studies on Human Grasp and Rehabilitation* Alessandro Altobelli, 2016-11-23 This book presents a new set of devices for accurate investigation of human finger stiffness and force distribution in grasping tasks The ambitious goal of this research is twofold the first is to advance the state of the art on human strategies in manipulation tasks and provide tools to assess rehabilitation procedure and the second is to investigate human strategies for impedance control that can be used for human robot interaction and control of myoelectric prosthesis Part one describes two types of systems that are able to achieve a complete set of measurements on force distribution and contact point locations The effectiveness of these devices in grasp analysis is also experimentally demonstrated and applications to neuroscientific studies are discussed In part two the devices are exploited in two different studies to investigate stiffness regulation principles in humans The first study provides evidence on the existence of coordinated stiffening patterns in the fingers of human hands and establishes initial steps towards a real time and effective modelling of finger stiffness in tripod grasp The second study presents experimental findings on how humans modulate their hand stiffness whilst grasping objects of varying levels of compliance The overall results give solid evidence on the validity and utility of the proposed devices to investigate human grasp properties The underlying motor control principles that are exploited by humans in the achievement of a reliable and robust grasp can potentially be integrated into the control framework of robotic or prosthetic hands to achieve a similar interaction performance

*Haptic Interaction with Deformable Objects* Guido Böttcher, 2011-08-26 The focus from most Virtual Reality VR systems lies mainly on the visual immersion of the user But the emphasis only on the visual perception is insufficient for some applications as the user is

limited in his interactions within the VR Therefore the textbook presents the principles and theoretical background to develop a VR system that is able to create a link between physical simulations and haptic rendering which requires update rates of 1 kHz for the force feedback Special attention is given to the modeling and computation of contact forces in a two finger grasp of textiles Addressing further the perception of small scale surface properties like roughness novel algorithms are presented that are not only able to consider the highly dynamic behaviour of textiles but also capable of computing the small forces needed for the tactile rendering at the contact point Final analysis of the entire VR system is being made showing the problems and the solutions found in the work **Mechanical Engineering Design Education** Edmund C. Feldy,1999 Seventeen papers from the November 1999 symposium are arranged under the headings of successes in mechanical engineering design education innovative methods of bringing science mathematics and engineering to high school students ME design with mechatronics and MEMS case studies in ME design an Imaging Sciences and Display Technologies Jan Bareš,1997 Haptics Technologies Abdulmotaleb El Saddik,Mauricio Orozco,Mohamad Eid,Jongeun Cha,2011-09-15 The term haptics refers to the science of sensing and manipulation through touch Multiple disciplines such as biomechanics psychophysics robotics neuroscience and software engineering converge to support haptics and generally haptic research is done by three communities the robotics community the human computer interface community and the virtual reality community This book is different from any other book that has looked at haptics The authors treat haptics as a new medium rather than just a domain within one of the above areas They describe human haptic perception and interfaces and present fundamentals in haptic rendering and modeling in virtual environments Diverse software architectures for standalone and networked haptic systems are explained and the authors demonstrate the vast application spectrum of this emerging technology along with its accompanying trends The primary objective is to provide a comprehensive overview and a practical understanding of haptic technologies An appreciation of the close relationship between the wide range of disciplines that constitute a haptic system is a key principle towards being able to build successful collaborative haptic environments Structured as a reference to allow for fast accommodation of the issues concerned this book is intended for researchers interested in studying touch and force feedback for use in technological multimedia systems in computer science electrical engineering or other related disciplines With its novel approach it paves the way for exploring research trends and challenges in such fields as interpersonal communication games or military applications Haptic Display for Tele-robotics and Virtual Reality Scott L. Springer,2000 **Musical Haptics** Stefano Papetti,Charalampos Saitis,2018-05-02 This Open Access book offers an original interdisciplinary overview of the role of haptic feedback in musical interaction Divided into two parts part I examines the tactile aspects of music performance and perception discussing how they affect user experience and performance in terms of usability functionality and perceived quality of musical instruments Part II presents engineering computational and design approaches and guidelines that have been applied to render and exploit haptic feedback in digital

