

SenseGlove

DK1



Control and feel your virtual environments,
using your own hands.



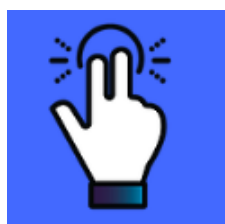
Motion Tracking

With 24 Degrees of Freedom, the SenseGlove accurately tracks the fingers, hand and wrist through any possible
gesture



Force Feedback

SenseGlove's patent-pending haptic drives can put up to 1.8kg of force on each finger, creating the sensation of
both hard and soft materials



Tactile Feedback

With a buzz motor in each individual finger, the SenseGlove can produce vibrations for interactive cues, and
textual replication

Open Source SDK



Developing

Implement the SenseGlove in your projects, using our Software Development kit.

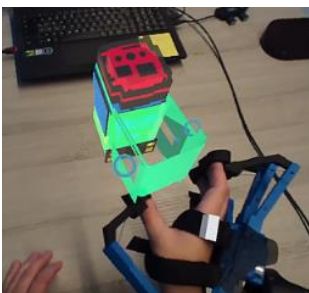
Use Cases

The SenseGlove can be used for a wide variety of applications.
Discover the use cases of our existing clients.



Virtual Reality Training

Train your users on complex tasks with risk, rapid interactions and realistic movements and gestures.



Augmented Process Simulation

Integrate digital and physical objects, enabling seamless interaction between digital and real.



Design Verification & Simulation

Make digital prototypes tangible and physical, reducing time-to-iteration and cost-per-prototype.

SENSEGLOVE DK1.3 SPEC SHEET





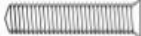
SenseGlove DK1.3

SenseGloves (left and Right)

Power and cables

2x 3m (10ft) USB cable	1x 2m (6.5ft) USB cable	1x SenseGlove LinkBox	1x power cable
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Accessories

		
2x HTC Vive tracker mount	2x Screw (1/4-20 UNC) for mounting the HTC Vive tracker on the adapter	2x Screw (M3 6mm, T10) for mounting the adapter on the SenseGlove

Features	Specs
Motion Capturing	9-axis absolute orientation sensor in the wrist. 20 rotation sensors in the exoskeleton linkages corresponding with each joint in the hand.
Force Feedback	5 proprietary passive force feedback modules delivering a maximum force of 40N in extension direction at the fingertips A force resolution with an average of 0.4N per programmable step.
Haptic Feedback	5 haptic motors of max 0.8G located in each fingertip. 1 haptic actuator for impact simulation of 7.3G located in the palm hub of the SenseGlove.
Power Consumption	A maximum peak current draw of 2.8A per SenseGlove. In average use a 1.5A per Sense Glove. Without any feedback the current draw is 0.18A per SenseGlove.
Communication	USB serial communication: A limited 100hz refresh rate guaranteed.
General	Weight: ~300g (10.6 oz) per glove. Size: L 250mm x W 140mm x H 50mm.
Software Development Kit	A software development kit (SDK) is available for Unity. Other SDKs will be released. Available for download here: https://github.com/Adjuvo/SenseGlove-Unity .
Positional Tracking	Motion capturing delivers accurate finger tracking. For tracking of the forearm in the Cartesian space an external system is required, e.g., the HTC Vive Steam VR tracker (not part of a SenseGlove set).