

Virtual Reality Haptic Interactions

(虛擬實境與觸覺回饋互動)

Lecturer: Ray
Week 5 (10/9)

Syllabus

Team up	1	Introduction	Check point
	2	Brain storming & paper reading instruction	
	3	Introducing Arduino	
	4	Arduino, coding	
	5	Motors	
	6	Motor and encoder	
	7	Paper discussion	
	8	Proposal (with lo-fi prototype)	
Proposal check point	9	Unity	Check point
	10	Unity	
	11	Unity, communication and XR	
	12	AI and LLM	
	13	Project discussion	
	14	3D printing	
	15	Project discussion and checkpoint	
	16	Final project	

Servo motor



MobiLimb: Augmenting Mobile Devices with a Robotic Limb

Marc Teyssier^{1,2}, Gilles Bailly², Catherine Pelachaud², Eric Lecolinet¹

¹ Télécom ParisTech, Université Paris-Saclay ² ISIR, Sorbonne Université

Drag:on

A Virtual Reality Controller Providing
Haptic Feedback Based on Drag and Weight Shift

André Zenner

Antonio Krüger

German Research Center for Artificial Intelligence (DFKI)
Saarland Informatics Campus
Saarbrücken, Germany



PaCaPa:

A Handheld VR Device for Rendering
Size, Shape, and Stiffness of Virtual Objects
in Tool-based Interactions

Yuqian Sun, Shigeo Yoshida, Takuji Narumi, Michitaka Hirose
University of Tokyo

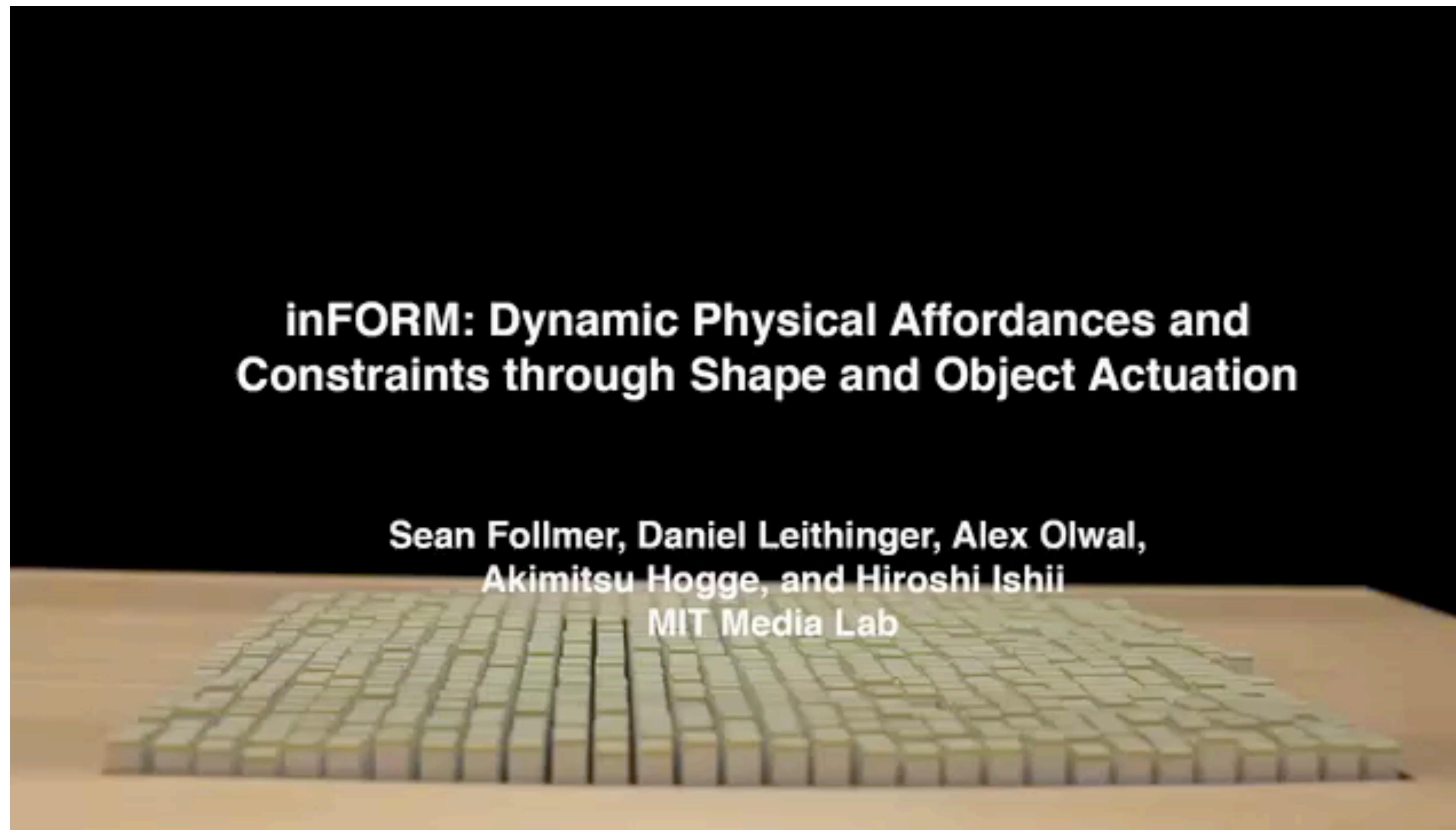
NormalTouch and TextureTouch

High-fidelity 3D Haptic Shape
Rendering on Handheld Virtual
Reality Controllers

Hrvoje Benko, Christian Holz, Mike Sinclair, Eyal Ofek
Microsoft Research
2016

inFORM: Dynamic Physical Affordances and Constraints through Shape and Object Actuation

**Sean Follmer, Daniel Leithinger, Alex Olwal,
Akimitsu Hogge, and Hiroshi Ishii
MIT Media Lab**



inFORM, UIST'13

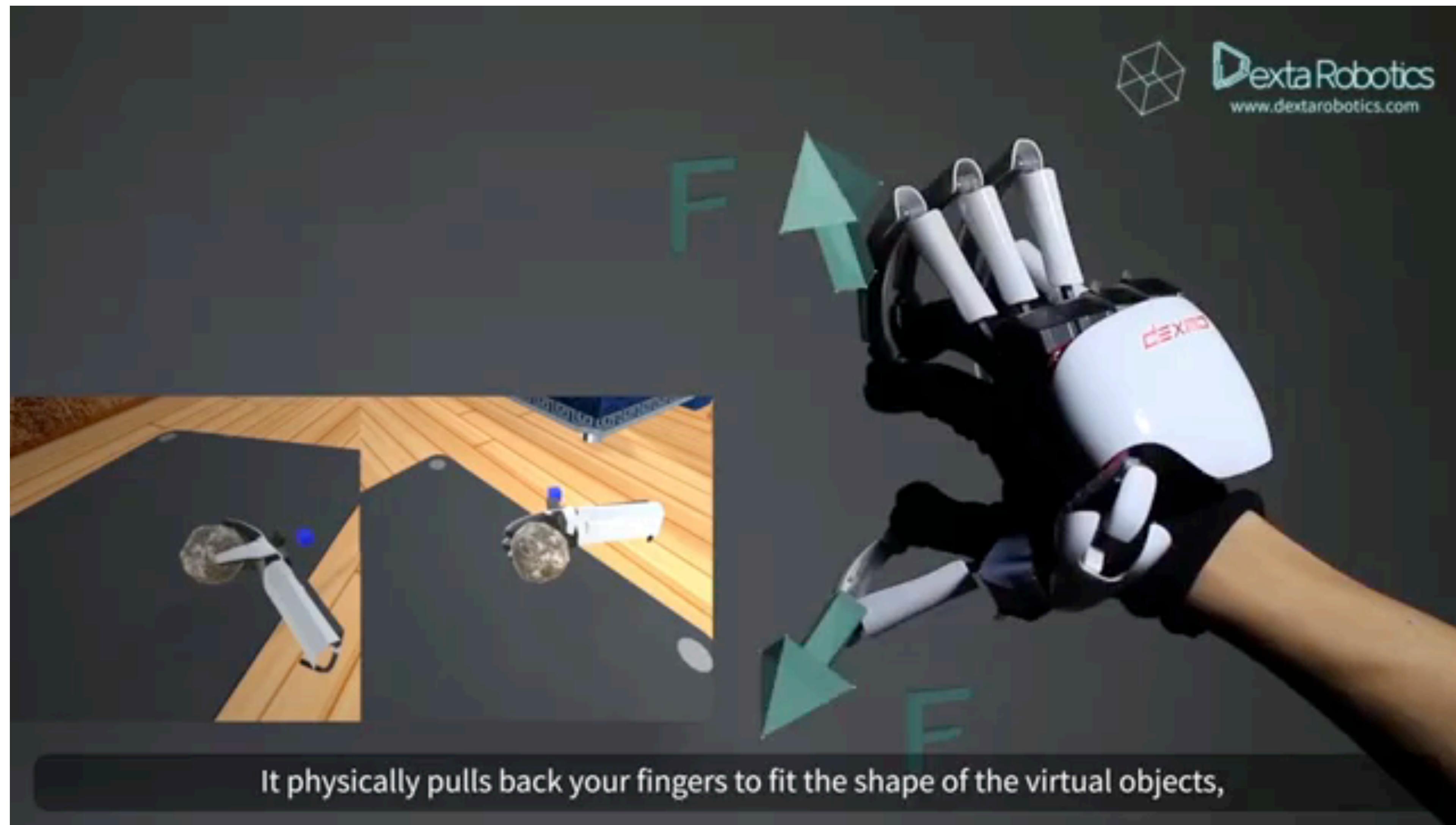
LineFORM

Ken Nakagaki, Sean Follmer, Hiroshi Ishii



LineFORM, UIST'15

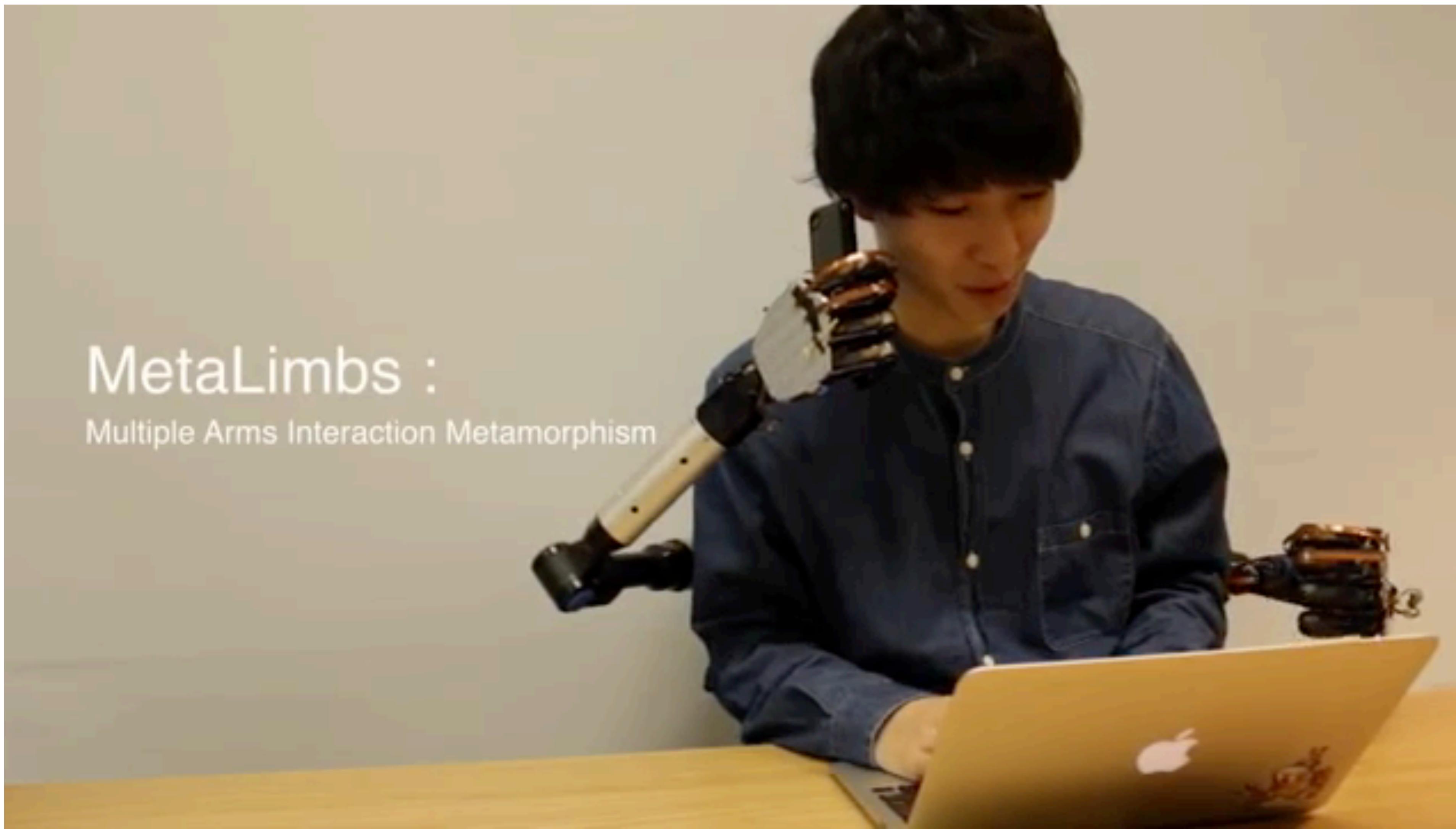
ChainFORM :
Customizable Length +
Shape & Touch Sensing +
Shape Changing +
Color Changing



Dexmo, UIST'16

MetaLimbs :

Multiple Arms Interaction Metamorphism



**MetaLimbs, SIGGRAPH'17 ET
MetaArms, UIST'18**



Fusion

Full Body Surrogacy for Collaborative Communication

Fusion, SIGGRAPH'18 ET

Motion Guidance Sleeve: Guiding the Forearm Rotation through External Artificial Muscles



Chia-Yu Chen, Yen-Yu Chen, Yi-Ju Chung, Neng-Hao Yu
Innovative User Interface Lab, National ChengChi University
{104462004,jonesyu}@nccu.edu.tw

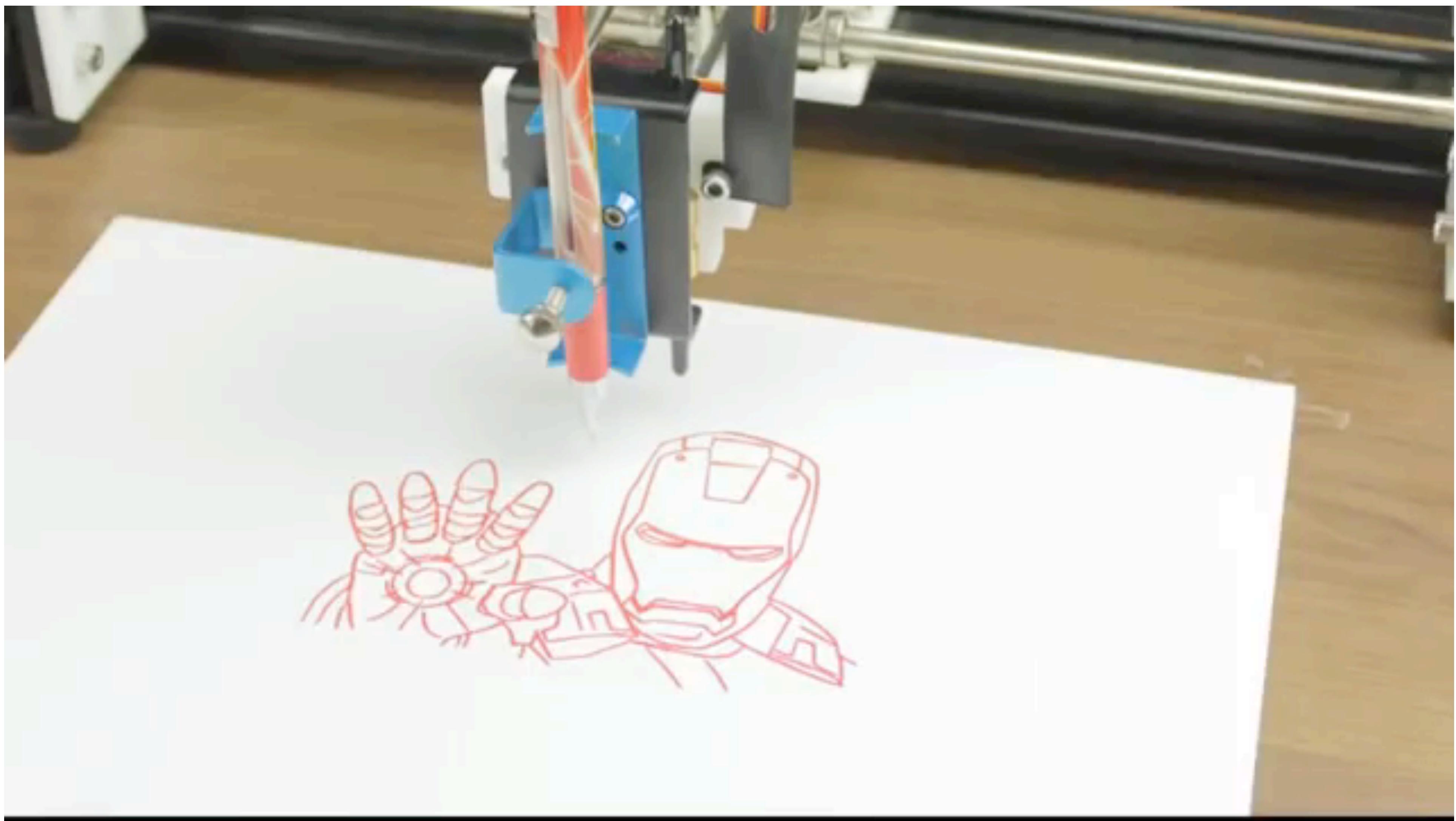
Motion Guidance Sleeve, CHI'16

Shifty

**A Weight-Shifting Dynamic Passive Haptic Proxy
to Enhance Object Perception in Virtual Reality**

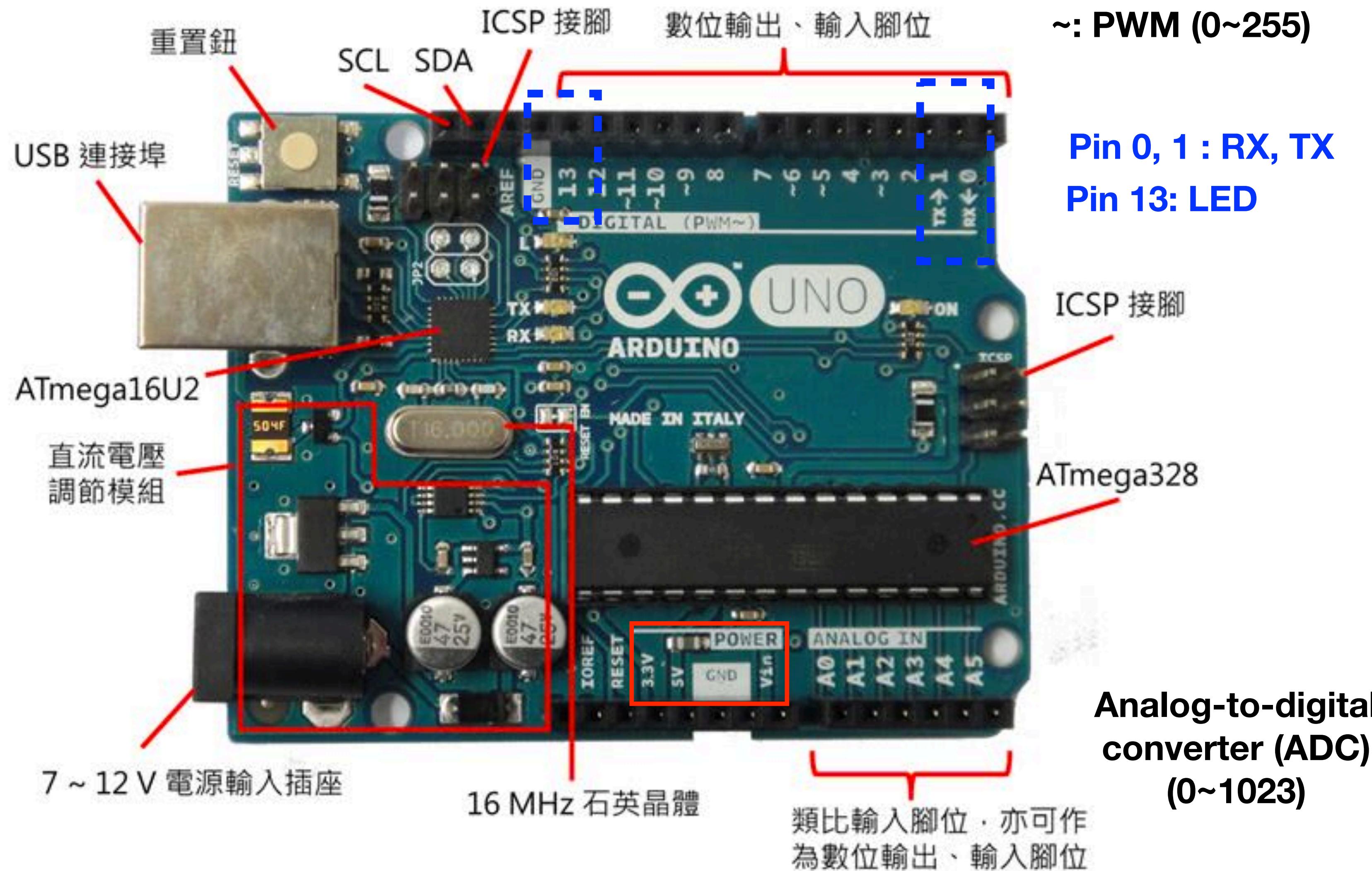
André Zenner and Antonio Krüger

German Research Center for Artificial Intelligence (DFKI)
Saarland Informatics Campus
Saarbrücken, Germany

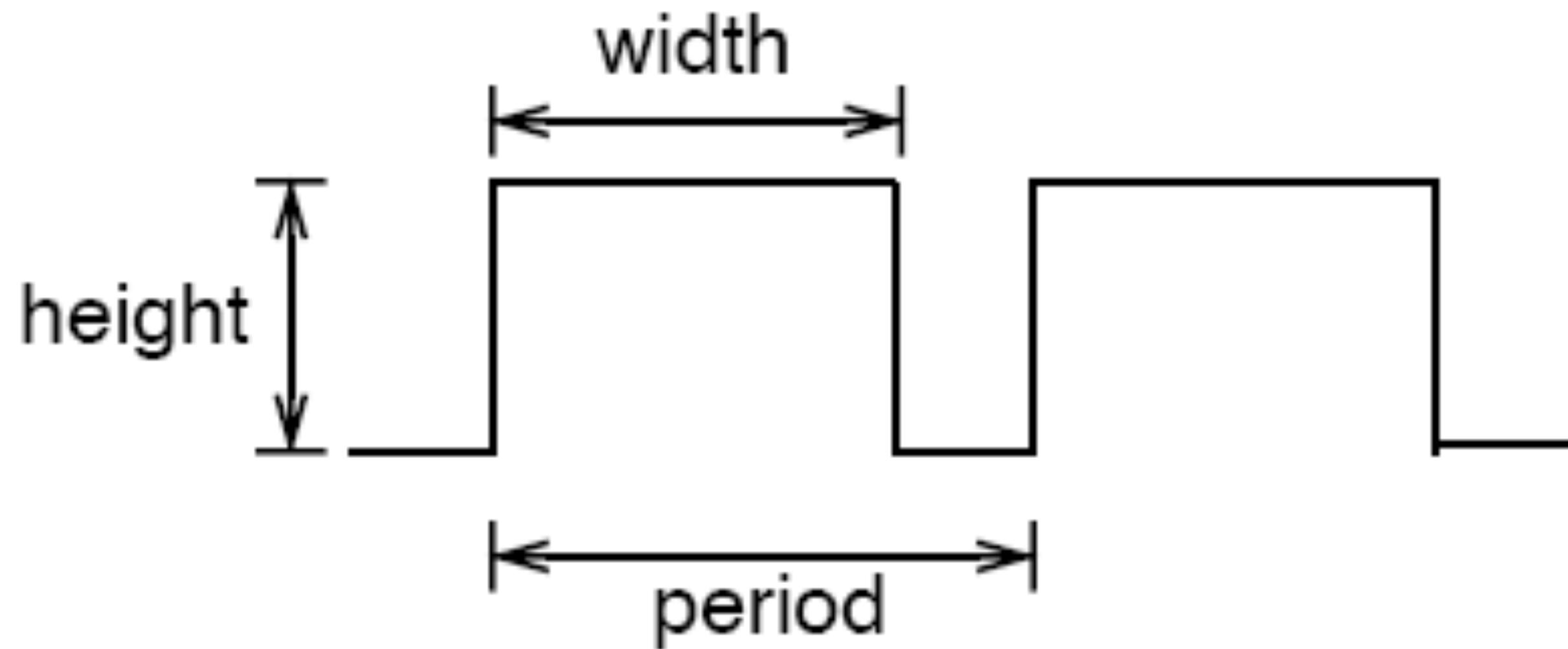


[<https://youtu.be/hlgmn2mxVTY>]

