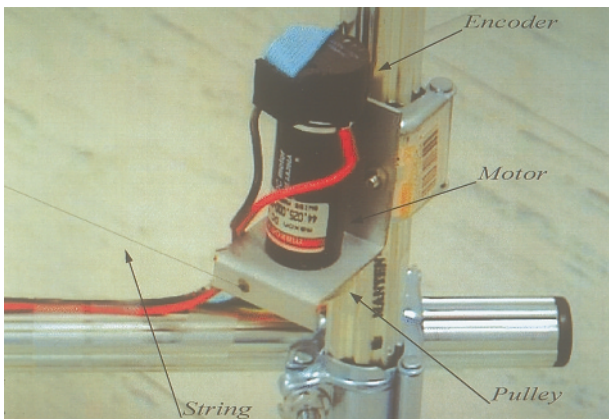
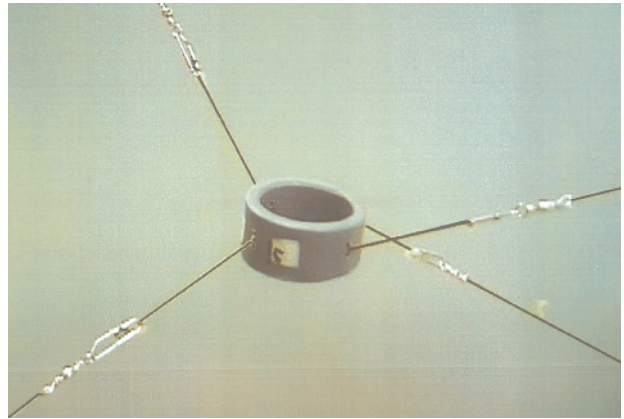
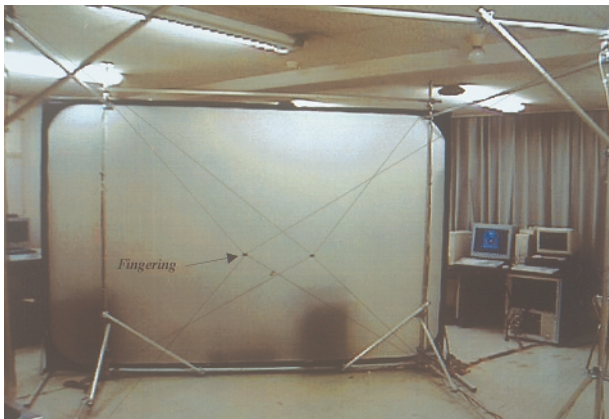


In this cave-like virtual space, participants use visual, auditory, and tactile sensations to perceive and interact with objects. A new human-scale haptic device, Big SPIDAR, couples haptic sensations with vision and audition, and displays various aspects of force feedback associated mainly with contact, weight, and inertia.

In Virtual Basketball, players feel the weight and the spherical shape of the virtual ball at any position inside the playing space and experience the illusion of natural control over the ball.



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