

Gait Master is a locomotion interface that creates a sense of walking on irregular surfaces. Advanced applications of virtual reality technology often require a credible sense of locomotion. In this project, a two-degree-of-freedom motion platform (one for each foot) is actuated

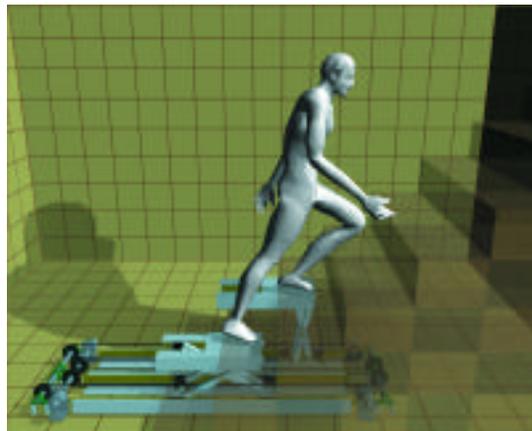
by two AC motors and chains. The motion platforms track the feet and carry them back to the neutral position. Users can physically walk in a virtual space while their position is maintained, even as they move up and down a virtual staircase.



Overall view of the GaitMaster



Mechanism of the motion platforms



Basic concept of the GaitMaster

Collaborators
Hiroaki Yano
Fumitaka Nakaizumi
University of Tsukuba