Table of Contents

EXECUTIVE SUMMARY ES-1

1. INTRODUCTION 1

1.1 Purpose 2
1.2 Scope 3
1.3 Limitations 3
1.3.1 Organization 4

2. VISUAL INTERFACES 5

2.1 The Human Visual System 6
2.2 Commercial Products 10
2.2.1 Datavisor Displays 12
2.2.2 FS5 Head-Mounted Display 13
2.2.3 CyberEye 100M and 100S 13
2.2.4 CyberMaxx CM1800 14
2.2.5 Dvisor Head-Mounted Display 14
2.2.6 i-glasses! 15
2.2.7 MRG Head-Mounted Displays 15
2.2.8 VIM Personal Viewer 16
2.2.9 VFX1 Head-Mounted Display System 17
2.2.10 VR4 Head-Mounted Display 18
2.2.11 VRI HMD 133 18
2.2.12 CrystalEyes Shutter Glasses 19
2.2.13 VR-1100 and VR-2000 Stereoscopic Projection Systems 20
2.2.14 BOOM 3C 21
2.2.15 Cyberface 4 22
2.2.16 Fakespace Simulation System 23
2.2.17 PUSH 23
2.2.18 Virtual Window 24
2.3 Current Research and Development 24
2.3.1 ATR Communications System Research Laboratories, Japan 25
2.3.2 British Aerospace plc, United Kingdom 27
2.3.3 BT Laboratories, United Kingdom 29

2.3.4 Canon, Inc., Japan 30
2.3.5 Dimension Technologies, Inc. 31
2.3.6 Dimensional Media Associates 33
2.3.7 IBM Thomas J. Watson Research Center and Georgia Institute of Technology 33
2.3.8 Infinity Multimedia 34
2.3.9 NASA Ames Research Center 35
2.3.10 Purdue University 36
2.3.11 Terumo Corporation, Japan 37
2.3.12 University of Illinois at Chicago 38
2.3.13 University of New Brunswick, Canada 39
2.3.14 University of Washington 40
2.3.15 Xenotech, Australia 41
2.4 Summary and Expectations 43

3. TRACKING INTERFACES 47

3.1 Head Tracking 48
3.1.1 Commercially Available Trackers 53
3.1.1.1 ADL-1 53
3.1.1.2 Vidtronics Wrightrac 54
3.1.1.3 Fastrak 54
3.1.1.4 Isotrak II 54
3.1.1.5 Insidetrak 54
3.1.1.6 Ultratrak 55
3.1.1.7 Flock of Birds 55
3.1.1.8 PC/BIRD 56
3.1.1.9 SpacePad 56
3.1.1.10 CyberTrack 3.2 57
3.1.1.11 Wayfinder-VR 57
3.1.1.12 Mouse-Sense3D 57
3.1.1.13 Selcom AB, SELSPOT II 57
3.1.1.14 OPTOTRAK 3020 58
3.1.1.15 MacReflex Motion Measurement System 58
3.1.1.16 DynaSight 59
3.1.1.17 BioVision 59
3.1.1.18 Mandala Virtual Reality Systems 60
3.1.1.19 REALWare 60
3.1.1.20 RK-447 Multiple Target Tracking System 61
3.1.1.21 Head/Hand XYZ Tracker 61
3.1.1.22 GP12-3D (Freepoint 3D) 62
3.1.1.23 Logitech 3D Mouse and Head Tracker 62
3.1.1.24 MotionPak 62
3.1.1.25 GyroPoint Pro 63
3.1.2 Current R&D in Head Tracking 63

