

Fall 2019

CS6501: Topics in Human-Computer Interaction

http://seongkookheo.com/cs6501_fall2019

Haptics

Seongkook Heo

Nov 12, 2019

Haptic Interaction



Haptic Exploratory Procedure

LATERAL MOTION /
TEXTURE



PRESSURE /
HARDNESS

STATIC CONTACT /
TEMPERATURE



UNSUPPORTED
HOLDING /
WEIGHT

ENCLOSURE /
GLOBAL SHAPE,
VOLUME



CONTOUR
FOLLOWING /
GLOBAL SHAPE,
EXACT SHAPE

FUNCTION TEST /
SPECIFIC
FUNCTION



PART MOTION TEST /
PART MOTION

Klatzky, R. L., Lederman, S. J., Pellegrino, J., Doherty, S., McClosky, B., & Goodale, M. A. (1990). Procedures for haptic object exploration vs. manipulation. *Vision and action: The control of grasping*, 110-127.

Haptics

- Haptic: adj. relating to or based on the sense of touch
 - from the Greek *haptesthai* (to grasp, touch)

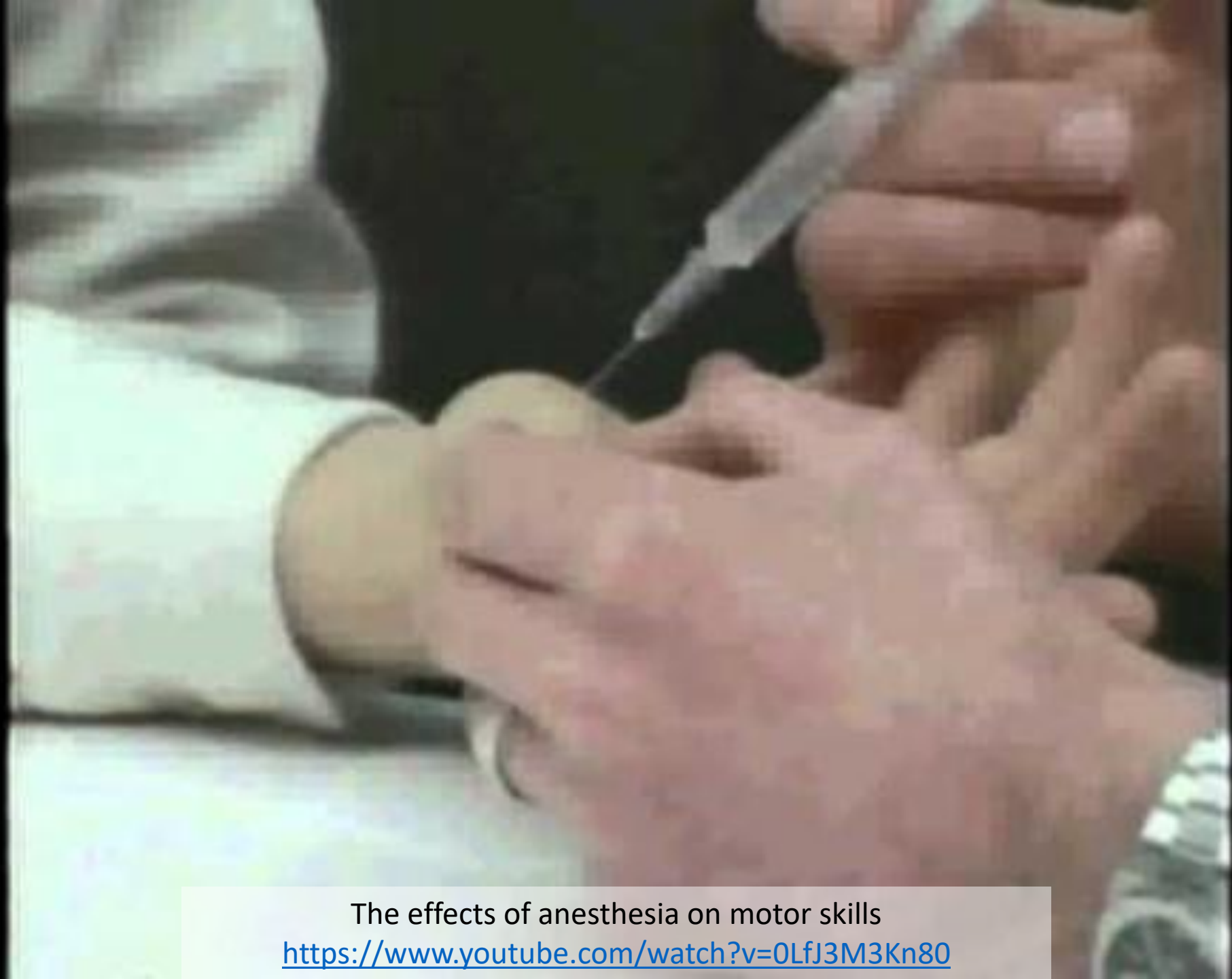
Cutaneous

Texture
Temperature
Slip
Vibration



Kinesthetic

Location
Motion
Force



The effects of anesthesia on motor skills
<https://www.youtube.com/watch?v=0LfJ3M3Kn80>



