



MAJOR PROJECT: HAPTIC FEEDBACK AND MUSIC.

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FEELING THE MUSIC

- My project will push the boundaries of experiencing music.
- I will be composing music specifically for feeling through haptic vests.
- I plan to show a different side of music, one that you can feel.

THE HAPTICS:

- B-haptics: TactSuit X40/X16: 499/299.
- Teslasuit: 12999 academic bundle.
- Woojer vest: £375.
- Subpac X1 bass system: £699
- Synesthesia suit: £N/a

TACTSUIT X

- \$499 – not the most expensive but still pricey. Just the price of the vest
- 40 haptic motors, allows a large range of specific details.
- Available haptics for arms, face and legs. All sold separately
- Main target audience for this equipment is gamers, both VR and console users.
- The equipment supports audio to haptic feedback for music and movies.

TESLASUIT

- Very expensive and not available for consumer purchase.
- Full body suit includes haptics, biometrics and motion cap.
- 80 electro stimulation channels in the whole suit. 10 motion cap sensors.
Custom made sizes.
- Comparable software intergration with unreal engine 4 and funity 3d. Custom haptic editing software.
- Target audiences are for VR training, exercise and rehabilitation.

WOOJER VEST

- £375 puts it at the cheaper end and more accessible.
- The vest has 6 oscillators to simulate stereo and directional feedback.
- Can be used both with games, VR and music.
- They aim this product at gamers and music makers. Primarily focused on the enhanced listening to music.

SUBPAC

- Expensive wearable bass system. Just designed and marketed as a bass system.
- 3 types of feedback, on skin vibrators, interoception detects muscle movements and bone conduction to let you hear the bass and not just feel it.
- Created to transform our connection to music and sound. Focused on creating, listening to and experiencing music.

SYNESTHESIA SUIT

- Not available for purchase currently. Expecting it to be on the more expensive side as it is showing a full body suit.
- 26 haptic actuators across the body, and led zones.
- Perceptual idea and market. Stimulation of one sense triggers a sensation in a different sense, including all 5 senses. “Hear the colours. See the sounds”
- Developed for the VR game ‘Rez Infinite’ Primarily focused on VR gaming and experiences.