

CyberGlove® System

The CyberGlove® fully instrumented glove provides up to 22 high-accuracy joint-angle measurements. It uses proprietary resistive bend-sensing technology to accurately transform hand and finger motions into real-time digital joint-angle data.



The CyberGlove® system uses proprietary resistive bend-sensing technology to accurately transform hand and finger motions into real-time digital joint-angle data. Our VirtualHand® software converts the data into a graphical hand that mirrors the subtle movements of the physical hand.

The 22-sensor glove has three flexion sensors per finger, four abduction sensors, a palm-arch sensor, and sensors to measure flexion and abduction. Each sensor is extremely thin and flexible being virtually undetectable within the lightweight elastic material.

The CyberGlove system has been used in a wide variety of real-world applications, including virtual reality, animation, digital prototype evaluation, biomechanics, and for high-performance hand measurement and real-time motion capture.

Specifications

Sensor Resolution: <1 degree

Sensor Repeatability: 3 degrees (average standard deviation between wearings)

Sensor Linearity: maximum 0.6% standard deviation nonlinearity over full joint range

Sensor Data Rate: 90 records/sec (typical)

Glove: One size fits most; 3 oz.

Interface Unit: 3.0 x 4.55 x 1.04 in
(7.62 x 11.56 x 2.64 cm)

Cable: Standard 25 ft (7.62m)

Interface: RS-232 (115.2 kbaud)

About CyberGlove Systems LLC

Founded in 1990, CyberGlove Systems develops hardware and software technologies that enable users to interact with computers using their sense of touch.

For More Information

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VirtualHand® is CyberGlove Systems' real-time, 3D, hand-interaction software.

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