

9. The method as in claim 8, wherein the amplitude modulation produces substantially different haptic feedback than the haptic feedback produced by step iv.
10. A process for creating haptic feedback, comprising:
identifying the range of the receptors in a perceiving member to create substantially uniformly perceivable feedback, wherein the perceiving member is part of the human body;
selecting at least one vibration frequency that is in the range of the receptors in the perceiving member; and
dynamically altering the at least one vibration frequency to create substantially uniformly perceivable feedback throughout the receiving member.
11. The process as in claim 10, wherein the step of dynamically altering the at least one vibration frequency occurs in a mid-air haptic feedback system.
12. The process as in claim 11, wherein the step of dynamically altering the at least one vibration frequency comprises multiplexing a plurality of frequencies.
13. The process as in claim 11, wherein the perceiving member is a human hand.
14. The process as in claim 13, wherein the step of dynamically altering the at least one vibration frequency comprises adjusting the at least one vibration frequency to target a specific portion of the human hand.
15. The process as in claim 14, where the step of adjusting the at least one vibration frequency comprises a vibration of about 100 Hz to target the palm of the human hand and a vibration of about 200 Hz to target the fingertips of the human hand.
16. A method comprising: