Immersion®

CyberGlove® II Wireless Glove

A wireless electronic glove that transforms hand and finger movement into real-time data for applications including:

- **Animation**
- **Motion capture**
- **Virtual reality**
- **Digital prototyping**
- **Biomechanics studies**
- **Medical and military training**

For product design and prototyping applications, the CyberGlove II device used with Dassault's CATIA software lets you reach into digital designs to evaluate ergonomics and ease of maintenance. Trainers can use CATIA and the glove to efficiently teach in a convenient and cost-effective virtual reality environment.

With an accessory software development kit for biomechanics and virtual reality research, the glove lets you easily interface with or generate digital creations.

Efficient and comfortable
Everything about the new CyberGlove II device helps you efficiently capture high-quality data.

VirtualHand® Software For Seamless Integration

VirtualHand for MotionBuilder gives you seamless operation with Autodesk® MotionBuilder™ mocap software.

VirtualHand for V5 supplies plug-and-play functionality for Dassault's CATIA V5 software.

VirtualHand Software Development Kit provides a robust solution for hand enabling virtual-reality and simulation/training applications.

Ergonomic interface electronics comfortably strap onto a user's forearm or upper arm and use the industry-standard Bluetooth® wireless technology to supply a wire-free 30-ft range from the host PC.

The CyberGlove II Wireless Glove transforms hand and finger motion into real-time digital joint-angle data—and works without cumbersome wires that can impede movement and slow your project.

For animated movies, video games, and cartoons, artists and designers can quickly create realistic finger and hand movement in Autodesk MotionBuilder software. Because the glove is wireless, productions using multiple actors can enjoy reduced time and costs by avoiding separate body and hand motion-capture setups.

Left- or right-hand gloves are made of flexible/stretchable material that supplies a comfortable, lightweight fit for a wide range of hand sizes.

CyberGlove II Wireless Glove with VirtualHand for MotionBuilder

Using the same patented, bend-sensing technology as in our industry-leading CyberGlove Electronic Glove, the CyberGlove II device uses either 18 or 22 sensors to capture the intricacies of hand and finger movement. The long-lasting sensors were designed to be extremely thin and are virtually undetectable. The 22-sensor model has three flexion sensors per finger, four abduction sensors, a palm-arch sensor, and sensors to measure flexion and abduction.

Specifications

- Number of sensors: 18 or 22
- Sensor resolution: 0.5 degrees (typical)
- Sensor repeatability: 1 degree (typical standard deviation between wearings)
- Sensor linearity: 0.6% maximum nonlinearity over full joint range
- Sensor data rate: 90 records/sec (typical)
- Gloves supported by each wireless receiver: 2
- Operating system and hosts: Windows 2000 and XP
- Battery duration: 3 hours
- Battery cycle life: 1 year
- Battery charger: External
- Operating range: 30-ft radius from USB port
- Interface: USB port for the wireless receiver

About Immersion Corporation

Founded in 1993, Immersion Corporation develops software and hardware technologies that improve the way people interact with digital devices. Immersion's 3D interaction products include the VirtualHand line of hand-interaction software products and the CyberGlove line of whole-hand motion capture and haptic feedback hardware products that enable wearers to use their physical hands to interact with and manipulate 3D graphical objects.

For More Information

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Bluetooth®