

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.

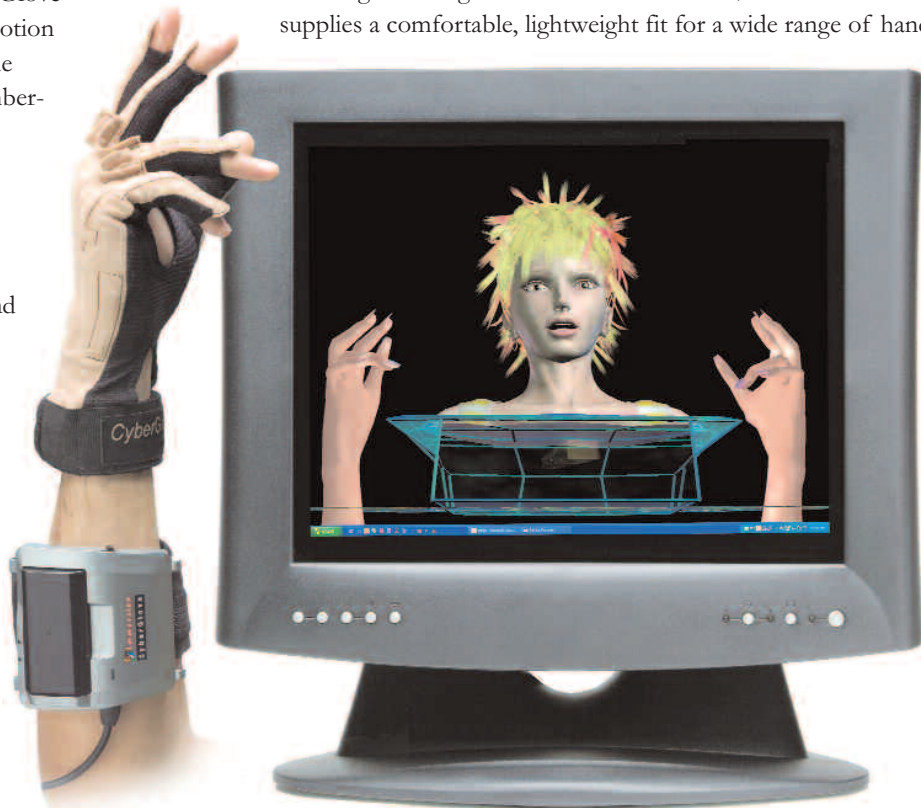
Efficient and comfortable

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

Ergonomic interface electronics comfortably strap onto a user's forearm or upper arm and 2.4 GHz wireless technology supplies 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.



CyberGlove II Wireless Glove with VirtualHand® for MotionBuilder



**VirtualHand®
Software For
Seamless Integration**

VirtualHand for MotionBuilder gives you seamless operation with Autodesk's MotionBuilder motion capture 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.



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: <1 degree
- Sensor repeatability: 3 degree (average standard deviation between wearings)
- Sensor linearity: maximum 0.6% standard deviation 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
- Wireless technology: 2.4 GHz
- Battery duration: 3 hours
- Battery cycle life: 1 year (degrades to 80% of original capacity)
- Battery charger: External
- Operating range: 30-ft radius from USB port
- Interface: USB port for the wireless receiver
- Approvals: CE, FCC

About CyberGlove Systems LLC

Launched in 1990, the family of CyberGlove products is the established and most sophisticated data glove solution in the marketplace. CyberGlove Systems spun off from Immersion Corporation in March 2009. The product family includes four data-glove solutions and the VirtualHand Software Development Kit (SDK). The products let users capture detailed finger, hand, and arm movement, allowing them to "reach in and manipulate" digital objects in virtual reality.

With CyberGlove products, users can more quickly prototype and animate in virtual reality thereby saving both time and money. Customers include Fortune 500 and Global 500 corporations, government agencies, and universities in the U.S., Europe, Asia, Middle East, and South America.

For More Information

CyberGlove Systems LLC
2355 Paragon Drive, Suite D
San Jose, CA 95131
Tel: (408) 451-9463
Fax: (408) 689-4362
fyazadi@cyberglovesystems.com
www.cyberglovesystems.com



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



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