Tutorial 2: Exploring the bHaptics SDK: From Haptic Design to Unity Integration

Organizer(s): Kiuk Gwak (bHaptics Inc.)

Participants will leave this tutorial with the ability to:

- Understand the various types of haptic feedback that bHaptics devices can deliver.
- Learn how to design haptic feedback using the bHaptics Designer software.
- Explore how this haptic feedback can be integrated into applications using the bHaptics SDK for Unity and other platforms.

This tutorial will be divided into three sessions, each lasting one hour:

- **Introduction and Haptic Design:** An overview of bHaptics hardware and software, along with practical use of the bHaptics Designer software to create haptic feedback.
- **bHaptics SDK for Unity and Other Languages:** Exploring SDK integration for Unity and other development environments.
- **Hands-On Exercises:** Participants will apply their learning using the bHaptics Designer software and bHaptics Developer Portal. Several laptops equipped with bHaptics devices will be provided, though participants are encouraged to bring their own Windows laptops.

Tutorial Website: https://www.bhaptics.com/support/developers/?type=sdk