

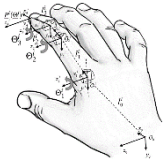
# Cyber Glove

System architecture and implementation plan

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1. Objectives revisited
2. System configuration
3. Human Hand anatomy
4. Mechanical design
5. Hardware architecture
6. Software architecture

# Objectives Revisited



**Accurate enough estimation of kinematics.**

**Proposed Solution :**

- Use of Exoskeleton with rotational encoders for finger kinematics
- And IMU for Yaw ,Pitch and Roll motion capturing

**Ergonomic design of glove**

**Proposed Solution :**

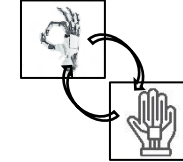
- Design of exoskeleton without affecting any DOF of hand



**Integration of haptic feedback in the glove**

**Proposed Solution :**

- Use of Exoskeleton with Ratchet mechanism to provide digital force feedback.
- Use of vibration motors for tactile feedback (touch)



**Communication between Glove and robotic hand**

**Proposed Solution :**

- WIFI connectivity for Line of sight connectivity
- Use of internet for Long distance communication through wifi

# Human Hand anatomy

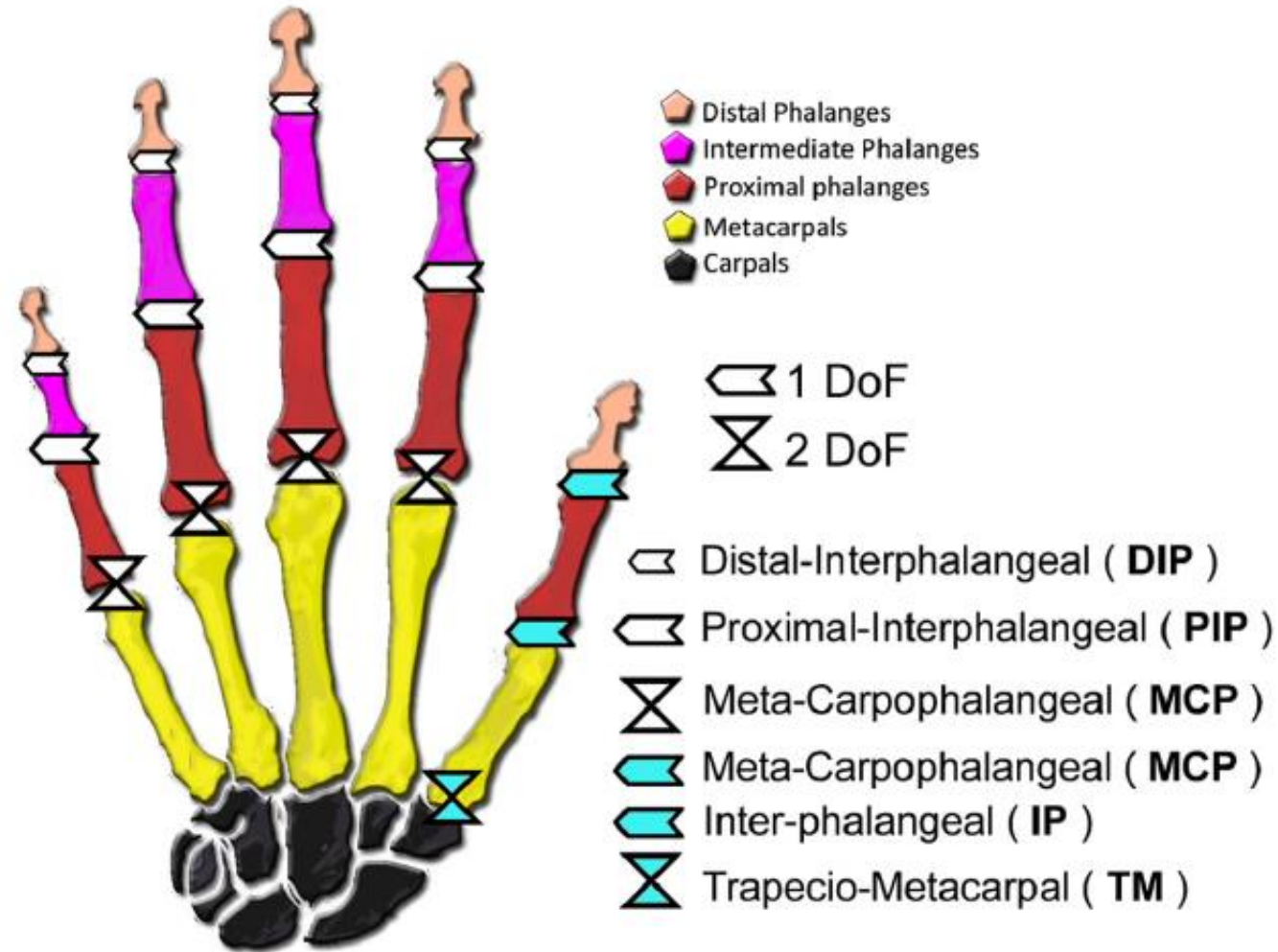
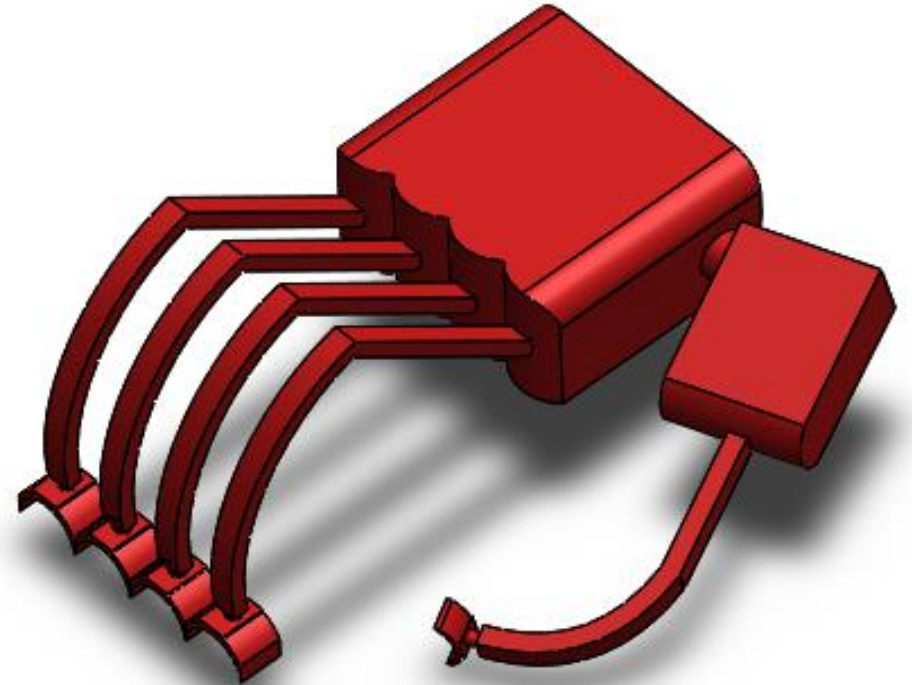