Arduino



Pulse Width Modulation (PWM)

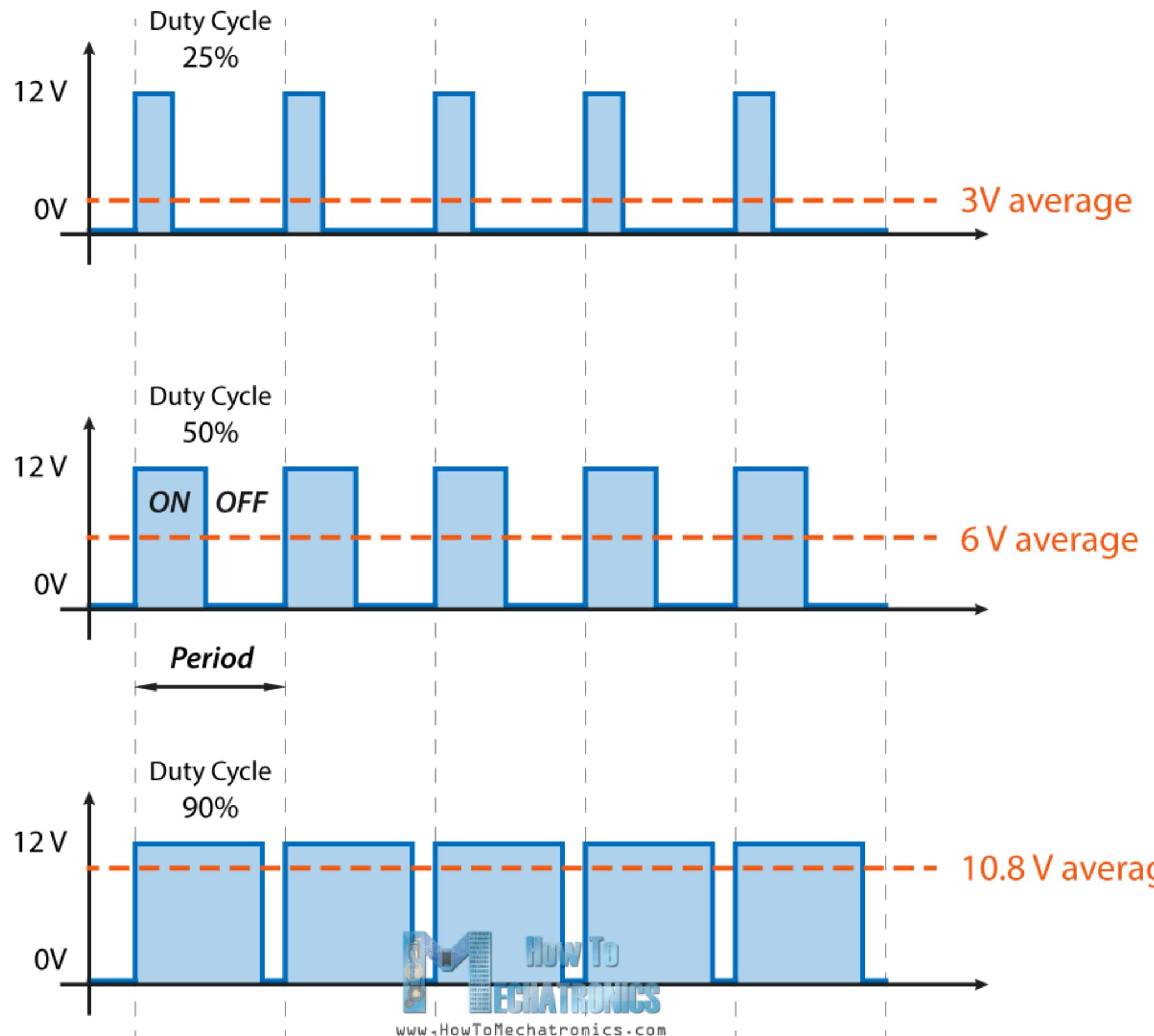


Three characteristics of PWM signals:

- Pulse width range (min/max)
- Pulse period (=1/pulse per second)
- voltage levels (0-5V, for instance)

Pulse Width Modulation (PWM)

Pulse Width Modulation



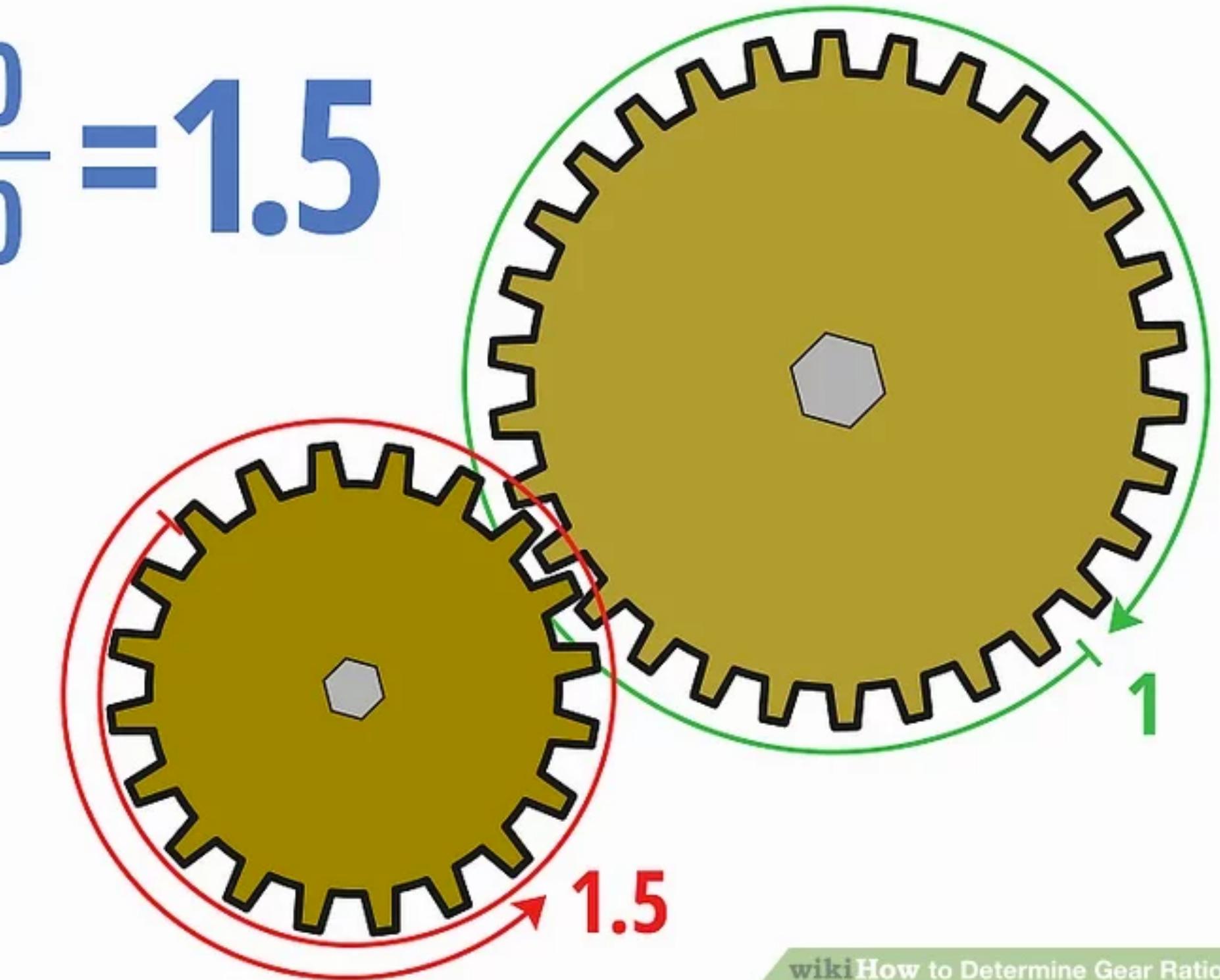
<https://goo.gl/hcSV1W>

<https://goo.gl/vfDVW6>

Gear Ratio

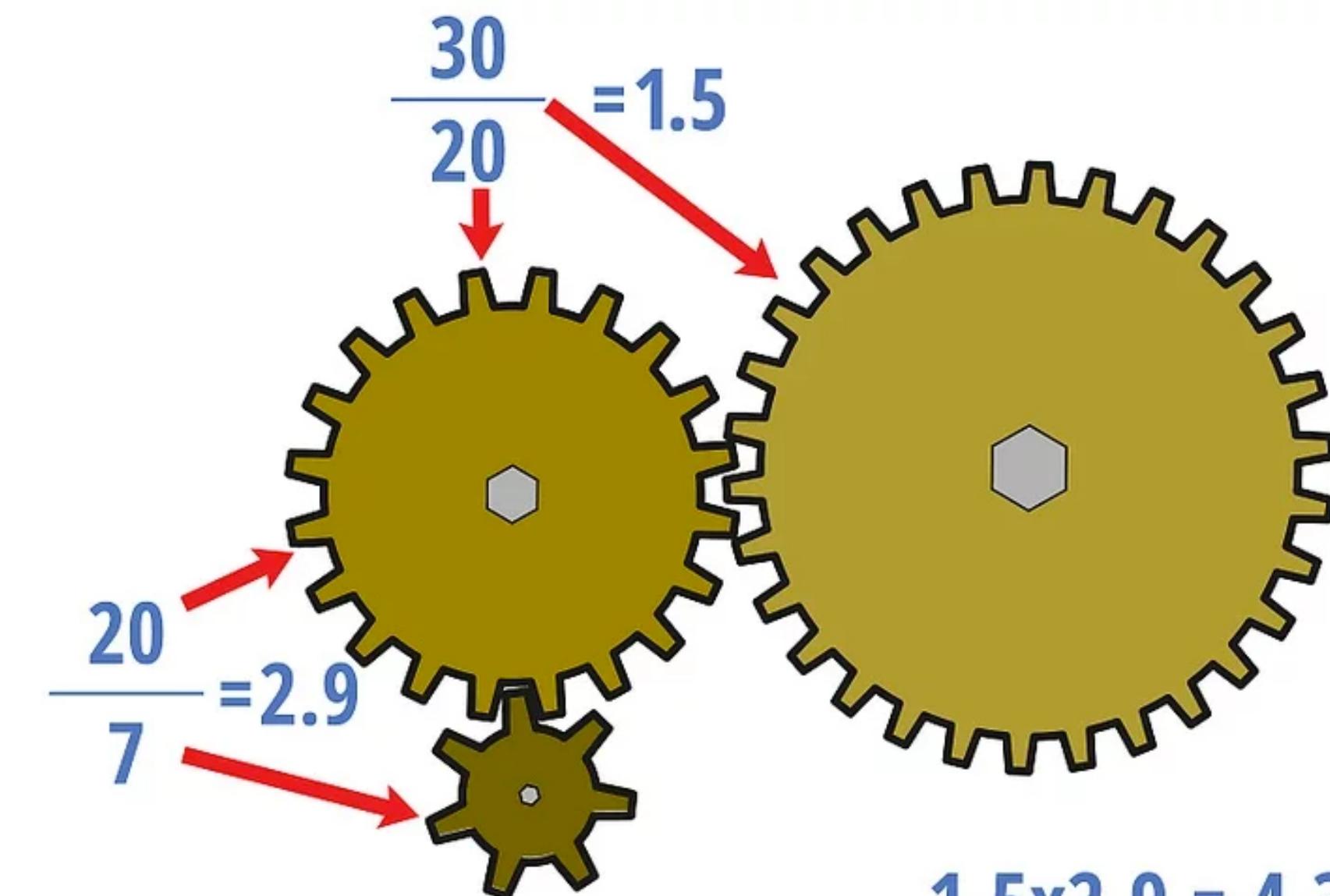
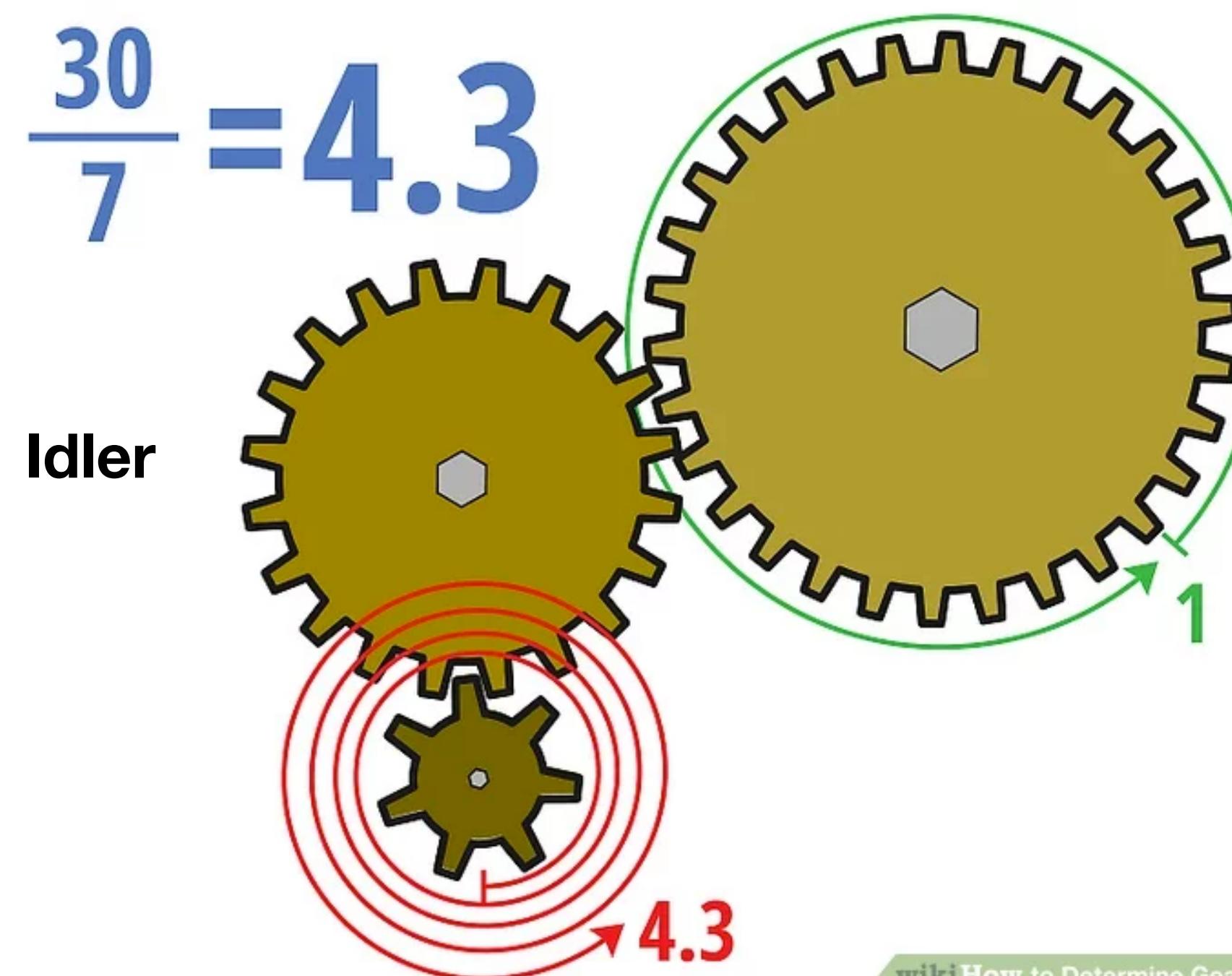
Gear ratio = $\frac{\text{Number of teeth on driven gear}}{\text{Number of teeth on driver gear}}$

$$\frac{30}{20} = 1.5$$



Gear Ratio

$$\text{Gear ratio} = \frac{\text{Number of teeth on driven gear}}{\text{Number of teeth on driver gear}}$$



Gear Ratio

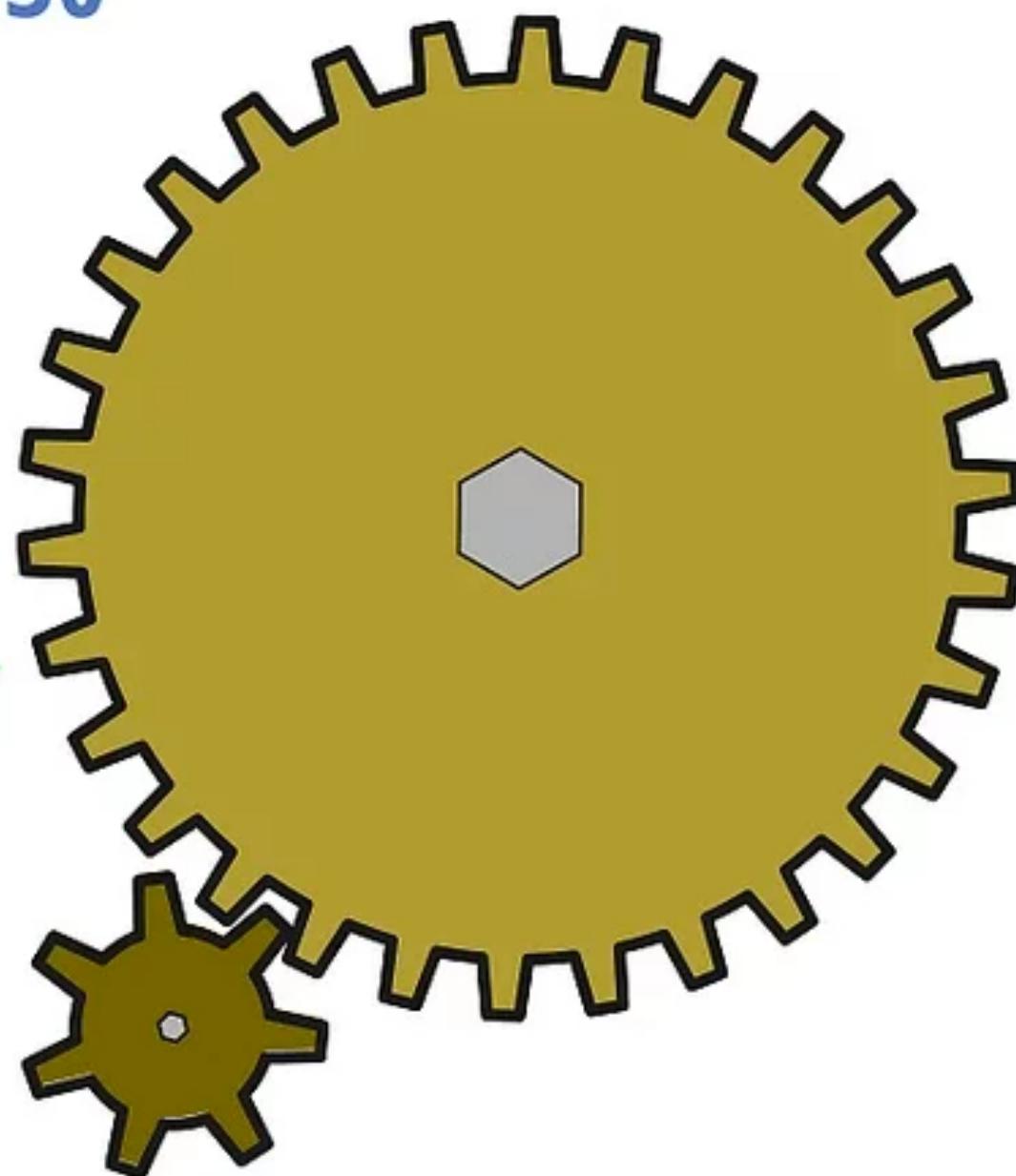
$$130 \text{ rpm} \times 7 = S_2 \times 30$$

