













6. D. DiFilippo and D. K. Pai. Contact interaction with integrated audio and haptics. In *Proceedings of the International Conference on Auditory Display, ICAD*, 2000.
7. D.E. DiFranco, G. Lee Beauregard, and M.A. Srinivasan. The effect of auditory cues on the haptic perception of stiffness in virtual environments. *Proceedings of the ASME Dynamic Systems and Control Division.*, 1997.
8. P. Dupont, V. Hayward, B. Armstrong, and F. Altpeter. Single state elastoplastic friction models. *IEEE Transactions on Automatic Control*, 47(5):787–792, 2002.
9. X. Fu and D. Li. Haptic shoes: representing information by vibration. In *Proceedings of the 2005 Asia-Pacific symposium on Information visualisation*, pages 47–50, 2005.
10. B. L. Giordano, S. Mcadams, Y. Visell, J. Cooperstock, H. Y. Yao, and V. Hayward. Non-visual identification of walking grounds. *Journal of the Acoustical Society of America*, 123(5):3412–3412, 2008.
11. V. Hayward and K. E. MacLean. Do it yourself haptics, part-i. *IEEE Robotics and Automation Magazine*, 14(4):88–104, 2007.
12. K. H. Hunt and F. R. E. Crossley. Coefficient of restitution interpreted as damping in vibroimpact. *ASME Journal of Applied Mechanics*, 42(2):440–445, 1975.
13. H. Iwata, H. Yano, and H. Tomioka. Powered shoes. In *ACM SIGGRAPH 2006 Emerging technologies*, page 28, 2006.
14. V. Jousmaki and R. Hari. Parchment-skin illusion: sound-biased touch. *Current Biology*, 8(6):R190–R191, 1998.
15. S.J. Lederman. Auditory texture perception. *Perception*, 1979.
16. M. Magana and R. Velazquez. On-shoe tactile display. In *IEEE International Workshop on Haptic Audio visual Environments and Games (HAVE 2008)*, pages 114–119, 2008.
17. D.K. Pai, K. Doel, D.L. James, J. Lang, J.E. Lloyd, J.L. Richmond, and S.H. Yau. Scanning physical interaction behavior of 3d objects. In *Proceedings of the 28th annual conference on Computer graphics and interactive techniques*, pages 87–96, 2001.
18. S. Serafin R. Nordahl and L. Turchet. Sound synthesis and evaluation of interactive footsteps for virtual reality applications. In *Proc. IEEE VR 2010*, 2010.
19. C. Ramstein and V. Hayward. The pantograph: A large workspace haptic device for a multi-modal human-computer interaction. In *Proceedings of the SIGCHI conference on Human factors in computing systems, CHI'04, ACM/SIGCHI Companion-4/94*, pages 57–58, 1994.
20. H. Schmidt, S. Hesse, R. Bernhardt, and J. Krüger. Hapticwalker—a novel haptic foot device. *ACM Transactions on Applied Perception*, 2(2):166–180, 2005.
21. S. Shimojo and L. Shams. Sensory modalities are not separate modalities: plasticity and interactions. *Current Opinion in Neurobiology*, 11(4):505–509, 2001.
22. J. Sreng, F. Bergez, J. Legarrec, A. Lécuyer, and C. Andriot. Using an event-based approach to improve the multimodal rendering of 6dof virtual contact. In *Proceedings of ACM Symposium on Virtual Reality Software and Technology (ACM VRST)*, pages 173–179, 2007.
23. Y. Visell, A. Law, and J. R. Cooperstock. Touch is everywhere: Floor surfaces as ambient haptic interfaces. *IEEE Transactions on Haptics*, 2:148–159, 2009.