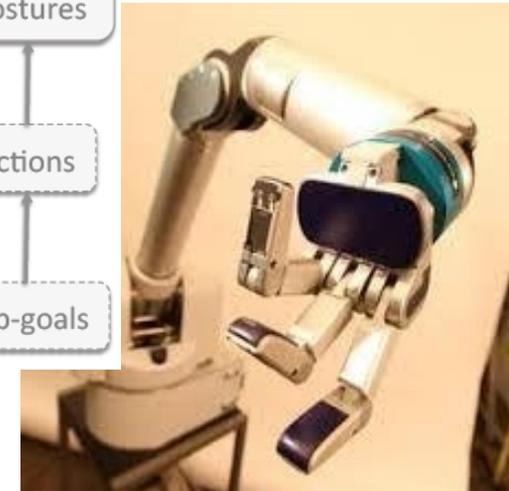
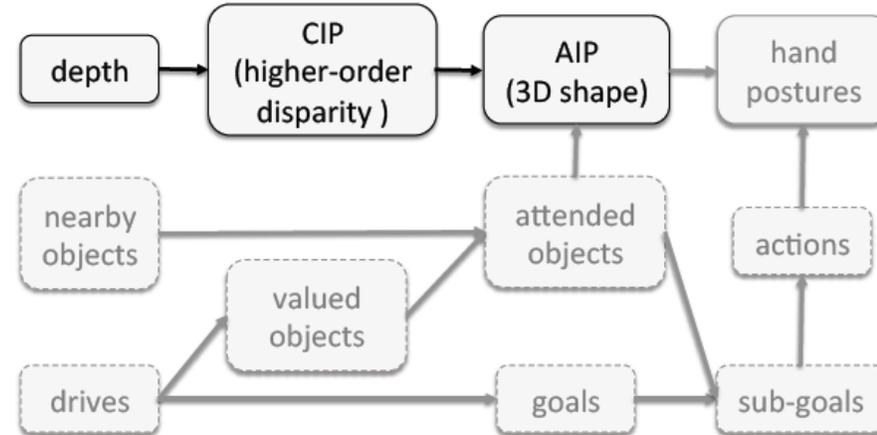
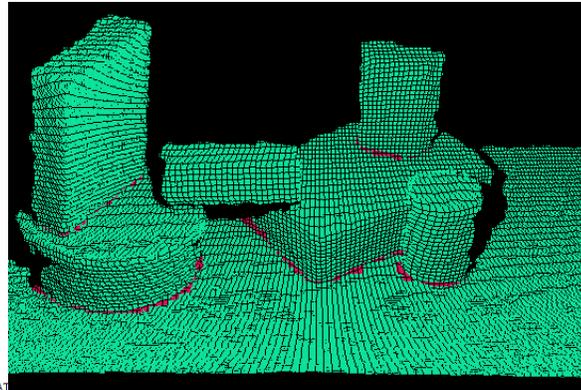
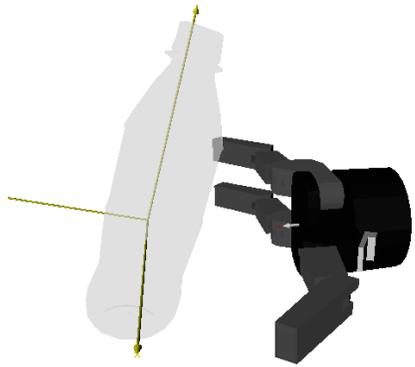
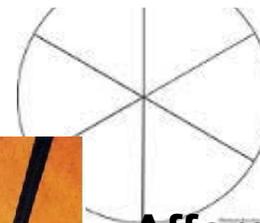
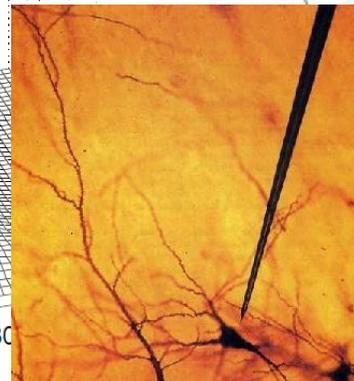
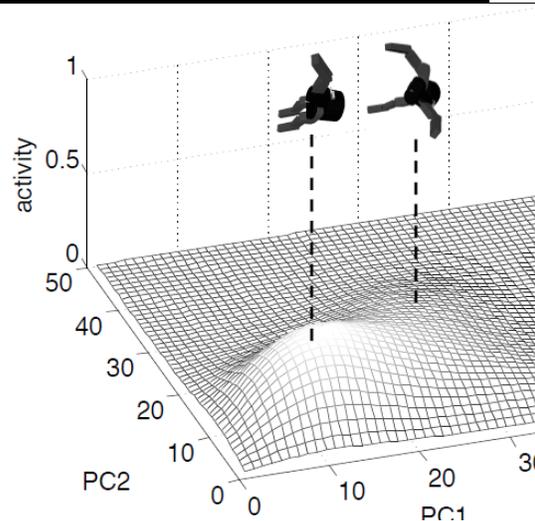
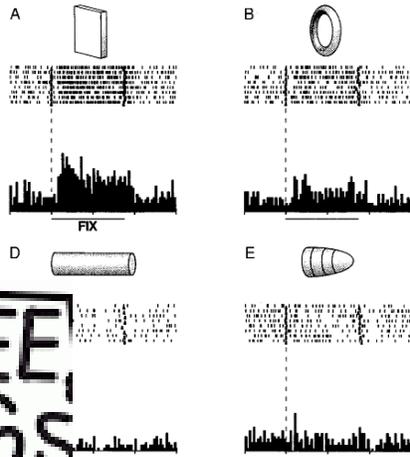


Modelling primate control of grasping for robotics applications

Ashley Kleinhans, Serge Thill, Benjamin Rosman, Renaud Detry, Bryan Tripp



OBJECT AND GRIP REPRESENTATION



- Affordances in the brain
- 3D object modelling in the brain
- Neural Engineering Framework
- Holographic Reduced Representations

FREE HUGS