$$910 = S_2 \times 30$$

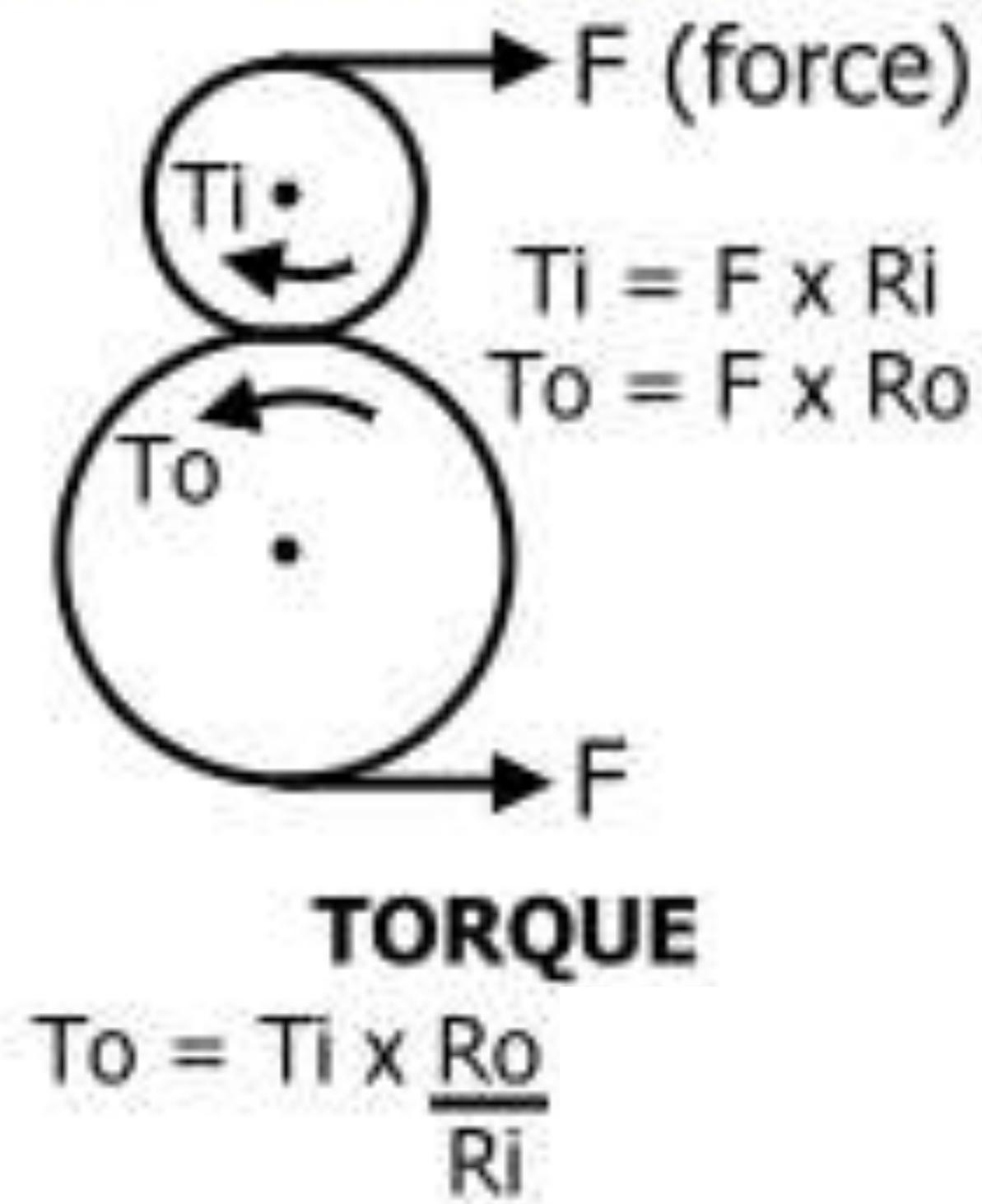
$$910/30 = S_2$$

$$30.33 \text{ rpm} = S_2$$

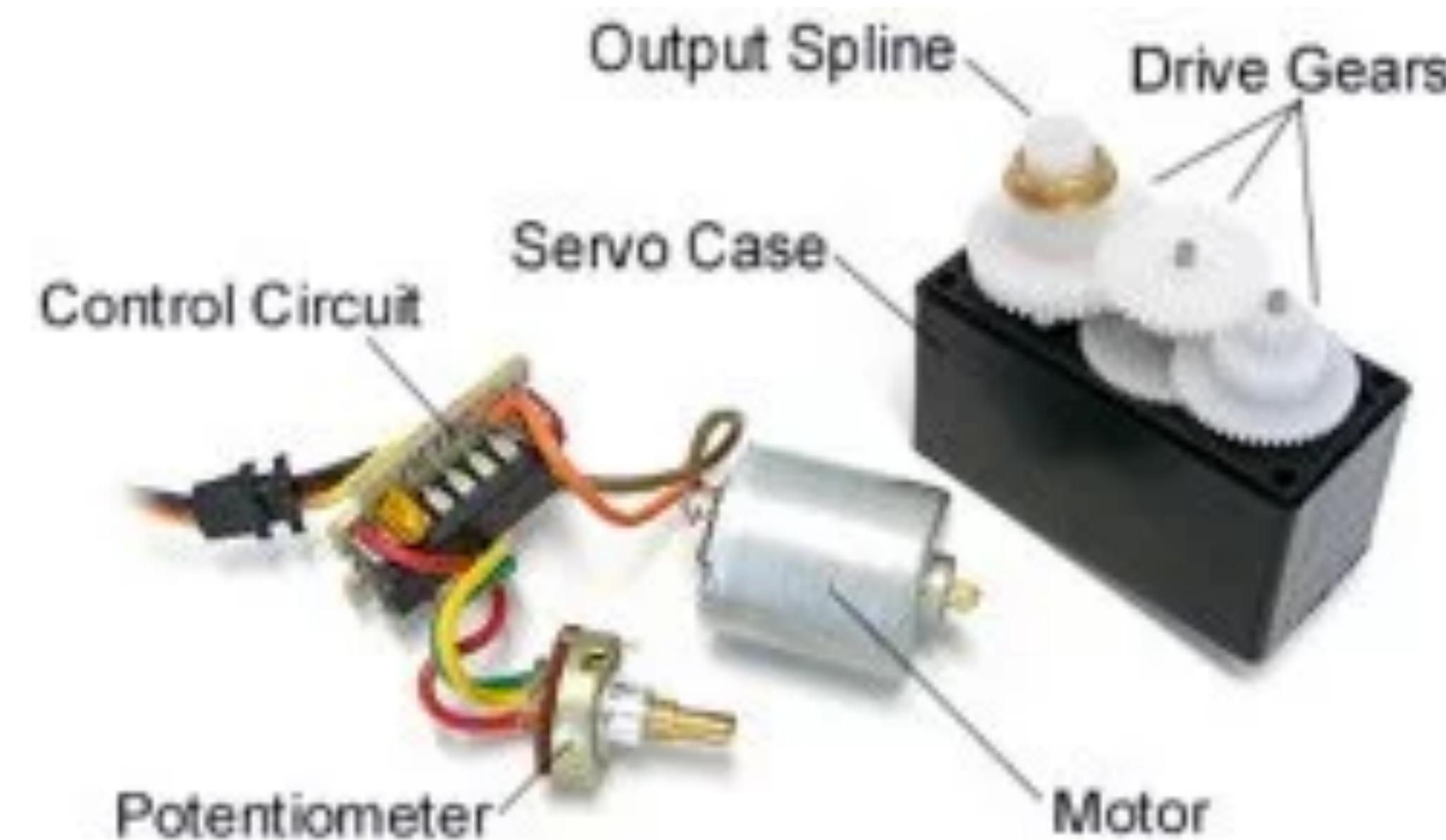
30.33 rpm



$$S_1 \times T_1 = S_2 \times T_2$$



Servo Motor

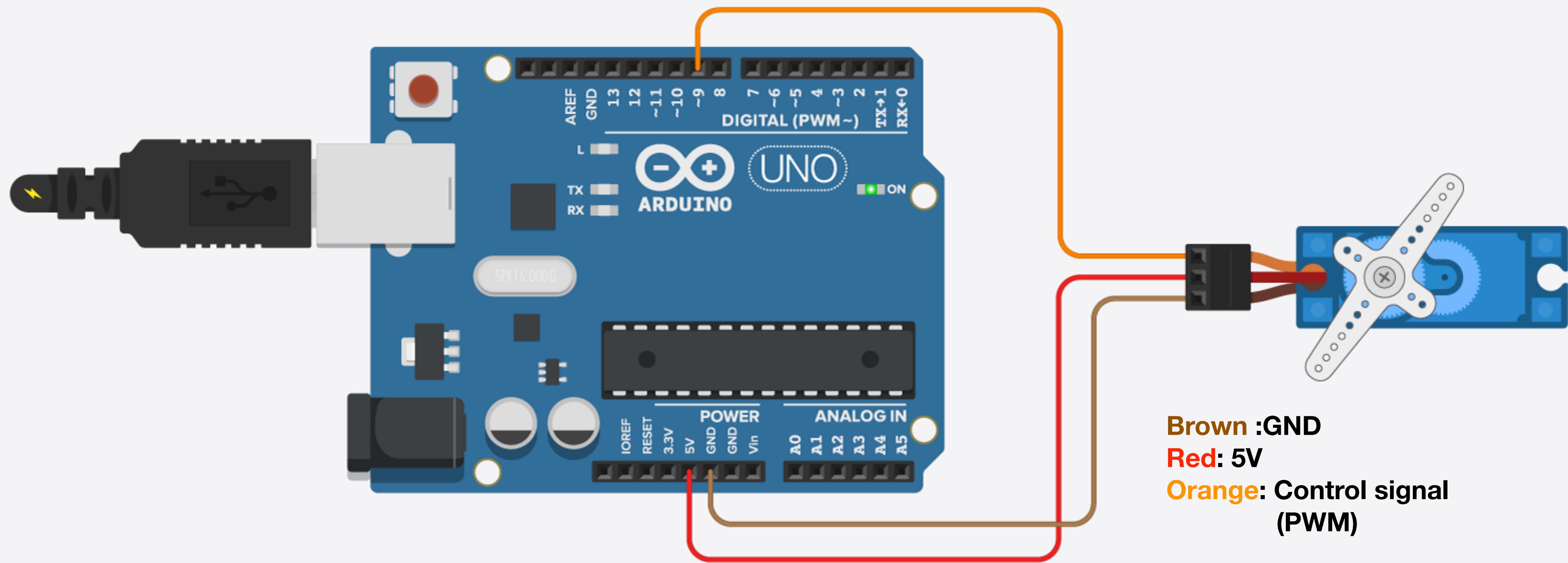


Servo Motor

- Only rotate from 0 to 180 degree.
- Two control methods:
 - PWM
 - Angle



Servo Motor



Servo Motor

```
#include <Servo.h>

Servo myservo; // 建立Servo物件，控制伺服馬達

void setup()
{
    myservo.attach(9); // 連接數位腳位9，伺服馬達的訊號線
}

void loop()
{
    myservo.write(180);
    delay(500);
    myservo.write(0);
    delay(500);
}
```

[<https://bit.ly/3URBWR8>]

Servo Motor

```
void setup()
{
    myservo.attach(9, 500, 2400); // 連接數位腳位9，伺服馬達的訊號線，修正脈衝寬度範圍
    myservo.write(90); // 一開始先置中90度
    delay(3000);
}

void loop()
{
    for(int i = 500; i <= 2400; i+=100){
        myservo.writeMicroseconds(i); // 直接以脈衝寬度控制
        delay(100);
    }
    for(int i = 2400; i >= 500; i-=100){
        myservo.writeMicroseconds(i);
        delay(100);
    }
}
```

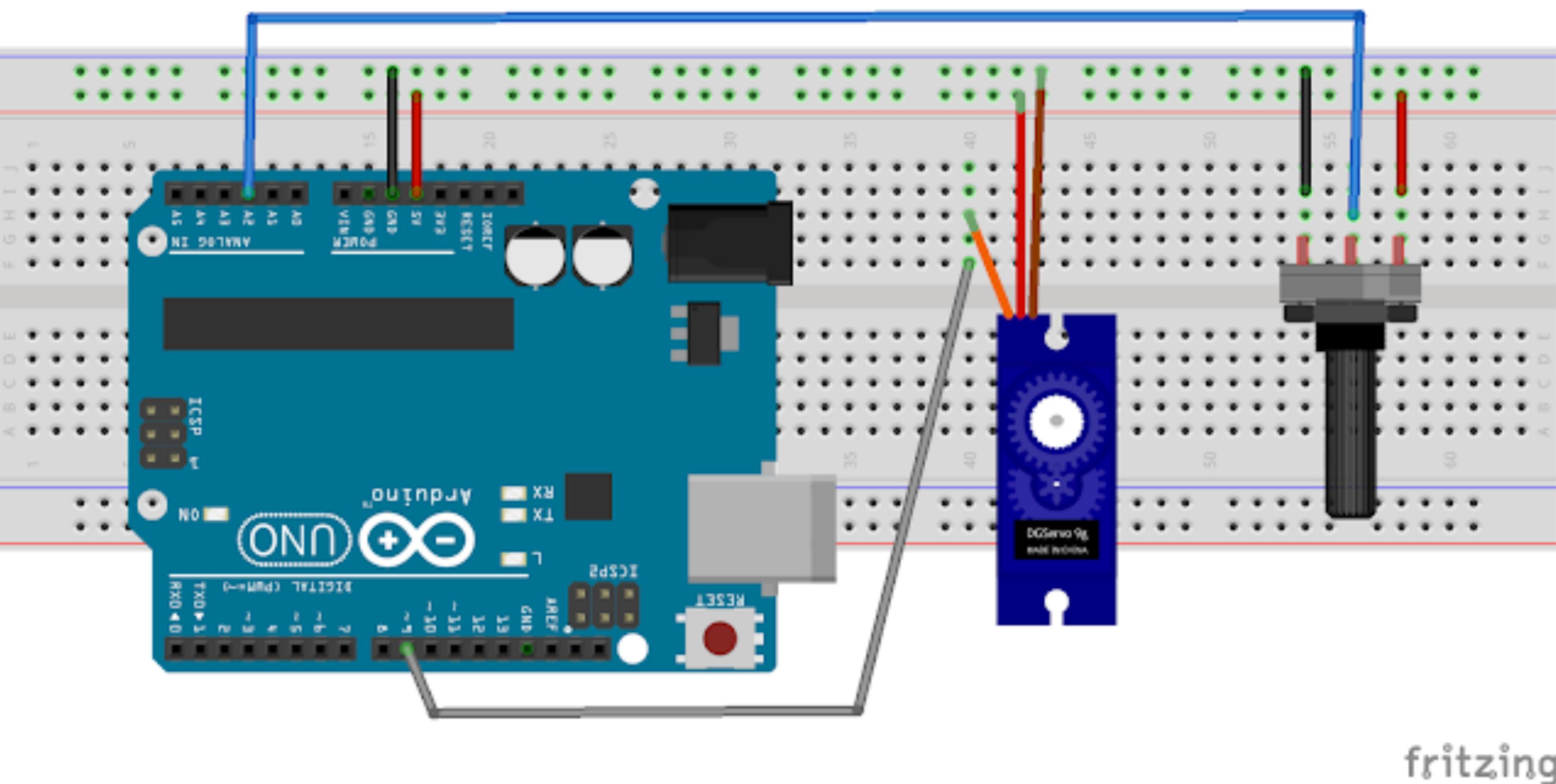
[<https://goo.gl/aEKqi4>]

Standard:

1000: fully counter-clockwise
1500: mid-point
2000:fully clockwise



Servo Motor Control (Potentiometer)



Servo Motor

```
#include <Servo.h>
Servo myservo;          // 建立Servo物件，控制伺服馬達

int potpin = 2;          // 可變電阻連接的 pin 腳      → analog signal (0-1023)
int potval;              // 從可變電阻來的數值

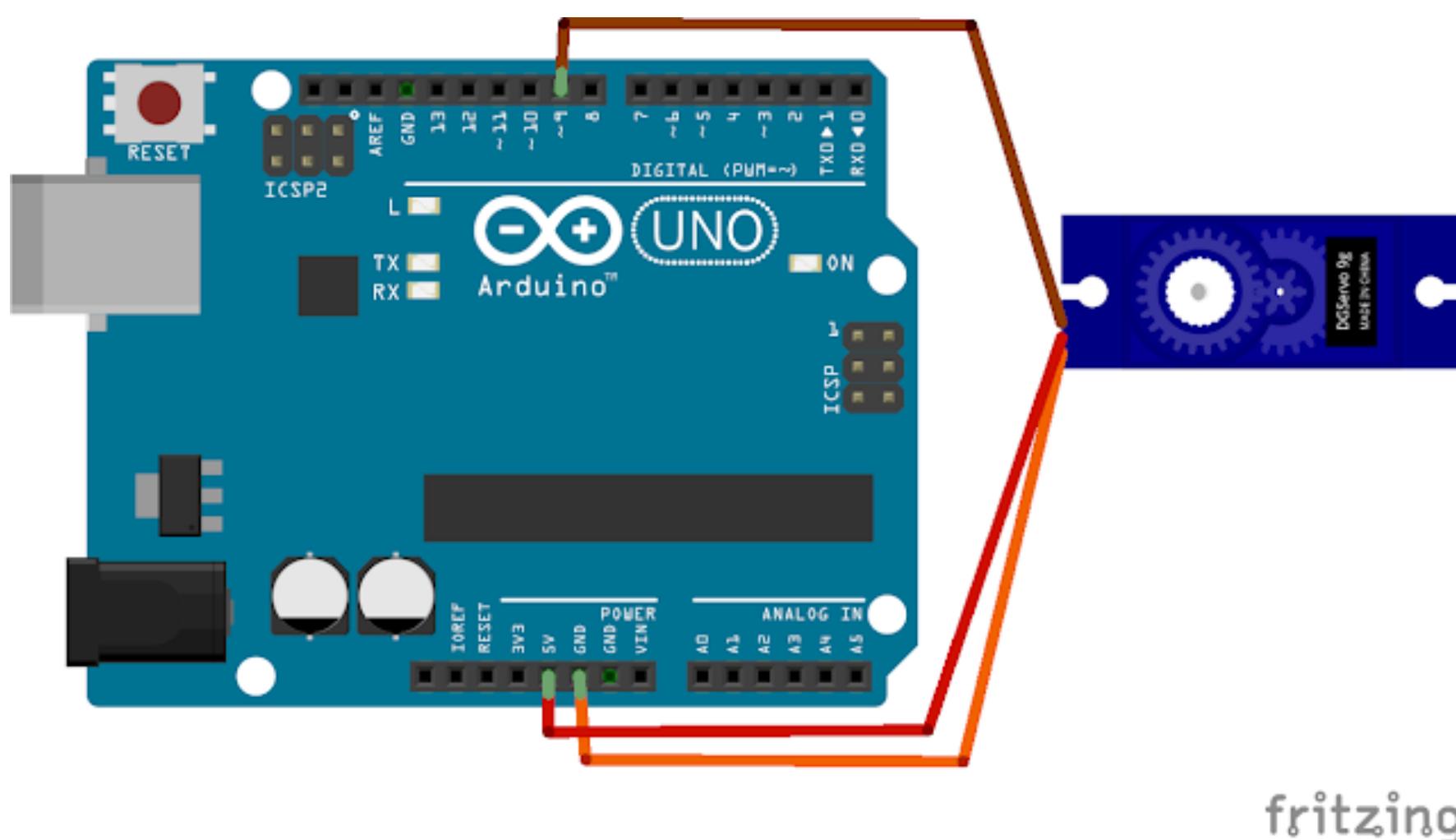
void setup()
{
    myservo.attach(9);   // 將 servo 物件連接到 pin 9
}

void loop()
{
    potval = analogRead(potpin);           // 從可變電阻讀取類比數值 (介於 0 跟 1023)
    potval = map(potval, 0, 1023, 0, 179); // 將類比值轉換為 servo 可讀取的範圍值(介於0 跟 180)
    myservo.write(potval);                // 設定 servo 位置
    delay(15);                          // 等待 15ms 讓 servo 走到指定位置
}
```

[<https://goo.gl/9HsKgE>]

Continuous Rotation Servo Motor

- Control the rotating speed
 - 0° : counterclockwise
 - 90° : stop
 - 180° : clockwise



Brown :GND
Red: 5V
**Orange: Control signal
(PWM)**

Continuous Rotation Servo Motor

- No rotated limitation

```
void loop()
{
    myservo.write(0);                      // rotate counterclockwise full speed
    delay(2000);
    myservo.write(95);                     // stop
    delay(2000);
    myservo.write(180);                    // rotate clockwise full speed
    delay(2000);
    myservo.write(95);                     // stop
    delay(1000);

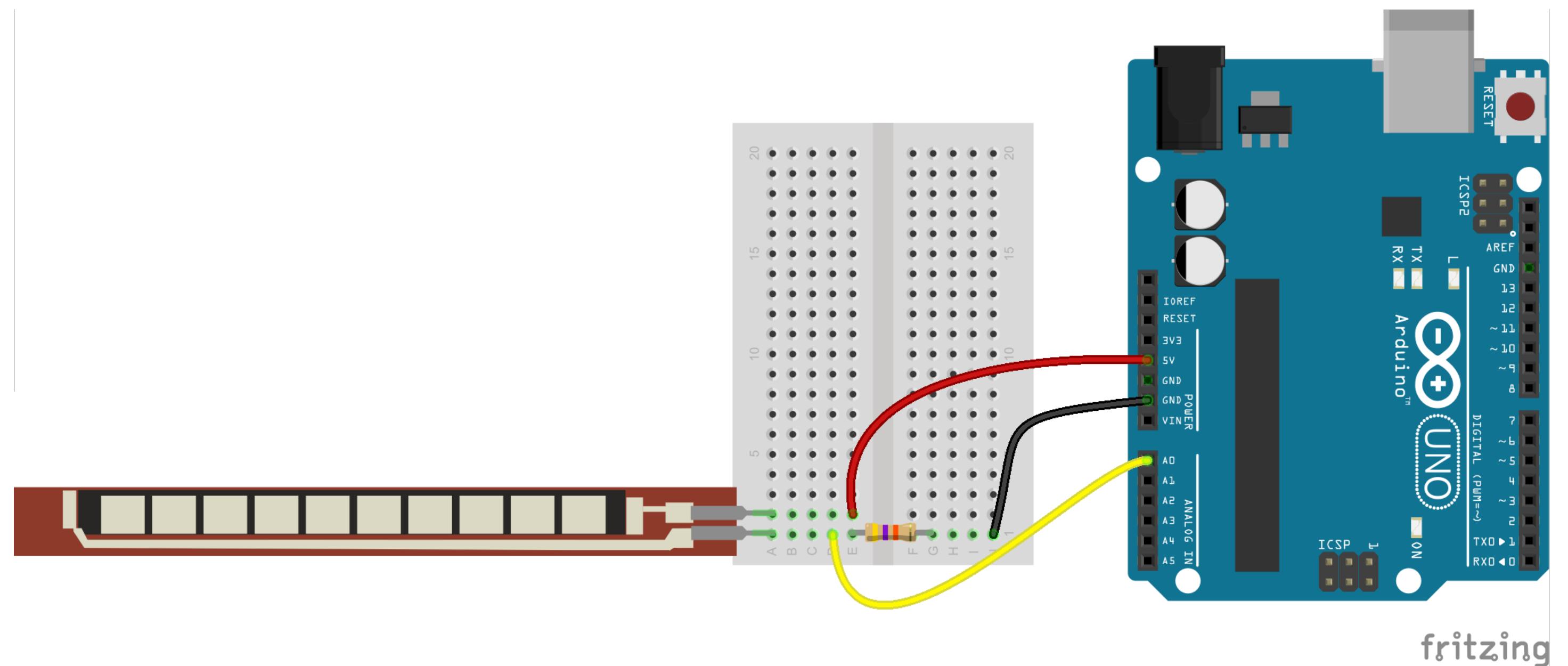
    myservo.write(89);                    // rotate very slowly counterclockwise
    delay(2000);
    myservo.write(95);                     // stop
    delay(1000);
    myservo.write(100);                   // rotate very slowly clockwise
    delay(2000);
    myservo.write(95);                     // stop
    delay(1000);
}
```

[<https://goo.gl/PqAKDA>]

