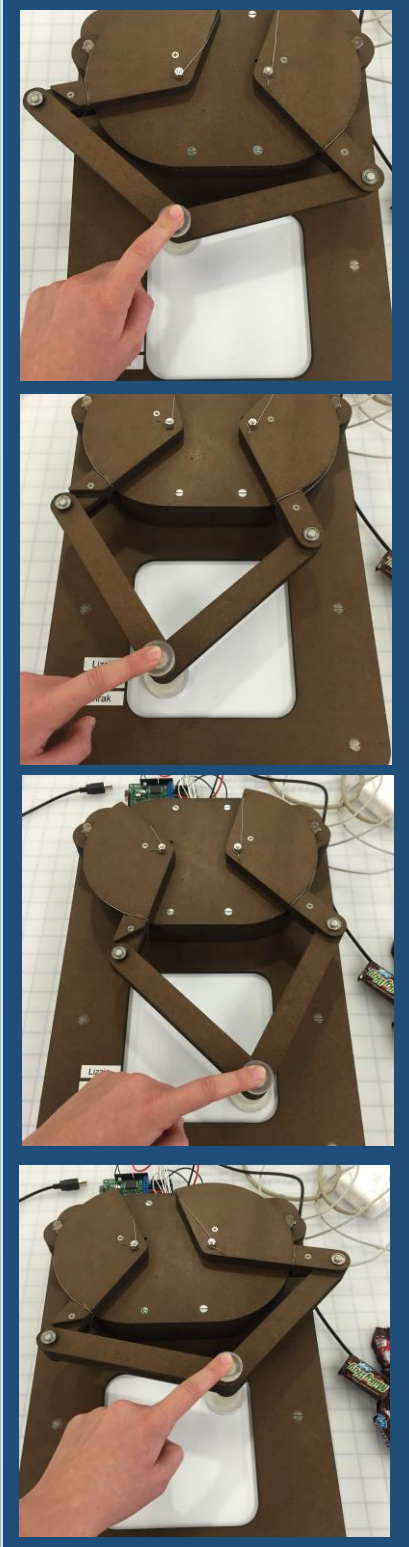


# Exploring Virtual Rooms with a Pantograph

## MECHANISM

Smoothly transition around the operating region by pushing the end effector. As you explore we can track your movements and render a virtual environment which you will be able to explore.

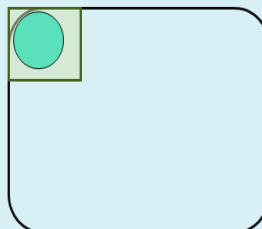
For our haptics project we've built a pantograph capable of rendering virtual environments. We hope to discover whether or not people will be able to take the information for these virtual maps to potentially help them with navigation a new or dynamic space



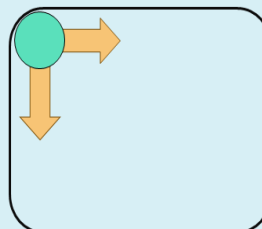
In our user study we will be having people explore our rendered environments to test their ability to take information presented to them through haptics and relay that same information back to use verbally and visually.

### How Does it Work:

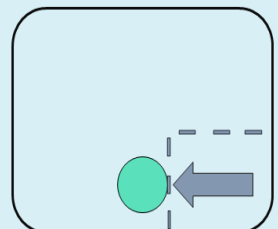
START



EXPLORE

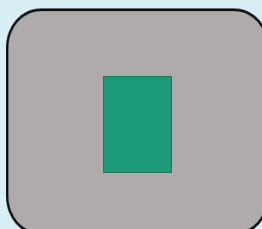


DISCOVER

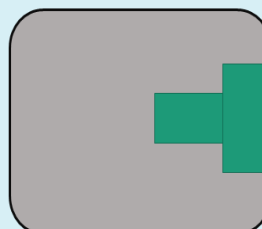


### Example Virtual Environments:

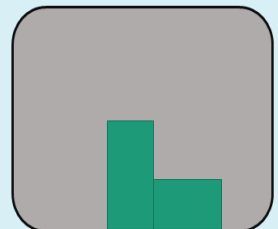
Virtual Room #1



Virtual Room #2



Virtual Room #3



Caitlyn Clancy, Inrak Choi,  
Lizzie Peiros

# EXPLORING VIRTUAL ROOMS WITH A PANTOGRAPH

In this user study you will be exploring our rendered environments. We will download a specific environment and ask you to draw the information that you feel. We want to test people's ability to take information presented to them through haptics and relay that same information back visually via a drawing.

**Virtual Environment #1**



**Virtual Environment #2**

