

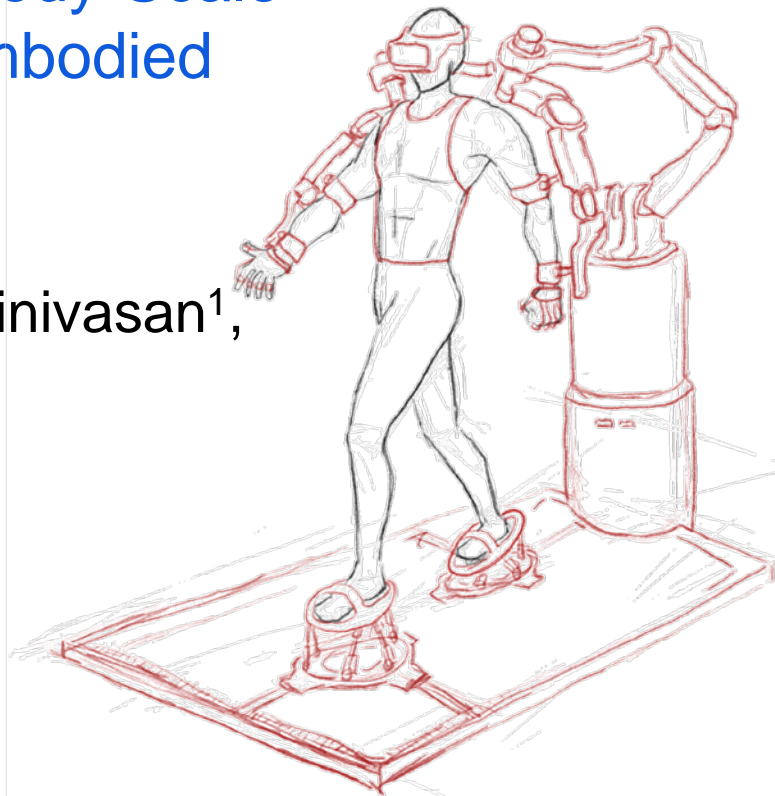
# ForceBot: A Robotic Platform for Body-Scale Human Physical Interaction in Embodied Virtual Reality

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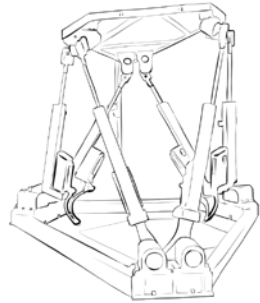
NSF Grant #2024772



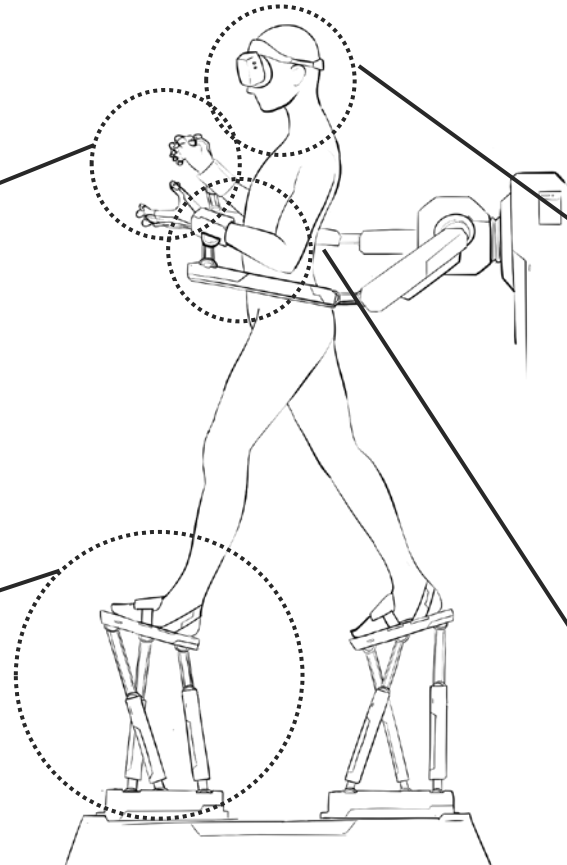
# Overview: ForceBot aims to provide haptic forces and position feedback in a virtual reality (VR) environment



