

A virtual reality system and method for providing synchronous tactile feedback for user interaction

The invention relates to a system and a method for providing a synchronous tactile feedback in a virtual reality system. The method includes detecting a collision between a first avatar of a first user and a second avatar of a second user in a virtual space. The collision is detected based on an interaction of a plurality of interface points of the first avatar and the second avatar in the virtual space. Further, the method includes computing a degree of force based on the collision. Furthermore, the method includes generating a tactile feedback to a plurality of actuators worn by the first user and the second user based on the degree of force.

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