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High Fidelity Haptic Rendering Synthesis

Compared with visual and auditory display, haptic rendering has extremely demanding computational requirements. In order to maintain a stable system while displaying smooth and realistic forces and torques, high haptic update rates in the range of 500-1000 Hz or more are typically used.

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high-force update rate to combat the adverse effects of discretization. Haptic Rendering—Beyond Visual Computing A method for synthesizing the haptic response of nonlinear deformable objects from data obtained by offline simulation helps create surgical simulators with high-fidelity haptic feedback. Mohsen Mahvash Real Contact Inc. Vincent Hayward McGill University High-Fidelity Haptic Synthesis of Contact with

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High-Fidelity Synthesis with Disentangled Representation 5 6WHS 6WHS 6WHS 6WHS 6WHS Fig. 2. Overall framework of the proposed method (ID-GAN). Fig. 3. Comparison of disentangle-ment vs. generation performance on dSprites dataset. modes), such decoder makes it di cult to render complex patterns in outputs (e.g., textures).

High-Fidelity Synthesis with Disentangled Representation

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delity haptic synthesis in terms of four requirements, namely: resemblance of virtual force re- sponses with actual responses; force continuity under all allowed maneuvers; passivity of the virtual

High Fidelity Haptic Synthesis of Contact With Deformable ...

The human haptic system, among all senses, provides unique and bidirectional communication between humans and their physical environment. Yet, to date, most human-computer interactive systems have focused primarily on the graphical rendering of visual information and, to a lesser extent, on the display of auditory information.

High Fidelity Haptic Rendering by Miguel A. Otaduy

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Haptic Rendering—Beyond Visual Computing High-Fidelity ...

High fidelity haptic rendering of high bandwidth/high frequency interaction with deformable surfaces, such as frictional sliding over a rough surface, is an open problem in haptics in which there have been some advancement. A general real-time drift-free model of friction, which did not include the effect of normal forces on friction, was

The International Journal of High Fidelity Haptic Rendering of

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Toward the future high-fidelity VR interaction, research challenges are highlighted concerning handheld haptic device, multimodal haptic device, and high fidelity haptic rendering. In the end, the importance of understanding human haptic perception for designing effective haptic devices is addressed.

Haptic display for virtual reality: progress and challenges

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