Abstract

Virtual Reality [VR] is the first step in connecting a human and virtual environment to give a feel of adventure or exposure to landscape of the imagination. It prominence's the digital world and produces immersion or half immersion. Virtual reality, where Design, Dexterity, Science, Art meets to create a radical inventions/ experience. It can cover or combine feel, presence, and touch. Haptics includes software simulation and hardware accessories, where human haptic glove with FSR sensors controls and interacts with a robotic arm with flex sensor
as a result, producing vibration or motion in hand. Flex sensor covert the motion of hand to signals and transfers it to the FSR sensor, which converts the signals back to motion (feel). The application of virtual reality is in the field of Defense related and Medical application.

References

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Index Terms

Computer Science

Information Science

Keywords

Virtual Reality  Haptics  Blender  Unity  Object Modeling  Rendering  Flex Sensors