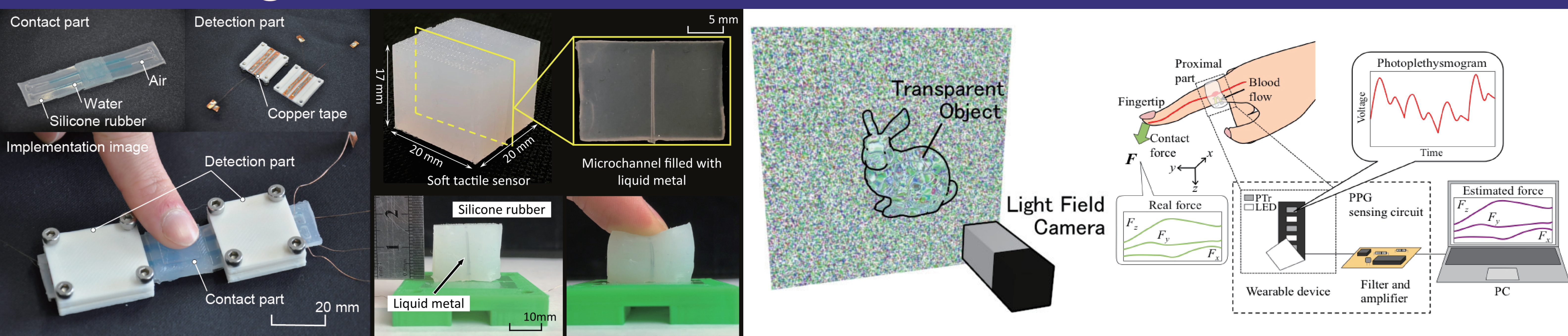


Oshiro Laboratory BioImaging Group

Bio-sensing



Soft Tactile Sensor

Liquid Metal Tactile Sensor

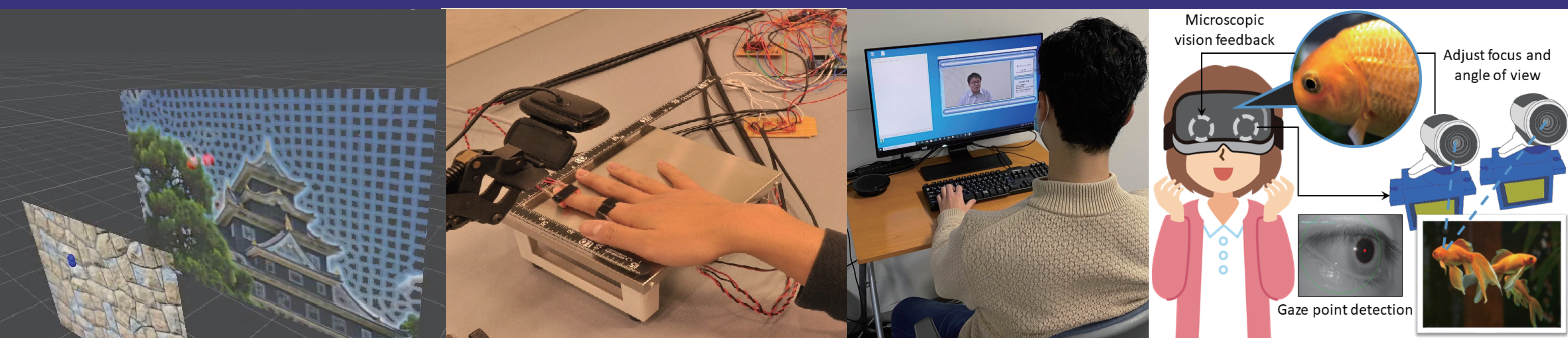
Surface Estimation

Blood Circulation Force Sensor

We are developing new measurement systems by considering measurement principles and device structures. Specifically, we are developing a method to measure eye gaze based on human visual mechanisms and optics, and a new human interface based on pulse wave measurement.

In addition, we are also working on sensory research for robots as well as human senses.

VR/AR/HCI



X-Ray VR Vision

Thermal Haptic Display

Meeting Assist System

Gaze-driven Microscope

The advancement of VR/AR technology involves the development of technologies for acquiring sensory information and transmitting information to the senses. We have been developing VR/AR technology for visual and tactile senses in particular. In addition, we have been developing computer systems to support human behavior.

Simulation



Biophysical Simulation

Shadow Simulation

Combustion Simulation

Bubble Simulation

Simulation technology is indispensable for improving the reality of VR technology and estimating system behavior in advance. Our laboratory develops simulation technologies based on modeling of real physical phenomena, aiming to reproduce “actual” phenomena in computers.

Other Projects



Softmatter Computer

Self-healing Polymer

Edible Sensor

Osaka University, School / Graduate School of Engineering Science



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