



# Haptic Interaction

## Master II Interaction

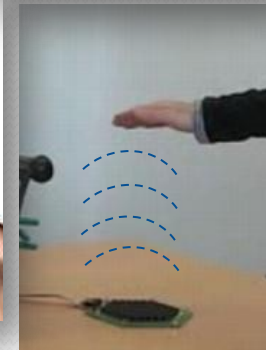
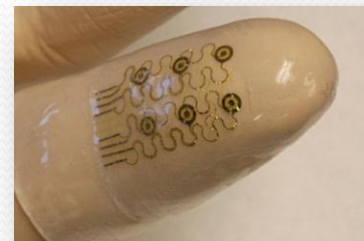
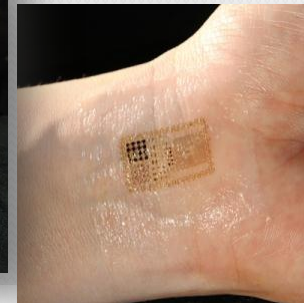
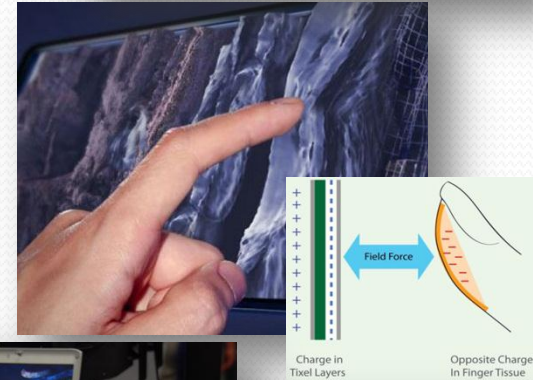
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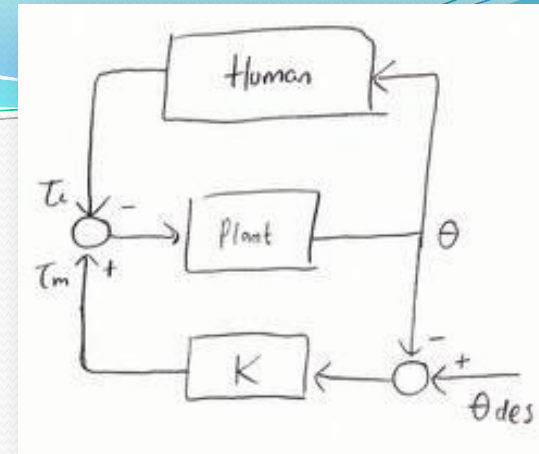
# Contents

- Basic concepts in computer haptics
  - History, terminology, new applications, ...
- Physiology and psychophysics of haptics
  - Action-Perception mechanism, receptors, ...
- Rendering in virtual environment and teleoperation
  - Collision detection, force rendering, bilateral coupling...
- Haptic interfaces and devices
  - Actuators, tracking, hardware features, ...
- Evaluation of haptics
  - Measures, statistical analysis, ...



# Organization

- 9 hours of courses
  - Theory of haptics
- 9 hours of tutorials
  - Implantation of haptics codes (collision detection, rendering, ...)
  - C++, Sensable Omni devices, ...
- 6 hours of meeting with **Jerome Perret**, CEO of Haption
  - Market, future challenges, technological issues
- Evaluation : 1 tutorial evaluation + 1 exam





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