

# Presenting the sensation of flying with flapping virtual wings independent of the limbs

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Fig. 1. Flying with flapping virtual wings independent of the limbs

**Abstract**—Since ancient times, people have longed to fly in the sky. Actual flying involves risks and costs, but using a VR device makes it easy to experience flight. In this research, we propose a method of presenting the sensation of flying with flapping virtual wings independent of the limbs, such as a flying lizard. Unlike studies that presents the sensation of flapping wings by moving the arms, new applications that use the limbs during the flight experience can be expected by flying without moving the limbs. In this paper, we proposed a method of presenting the sensation of manipulating the wings without using the limbs and a method of transmitting the force acting on the wing to humans. We conducted experiments using these methods and obtained subjective evaluations. From the experiment, it was confirmed that the operation by static muscle contraction is also effective for operationing wings. It was also shown that the tactile presentation using EMS has a higher overall evaluation. Finally, we obtained the result that the body image expansion of the virtual wing which proposed in this study is possible.

## I. INTRODUCTION

Since ancient times, people have longed to fly in the sky. Until today, we have had a flight experience by using vehicles such as airplanes and hang gliders. However, actual flying involves risks such as crashes, costs such as fuel, and the skill to operate the equipment. By using Virtual Reality (VR) system, those risks and costs can be avoided, and makes it easy to experience flight.

Fig. 1 shows how they flying with flapping virtual wings independent of the limbs. In this research, we propose a method of presenting the sensation of flying with flapping virtual wings independent of the limbs as a reature with wings growing from the back of a human, as shown in Figure 1, using a VR system.

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## A. Background and purpose of the research

Many studies have been conducted to give a sensation of "floating" of "flying" using VR devices. Research on the sensation of falling generated by visual stimuli and a proposal for a flight experience device using a body assistance mechanism are examples.

Regarding research that gives a sensation of "flying with flapping", research has been conducted on a device that allows the user to board a large control device and experience a bird in flight. This method has disadvantages such as the need for a large scale device and the limitation of limbs movement.

In addition, there are still few studies on giving the sensation of flying with flapping one's wings. In general, studies on giving the sensation of flying by becoming a bird have been conducted, and studies on giving the sensation of flying by becoming a creature with wings independent of its limbs, such as a flying lizard, have not yet been focused on.

In this research, we propose a method to present the sensation of flying with flapping wings bymanipulating the wings that grow from the back without using limbs movements. By not using limbs movements, it is possible to use hands and feet during the VR flight experience, such as throwing an object while flying, which is expected to expand the range of the VR flight experience.

## II. EXPANSION OF BODY IMAGE

In this research, two elements are important: to make humans feel "wings" that do not originally exist (existence), and to present the sensation of "flying with flapping with one's wings" (movement). In order to present these sensations, we focus on the expantion of the body image.

### A. Body image

Humans have the ability to perceive their own body shape, which is called body image. It allows us to ditinguish between ourselves and others.

Besides, there are two concepts that are closely related to the body image: sence of self-ownership and self-agency. Sence of self-ownership is the sensation or experience that one's own body parts belongs to one's own body. Sence of self-agency is the sensation or experience that one is performing and action by oneself and that one is in control of the body parts.

The sense of self-ownership and self-agency are closely related to the formation of the body image. Therefore, it is considered that the following elements in this research can be

satisfied by flying with a virtual wings body image, that is by expanding the body image and operating.

- To make humans feel "wings" that do not originally exist (Sense of self-ownership)
- To present the sensation of "flying with flapping with one's wings" (Sense of self-agency)

### B. Body image expansion

The body image may change dynamically to parts other than the self. This is called body image expansion. An example of body image expansion is to treat a tool (for example, a tennis racket or a baseball bat) held in the hand as if it were a part of one's own body without being aware of its shape, and hit the ball back.

Body image expansion can be broadly categorized into two types: one is sensory remapping, such as the Rubber Hand Illusion (RHI), and the other is the dynamic expansion of the body image during tool use mentioned above (Embodiment of tools).

### C. Rubber Hand Illusion

The Rubber Hand Illusion is the illusion that we feel the rubber hand as if it were our own hand. It is an illusion phenomenon in which a person perceives a tactile stimulus on a rubber hand after giving a synchronized tactile stimulus to a real hand hidden from field of vision and a rubber hand in front of the eyes for about 2 to 20 minutes. One of the characteristics of RHI-based body image expansion is that the original body part and the remapped part cannot coexist.

### D. Embodiment of tools

There is a neurophysiological study on the embodiment of tools using Japanese macaque monkeys that showed the expansion of body image by tool use. By observing the activity of bimodal neurons with hand somatosensory receptors and visual receptors near the hand in the parietal cortex of Japanese macaque monkeys during tool use, and showed that the monkey's body image extended to the tip of the tool.

### E. Body image expansion approach

In this research, we focus on the body image expansion to tools (embodiment of tools).

It is known that tele-robots and avatars, which have similar degrees of freedom and dynamics to humans, can be recognized as part of the body by perfectly synchronizing their body movements, such as the generation of the sensation of being transported, as in the RHI, or the embodiment of tools.

It has also been shown that the temporal coincidence of sensory information (such as visual and tactile) is highly important in the generation of the RHI. Therefore, the temporal coincidence of sensory information is considered to be important also in the embodiment of tools. On the other hand, spatial coincidence is considered to be flexible, and there are cases where the subject responds as if the subject had struck his or her hand when hitting the rubber hand with RHI occurring.

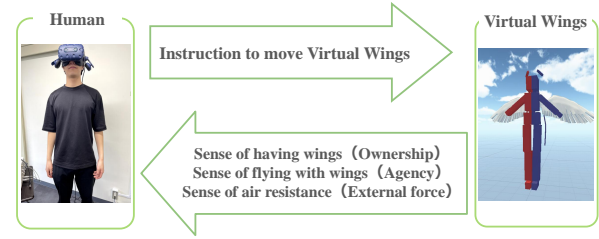


Fig. 2. Method of body image expansion

As described above, body image expansion (embodiment of tools) can be expected by integrating multiple senses and matching the sensory information presented in time. In this study, we try to expand the body image as shown in Fig. 2. We attempted to integrate multiple senses by giving an instruction to move the wing from the human to the wing, and transmitting the sense of having wings, the sense of flying with wings, and the sense of air resistance. From the above, we present the sensation of flying with flapping virtual wings independent of the limbs.

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TABLE I  
AN EXAMPLE OF A TABLE

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Three	Four

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Fig. 3. Inductance of oscillation winding on amorphous magnetic core versus DC bias magnetic field

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A conclusion section is not required. Although a conclusion may review the main points of the paper, do not replicate the abstract as the conclusion. A conclusion might elaborate on the importance of the work or suggest applications and extensions.

### APPENDIX

Appendixes should appear before the acknowledgment.

### ACKNOWLEDGMENT

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