Bending Sensor and Servo

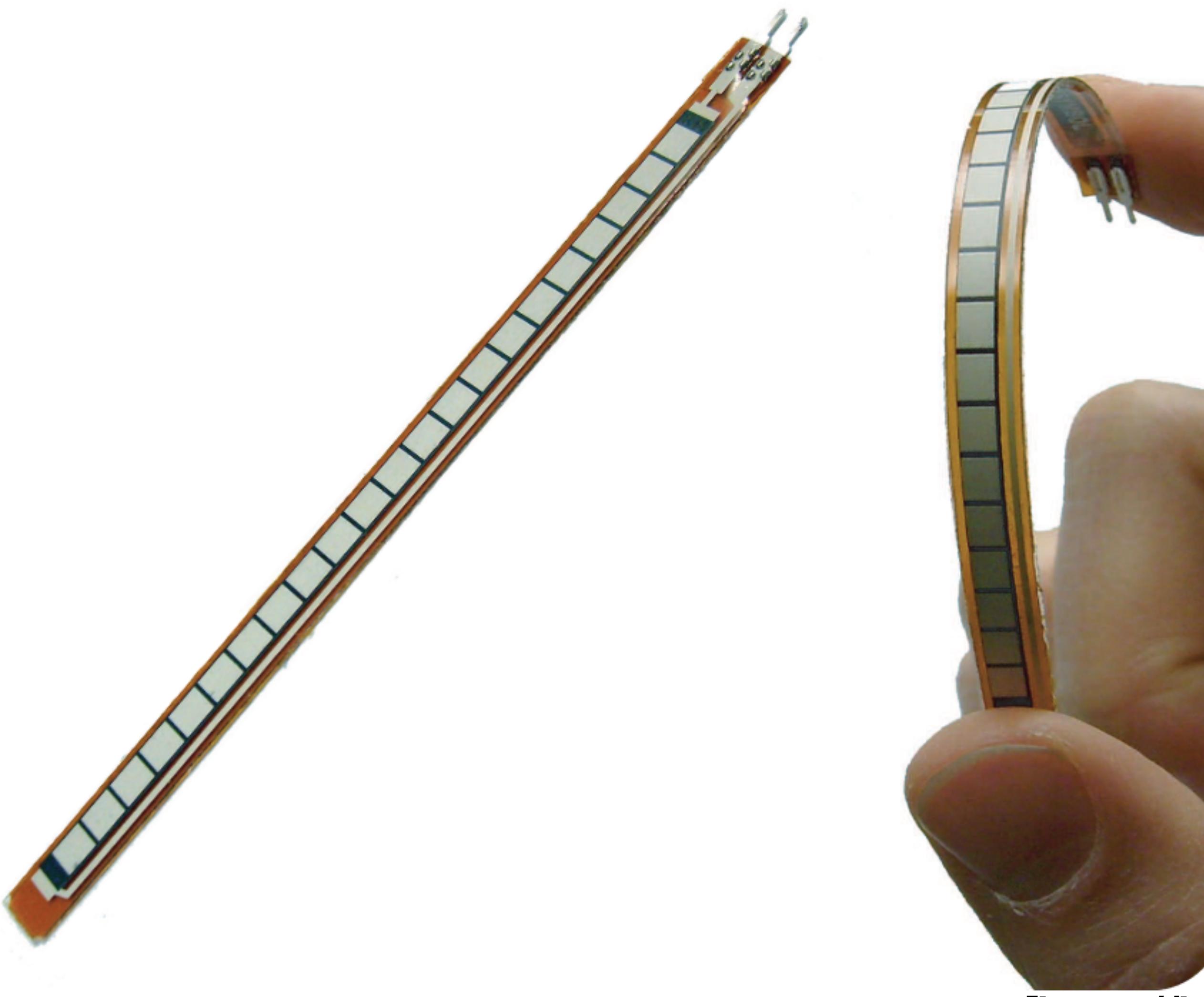
Bending sensor

GND	↔	GND
VCC	↔	5V
Servo 1		
GND	↔	GND
5V	↔	5V
PWM	↔	6
Servo 2		
GND	↔	GND
5V	↔	5V
PWM	↔	7

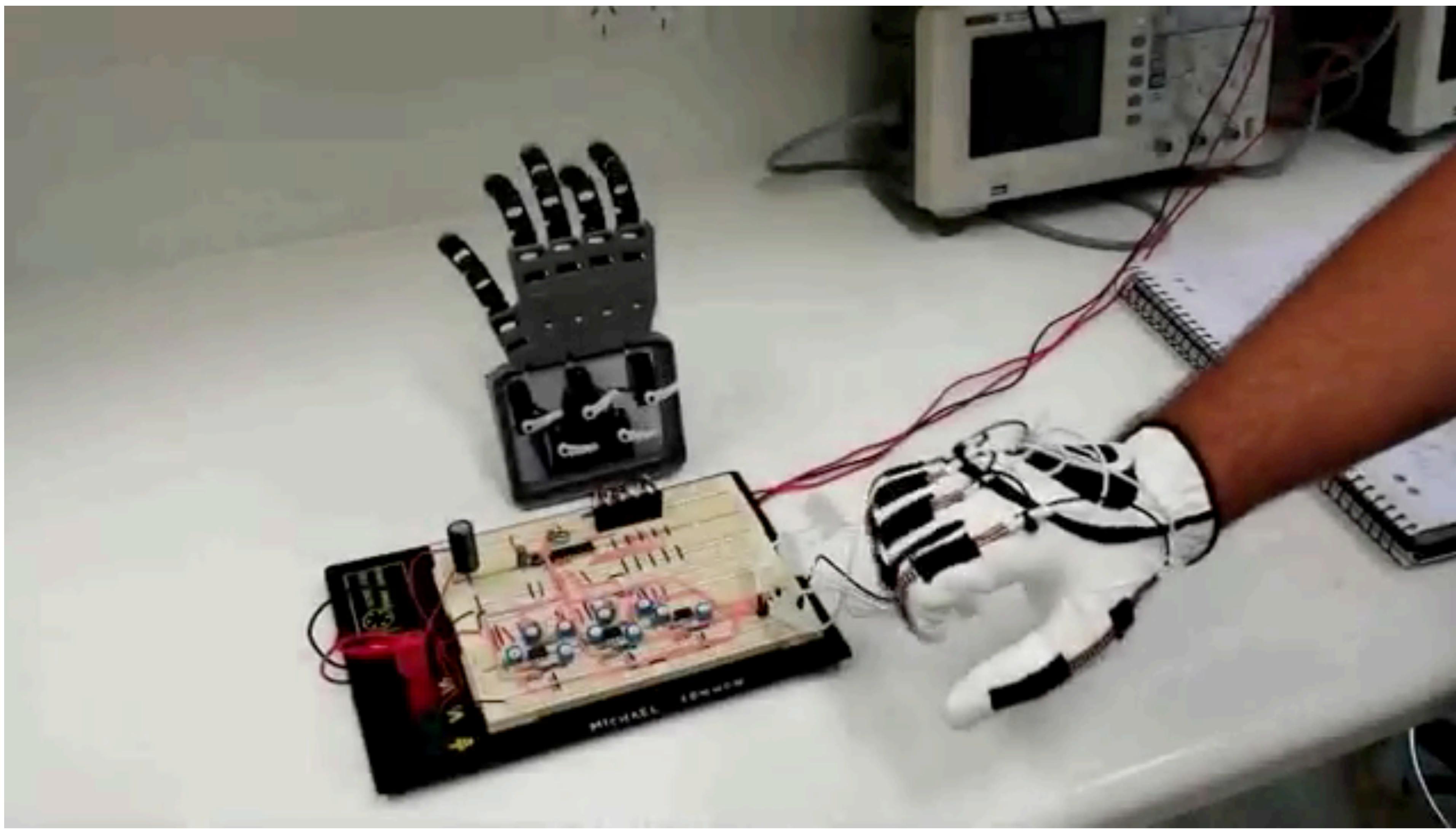


[\[bit.ly/3TUtOR0\]](https://bit.ly/3TUtOR0)

Flex (Bend) Sensor



[<https://bit.ly/3woF2Sc>]



[<https://youtu.be/PIhmBszYHOU>]



bent fast to closed and bend slow to pinch

[<https://youtu.be/-TOi7datdbs>]

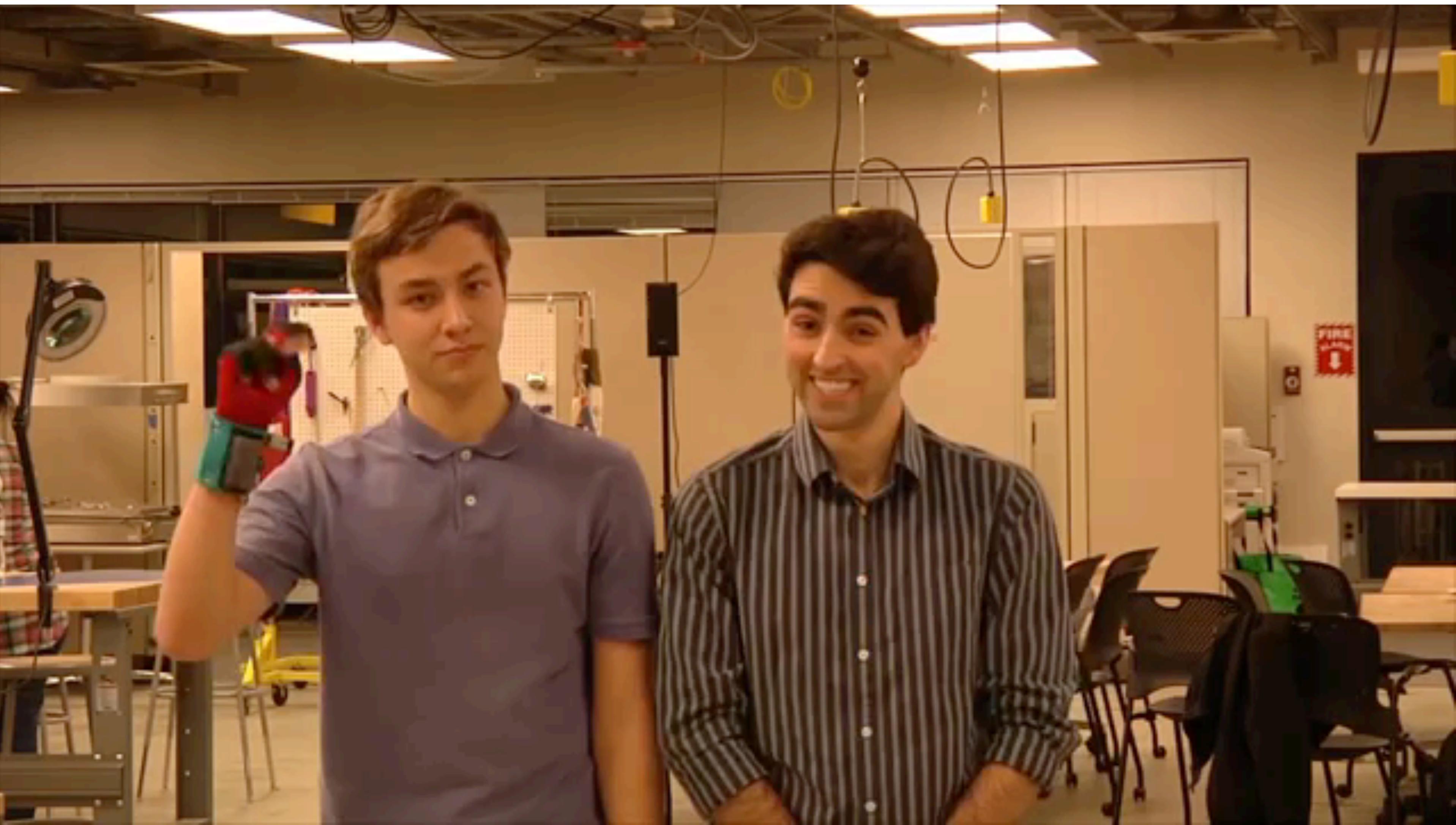
FlexCase: Enhancing Mobile Interaction with a Flexible Sensing and Display Cover

Christian Rendl¹, David Kim², Patrick Parzer¹, Sean Fanello², Martin Zirkl³, Gregor Scheipl³, Michael Haller¹, Shahram Izadi²

¹Media Interaction Lab (Austria) ²Microsoft Research (Redmond, WA, USA) ³Joanneum Research (Austria)

Music: Janlev - Into The City

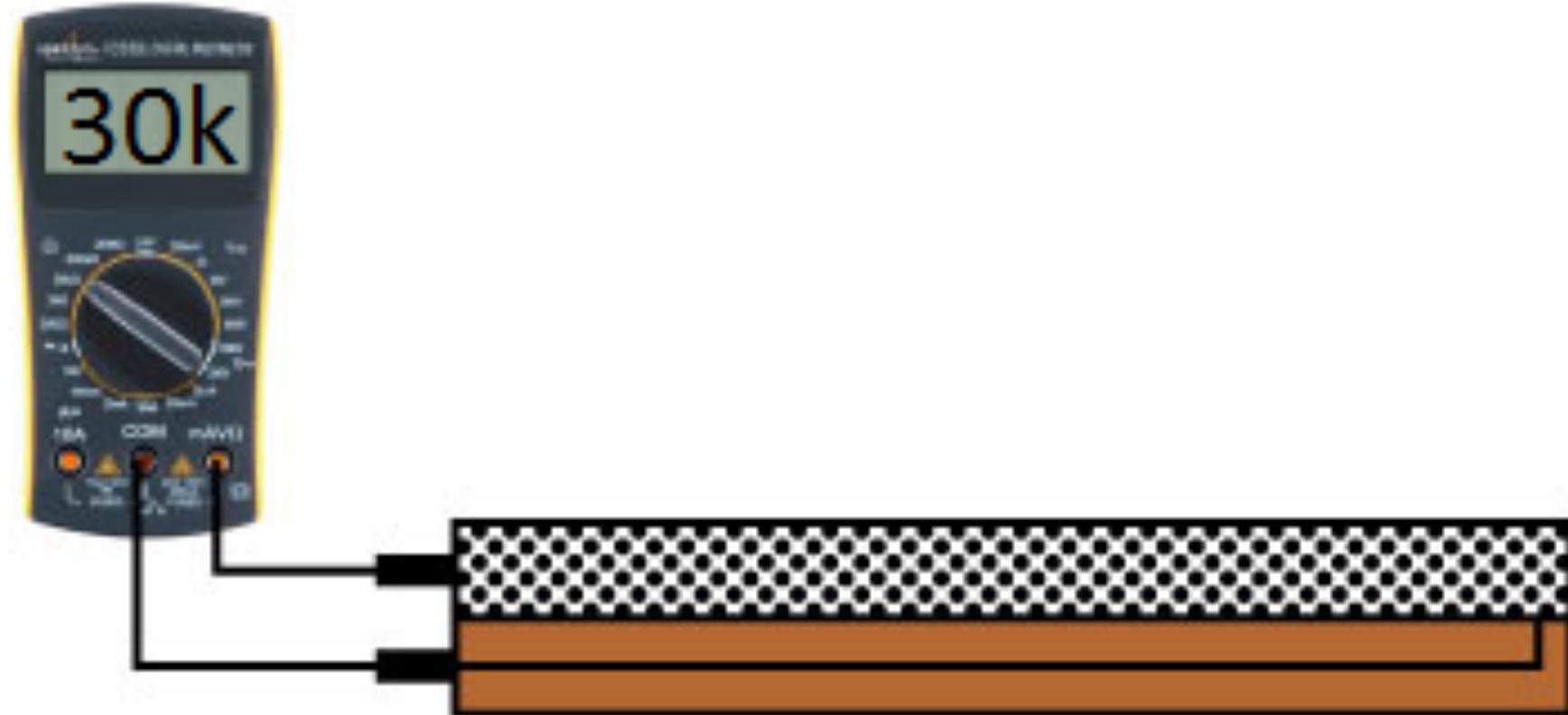
FlexCase, CHI'16



[<https://youtu.be/RHTrAXsULOI>]

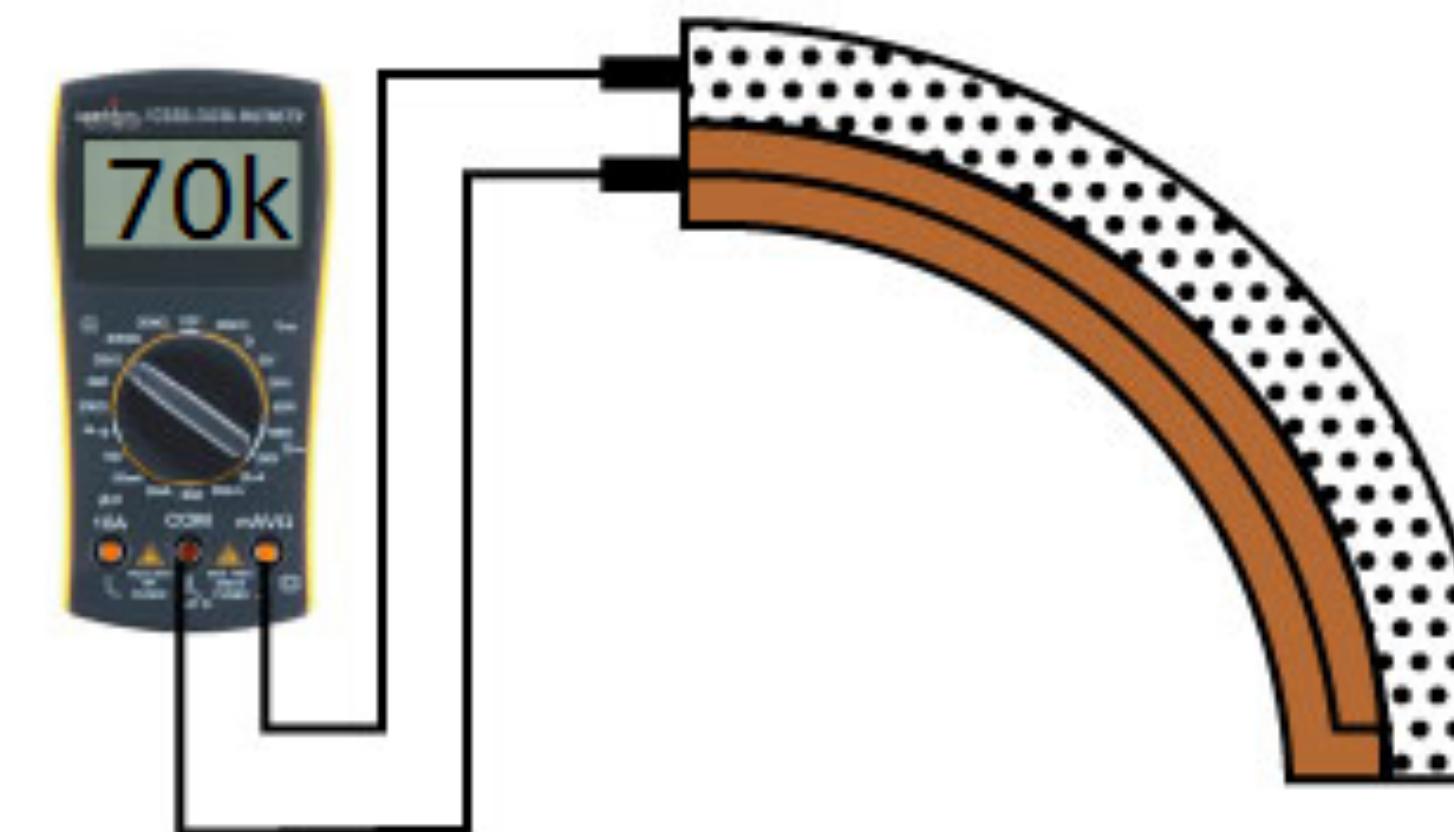
Flex Sensor

Flat



Conductive particles close together - $30\text{k}\Omega$.

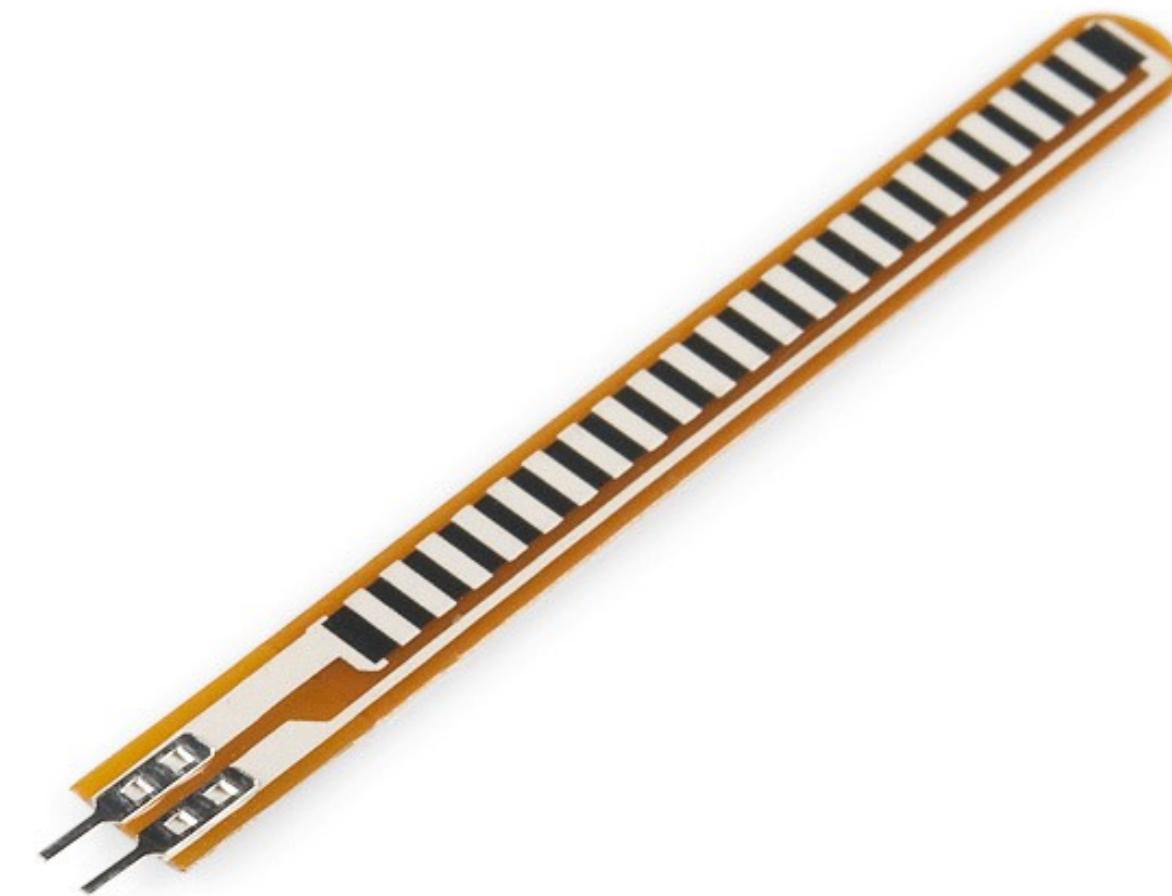
Bend



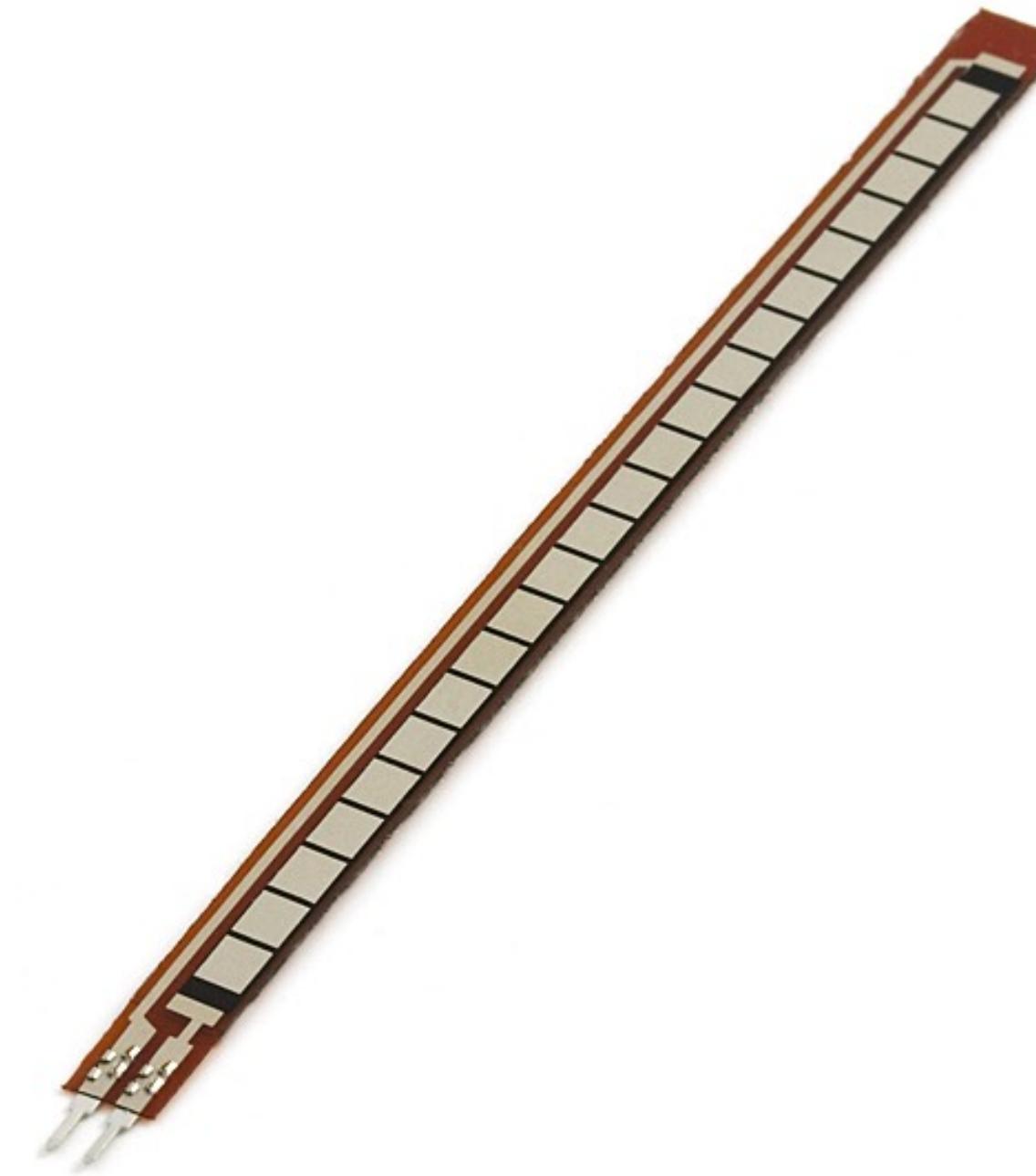
Conductive particles further apart - $70\text{k}\Omega$.