musical interfaces Musical Haptics introduces an emerging field that brings together engineering human computer interaction applied psychology musical aesthetics and music performance The latter defined as the complex system of sensory motor interactions between musicians and their instruments presents a well defined framework in which to study basic psychophysical perceptual and biomechanical aspects of touch all of which will inform the design of haptic musical interfaces Tactile and proprioceptive cues enable embodied interaction and inform sophisticated control strategies that allow skilled musicians to achieve high performance and expressivity The use of haptic feedback in digital musical interfaces is expected to enhance user experience and performance improve accessibility for disabled persons and provide an effective means for musical tuition and guidance *Perception* ,1993 *Engineering Haptic Devices* Thorsten A. Kern,Christian Hatzfeld,Alireza Abbasimoshaei,2022-11-05 This is an open access book In this third edition of Engineering Haptic Devices the software part was rewritten from scratch and now includes even more details on tactile and texture interaction modalities The kinematics section was improved to extend beyond a pure knowledge explanation to a comprehensive guideline on how to actually do and implement haptic kinematic functions The control section was reworked incorporating some hands on experience on control implementation on haptic systems The system actuator and sensor design chapters were updated to allow easier access to the content This book is written for students and engineers faced with the development of a task specific haptic system Now 14 years after its first edition it is still a reference for the basics of haptic interaction and existing haptic systems and methods as well as an excellent source of information for technical questions arising in the design process of systems and components Following a system engineering approach it is divided into two parts with Part I containing background and reference information as a knowledge basis Typical application areas of haptic systems and a thorough analysis of haptics as an interaction modality are introduced The role of users in the design of haptic systems is discussed and relevant design and development stages are outlined Part II presents all related challenges in the design of haptic systems including general system architecture and control structures kinematics actuator principles and all types of sensors you may encounter doing haptic device development Beside these hardware and mechanical topics further chapters examine state of the art interfaces to operate the devices and hardware and software development to push haptic systems to their limits *Robotica* ,1995 *Comptes Rendus - Interface Graphique* ,2013 *Proceedings of the 2000 ASME Design Engineering Technical Conferences and Computers and Information in Engineering Conference: 20th Computers and Information in Engineering Conference* Asme Conference Proceedings,2000 *Multisensory Softness* Massimiliano Di Luca,2014-07-23 Offers a unique multidisciplinary overview of how humans interact with soft objects and how multiple sensory signals are used to perceive material properties with an emphasis on object deformability The authors describe a range of setups that have been employed to study and exploit sensory signals involved in interactions with compliant objects as well as techniques to simulate and modulate softness including a psychophysical perspective of the field

Multisensory Softness focuses on the cognitive mechanisms underlying the use of multiple sources of information in softness perception Divided into three sections the first Perceptual Softness deals with the sensory components and computational requirements of softness perception the second Sensorimotor Softness looks at the motor components of the interaction with soft objects and the final part Artificial Softness focuses on the identification of exploitable guidelines to help replicate softness in artificial environments

Performance Metrics for Haptic Interfaces Evren Samur,2012-07-13 Haptics

technology is being used more and more in different applications such as in computer games for increased immersion in surgical simulators to create a realistic environment for training of surgeons in surgical robotics due to safety issues and in mobile phones to provide feedback from user action The existence of these applications highlights a clear need to understand performance metrics for haptic interfaces and their implications on device design use and application Performance Metrics for Haptic Interfaces aims at meeting this need by establishing standard practices for the evaluation of haptic interfaces and by identifying significant performance metrics Towards this end a combined physical and psychophysical experimental methodology is presented Firstly existing physical performance measures and device characterization techniques are investigated and described in an illustrative way Secondly a wide range of human psychophysical experiments are reviewed and the appropriate ones are applied to haptic interactions The psychophysical experiments are unified as a systematic and complete evaluation method for haptic interfaces Finally synthesis of both evaluation methods is discussed The metrics provided in this state of the art volume will guide readers in evaluating the performance of any haptic interface The generic methodology will enable researchers to experimentally assess the suitability of a haptic interface for a specific purpose to characterize and compare devices quantitatively and to identify possible improvement strategies in the design of a system

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