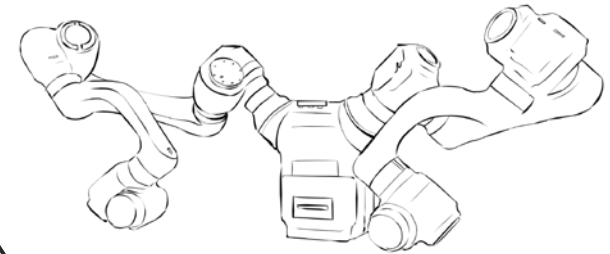
**Haptic Feedback  
HaptX Glove**



**Lower-limbs Force Feedback  
Stewart Platform**



**VR Physic Engine Simulation (VRP)  
VR goggles**



**Upper-limbs Force Feedback  
Robotic Arms**

# Completed Robot Teleoperation using position feedback of VR controllers

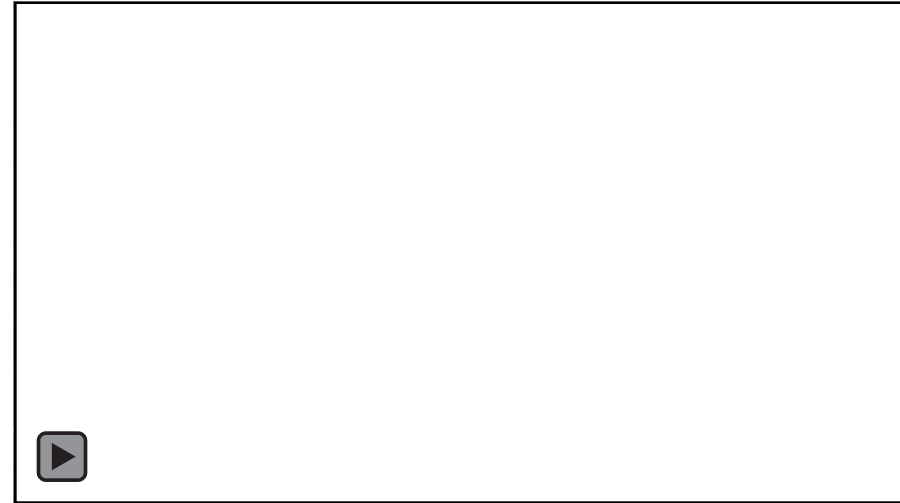
- Baxter robot is used instead of Exoskeleton for this preliminary study
- Established Hardware/software communication between VR, Unity, and the exoskeleton/Baxter
- Baxter uses inverse kinematics to compute joint angles based on HTC Vive Controller position/orientation



Image taken of Unity Game Engine

# Upper-Exo Simulation in IHMC's Simulation Construction Set (SCS)

- SCS is a simulation platform, developed by IHMC<sup>1</sup>, capable of plotting, recording, and saving real-time data
- It allows VT to easily design a controller, simulate a response, and then test it on the exoskeleton within the same platform
- VT has a strong relationship with IHMC team for future support



# Lower-Body Force Feedback Methods & Challenges:

- **Stewart Platform:**

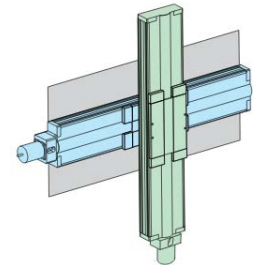
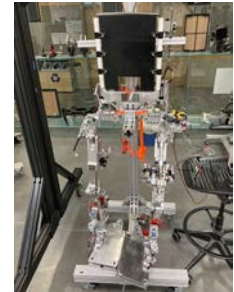
1. Infeasible platform dimensions
2. Angle range of motion requirements increase chance of collapse

- **Exoskeleton OLL-E<sup>1</sup>:**

1. Water cooling required to achieve the necessary motor torques
2. Searching alternative actuator to achieve required force

- **Two-axis Gantry robot:**

1. Walking trajectory requires high accelerations
2. Examined required force to achieve human foot walking motion



1: Orthotic Lower-body Locomotion Exoskeleton (OLL-E),  
NSF #1525972, previously developed by the VT TREC Lab