

Haptic simulation of deformable objects

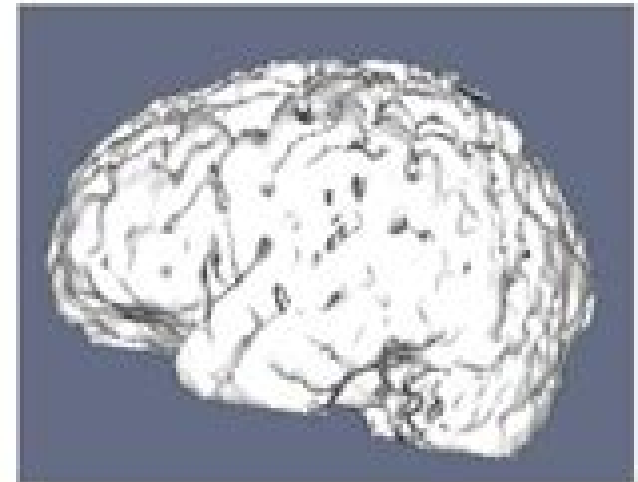
► Goals:

- Speed.
 - 30Hz for visual feedback.
 - 500-1000 Hz for haptic feedback.
- Stability.
- Physical accuracy.
 - critical for medical applications: surgical training, planning and outcome prediction.



► Challenges:

- Governing physical laws.
- Material coupling, e.g., elastic tissue & fluid.
- Inhomogeneities & anisotropies.
- Non-linear deformations.
- Geometry changes, e.g., cutting, suturing.



Haptic Interaction With Deformable Objects Haptic Interaction With Deformable Objects

Nitish Swarup



Haptic Interaction With Deformable Objects Haptic Interaction With Deformable Objects:

Haptic Interaction with Deformable Objects Guido Böttcher, 2011-08-26 The focus from most Virtual Reality VR systems lies mainly on the visual immersion of the user But the emphasis only on the visual perception is insufficient for some applications as the user is limited in his interactions within the VR Therefore the textbook presents the principles and theoretical background to develop a VR system that is able to create a link between physical simulations and haptic rendering which requires update rates of 1 kHz for the force feedback Special attention is given to the modeling and computation of contact forces in a two finger grasp of textiles Addressing further the perception of small scale surface properties like roughness novel algorithms are presented that are not only able to consider the highly dynamic behaviour of textiles but also capable of computing the small forces needed for the tactile rendering at the contact point Final analysis of the entire VR system is being made showing the problems and the solutions found in the work *Haptic Interaction with Deformable Objects*, 2013

Haptic Interaction with Deformable Objects Using Real-time Dynamic Simulation

Nitish Swarup, 1995 Haptic Interaction Hiroyuki Kajimoto, Dongjun Lee, Sang-Youn Kim, Masashi Konyo, Ki-Uk

Kyung, 2019-05-13 This book constitutes the proceedings of the third international conference AsiaHaptics 2018 held in Songdo Korea It presents the state of the art of the diverse haptics touch related research including perception and illusion development of haptics devices and applications to a wide variety of fields such as education medicine telecommunication navigation and entertainment This book is a valuable resource not only for active haptics researchers but also for general readers wishing to understand the status quo in this interdisciplinary area of science and technology *Modelling VR Systems for Haptic Interaction with Deformable Objects Especially Textiles* Guido Böttcher, 2009

Haptics:

Understanding Touch; Technology and Systems; Applications and Interaction Hiroyuki Kajimoto, Pedro Lopes, Claudio Pacchierotti, Cagatay Basdogan, Monica Gori, Betty Lemaire-Semail, Maud Marchal, 2024-11-02 The two volume set LNCS 14768 14769 constitutes the refereed proceedings of the 14th International Conference on Human Haptic Sensing and Touch Enabled Computer Applications EuroHaptics 2024 held in Lille France during June 30 July 3 2024 The 81 full papers presented were carefully reviewed and selected from 142 submissions They were organized in topical sections as follows understanding touch technology and systems applications and interaction

Control Design for Haptic Systems Suyong Kim, Doo Yong Lee, 2024-01-31 This book aims at the upper class undergraduate and the graduate students and practicing engineers in the disciplines of mechanical electrical and computer engineering with background knowledge of control This book first explains the components of the haptic systems that are gaining popularity in the virtual reality simulations the metaverse applications as well as the remotely operated robotic systems Next the book introduces the previous and current widely adopted methods for modeling and control of the haptic systems The important metrics of performance such as stability and transparency of the haptic systems are explained and analyzed Shortcomings of the current methods are

discussed using these metrics The book then explains the theories on the input to state stability ISS and shows how to formulate the control of haptic systems into the ISS framework Step by step process of control design using the formulation is detailed and better results are shown with experiment examples The book develops further the presented approach to secure improved performance under selected issues For example better transparency of the haptic rendering and handling of constant or time varying time delay present in the haptic control systems