BBC Documentary, The Man Who Lost His Body
<https://www.youtube.com/watch?v=FKxyJfE831Q>

Haptics

- Haptic: adj. relating to or based on the sense of touch
 - from the Greek *haptesthai* (to grasp, touch)

Cutaneous

Texture
Temperature
Slip
Vibration

A grayscale photograph of a hand holding a textured, cylindrical object, possibly a handle or a tool, which serves as the background for the central text.

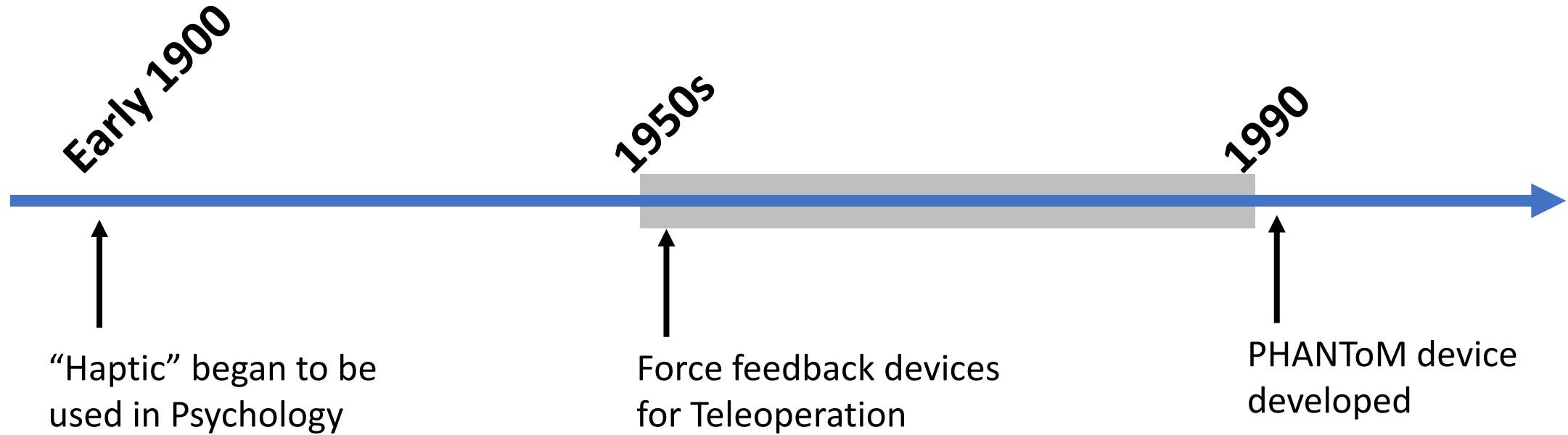
Constraints
Contacts
Surface Properties
Weights



