

ANNOTATION

In recent years, the number of human-led research projects has increased rapidly in academic and industrial applications. However, the complexity of the person requires a careful analysis of the limited space before offering any application, given the large number of degrees of freedom. The purpose of this document is to simulate the shape and functionality of human hands, such as the development of portable devices, such as prostheses, robotic arms and exoskeletons, as a precursor to the dynamic characteristics of kinematic and human fingers.