Flex Sensor

- Two sizes



Flex sensor 2.2 (5.888 cm)

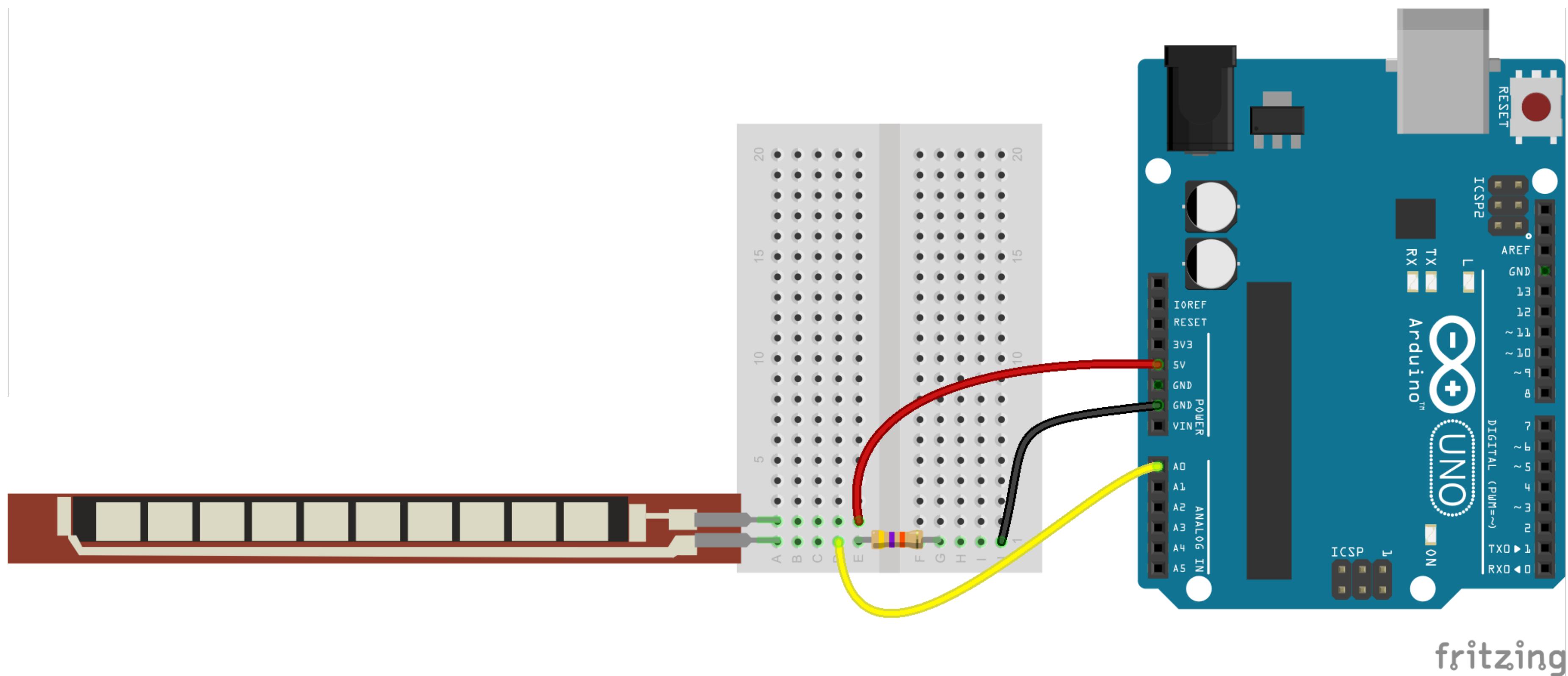


Flex sensor 4.5 (11.43 cm)

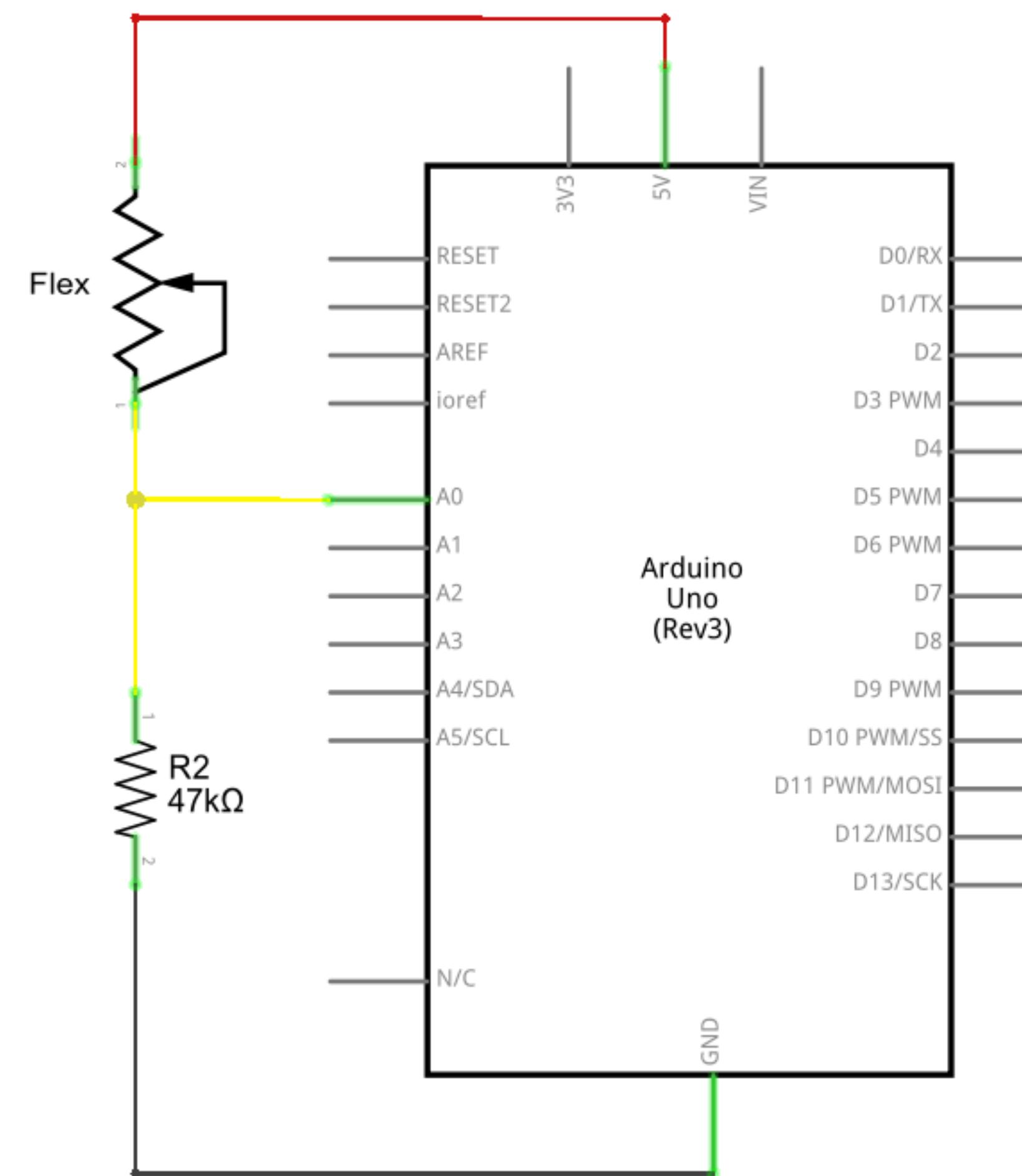
What we need

- Flex sensor
- Arduino Uno
- Breadboard & USB cable
- Dupont line (male to male) * 3
- 47 K Ω ohm resistor * 1

Flex Sensor Circuit



Flex Sensor Circuit



fritzing

Flex Sensor Code

- Flex_Sensor_Example.ino
 - Upload it and open the serial monitor (9600 baud rate)
 - Press FSR sensor

Flex Sensor Code

- Flex_Sensor_Example.ino

```
const int FLEX_PIN = A0; // Pin connected to voltage divider output

// Measure the voltage at 5V and the actual resistance of your
// 47k resistor, and enter them below:
const float VCC = 4.98; // Measured voltage of Arduino 5V line
const float R_DIV = 47500.0;

// Upload the code, then try to adjust these values to more
// accurately calculate bend degree.
const float STRAIGHT_RESISTANCE = 37300.0; // resistance when straight
const float BEND_RESISTANCE = 90000.0; // resistance at 90 deg

void setup()
{
    Serial.begin(9600);
    pinMode(FLEX_PIN, INPUT);
}
```

Flex Sensor Code

- Flex_Sensor_Example.ino

```
void loop()
{
    // Read the ADC, and calculate voltage and resistance from it
    int flexADC = analogRead(FLEX_PIN);
    float flexV = flexADC * VCC / 1023.0;
    float flexR = R_DIV * (VCC / flexV - 1.0);          ** same to FSR code **
    Serial.println("Resistance: " + String(flexR) + " ohms");

    // Use the calculated resistance to estimate the sensor's
    // bend angle:
    float angle = map(flexR, STRAIGHT_RESISTANCE, BEND_RESISTANCE,
                      0, 90.0);
    Serial.println("Bend: " + String(angle) + " degrees");
    Serial.println();

    delay(500);
}
```

Flex Sensor Code

- Flex_Sensor_Example.ino

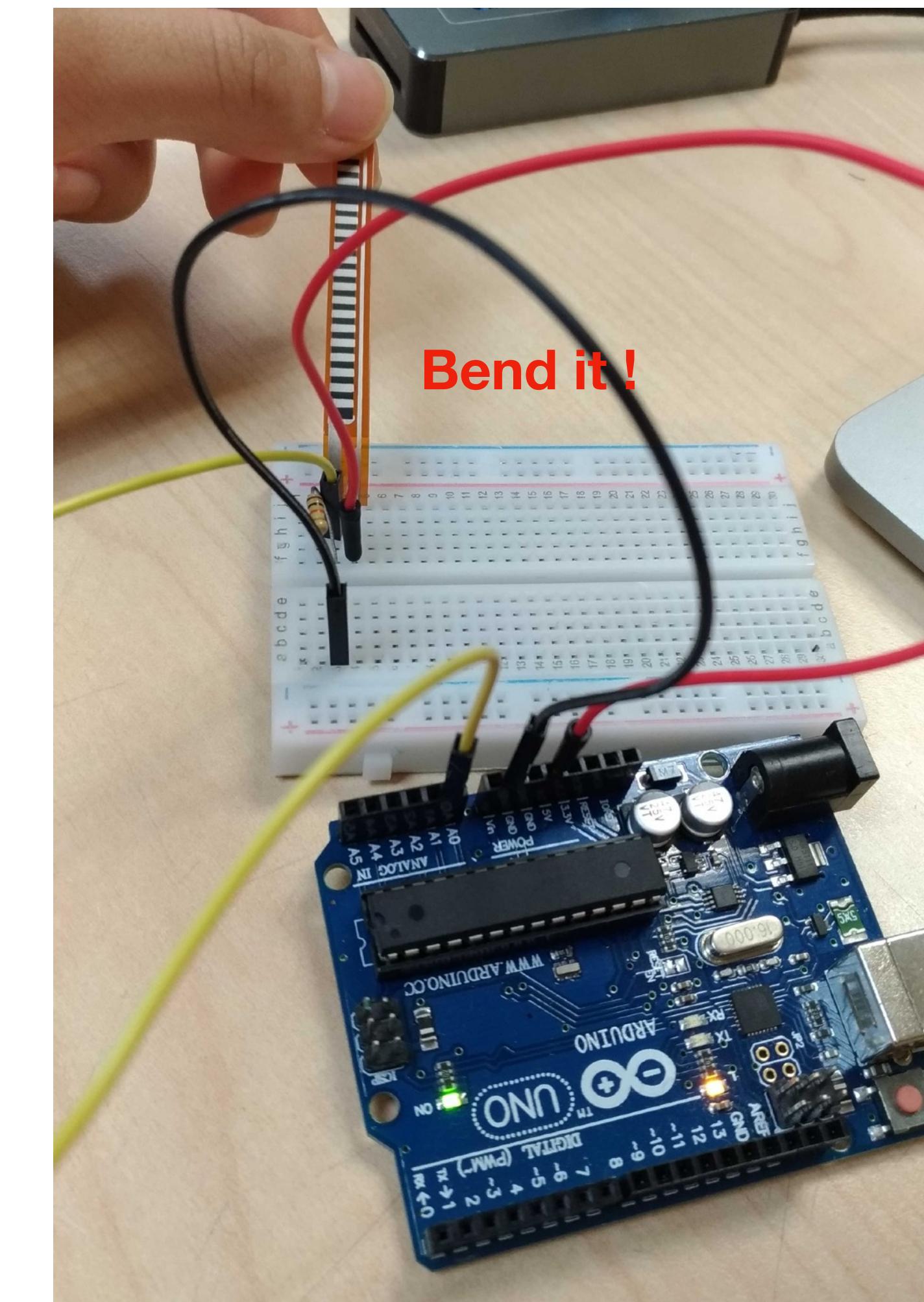
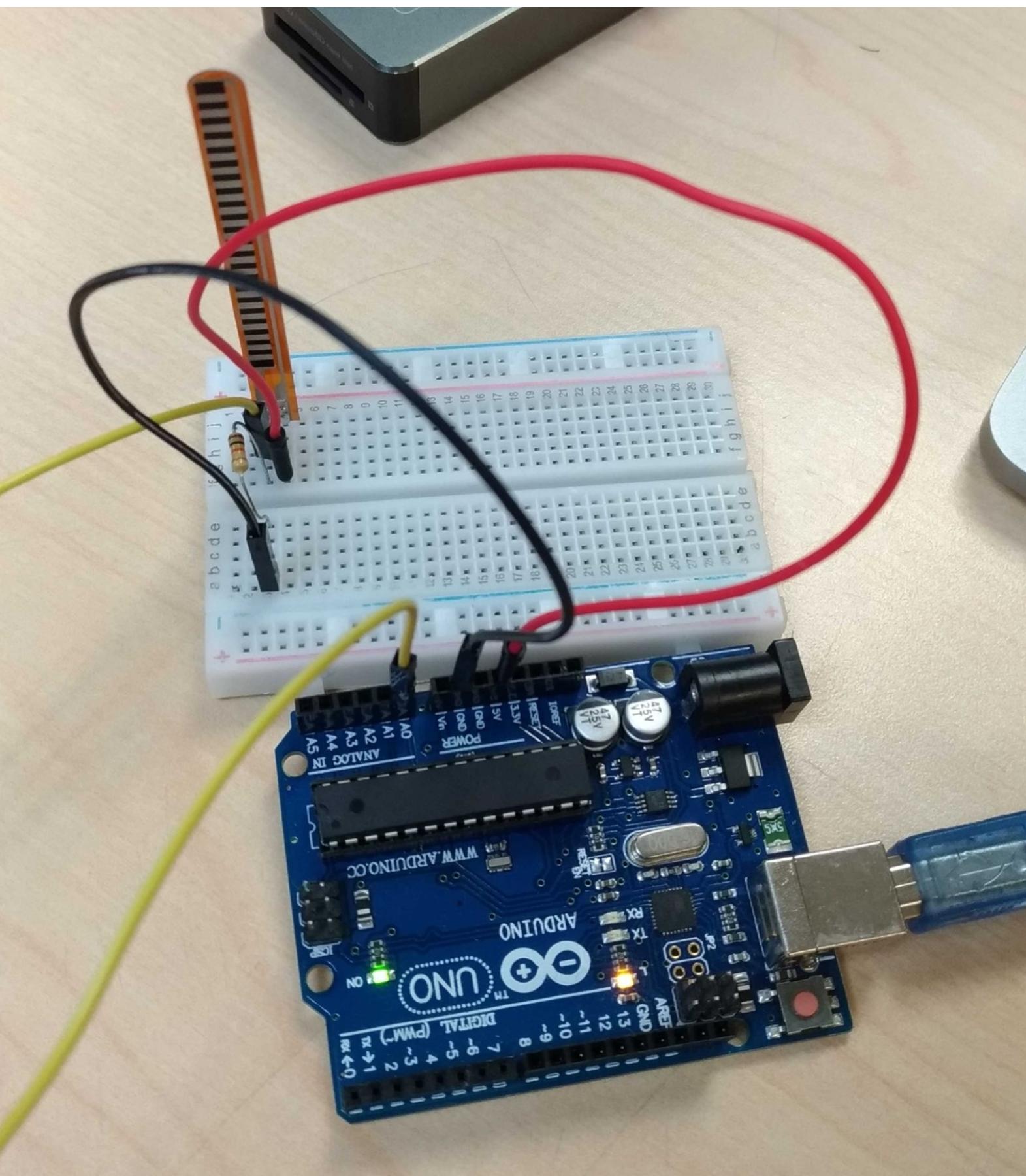
```
void loop()
{
    // Read the ADC, and calculate voltage and resistance from it
    int flexADC = analogRead(FLEX_PIN);
    float flexV = flexADC * VCC / 1023.0;
    float flexR = R_DIV * (VCC / flexV - 1.0);
    Serial.println("Resistance: " + String(flexR) + " ohms");

    // Use the calculated resistance to estimate the sensor's
    // bend angle:
    float angle = map(flexR, STRAIGHT_RESISTANCE, BEND_RESISTANCE,
                      0, 90.0);
    Serial.println("Bend: " + String(angle) + " degrees");
    Serial.println();
```

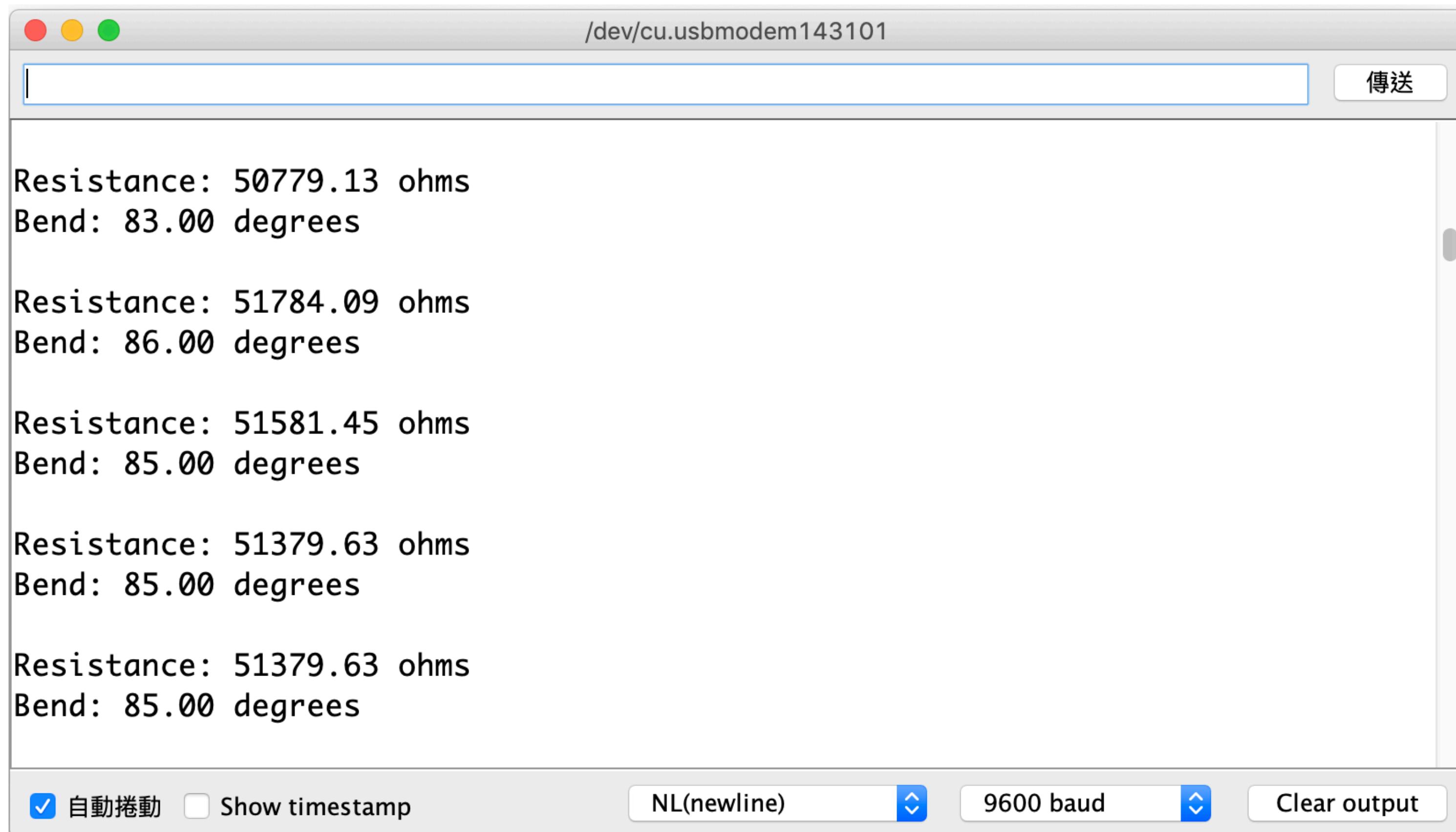
map value to 0 ~ 90 angle

```
    delay(500);
}
```