Figure 1. Human hand model.

# System Configuration

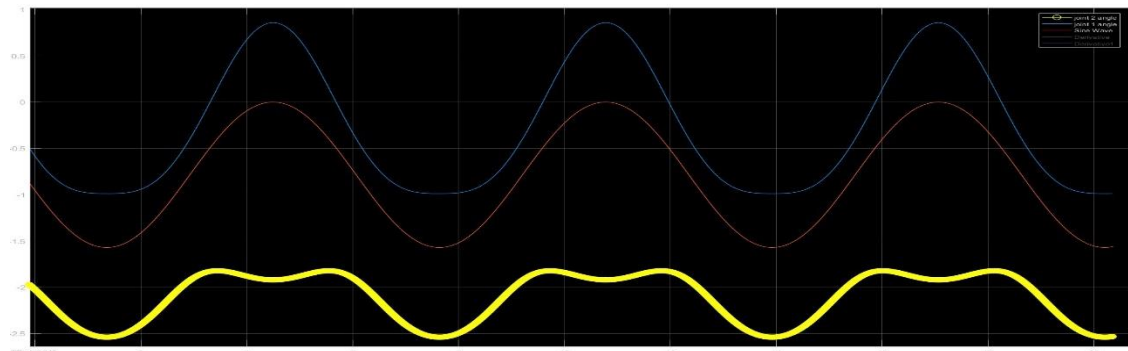
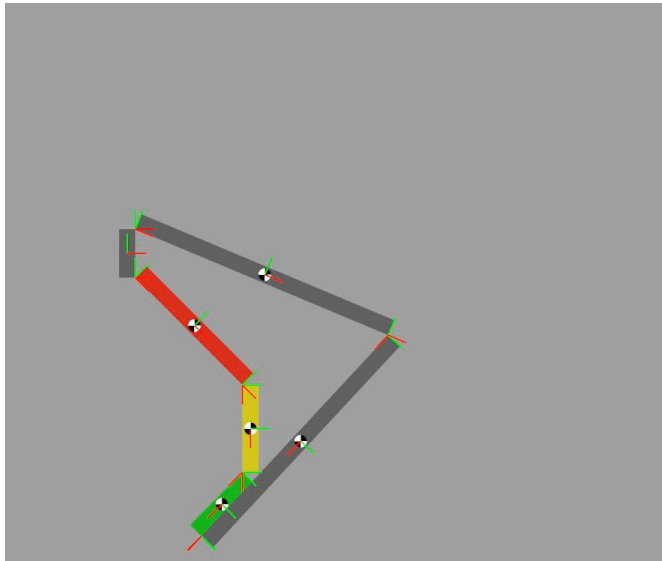
Exoskeleton configuration : Mechanical system designed around dynamic system(hand) which mimics the motion of that dynamic system(hand) without restricting the DOFs.

