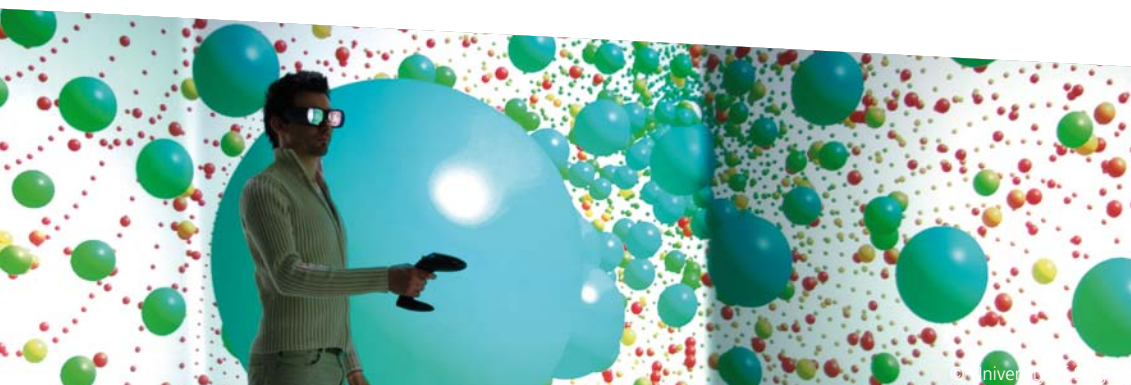
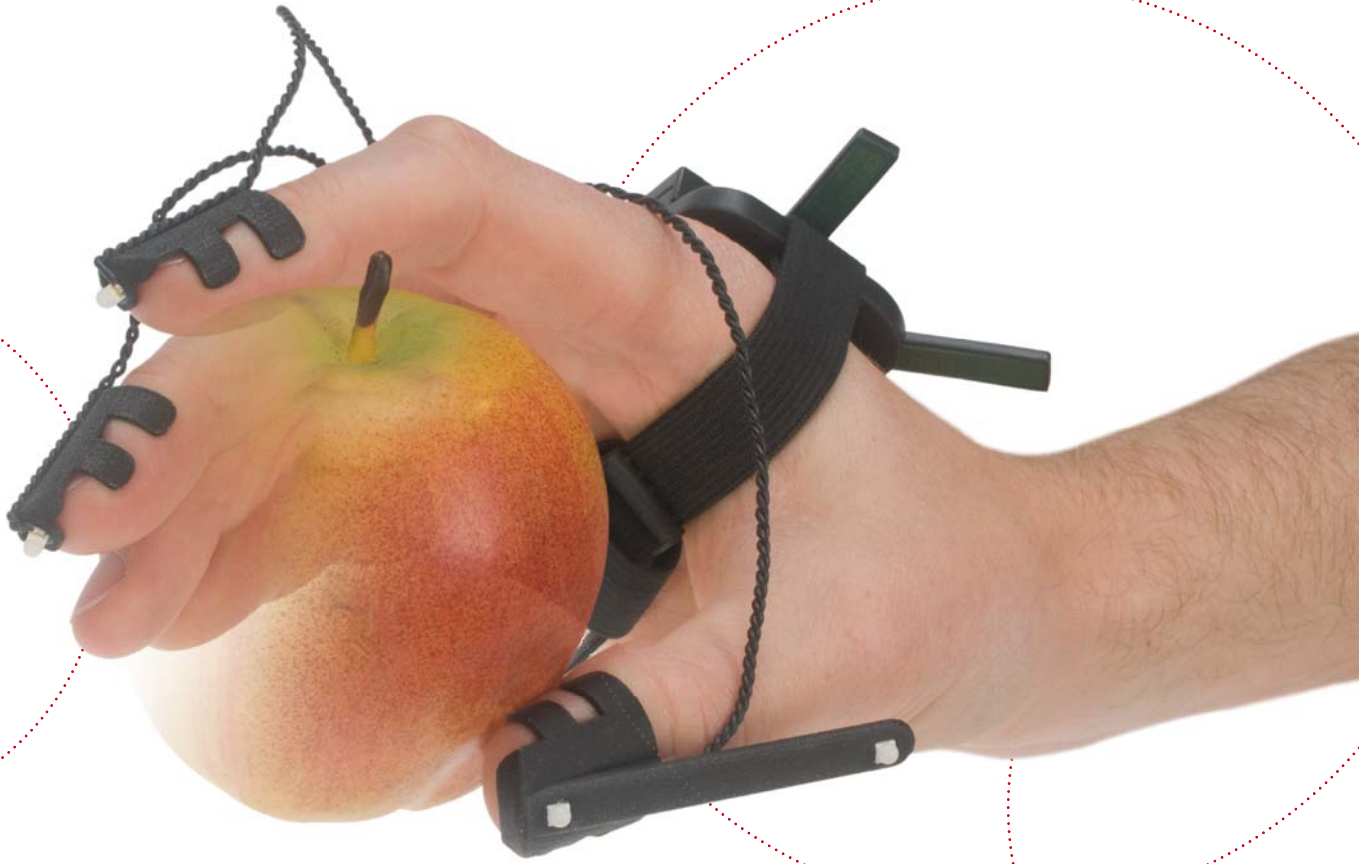


Interaction Devices

Virtual Reality is one of the major applications for ART tracking systems. We developed several devices especially designed for use in VR: Flystick2 and Flystick3 for immersive selection and interaction, Fingertracking for manual manipulation of virtual objects and targets for stereo glasses.



OVERVIEW

>> FLYSTICK2



>> OUR BESTSELLER FOR INTERACTION

- . 6DOF tracking
- . Analog joystick and 6 buttons (incl. Fire-button)
- . Wireless transmission (ISM band)
- . Protected passive target
- . Several Flysticks can be used simultaneously

>> FLYSTICK3



>> INTERACTION WITH ANOTHER HANDLING

- . 6DOF tracking
- . Analog joystick and 4 buttons (incl. Fire-button)
- . Wireless transmission (ISM band)
- . Charging station
- . Several Flysticks can be used simultaneously

>> FINGERTRACKING



>> OUR LIGHTWEIGHT SOLUTION FOR HAND TRACKING

- . Precise measurement of fingertip positions (3 or 5 finger)
- . Wireless: active target with IR synchronization
- . Hygienic: no glove
- . Simple and fast 2-step-calibration process
- . Software management for individual calibrations

>> HEADTRACKING



>> WE OFFER A WIDE RANGE OF TARGETS FOR STEREO GLASSES

- . 6DOF tracking of viewpoint position
- . Easy clip-on design
- . Customized solutions available

>> Please contact us for an individual offer!



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