



ALL MAN









- Also called virtual presence
- The purpose of a telepresence system is to create a sense of physical presence at a remote location.









Teleoperation



Teleoperation system enables operation at a distant remote site by providing local operator with necessary sensory information to simulate operator's presence at the remote location

Teleoperation







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Teleoperation



Example: Telesergery









- Magnetic position/orientation trackers
- DataGloves
- 3D Mouse and SpaceBall
- MIDI keyboard
- Shutter glasses
- Head Mounted Displays
- CAVE
- Real-time video input
- Real-time audio input
- Haptic interfaces and tactile feedback
- CyberTouch & CyberGrasp
- Audiospace and audiotory systems





ULTRATRACK PRO a full body motion capture system. The ULTRATRAK PRO system from **Polhemus provides a series of wearable** sensors that captures motion in six degrees of freedom (6DOF). The sensors connect via **Ethernet**, and the ULTRATRAK PRO software interfaces with 3D animation programs to provide realtime capture of the person's movements. (Image courtesy of Polhemus, Inc.)

trackers



ULTRATRACK PRO a full body motion

capture system

For entering of a movement pattern into the computer. For example, if a person, hooked up to sensors, goes through the act of batting a ball, that motion trail can be used to simulate a more realistic baseball player in the computer. From Computer Desktop Encyclopedia Reproduced with permission. © 1997 Polhemus, Inc.



University of the Ryukyus Motion Capture System





A dancer wearing a suit used in an optical motion capture system





A hand measurement device must sense the flexing angles of the fingers and the position and orientation of the wrist in real-time.



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DataGlove





The first commercial hand measurement device.

It consists of a lightweight nylon glove with optical sensors mounted along fingers.

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