Multirate Simulation for High Fidelity Haptic Interaction with Deformable Objects in Virtual Environments Murat Cenk Çavuşoğlu,2000

Haptics: Perception, Devices, Mobility, and Communication Poika Isokoski,Jukka Springare,2012-05-30 This book and its companion volume LNCS 7282 and 7283 constitute the refereed proceedings of the 8th International Conference EuroHaptics 2012 held in Tampere Finland in June 2012 The 99 papers 56 full papers 32 short papers and 11 demo papers presented were carefully reviewed and selected from 153 submissions Part I contains the full papers whereas Part II contains the short papers and the demo papers

Advances in Haptics Mehrdad Hosseini Zadeh,2010-04-01 Haptic interfaces are divided into two main categories force feedback and tactile Force feedback interfaces are used to explore and modify remote virtual objects in three physical dimensions in applications including computer aided design computer assisted surgery and computer aided assembly Tactile interfaces deal with surface properties such as roughness smoothness and temperature Haptic research is intrinsically multi disciplinary incorporating computer science engineering control robotics psychophysics and human motor control By extending the scope of research in haptics advances can be achieved in existing applications such as computer aided design CAD tele surgery rehabilitation scientific visualization robot assisted surgery authentication and graphical user interfaces GUI to name a few Advances in Haptics presents a number of recent contributions to the field of haptics Authors from around the world present the results of their research on various issues in the field of haptics

Haptic Rendering for Simulation of Fine Manipulation Dangxiao Wang,Jing Xiao,Yuru Zhang,2014-10-17 This book introduces the latest progress in six degrees of freedom 6 DoF haptic rendering with the focus on a new approach for simulating force torque feedback in performing tasks that require dexterous manipulation skills One of the major challenges in 6 DoF haptic rendering is to resolve the conflict between high speed and high fidelity requirements especially in simulating a tool interacting with both rigid and deformable objects in a narrow space and with fine features The book presents a configuration based optimization approach to tackle this challenge Addressing a key issue in many VR based simulation systems the book will be of particular interest to researchers and professionals in the areas of surgical simulation rehabilitation virtual assembly and inspection and maintenance

Robotics Research Paolo Dario,Raja Chatila,2005-08-24 ISRR the International Symposium on Robotics Research is one of robotics pioneering symposia which has established some of the field s most fundamental and lasting contributions over the past two decades This book presents the results of the eleventh edition of Robotics Research ISRR03 offering a broad range of topics in robotics The contributions provide a wide

coverage of the current state of robotics research the advances and challenges in its theoretical foundation and technology basis and the developments in its traditional and new emerging areas of applications The diversity novelty and span of the work unfolding in these areas reveal the field's increased maturity and expanded scope and define the state of the art of robotics and its future direction

Multisensory Softness Massimiliano Di Luca, 2014-07-23 Offers a unique multidisciplinary overview of how humans interact with soft objects and how multiple sensory signals are used to perceive material properties with an emphasis on object deformability The authors describe a range of setups that have been employed to study and exploit sensory signals involved in interactions with compliant objects as well as techniques to simulate and modulate softness including a psychophysical perspective of the field Multisensory Softness focuses on the cognitive mechanisms underlying the use of multiple sources of information in softness perception Divided into three sections the first Perceptual Softness deals with the sensory components and computational requirements of softness perception the second Sensorimotor Softness looks at the motor components of the interaction with soft objects and the final part Artificial Softness focuses on the identification of exploitable guidelines to help replicate softness in artificial environments

Experimental Robotics VIII Bruno Siciliano, Paolo Dario, 2003-09-05 This book collects papers on the state of the art in experimental robotics Experimental Robotics is at the core of validating robotics research for both its systems science and theoretical foundations Because robotics experiments are carried out on physical complex machines whose controllers are subject to uncertainty devising meaningful experiments and collecting statistically significant results pose important and unique challenges in robotics Robotics experiments serve as a unifying theme for robotics system science and algorithmic foundations These observations have led to the creation of the International Symposia on Experimental Robotics The papers of the book were presented at the 2002 International Symposium on Experimental Robotics