3.1.2.1 NASA Ames Research Center 63
3.1.2.2 Massachusetts Institute of Technology (MIT), Research Laboratory of Electronics 64
3.1.2.3 Computer Graphics Systems Development (CGSD) Corporation 64
3.1.2.4 University of North Carolina 65
3.1.2.5 Artificial Reality 66
3.1.2.6 Massachusetts Institute of Technology, Media Lab 67
3.1.2.7 Sony, Computer Science Laboratory 67
3.1.2.8 Siemens' Central Research and Development 68
3.1.2.9 Boeing Information and Support Services, CMU, Honeywell, Inc., and Virtual Vision, Inc. 68
3.1.2.10 University of Washington 70
3.2 Eye Tracking 70
3.2.1 Commercially Available Eye Trackers 70
3.2.1.1 BioMuse 70
3.2.1.2 Headhunter Head and Eye Tracking System 72
3.2.1.3 Eyegaze System 72
3.2.1.4 Dual-Purkinje-Image (DPI) Eyetracker 73
3.2.2 Current R&D in Eye Tracking 73
3.2.2.1 Hughes Training-Link Corporation 74
3.2.2.2 Interactive Systems Laboratories (INTERACT) 74
3.2.2.3 State University of New York 75
3.2.3 Summary and Expectations 76

4. AUDITORY INTERFACES 79

4.1 The Human Auditory System 80
4.2 Commercially Available 3-D Audio Products 85
4.2.1 Acoustetron II 85
4.2.2 Protron 88
4.2.3 Q Products 88
4.2.4 RSS-10 Sound Space Processor 89
4.2.5 SDX-330 Dimensional Expander 90
4.2.6 SRV-330 Dimensional Space Reverb and SDE-330 Dimensional Space Delay 91
4.2.7 SoundStorm 3D 93
4.2.8 Virtual Audio Processing System 93
4.3 Current Research and Development 94
4.3.1 NASA Ames 94
4.3.2 Naval Postgraduate School 95
4.4 Summary and Expectations 95

5. PRIMARY USER INPUT INTERFACES 97

5.1 Whole-Hand and Body Inputs 97

5.1.1 The Human Hand and Arm Position Sense ... 98
5.1.2 Commercially Available Devices ... 99
5.1.2.1 5th Glove ... 99
5.1.2.2 CyberGlove ... 101
5.1.2.3 Dextrous HandMaster ... 102
5.1.2.4 Pinch Glove ... 103
5.1.2.5 Position Exoskeleton ArmMaster ... 103
5.1.2.6 TCAS DATAWEAR ... 104
5.1.3 Current Research and Development ... 105
5.1.3.1 Armstrong Laboratory ... 105
5.1.3.2 Georgia Institute of Technology ... 106
5.2 3-D Pointing Input ... 107
5.2.1 Commercially Available Devices ... 107
5.2.1.1 CyberWand ... 107
5.2.1.2 Immersion PROBE-MD ... 108
5.2.1.3 Magellan 3D Controller and Space Controller ... 109
5.2.1.4 RingMouse ... 109
5.2.1.5 Spaceball 2003 and Space Controller ... 110
5.2.2 Current R&D ... 111
5.2.2.1 Digital Image Design Inc. ... 111
5.2.2.2 University of Toronto ... 112
5.3 Summary and Expectations ... 114

6. HAPTIC INTERFACES ... 117

6.1 Tactile Interfaces ... 117
6.1.1 The Human Tactile Sense ... 120
6.1.2 Commercially Available Interface Devices ... 123
6.1.2.1 CyberTouch ... 125
6.1.2.2 TouchMaster ... 125
6.1.2.3 Tactool System ... 127
6.1.2.4 Displaced Temperature Sensing System ... 127
6.1.3 Current Research and Development ... 128
6.1.3.1 Armstrong Laboratory ... 129
6.1.3.2 Begej Corporation ... 130
6.1.3.3 Harvard University ... 130
6.1.3.4 Hokkaido University, Japan ... 133
6.1.3.5 Hull University, UK ... 134
6.1.3.6 Massachusetts Institute of Technology ... 134
6.1.3.7 Research Center at Karlsruhe, Germany ... 135
6.1.3.8 Sandia National Laboratories ... 136
6.1.3.9 TiNi Alloy Company ... 137
6.1.3.10 University of Salford, UK ... 138
6.2 Kinesthetic Interfaces ... 139
6.2.1 The Human Kinesthetic Sense ... 140

