New Rental Program for CyberGrasp and CyberForce Products

*CyberGlove Systems announces new rental program for the most advanced hand-centric solutions that offer kinesthetic force feedback*

San Jose, CA (Vocus) August 12, 2010 -- CyberGlove Systems, known as the worldwide leader in data glove technology, has made available as part of their new rental program, the CyberGrasp and CyberForce systems. The CyberGrasp and CyberForce products offer the most advanced data glove solution with full kinesthetic force feedback technology.

The CyberGrasp hardware is a light force-reflecting exoskeleton that slips over the CyberGlove® device. It enables the user to feel the size and shape of virtual 3D objects within a virtual environment. The CyberForce armature hardware, which includes a CyberGrasp system, produces weight and inertia which would allow the user to experience a more realistic simulation. The CyberForce also provides full six-degrees-of-freedom tracking, as well as three-degrees-of-freedom translation and rotation of the hand.

“Customers, universities, researchers and other interested parties have always inquired about the possibility of evaluating these products prior to making a purchasing decision,” says Faisal Yazadi, CEO of CyberGlove Systems, “which is completely understandable if you’re considering this kind of investment. We are, hands down, the leader in this space and I’m happy to offer this rental option to those that are seriously interested.”

The rental program is now available. For more information, email us contact at sales@cyberglovesystems.com.

About CyberGlove Systems LLC

CyberGlove Systems is the worldwide leader in data glove technology and offers the most sophisticated hand-centric motion capture solutions in the marketplace. CyberGlove Systems' products include four different data glove solutions (CyberGlove®, CyberTouch®, CyberGrasp® and CyberForce®) and its VirtualHand Software Development Kit (SDK). Its products allow users to capture detailed finger, hand, and arm movement in virtual reality, allowing users to interact with digital objects in virtual reality.

CyberGlove Systems technology benefits customers by allowing them to more quickly prototype and animate in virtual reality thereby saving them both time and money. Furthermore, CGS is the only data glove solution offering both kinesthetic force and vibrotactile feedback. This haptic technology benefits customers by simulating realistic physical forces such as gravity and touch for industrial engineering, military, and academic research applications. CGS customers include Fortune 500/Global 500 corporations, government agencies, and universities in the U.S., Europe, Asia, Middle East and South America.

Established in 1990, the CyberGlove® Systems family of products remains the most trusted and widely used data glove solution today with the very best customer support.

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