

HAPTIC

Haptic is a glove that allows the user to interact and explore the digital world. Virtual Reality, and augmented reality systems and technologies offer the unique experience on immersing the user into a world of their choosing. With VR systems being used currently in the Art, Design, Real-estate, Engineering, Healthcare, and Education sectors, it safe to say that the melting and interaction between the virtual and physical landscapes is desired and ready to be adapt into major markets. Haptic will aid in the interaction between the worlds by creating a feeling of touch.

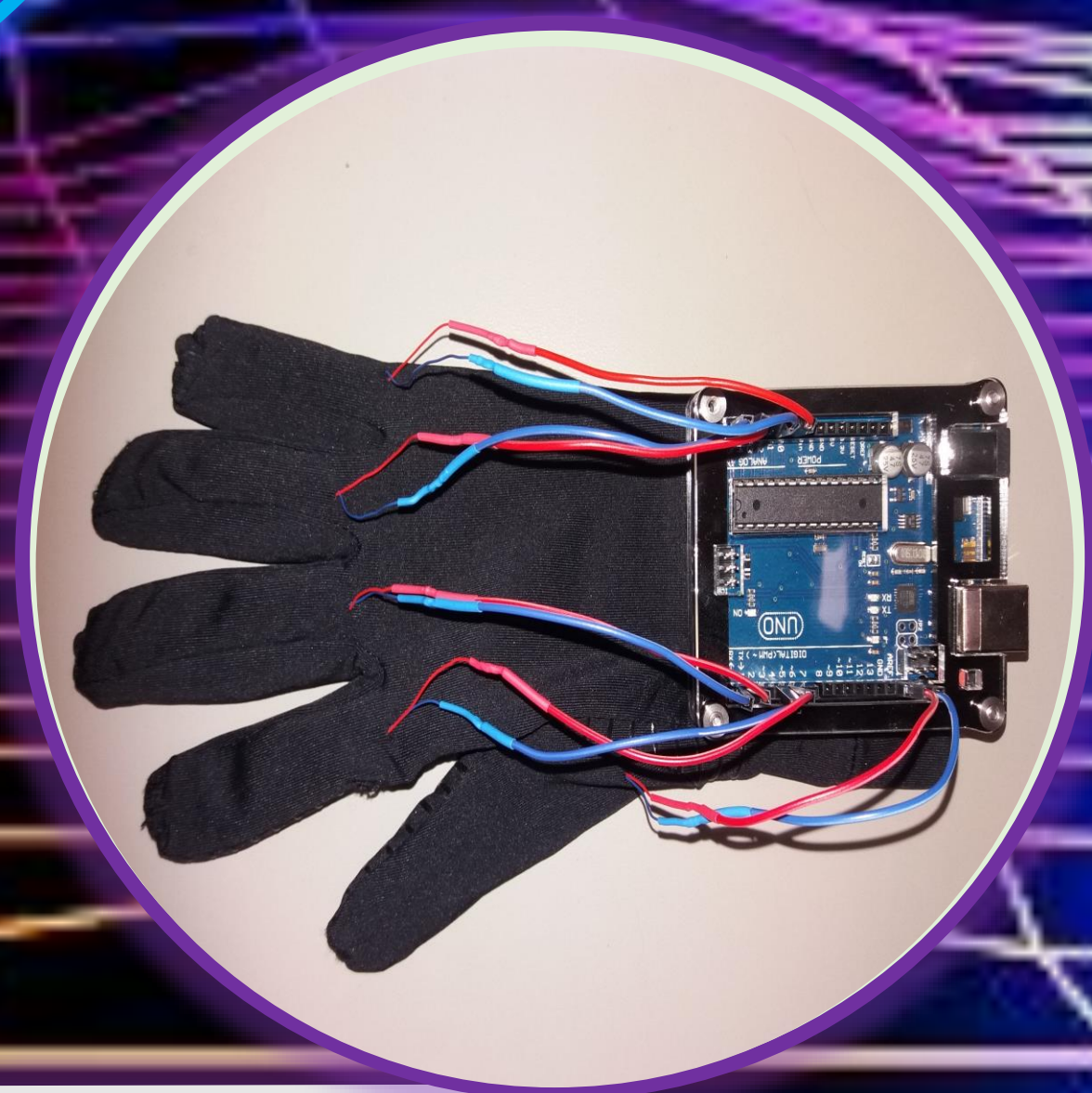


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Haptic will work by communicating with the digital world. When the user touches something the computer will send out a single to establish that there has been contact made between the virtual landscape and the digital representation of the gloves.



This signal will be interoperated by Haptic and activates the tactile response motors. Haptic was developed for use in the entertainment field. We at Haptic hope for our glove to be used in the healthcare sector to encourage persons under going physical therapy. And allow children to explore virtual learning environments, because the only thing better than learning about Dinosaurs is touching them.

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- Haptic is not the first glove, or device that seeks to bridge the gap between the digital and physical worlds. Haptic is the only glove to focus on the utility, focusing just on creating the feeling of touch. Other gloves attempt to give the user feelings temperature, or aid in the tracking of the hands. Haptic does not wish to aid in the tracking of hands, or create hot flashes on your palm, for not only user engagement, but to keep costs and energy consumption low.
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