

Avatar VR

With the pitch “Feel & Touch VR”, Avatar VR, our wireless controller for Virtual and Extended Reality, has been designed to provide a realistic sense of touch thanks to the use of haptic technology together with an impressive movement tracking capability.

UNIQUE FEATURES

MOTION CAPTURE

Our full upper-body tracking technology is based on a motion sensors minimal setup that can track the movements of your chest, arms and hands with pinpoint accuracy.

HAPTIC FEEDBACK

Avatar VR is built with an array of 10x vibrotactile actuators that vibrate in frequencies to which humans are naturally receptive to, so the brain accepts it as “Real Touch” input.

SENSOR FUSION

One 9-axis IMU is included in the mainboard in order to accurately gather Rotation, Acceleration and Compass data which is then fused with an additional VR tracking system for optimal tracking and latency.

FULL FINGER TRACKING

We achieved Full Finger Tracking by using 6x 9-AXIS IMUs. We consider IMU tech the best solution available, as opposed to the simpler flex/bending sensor which only allows one degree of freedom.

SMART CONTROLLER

Avatar VR is not only haptics but also a Smart Controller! The glove has conductive zones that enables users to trigger specific actions within any chosen scenario.

DRIFT CORRECTION

We provide Near Zero Drift Experience (NZDE) to our users, which means you can repeat the same gestures and freely experiment with the virtual environment without any significant error accumulation.

LATENCY

Ultra-Low Latency thanks to the high end microprocessor (Cortex M4). We are able to offer up to 1 ms sampling rate (1KHz).

FULL OCCLUSION SURVIVOR

Avatar VR doesn't rely on optical tracking technology but on IMU, opening the door to cases of use that were technically impossible up to now.



DESCRIPTION

INCLUDED

- Wrist adaptor for VIVE Trackers (VIVE Trackers device not included)
- Bluetooth 4.0 USB dongle

AVATAR VR DEVICE

- **Size** – Universal size 9 (M,L and XL)
- **Communication** – MicroUSB – Bluetooth 4.0 Dual Mode
- **Battery** – 6-8 hours of continuous use
- **Charging** – 5V via Micro USB
- **Motion Capture** – Full upper-body tracking technology (chest, arms and hands)
- **Sensor Fusion** – 9 – axis IMU (Rotation, Acceleration and Compass data)
- **Haptic Feedback** – Array of 10x vibrotactile actuators (1024 different levels of intensity)
- **Smart Controller** – 4 Conductive zones (palm, thumb, index and Middle)
- **Full Finger Tracking** – 6x 9-AXIS IMUs
- **Drift Correction** – Zero Drift Experience (NZDE)
- **Full Occlusion Survivor** – Avatar VR doesn't rely on optical tracking technology but on IMU
- **Latency** – 1ms

LICENSES(software two versions) Options

You can now choose between our different licensing options offering all the available resources, full support and customer services. The minimum enrollment is one prepaid year.

PROFESSIONAL

PER YEAR

Downloads and Demos

SDK & API for C++, C#, Unity

VR Headsets Support

1 developer (x1 seat)

Haptic Sensation Designer

MoCaR (Motion Capture Recorder)

Support via email

Virtual Devices

PREMIUM

PER YEAR

Downloads and Demos

SDK & API for C++, C#, Unity, **Unreal, Android, Hololens, SteamVR**

XR Headsets Support (**VR/AR/MR**)

1:1 Support

Unlimited seats license

Haptic Sensation Designer

MoCaR (Motion Capture Recorder)

Email & **phone** support

Virtual Devices

Touching Masterpieces included

Contact us

Just tell us what you need and we

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