

# Physically based haptics

This talk will describe the development of electromechanical techniques that make it possible to create haptic simulations using methods which are surprisingly distinct from those attempting to naïvely replicate the physics of mechanical contact, something which is exceedingly difficult to achieve with electromechanical devices. To this end, we consider the information that is available to recover the properties of a touched object and deduce the problems that must be solved by the nervous system to recover such object attributes as their shape. Some applications will be mentioned.