Flex Sensor Code



Flex Sensor Code



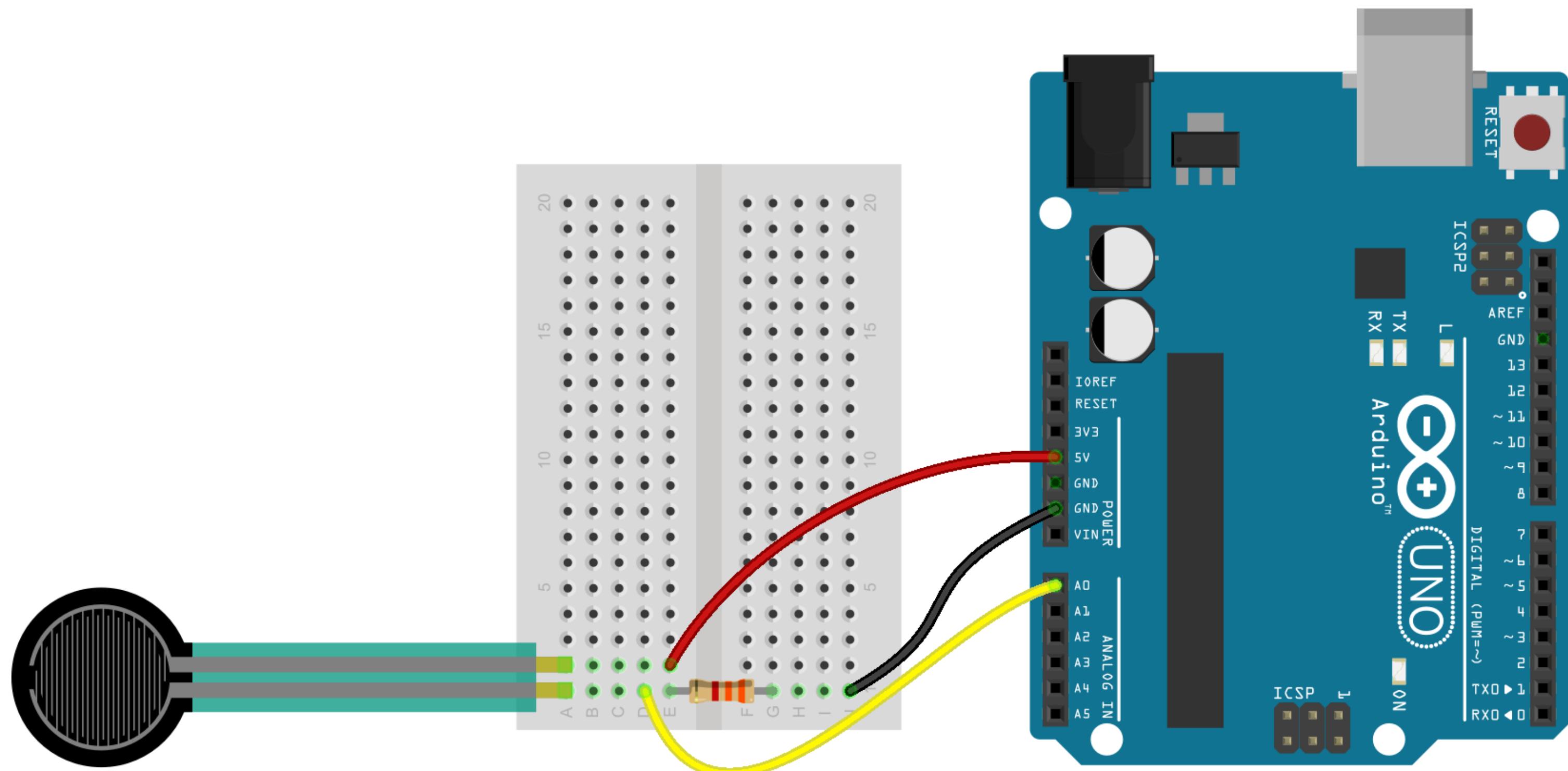
Bending in Unity

Unity: <https://bit.ly/3JUcCol>

Bending: <https://bit.ly/3xBWSBN>

FSR Sensor and Servo

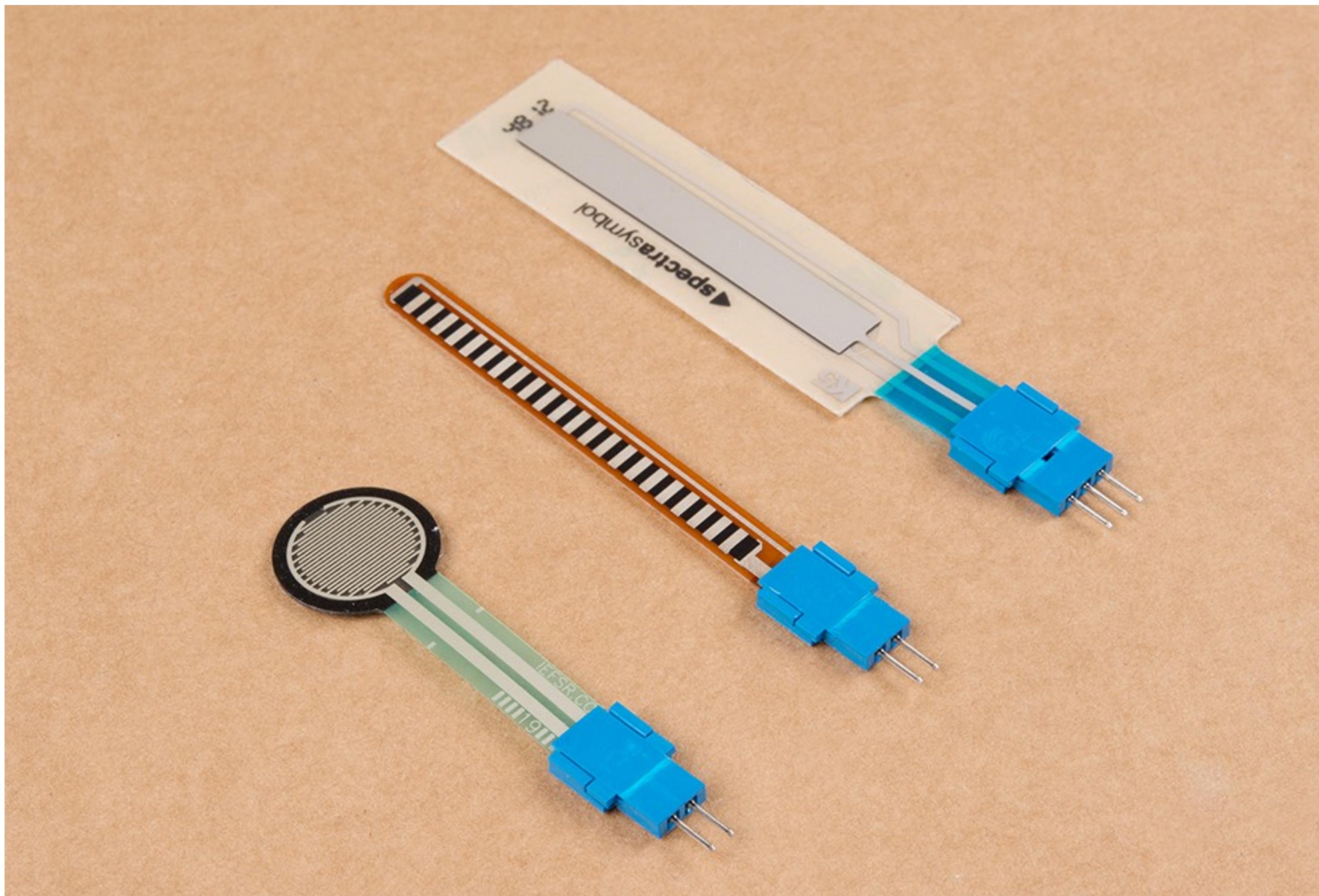
FSR	
GND	↔ GND
VCC	↔ 5V
Servo 1	
GND	↔ GND
5V	↔ 5V
PWM	↔ 6
Servo 2	
GND	↔ GND
5V	↔ 5V
PWM	↔ 7



fritzing

[bit.ly/4cARZLE]

Force-Sensitive Resistor (FSR) Sensor



[<https://bit.ly/3tsmMWe>]

The film plate is used for detecting tangential force



VRsneaky: Increasing Presence in VR Through Gait-Aware Auditory Feedback

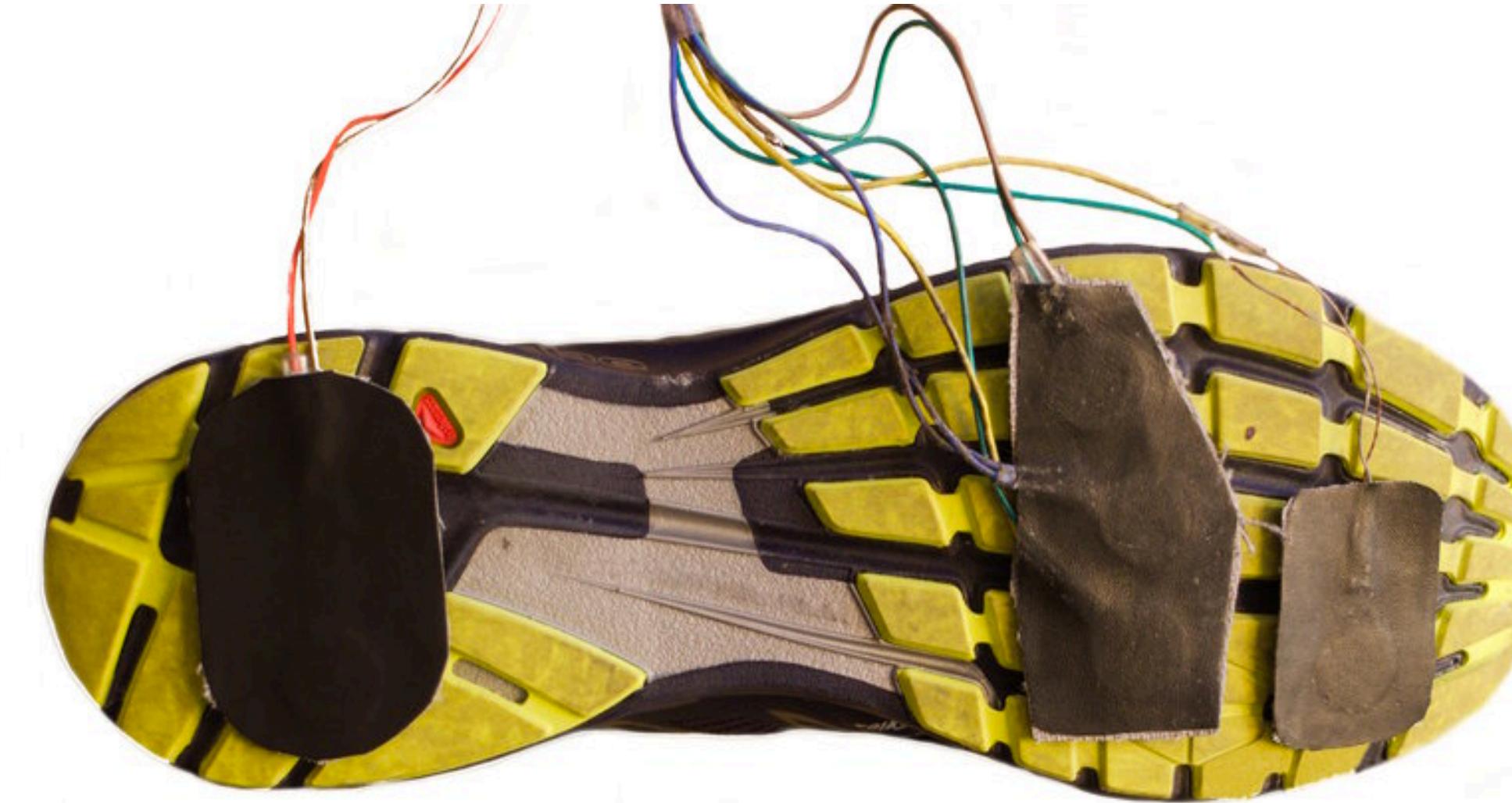


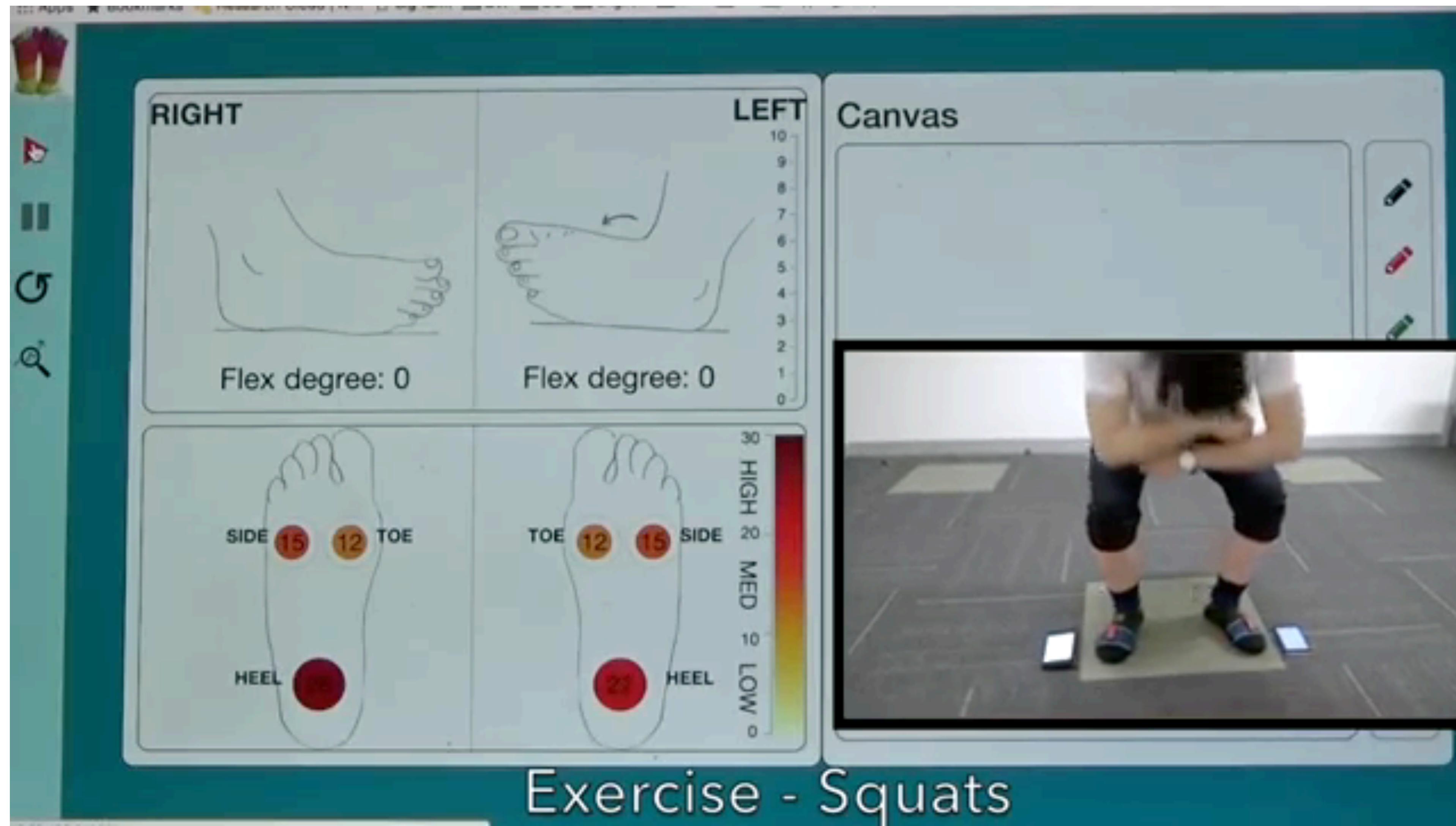
Matthias Hoppe¹, Jakob Karolus¹, Felix Dietz¹, Paweł W. Woźniak², Albrecht Schmidt¹, Tonja Machulla¹

¹ LMU Munich, Munich, Germany, {firstname.lastname}@ifi.lmu.de

² University Utrecht, Utrecht, the Netherlands, p.w.wozniak@uu.nl

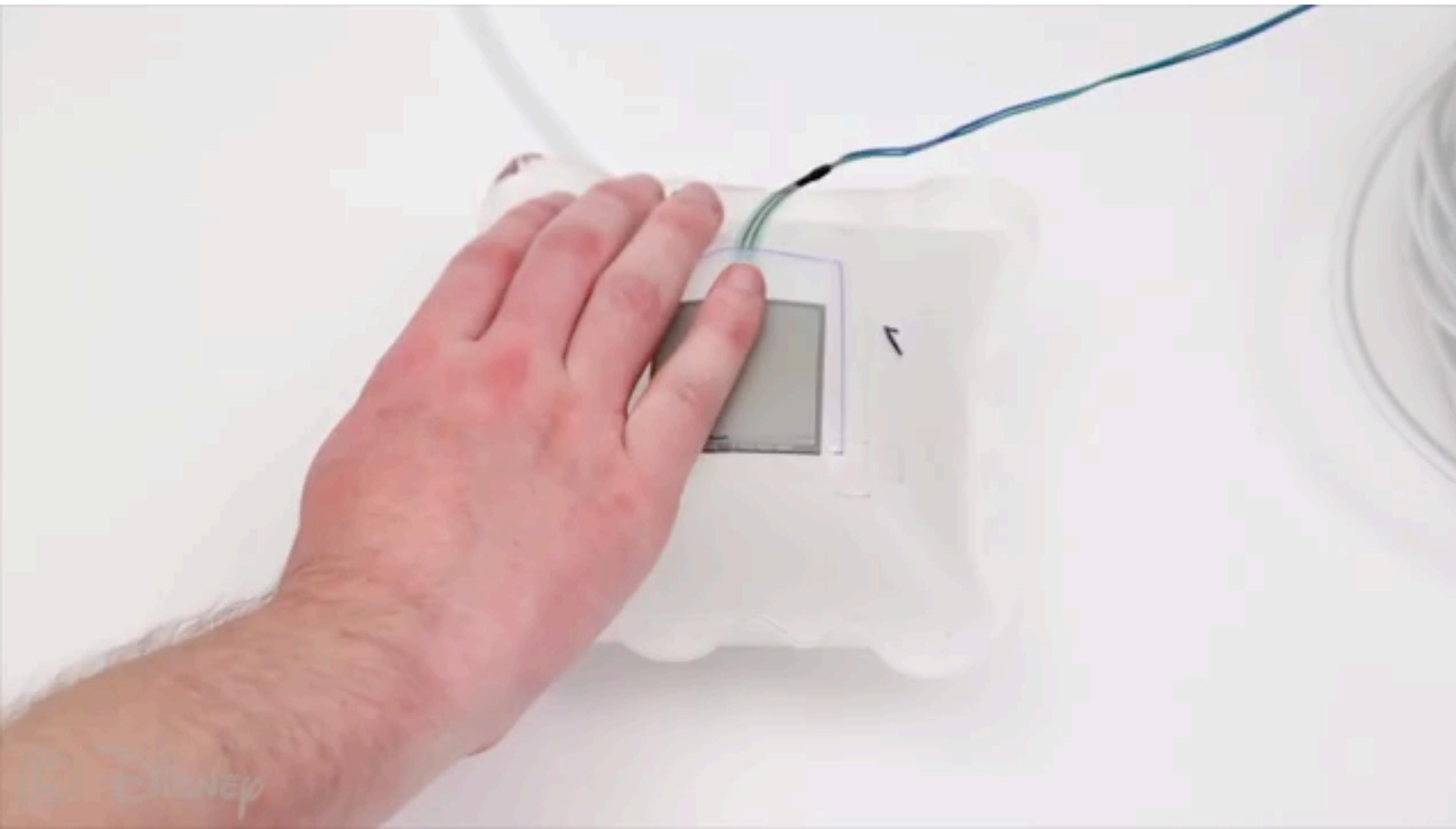
Force Resistive Sensing (FSR)





The cylinder prop is being inflated

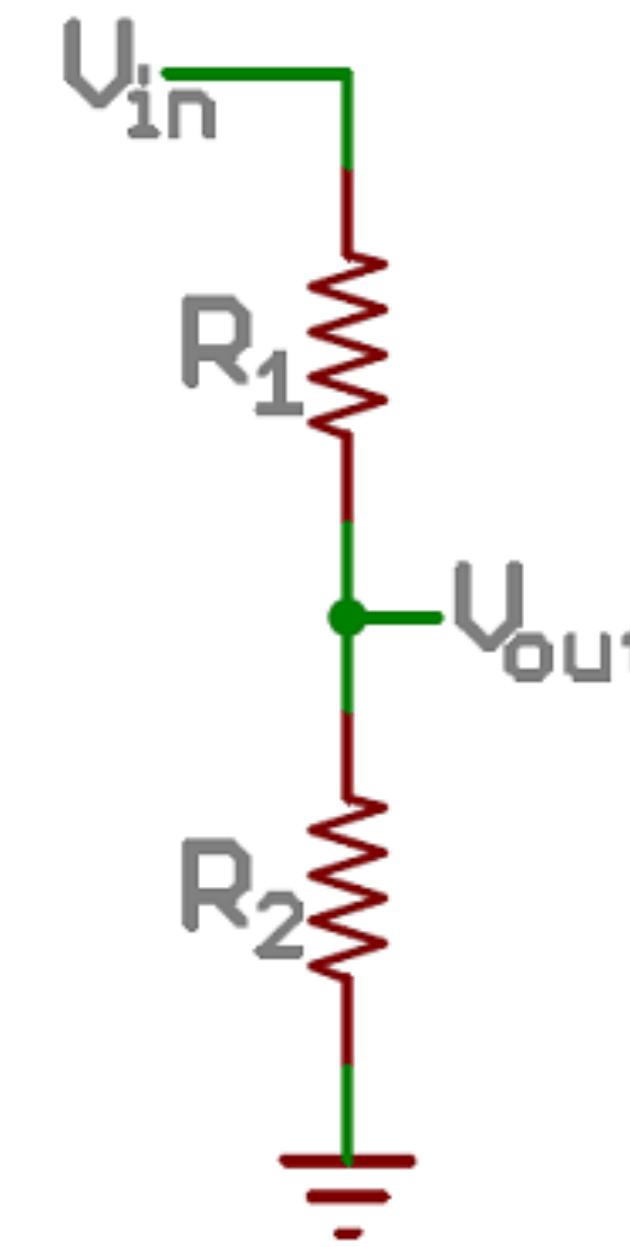
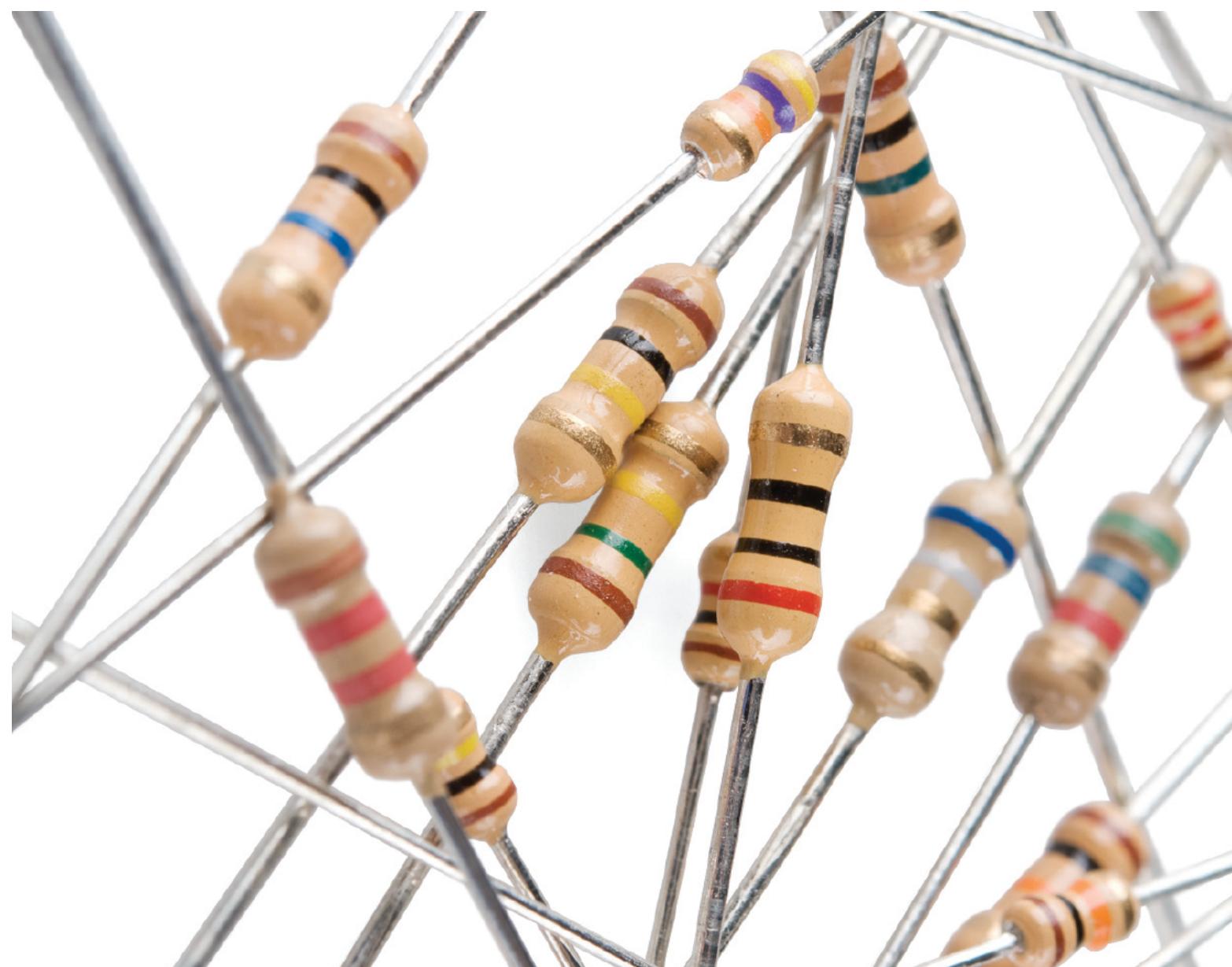