- Easy to apply rigid body dynamics and kinematics to estimate the finger kinematics.
- Rotary encoders can be used which are very cheap (potentiometer)
- Excellent for “Force feedback”.  
exoskeleton helps in restricting the motion of fingers in controlled manner



# Mechanical Design

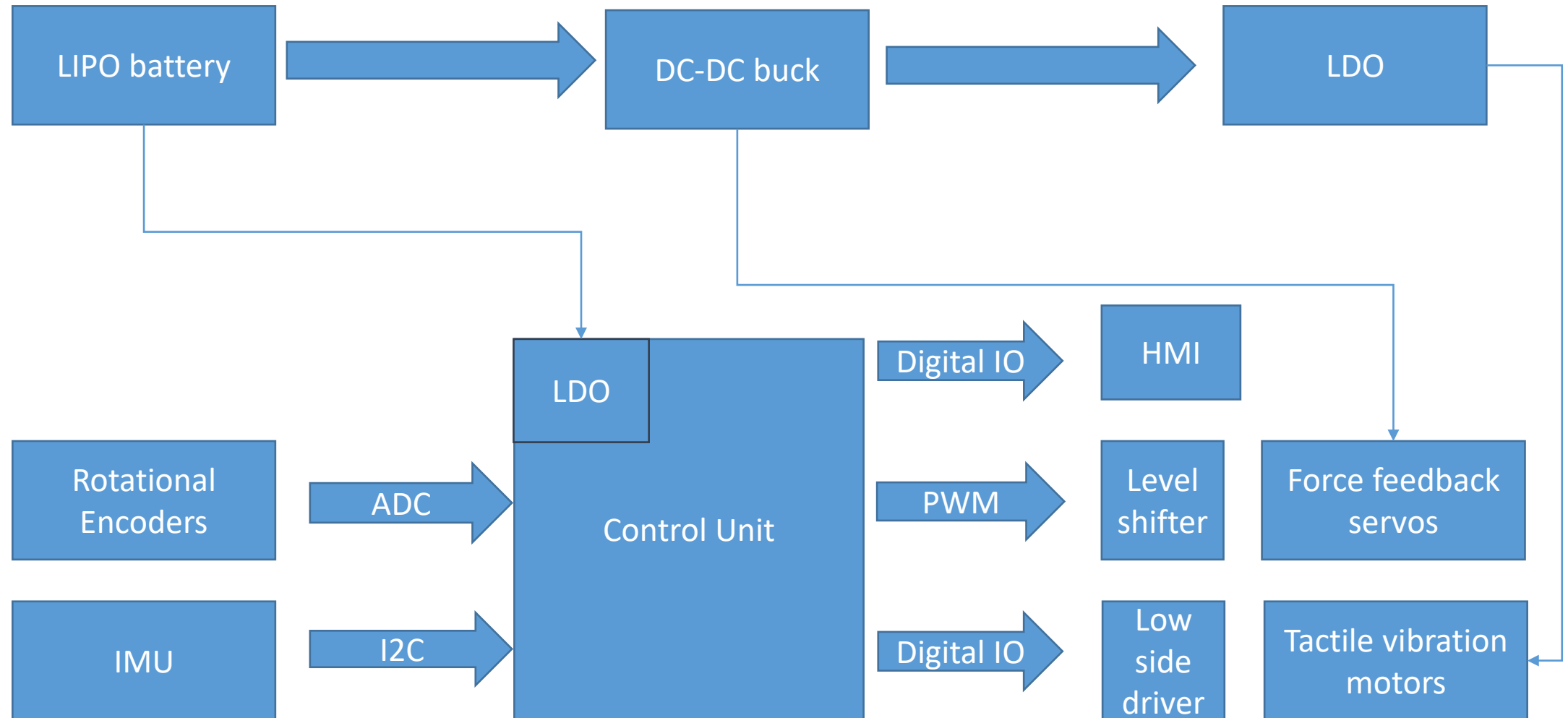
- 3 DOF exoskeleton for each finger



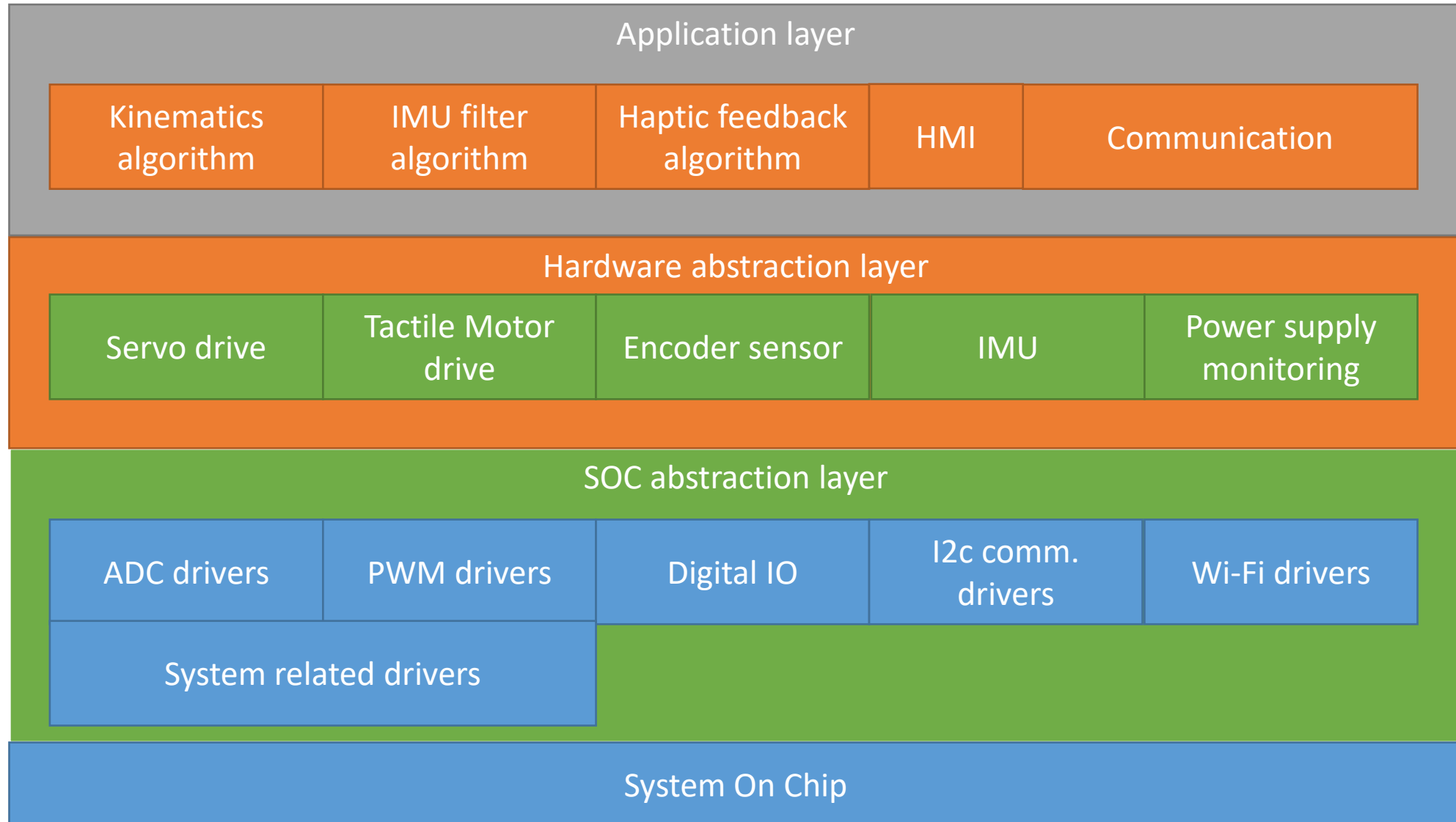
- Controllable Ratchet Mechanism for digital passive force feed back



# Hardware architecture



# Software Architecture



# Small demo of active feedback

