

16-848 Reference List for March 16, 2022

Today, we followed this course:

Virtual Hands in VR: Motion Capture, Synthesis, and Perception

<https://dl.acm.org/doi/10.1145/3415263.3419155>

You should have access to the pdf and the full 3hr course video from the acm link listed above.

Just in case, here is a backup link to the pdf file with notes and slides:

https://people.cs.clemson.edu/~vbz/papers/jorg_2020_VHVR_Asia.pdf

I showed some videos along the way, and include the links here:

Job Simulator: <https://www.youtube.com/watch?v=jF6RzK50fDs>

The Climb: <https://www.roadtovr.com/crytek-the-climb-oculus-touch-feels-like-an-entirely-new-experience/>

The 3D printed fingertip pneumatic haptic device from Allison Okamura's lab:

<https://www.youtube.com/watch?v=s0oR8Z6bjQc&t=1s>

Microsoft's X-Rings hand-held controller:

<https://www.youtube.com/watch?v=0Xwxrlrh8nQ>

Polhemus mini electromagnetic tracking sensors: <https://polhemus.com/products/pinch>

The Dexmo Haptic gloves: <https://www.youtube.com/watch?v=IYf-QAW27ao>

The Cybergrasp haptic glove:

<http://www.cyberglovesystems.com/cybergrasp#:~:text=Overview,generated%20or%20tele%20manipulated%20objects.>

Wireality: wearable multi-string haptics:

<https://www.youtube.com/watch?v=LzLht9m51XQ>

Pneumatic exoskeleton glove for rehabilitation from Conor Walsh's lab at the Wyss Institute (Harvard): <https://wyss.harvard.edu/technology/soft-robotic-glove/>

The shape morphing manipulation object (Adaptic):

<https://www.youtube.com/watch?v=TDo82ZHIBzw>

That paper discussing the use of local skin deformations for simulation in VR:

<https://www.youtube.com/watch?v=HS3CvSU0TMk>

The Gleechi virtual grasp system: <https://uploadvr.com/gleechi-virtualgrasp/>