Robotics Research Raymond Austin Jarvis, Alex Zelinsky, 2003-03-12 At the dawn of the new millennium robotics is undergoing a major transformation in scope and dimension From a largely dominant industrial focus robotics is rapidly expanding into the challenges of unstructured environments Interacting with assisting serving and exploring with humans the emerging robots will increasingly touch people and their lives The goal of this new series of Springer Tracts in Advanced Robotics is to bring in a timely fashion the latest advances and developments in robotics on the basis of their significance and quality It is our hope that the greater dissemination of research developments will stimulate more exchanges and collaborations among the research community and contribute to further advancement of this rapidly growing field As one of robotics pioneering symposia ISRR the International Symposium on Robotics Research has established over the past two decades some of the field's most fundamental and lasting contributions With the launching of STAR this and other thematic symposia devoted to excellence in robotics and an important platform for closer links and extended reach within the research community The Tenth edition of Robotics Research edited by Raymond Jarvis and Alex Zelinsky offers in its 11 part volume a collection of a broad range of topics in robotics The content of these

contributions provides a wide coverage of the current state of robotics research the advances and challenges in its theoretical foundation and technology basis and the developments in its traditional and new areas of applications

Computational Modeling in Biomechanics Suvranu De, Farshid Guilak, Mohammad Mofrad, 2010-03-10 Availability of advanced computational technology has fundamentally altered the investigative paradigm in the field of biomechanics Armed with sophisticated computational tools researchers are seeking answers to fundamental questions by exploring complex biomechanical phenomena at the molecular cellular tissue and organ levels The computational armamentarium includes such diverse tools as the ab initio quantum mechanical and molecular dynamics methods at the atomistic scales and the finite element boundary element meshfree as well as immersed boundary and lattice Boltzmann methods at the continuum scales Multiscale methods that link various scales are also being developed While most applications require forward analysis e g finding deformations and stresses as a result of loading others involve determination of constitutive parameters based on tissue imaging and inverse analysis This book provides a glimpse of the diverse and important roles that modern computational technology is playing in various areas of biomechanics including biofluids and mass transfer cardiovascular mechanics musculoskeletal mechanics soft tissue mechanics and biomolecular mechanics

Haptics: Perception, Devices and Scenarios Manuel Ferre, 2008-06-28 This book constitutes the refereed proceedings of the 6th International Conference on Human Haptic Sensing and Touch Enabled Computer Applications EuroHaptics 2008 held in Madrid Spain in June 2008 The 119 revised full papers presented were carefully reviewed and selected from 150 submissions The papers are organized in topical sections on control and technology haptic perception and psychophysics haptic devices haptics rendering and display multimodal interaction and telepresence as well as haptic applications

Medicine Meets Virtual Reality 22 Susan W. Westwood, Li Felländer-Tsai, Cali M. Fidopiastis, Alan Liu, Steven Senger, Kirby G. Vosburgh, 2016-04-15 In the early 1990s a small group of individuals recognized how virtual reality VR could transform medicine by immersing physicians students and patients in data more completely Technical obstacles delayed progress but VR is now enjoying a renaissance with breakthrough applications available for healthcare This book presents papers from the Medicine Meets Virtual Reality 22 conference held in Los Angeles California USA in April 2016 Engineers physicians scientists educators students industry military and futurists participated in its creative mix of unorthodox thinking and validated investigation The topics covered include medical simulation and modeling imaging and visualization robotics haptics sensors physical and mental rehabilitation tools and more Providing an overview of the state of the art this book will interest all those involved in medical VR and in innovative healthcare generally

Virtual Technologies for Business and Industrial Applications: Innovative and Synergistic Approaches Rao, N. Raghavendra, 2010-07-31 This book provides research related to the concept of virtual reality and developing business models using this concept Provided by publisher

Virtual and Augmented Reality Applications in Manufacturing S.K. Ong, A.Y.C. Nee, 2013-04-17 Augmented AR and Virtual Reality

VR technologies are increasingly being used in manufacturing processes. These use real and simulated objects to create a simulated environment that can be used to enhance the design and manufacturing processes. Virtual Reality and Augmented Reality Applications in Manufacturing is written by experts from the world's leading institutions working in virtual manufacturing and gives the state of the art of the field. Features: Chapters covering the state of the art in VR and AR technology and how these technologies can be applied to manufacturing. The latest findings in key areas of AR and VR application to manufacturing. The results of recent cross disciplinary research projects in the US and Europe showing application solutions of AR and VR technology in real industrial settings. Virtual Reality and Augmented Reality Applications in Manufacturing will be of interest to all engineers wishing to keep up to date with technologies that have the potential to revolutionize manufacturing processes over the next few years.

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