

Intelligent bionic hand adopts core technologies such as non-invasive myoelectric nerve signal sensor array, artificial intelligence pattern recognition algorithm, and new human-computer interaction technology . The bionic hand is precisely constructed with more than 280 components, and it houses five ultra-micro motors that are capable of independent control of each finger's movement. The sensor can accurately detect the user's gesture intentions, providing active and natural switching and allowing for precision manipulation by simulating the human hand. Research & design in Canada.

Produce by P&O.

Design And Functional Features













Technical Advantages

Core Technical Advantages: "Sense, Know, and Interact"

Sense: bioelectrical sensing, which means recognizing the user's intentions through EMG and EEG sensors;

Know: cognition, which means through the analysis of AI intelligent algorithms, making judgments and send control commands;

Interact: Human-computer interaction, the control command is transmitted to the equipment terminal, and then action is taken. It is completely and uniquely finished by the user through sensory and cognitive training.

Machine: Intelligent Bionic Hand has more than 50 molds including more than 280 parts, which are all independently developed.



The grips can be expanded as needed

Adjusted by the APP

Independent finger movement



Basic Movements













Fist

To grasp long items such as tooth-brush, knife, fork and handle.



Mouse

To control mouse via single click or long press.



Key

To grasp thin items such as keys, spoons, dinner plates, cards and newspapers, zippers, shoelaces, etc.



Point

To enter on keyboards, press remote control buttons, doorbells and other light items.



Palm

To take trays, bowls, tennis balls and other items.



Salute

To salute, get dressed, and insert hands into pockets.



Lift

To pick items with handles such as suitcases.



Chopstick

To pick up all kinds of food by using together with chopsticks.



Buckle

To grasp and control hair dryers, spray bottles and other items with handles and switch buttons.



Grasp

To grasp cylindrical and spherical objects such as beverage bottles, water glasses, apples, tennis balls and table tennis balls.



Tripod-To

To pick up books, napkins and other thin objects placed on a flat surface.



Tripod-ITC

To pick up rough objects placed on a flat surface such as building blocks.



Dowo

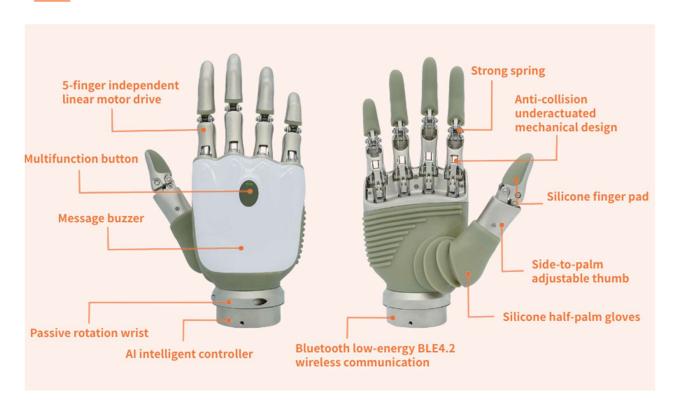
To take handbags such as briefcases, schoolbags and shopping bags.



Column

To push heavy objects such as doors and windows, and to enter on keyboards, press buttons, etc.

Product Structure



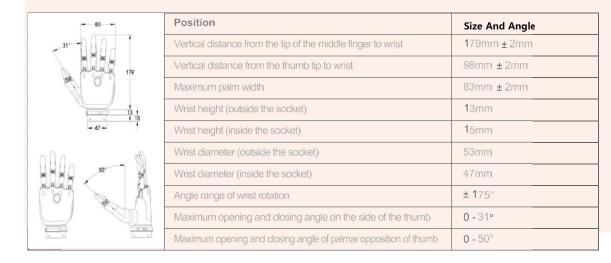
ABOVE ELBOW BIONIC HAND WITH ELECTRONIC ELBOW



SHOULDER DISARTICULATION BIONIC HAND WITH ELECTRONIC ELBOW



Size



Strength

Position	Parameter
Fastest time from full finger open to full closed	1,0s
Fastest time from full finger closed to full open	1,0s
Maximum active thrust of the tip of index finger	≥ 0.45kgf
Maximum active thrust of the thumb tip	≥ 1.1kgf
Maximum active pinch force two/three fingertips	≥ 1.1kgf
Maximum weight lifting (hold)	30kg
Maximum static load of single-finger (hold)	6kg
Maximum static load of single-finger (outstretch)	5kg

Weight

Position	Parameter
Weight (including passive rotation wrist)	490g ± 20g

Charge

Position	Parameter
Input voltage	DC6.5V - DC8.4V
Quiescent current	0.15A (@7.2V)
Dynamic current maximum	6.00A (@7.2V)

Design In Vancouver DC Canada

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