6.2.2 Commercially Available Devices 144
6.2.2.1 4 DOF Force Feedback Master (Surgical Simulator) 144
6.2.2.2 Force Exoskeleton ArmMaster 144
6.2.2.3 Impulse Engine Family 147
6.2.2.4 Interactor and Interactor Cushion 148
6.2.2.5 HapticMaster 148
6.2.2.6 Hand Exoskeleton Haptic Display 149
6.2.2.7 PER-Force 3DOF 150
6.2.2.8 PER-Force Handcontroller and Finger Forcer Option 151
6.2.2.9 PHANToM 153
6.2.2.10 SAFiRE 154
6.2.3 Current R&D 154
6.2.3.1 Boeing Computer Services 155
6.2.3.2 Computer Graphics Systems Development Corporation 156
6.2.3.3 Hokkaido University, Japan 157
6.2.3.4 Massachusetts Institute of Technology, Artificial Intelligence Laboratory 158
6.2.3.5 Massachusetts Institute of Technology, Department of Mechanical Engineering 159
6.2.3.6 McGill University, Canada 161
6.2.3.7 Ministry of International Trade and Industry, Agency of Industrial Science and Technology (MITI/AIST), Japan 163
6.2.3.8 Northwestern University 164
6.2.3.9 Rutgers University 166
6.2.3.10 Suzuki Motor Corporation 168
6.2.3.11 Tokyo Institute of Technology, Japan 170
6.2.3.12 University of North Carolina 172
6.2.3.13 University of Tsukuba, Japan 174
6.2.3.14 University of Washington 175
6.3 Summary and Expectations 176

7. FULL BODY MOTION INTERFACES 181

7.1 The Human Motion Sense 182
7.2 Self-Motion Interfaces 186
7.2.1 Commercial Products 186
7.2.1.1 Aerotrim 188
7.2.1.2 CyberPak 188
7.2.1.3 CyberTron 189
7.2.1.4 DreamGlider 189
7.2.1.5 Orbotron, X-otron VR, and Supertron 190
7.2.1.6 PemRAM Motion Bases 191
7.2.1.7 SimuPod 193
7.2.1.8 SimuSled 193
7.2.2 Current Research and Development 194

7.2.2.1 Computer Graphics Systems Development Corporation 194
7.2.2.2 Cybernet Systems Corporation 195
7.2.2.3 Institute for Simulation and Training 195
7.2.2.4 Sarcos Research Corporation 196
7.2.2.5 Systran Corporation 197
7.2.2.6 University College London, UK 198
7.2.2.7 University of Tsukuba, Japan 199
7.3 Passive Motion Interfaces 201
7.3.1 Commercial Products 201
7.3.1.1 Cyber Air Base 201
7.3.1.2 Cyberchair 203
7.3.1.3 CyberMotion Interactive Motion Seat 203
7.3.1.4 IntelliSeat 204
7.3.1.5 SIM245 205
7.3.2 Current Research and Development 205
7.3.2.1 Denne Developments Limited 205
7.3.2.2 Flogiston Corporation 205
7.4 Summary and Expectations 206

8. OLFACTORY INTERFACES 209

8.1 The Human Olfactory Sense 212
8.2 Commercial Products 213
8.2.1 BOC Group Olfactory Delivery System 213
8.2.2 Smell-Enhanced Experience System 213
8.3 Current Research and Development in Olfactory Interfaces 214
8.3.1 Artificial Reality Corporation 214
8.3.2 Marketing Aromatics, Ltd. 215
8.4 Summary and Expectations 216

9. CONCLUSIONS 217

REFERENCES 233

LIST OF ACRONYMS AND ABBREVIATIONS 235

APPENDIX A. POINTS OF CONTACT 239