Force Jacket, CHI'18

Force-Sensitive Resistor (FSR) Sensor

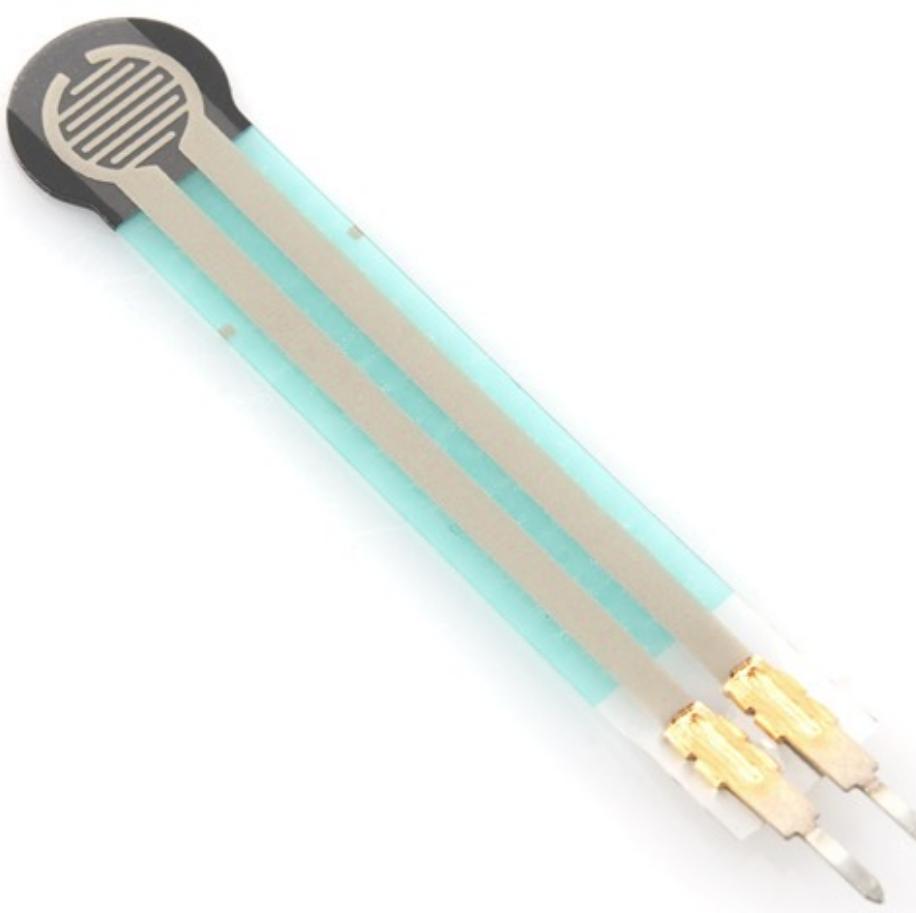
- Static resistor
- Voltage Dividers



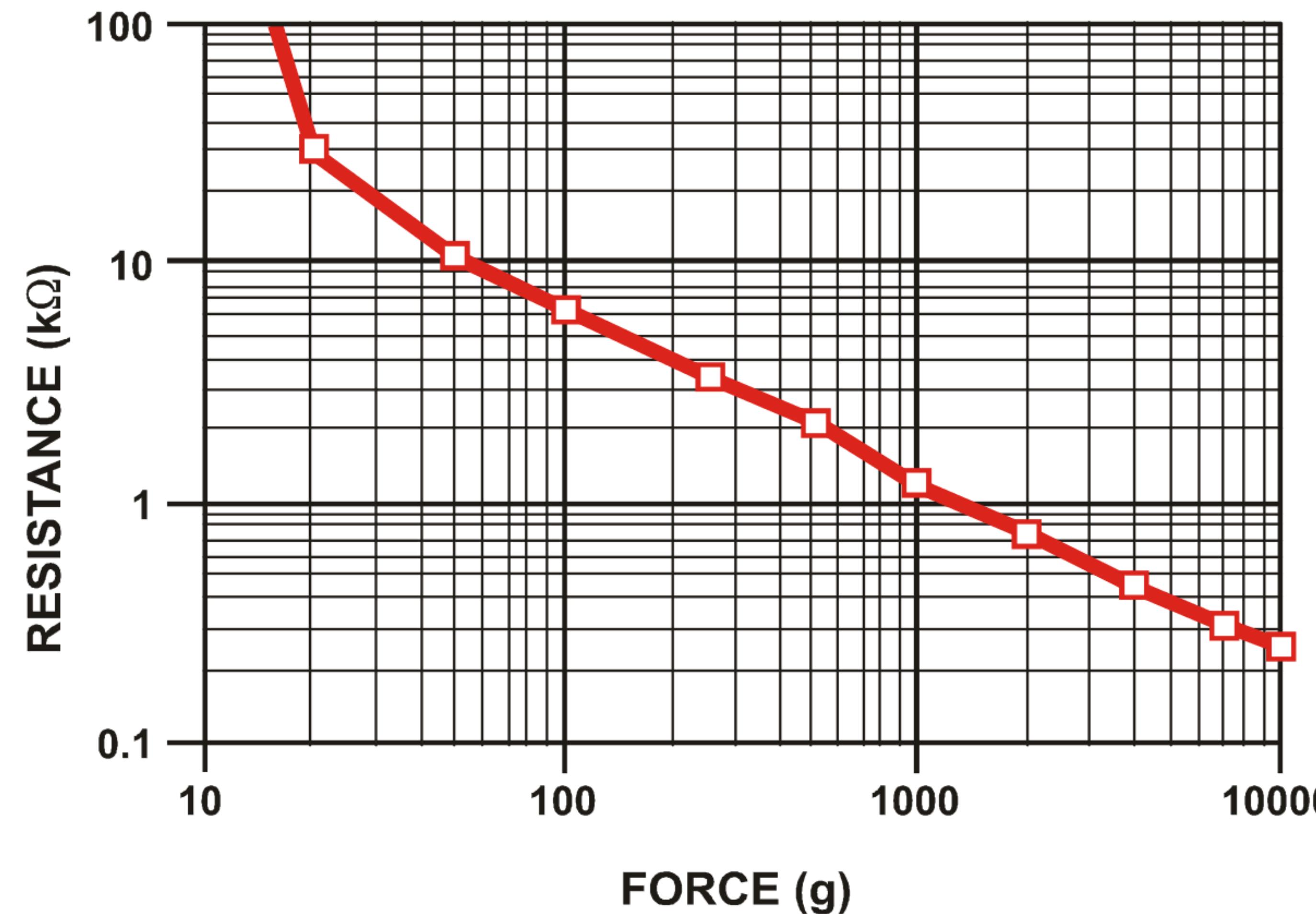
$$V_{out} = V_{in} \cdot \frac{R_2}{R_1 + R_2}$$

What we need

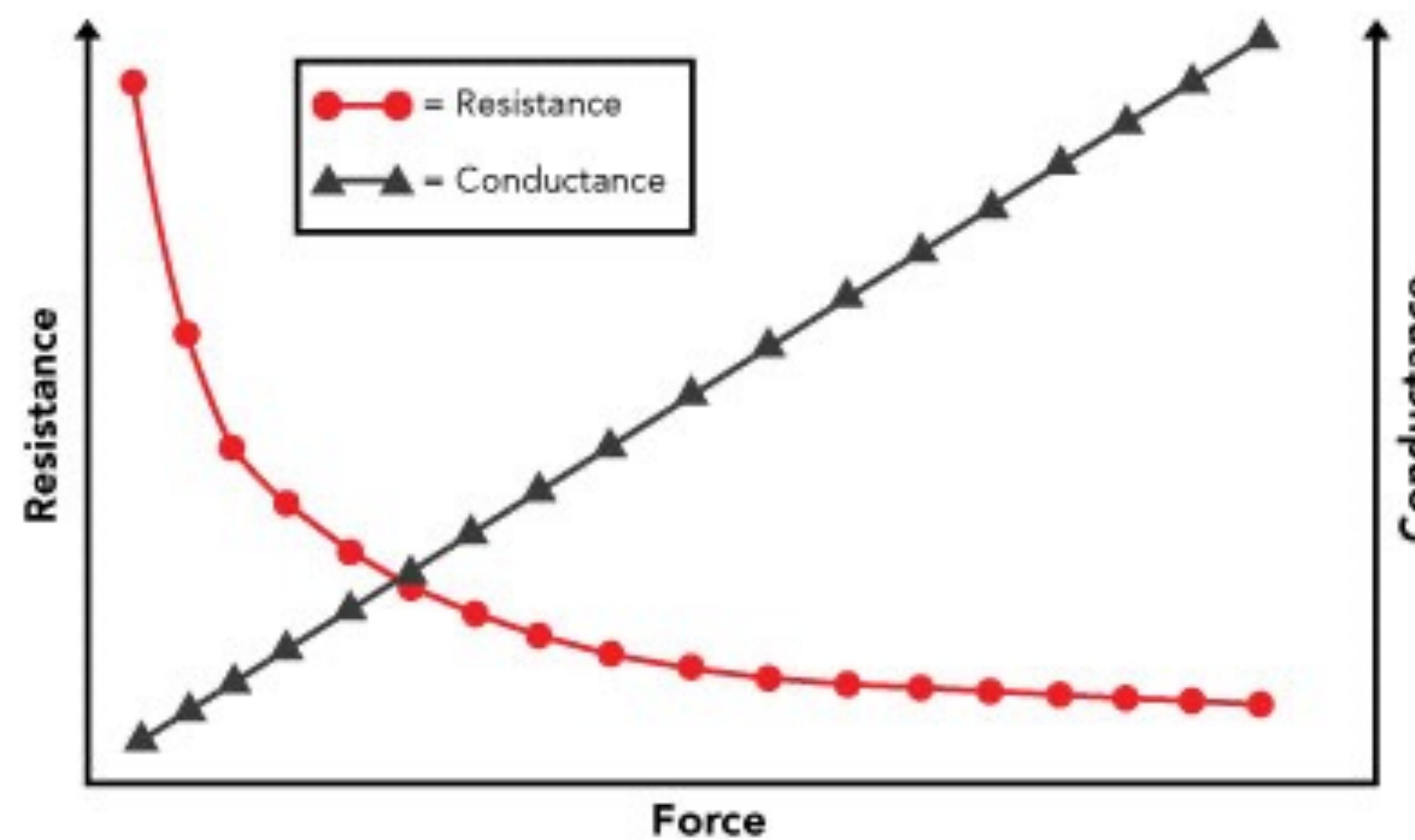
- FSR sensor
- Arduino Uno
- Breadboard & USB cable
- Dupont line (male to male) * 3
- 3.3K ohm resistor * 1



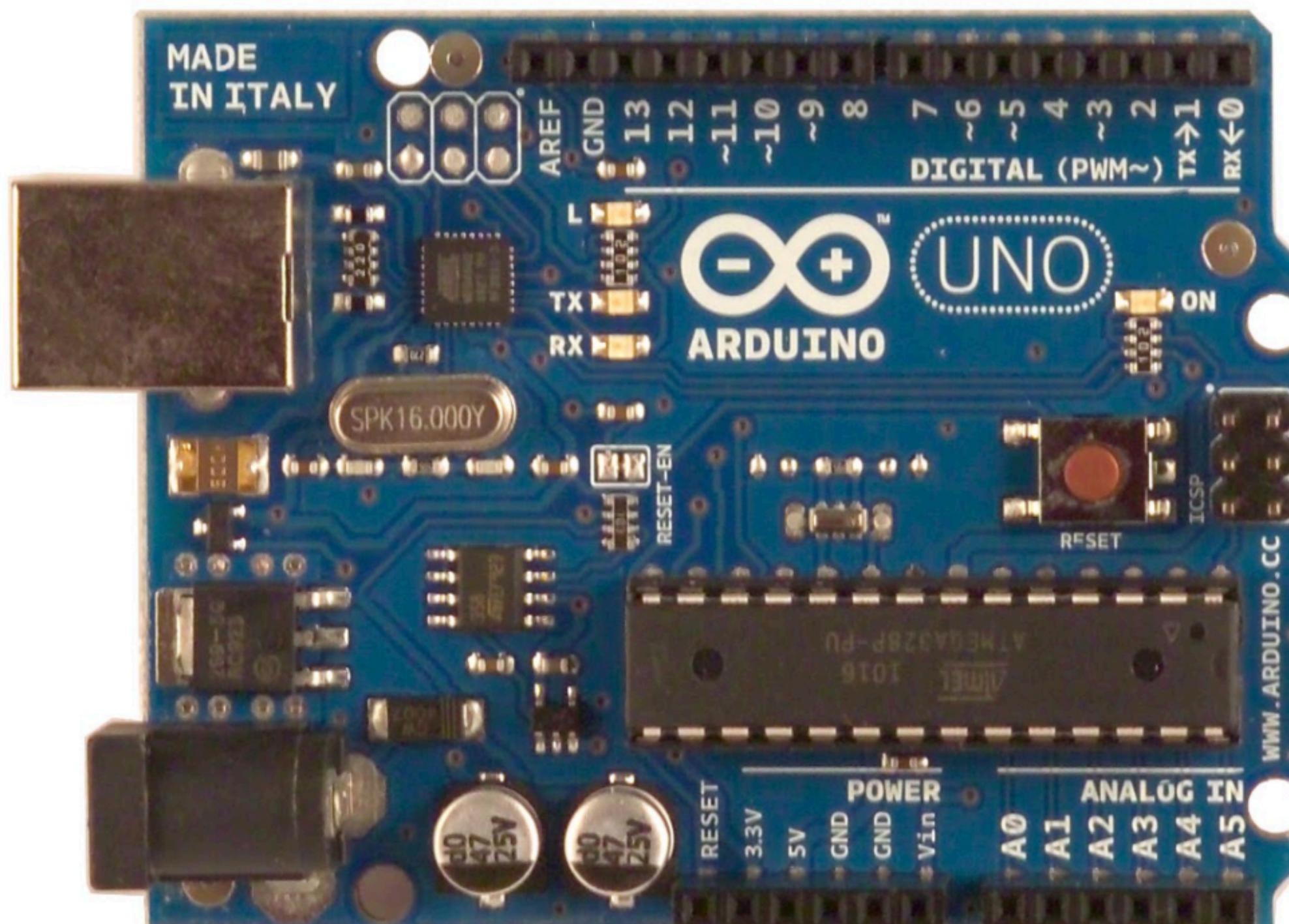
Force v.s. Resistance



Resistance & Conductance



Analog-To-Digital Pin



`analogRead(pin_number)`

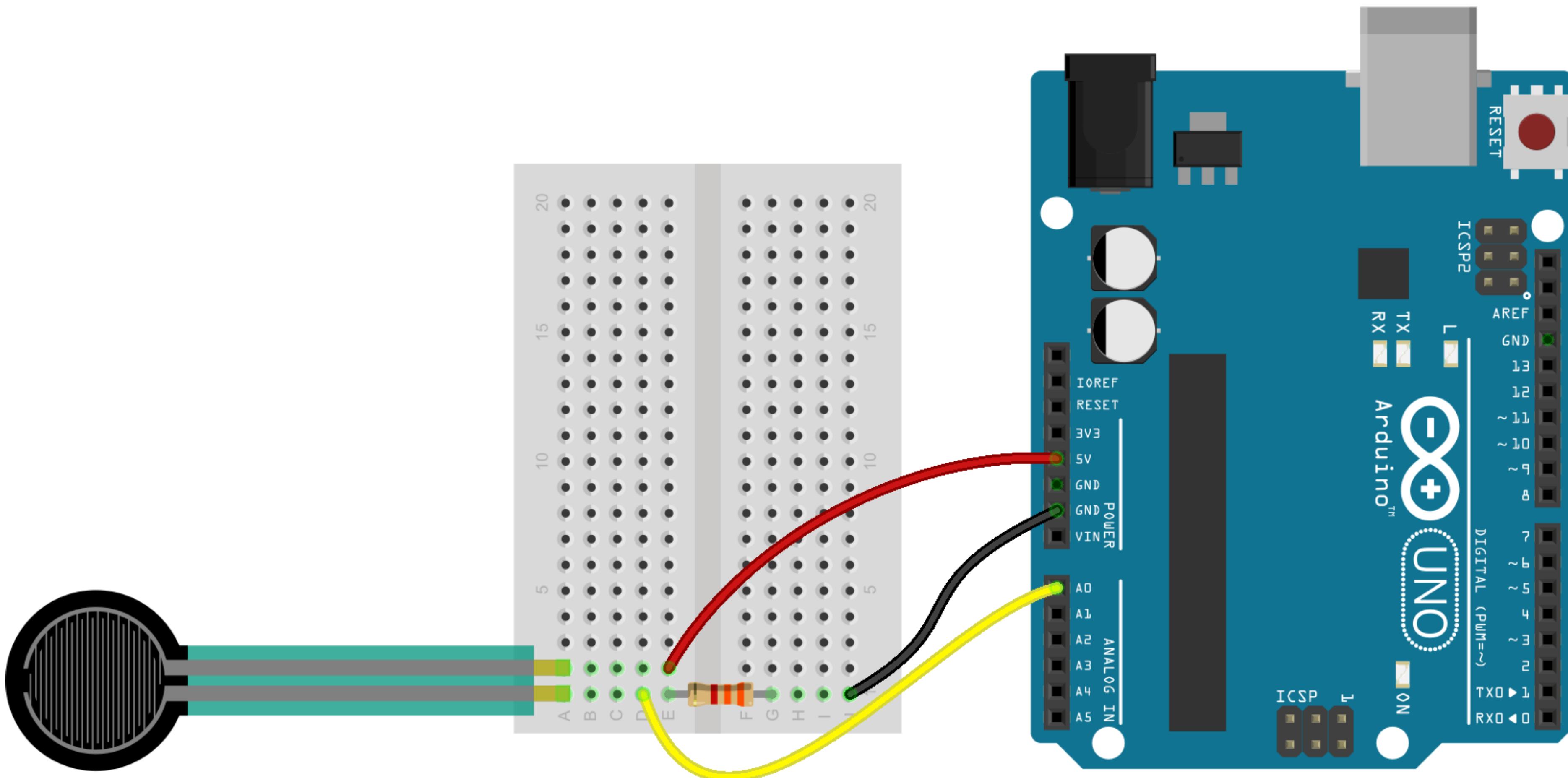
returns 0 if voltage = 0V

returns 1023 if voltage = 5V

...and any value in between

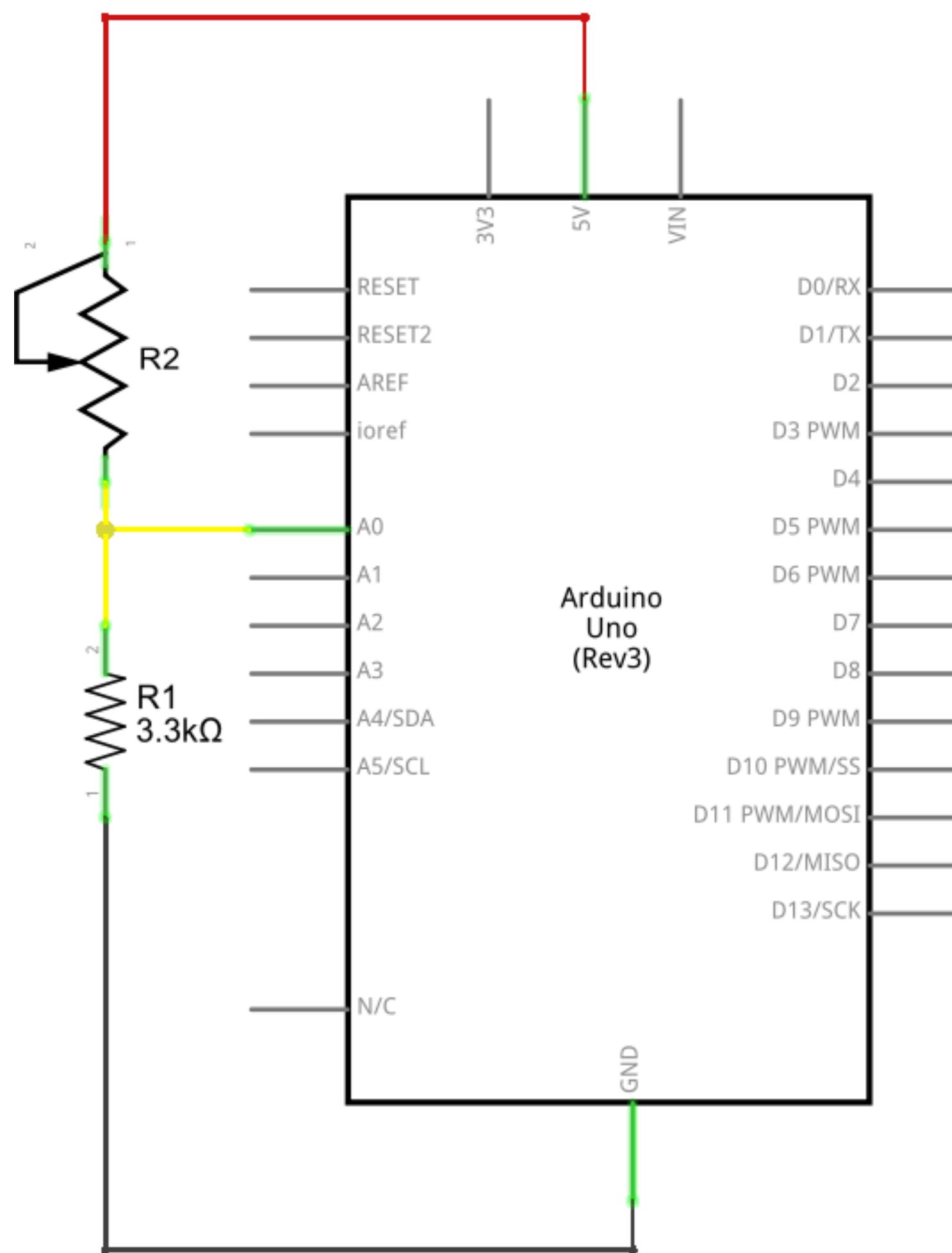
analog pins are **analog input only**

FSR Circuit



fritzing

FSR Circuit



FSR Code

- Force_Sensitive_Resistor_Example.ino
 - Upload it and open the serial monitor (9600 baud rate)
 - Press FSR sensor

FSR Code

- Force_Sensitive_Resistor_Example.ino

```
const int FSR_PIN = A0; // Pin connected to FSR/resistor divider

// Measure the voltage at 5V and resistance of your 3.3k resistor, and enter
// their value's below:
const float VCC = 4.98; // Measured voltage of Arduino 5V line
const float R_DIV = 3230.0; // Measured resistance of 3.3k resistor

void setup()
{
    Serial.begin(9600);
    pinMode(FSR_PIN, INPUT);
}
```

FSR Code

- Force_Sensitive_Resistor_Example.ino

```
void loop()
{
    int fsrADC = analogRead(FSR_PIN);
    // If the FSR has no pressure, the resistance will be
    // near infinite. So the voltage should be near 0.
    if (fsrADC != 0) // If the analog reading is non-zero
    {
        // Use ADC reading to calculate voltage:
        float fsrV = fsrADC * VCC / 1023.0;
        // Use voltage and static resistor value to
        // calculate FSR resistance:
        float fsrR = R_DIV * (VCC / fsrV - 1.0);
        Serial.println("Resistance: " + String(fsrR) + " ohms");
    }
}
```

analog pin
(0 ~ 1023)

← // Use ADC reading to calculate voltage:

float fsrV = fsrADC * VCC / 1023.0;

FSR Code

- Force_Sensitive_Resistor_Example.ino

```
void loop()
{
    int fsrADC = analogRead(FSR_PIN);
    // If the FSR has no pressure, the resistance will be
    // near infinite. So the voltage should be near 0.
    if (fsrADC != 0) // If the analog reading is non-zero
    {
        // Use ADC reading to calculate voltage:
        float fsrV = fsrADC * VCC / 1023.0; → Translate to voltage (0 ~ 5V)
        // Use voltage and static resistor value to
        // calculate FSR resistance:
        float fsrR = R_DIV * (VCC / fsrV - 1.0);
        Serial.println("Resistance: " + String(fsrR) + " ohms");
```

FSR Code

- Force_Sensitive_Resistor_Example.ino

** Voltage Dividers **

$$V_{out} = V_{cc} * R / (R + R_{fsr})$$
$$\rightarrow R_{fsr} = R (V_{cc} / V_{out} - 1)$$

```
void loop()
{
    int fsrADC = analogRead(FSR_PIN);
    // If the FSR has no pressure, the resistance will be
    // near infinite. So the voltage should be near 0.
    if (fsrADC != 0) // If the analog reading is non-zero
    {
        // Use ADC reading to calculate voltage:
        float fsrV = fsrADC * VCC / 1023.0;
        // Use voltage and static resistor value to
        // calculate FSR resistance:
        float fsrR = R_DIV * (VCC / fsrV - 1.0);
        Serial.println("Resistance: " + String(fsrR) + " ohms");
    }
}
```

