

MoCap Glove System

The new CyberGlove Systems MoCap Glove caters to the needs of the motion capture and graphic animation industry. Featuring a new streamline industrial design that allows for rigorous physical mobility, along with new and improved wireless and patented HyperSensor™ technology, the MoCap Glove delivers the ultimate hand capture solution around.

Next Generation Data Glove Technology

The MoCap Glove takes what the original CyberGlove products have established with 20 years of experience, producing improved and new features, capabilities and design that are perfectly suited for the motion capture environment.

Old Meets New, and Then Some

CyberGlove brings its years of experience, expertise and reliability through its unprecedented flex sensor technology. With significant improvements implemented to the new HyperSensor™ patented technology, motion hand capture data is clean, repeatable, and even more accurate. New Wi-Fi communication provides for improved connectivity and an increased operating range of more than 100 feet.

Based on feedback from industry experts, the MoCap Glove will also feature*:

- **Onboard Portable Data Storage:** Allows for increased data storage, consistent data tracking, ability for multiple devices to capture simultaneously, faster plug-and-play for ease of data retrieval; various storage capacities gives more flexibility.
- **Jam Synch:** Synchronize the MoCap Gloves to the stage master time code clock along with other motion capture systems, video and other peripheral devices (i.e. full-body and facial trackers, head cams, etc.).
- **Power Save Mode:** Extends battery life and recording time.
- **12-bit A-D Conversion:** Compatibility with high resolution sensors without loss of precision. Future design capability for 16-bit A-D conversion.



**VirtualHand®
Software For
Seamless Integration**

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

VirtualHand Software Development Kit provides a robust solution for hand enabling virtual-reality and simulation/training applications.

- **New Design:** Compact housing delivers comfort and less intrusiveness. New arm band is perfectly suited for rigorous mobility during motion capture sessions with less hindrance to the actor.

- **Sensor Mount Option:** Mount camera marker on glove for tracking.
- **Active Palm Arch Sensor:** Produces additional hand data for even more realistic animations.
- **Backwards Compatibility:** Continued support for existing software applications.
- **Enhanced Command Set:** Enables precise control of data capture, independently from each channel (Wi-Fi, SD Card and USB).

Using the same patented, bend-sensing technology as in our industry-leading CyberGlove Data Gloves, the MoCap Glove device uses 18 or 22 sensors to capture the complexities of hand and finger movement. The robust sensor technology was designed to be extremely thin, undetectable, and meant for repetitive, long-lasting use. The new streamline electronics design and neoprene armband is perfectly suited for demanding, unhindered movement during motion capture sessions.

Specifications

- Number of sensors: 18 or 22
- Sensor resolution: <1 degree
- Sensor repeatability: 3 degrees (average standard deviation between wearings)
- Sensor linearity: maximum 0.6% standard deviation nonlinearity over full joint range
- Sensor data rate: Up to 100 records/sec (SD card); up to 120 records/sec (USB and Wi-Fi)
- Operating system and hosts: Windows XP 32-bit and Vista (64-bit XP and Windows 7 coming soon)
- Wireless technology: 802.11g Wi-Fi
- Battery duration: 2 hours
- Battery charger: External
- Operating range: 100+ feet radius from Wi-Fi source (optimal environment)
- Interface: 802.11g Wi-Fi, USB, micro SD card

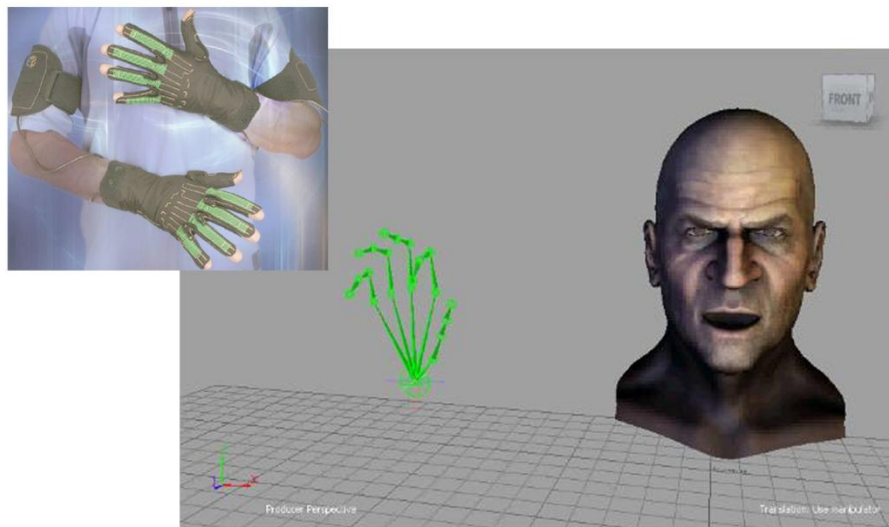
About CyberGlove Systems LLC

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
sales@cyberglovesystems.com
www.cyberglovesystems.com



This document does not create any express or implied warranty about CyberGlove Systems or about its products or services. CyberGlove Systems has made reasonable efforts to verify that the information contained herein is accurate, but CyberGlove Systems assumes no responsibility for its use. All information is provided "as-is." The product specifications and features described in this publication are based on the latest information available; however, specifications are subject to change without notice, and certain features may not be available upon initial product release. Contact CyberGlove Systems for current information regarding its products or services. CyberGlove Systems's products and services are subject to CyberGlove Systems's standard terms and conditions.

© 2010 Cyber Glove Systems LLC. All rights reserved. CyberGlove Systems, the CyberGlove Systems logo, CyberGlove, and VirtualHand are trademarks of CyberGlove Systems LLC in the United States and other countries. All other trademarks are the property of their respective owners.