

Project

Design of Passive haptic device

Specifications

- Stimulation channels
 - Tactile
 - Kinesthetic
- Stimulated regions
 - All body: hand, fingers, arm, leg, etc.
- Passive device
 - Articulated mechanical structure
 - Passive actuators: ex. spring, pulley
 - No active actuators
- Configurations
 - Wearable
 - Grounded

Process

- Concept proposal (5 pts)
 - Design specifications: channel, DoF, etc.
 - Application
 - Outcome: PPT (5 to 10 slides)+ oral presentation (5 to 10 mn)
- Design (5 pts)
 - Software: Blender, Catia, etc.
 - Outcome: 3D models
- Device realisation (5 pts)
 - 3D model printing
 - Adding passive actuators, etc.
 - Outcome: complete device
- Presentation of the project (5 pts)
 - Drawback, features, limitations, etc.
 - Prepsctives
 - PPT (5 to 10 slides) + oral presentation (5 to 10 mn)