Grasping objects in immersive Virtual Reality

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Authors and paper acknowledgment

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Overview

Authors and paper acknowledgment

Issue and motivation

Process and running

Achievements

Discussion

Issue and motivation

- Human grasping behaviour interaction with object in VR

- Use of grasping in VR systems is increasing

Process and running

- Same experiments of real world in VR

  Unity 3D
  Oculus Rift HMD
  Leap motion
  Intel Core i7 8th Gen. with GeForce GTX 1070

- 5 participants with various profiles

Achievements

Output:

Similarities and differences in both worlds

Summary:

Grasping behaviour in VR

Portion of the object to be grasped

Amplitude of the grasp

Detection of the 3D fingers' position

Discussion

- A good start point

- Understandable methodology

- Comparison highlights

- Recommendable methods

Reference:

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Thank you for listening

Questions ?