SENSEGLOVE NOVA SPEC SHEET
(V0.2)

SenseGlove Nova

Gloves (left and right)

Features	Specs
Motion Capturing	9-axis absolute orientation sensor in the wrist.
	4 sensors to capture the flexion and extension of the thumb and the index-, middle- and ring- fingers. 1 sensor to capture the abduction and adduction of the thumb.
	Optional: Fusion with proprietary computer-vision algorithms in the SenseGlove SDK to detect hand location and to enhance accuracy of finger tracking within the field of view of the HMD camera(s).
Force Feedback	4 proprietary passive force feedback modules delivering a maximum force of 20N in flexion direction at the fingertips
	A force resolution with an average of 0.2N per programmable step.
Haptic Feedback	2 Linear Resonance Actuators haptic motors of max 1.8G peak located at the fingertip of the thumb and index finger.
	1 voice coil haptic actuator with a sensitivity range of 45-250Hz, for impact simulation up to 4.3G, located in the palm hub of the SenseGlove Nova.
Power Consumption	3450mAh Lithium-Ion Battery, good for an average of 2-3 hours of simulation time
Communication	2.4GHz wireless serial communication, 60Hz refresh rate

General	Weight: ~320g (11.3 oz) per glove.
Software Development Kit	An extensive software development kit (SDK) is available for Unity. Available for download here: https://github.com/Adjuvo/SenseGlove-Unity. A basic native C++ SDK) is available for Unity. Available for download here: https://github.com/Adjuvo/SenseGlove-API An Unreal Engine API is available available for download here: https://github.com/Adjuvo/SenseGlove-Unreal-Plugin
Positional Tracking	SenseGlove proprietary Computer-Vision is used to determine hand location in cartesian space. Available for Pico Neo 2 at launch, with further headsets to follow. HMDs without access to mounted camera images will require 3rd party hardware, e.g. Oculus Touch Controllers or HTC Vive Trackers, which are not part of the Nova Set. The Nova comes with an HTC Vive tracker, and Oculus quest 2 controller mount.