FSR Code

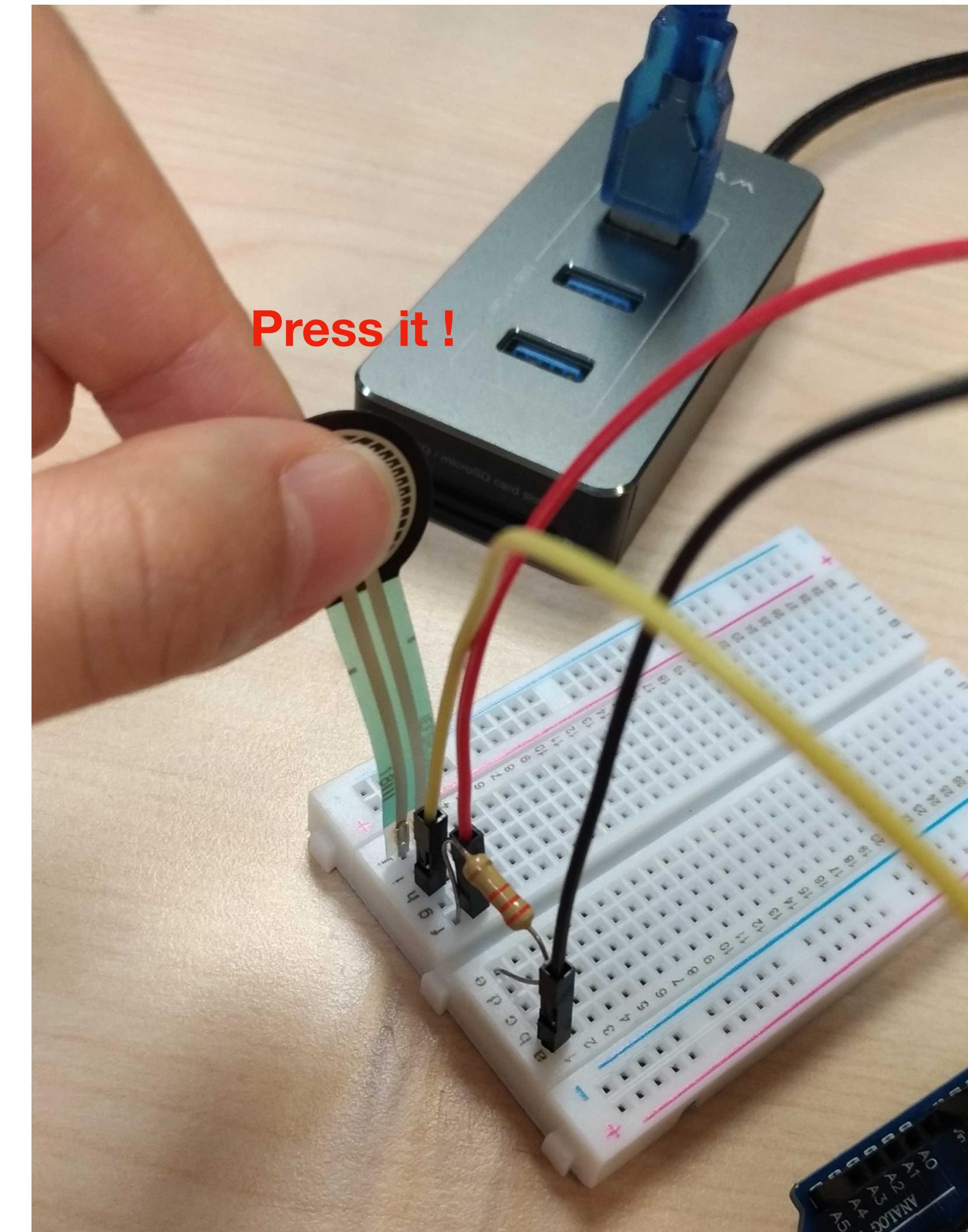
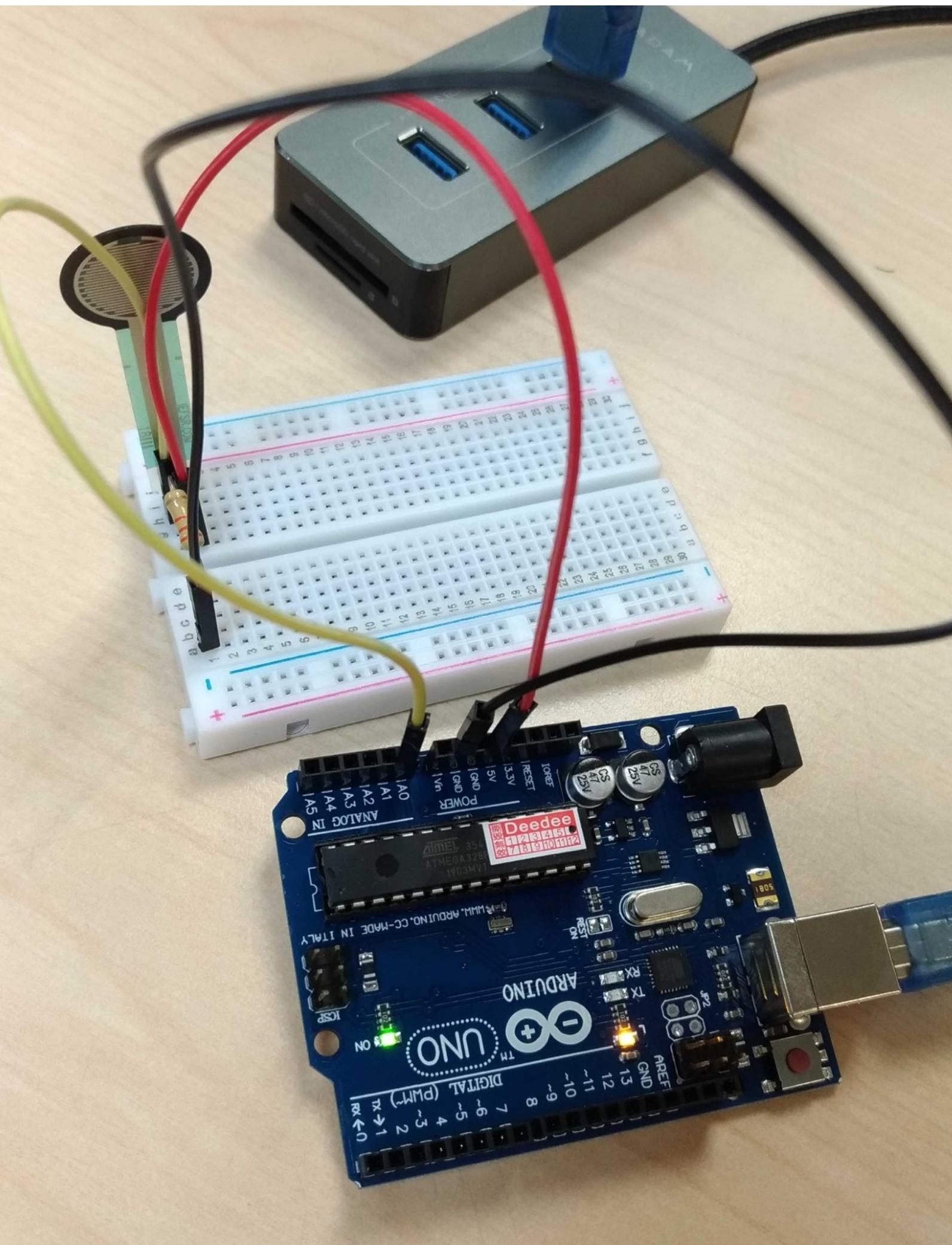
- Force_Sensitive_Resistor_Example.ino

```
// Guesstimate force based on slopes in figure 3 of
// FSR datasheet:
float force;
float fsrG = 1.0 / fsrR; // Calculate conductance
// Break parabolic curve down into two linear slopes:
if (fsrR <= 600)
    force = (fsrG - 0.00075) / 0.00000032639;
else
    force =  fsrG / 0.000000642857;
Serial.println("Force: " + String(force) + " g");
Serial.println();

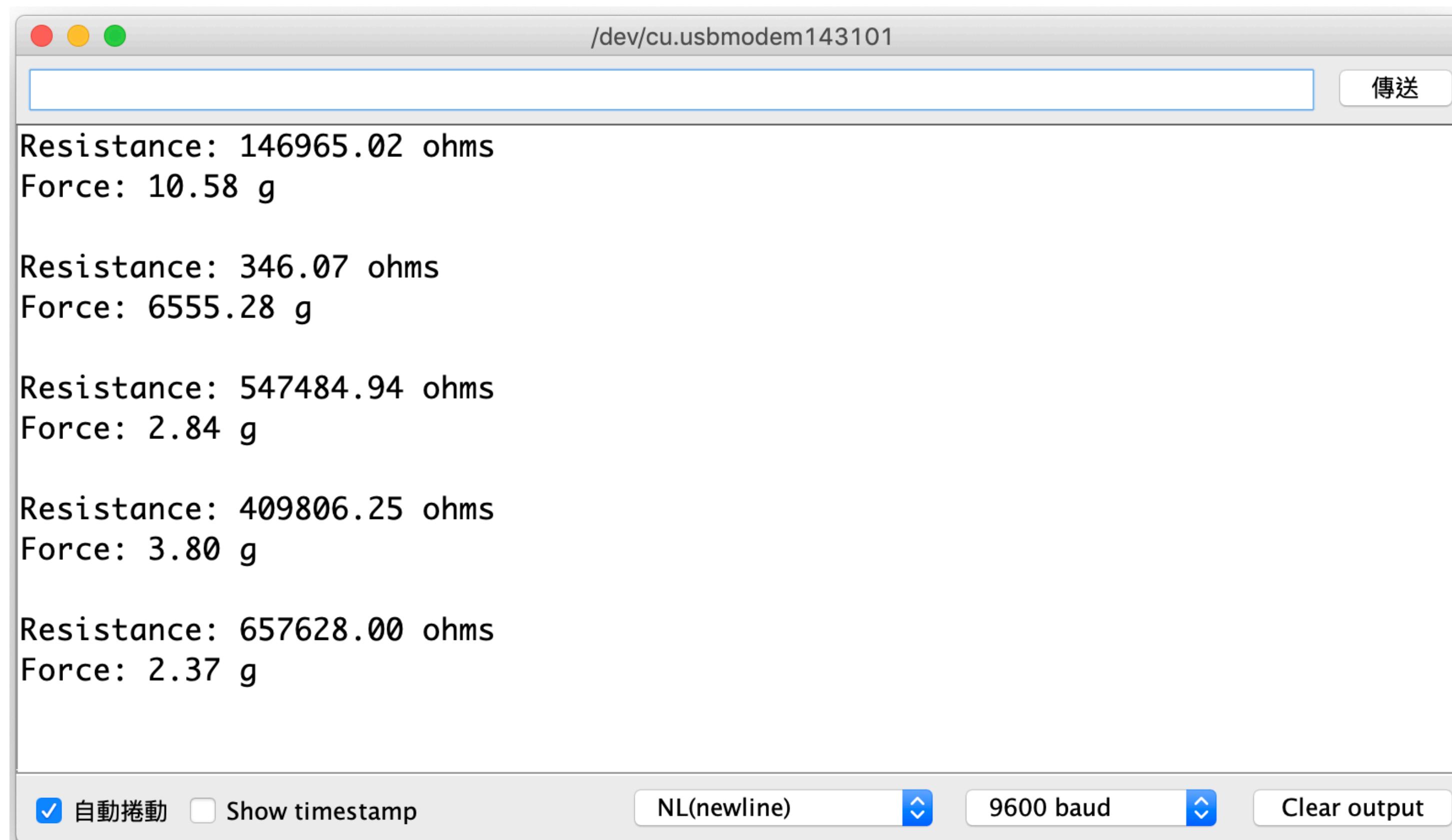
delay(500);
}
```

$$G = 1/R$$

FSR Code



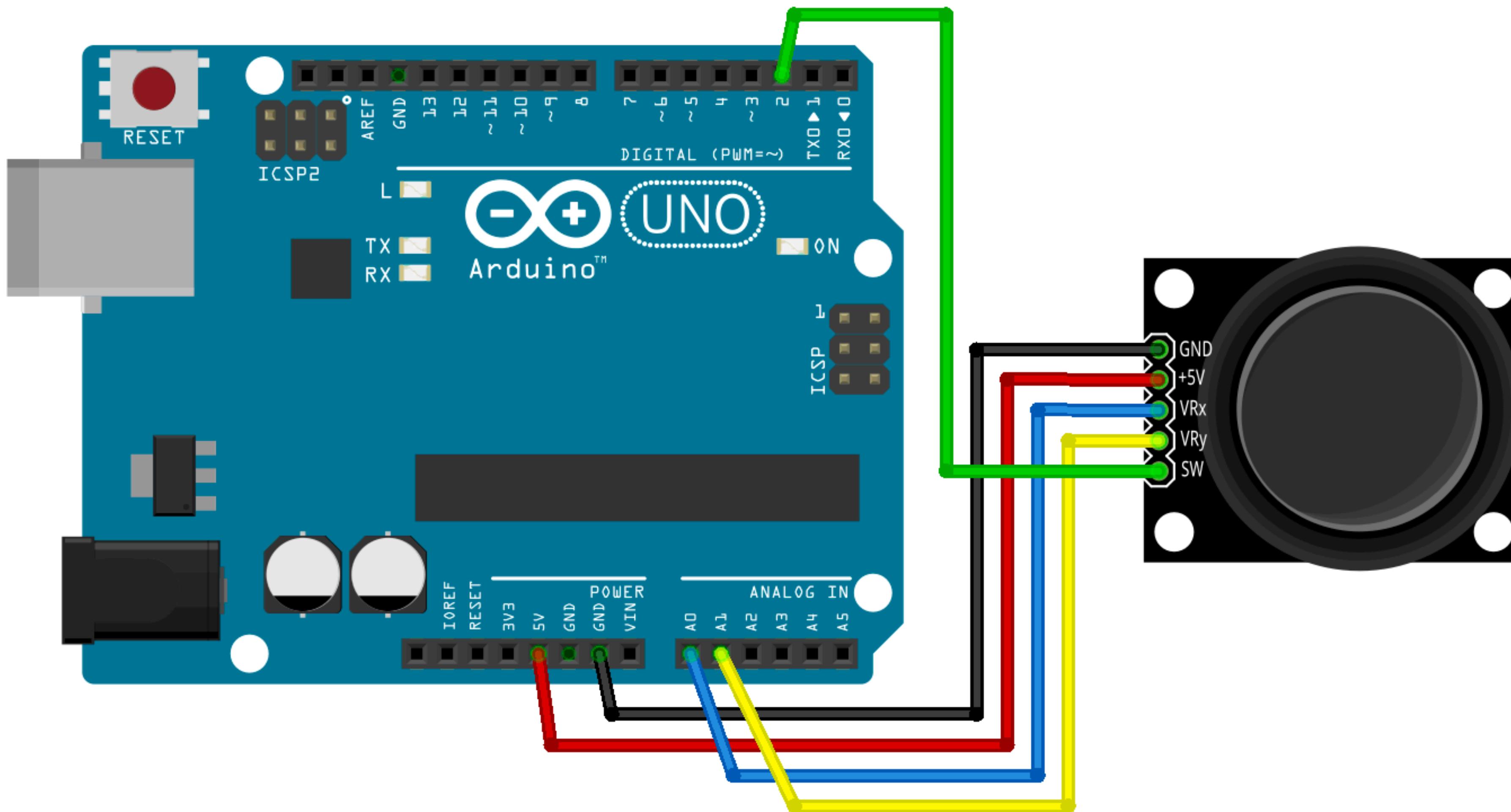
FSR Code



FSR in Unity

FSR Arduino code : <https://bit.ly/3rEQtC3>

Joystick



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Joystick

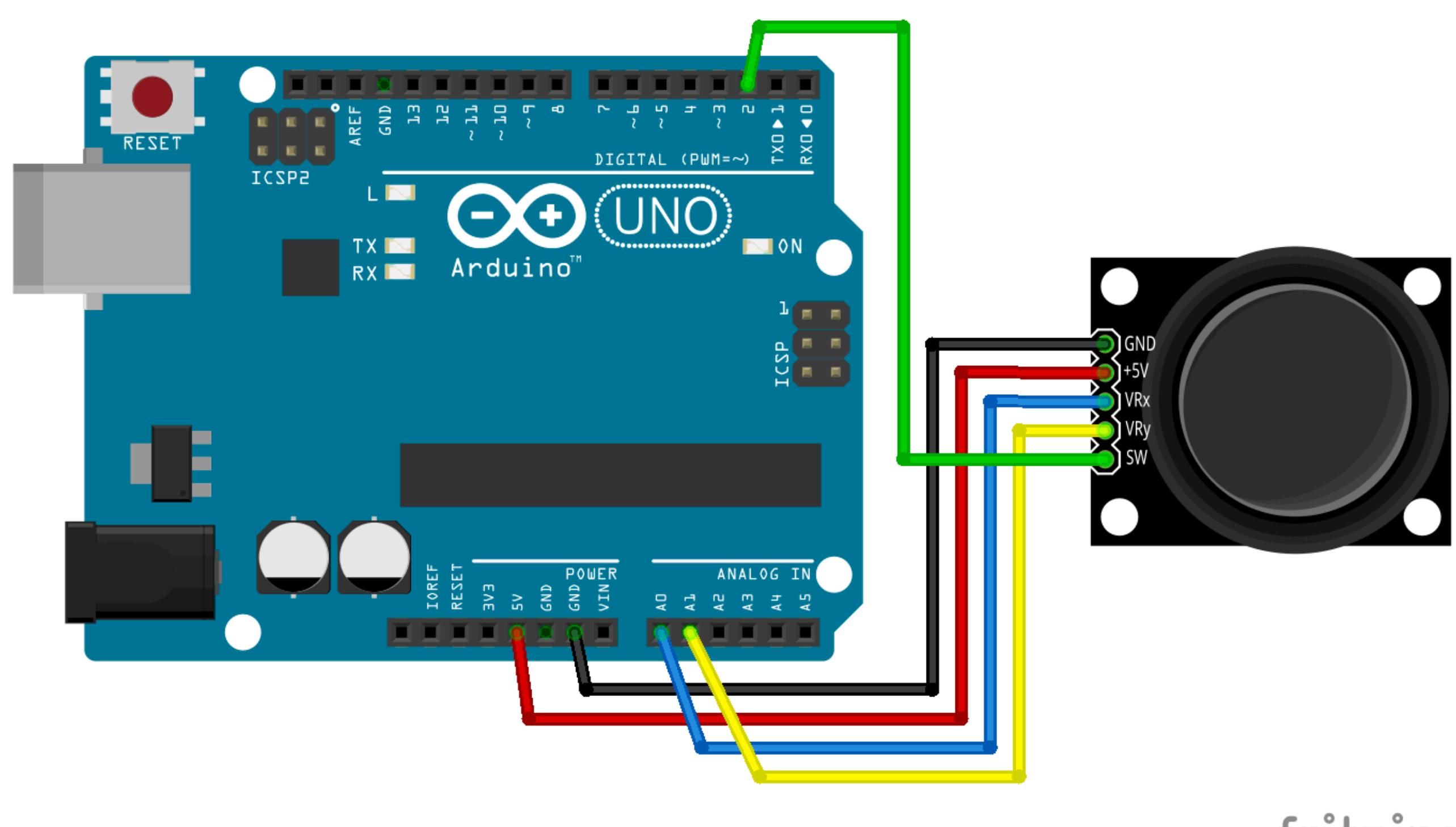
```
void setup() {  
    Serial.begin(115200);  
    pinMode(2, INPUT);  
}  
  
void loop() {  
    int vrx, vry, sw;  
  
    vrx = analogRead(A0);  
    vry = analogRead(A1);  
    sw = digitalRead(2);  
  
    Serial.print("VRx=");  
    Serial.print(vrx);  
    Serial.print(", VRy=");  
    Serial.println(vry);  
    Serial.print("SW= ");  
    Serial.println(sw);  
    delay(100);  
}
```

[<https://bit.ly/3CIBUGV>]

Joystick Servo

[<https://bit.ly/3Fi8qMC>]

Joystick and Servo



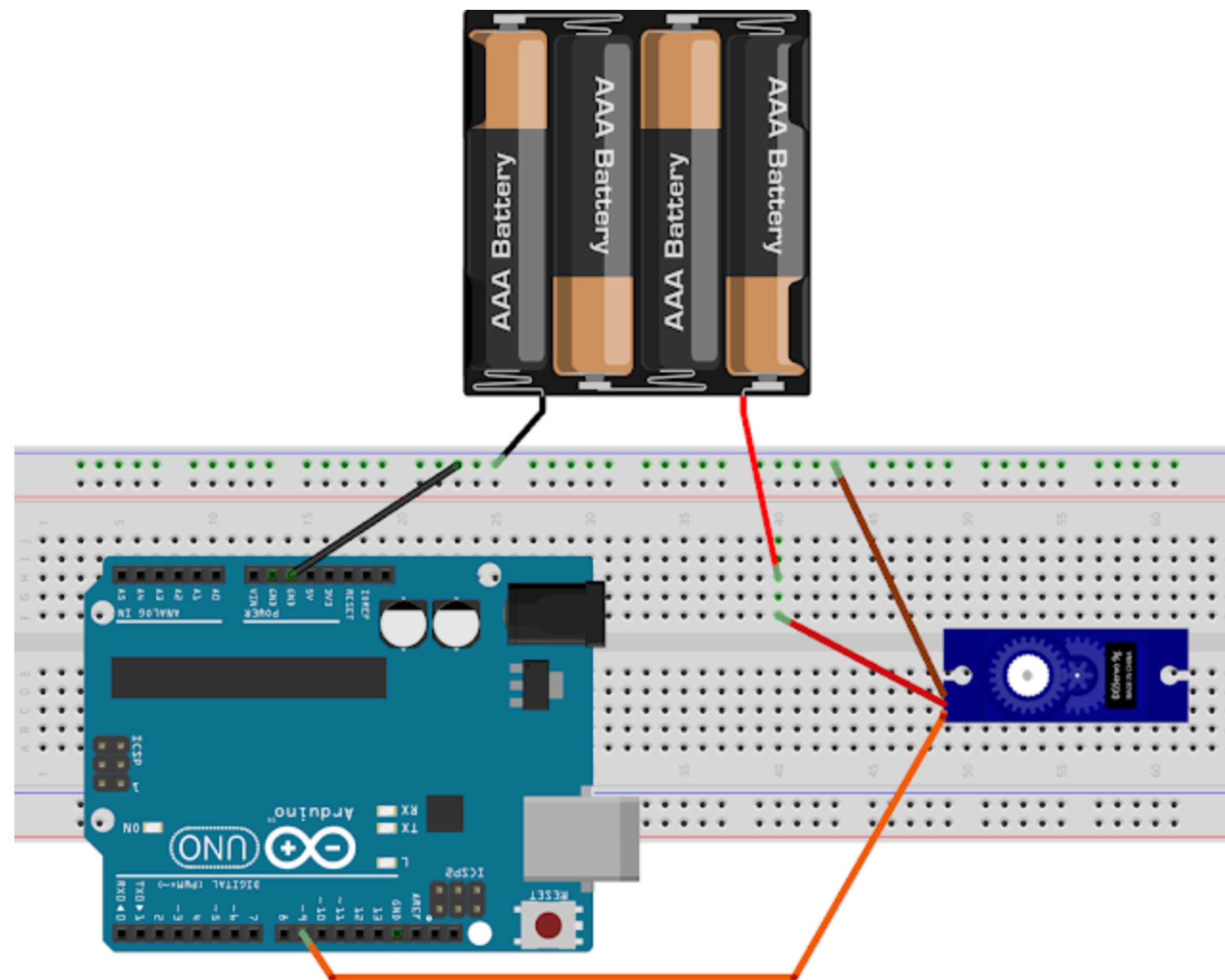
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Joystick		
GND	↔	GND
5V	↔	5V
VRx	↔	A0
VRy	↔	A1
SW	↔	2
Servo 1		
GND	↔	GND
5V	↔	5V
PWM	↔	6
Servo 2		
GND	↔	GND
5V	↔	5V
PWM	↔	7

[bit.ly/4abPNs4]

Servo Motor Control

(外接電源)



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