

**What is haptics?** Haptic technology, or haptics, is a tactile feedback technology that takes advantage of the sense of touch by applying forces, vibrations, or motions to the user. This mechanical stimulation can be used to assist in the manipulation of virtual objects in a computer simulation, to control such virtual objects, and to enhance the remote control of machines and devices. It has been described as "doing for the sense of touch what computer graphics does for vision". Haptic devices may incorporate tactile sensors that measure forces exerted by the user on the interface.

Haptics are gaining widespread acceptance as a key part of virtual reality systems, adding the sense of touch to previously visual-only solutions. Most of these solutions use stylus-based haptic rendering, where the user to interacts with the virtual world via a tool or stylus, providing a form of interaction immersion that is computationally realistic on today's hardware. Systems are being developed to use haptic interfaces for 3D modeling and design that are intended to give artists a virtual experience of real interactive modeling.

<http://www.anarkik3d.co.uk/haptics>