Kinesthetic

Location
Motion
Force

Brief History of Haptics Research



PHANToM Haptic Interface



6-DOF Force feedback

Accurate force up to 3.3N

Now Geomagic Touch

DIGITAL
DESIGN STUDIO
THE GLASGOW
SCHOOL OF ART



Applications

**Simple notification /
Feedback**



Education and Training



Teleoperation



U.S. Air Force photo by Airman 1st
Class Bailee A. Darbasie

Applications

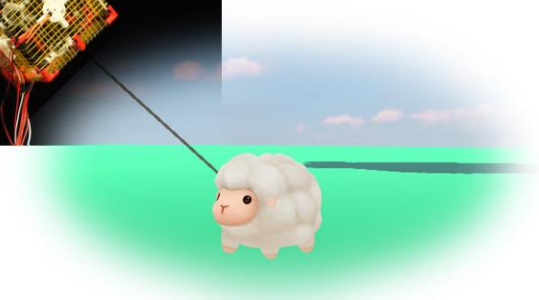
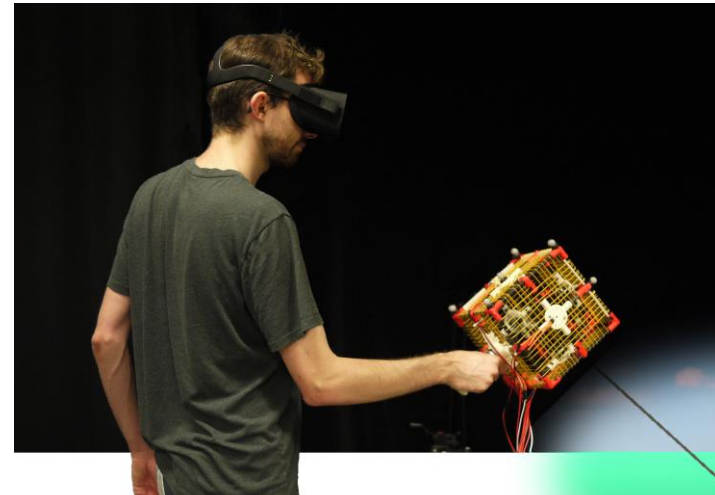
Professional design and engineering



From 3D Systems Touch

<https://www.3dsystems.com/haptics-devices/touch>

Entertainment



Thor's Hammer: An Ungrounded Force Feedback Device Utilizing Propeller-Induced Propulsive Force

Seongkook Heo¹, Christina Chung², Geehyuk Lee³, and Daniel Wigdor¹

¹ DGP Lab, University of Toronto, Toronto, Ontario, Canada, {seongkook, daniel}@dgp.toronto.edu

² University of Toronto, Toronto, Ontario, Canada, chr.chung@mail.utoronto.ca

³ HCI Lab, KAIST, Daejeon, Republic of Korea, geehyuk@gmail.com

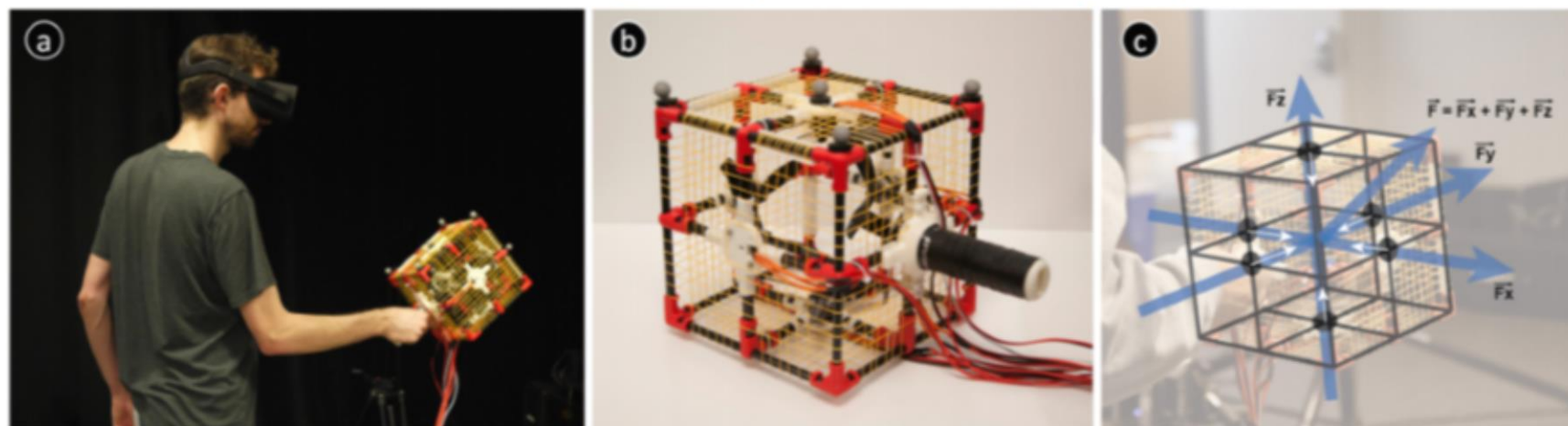


Figure 1. (a) Thor's Hammer held in a user's hand and (b) a close-up of the hammer. (c) The design of Thor's Hammer enables six motors and propellers to create 3-DOF force feedback of up to 4 N without grounding.

ABSTRACT

We present a new handheld haptic device, Thor's Hammer, which uses propeller propulsion to generate ungrounded, 3-DOF force feedback. Thor's Hammer has six motors and

INTRODUCTION

Virtual reality (VR) allows users to engage with compelling experiences in ways that are otherwise not possible. Advances in graphical processing, displays, IMU

Thank you!