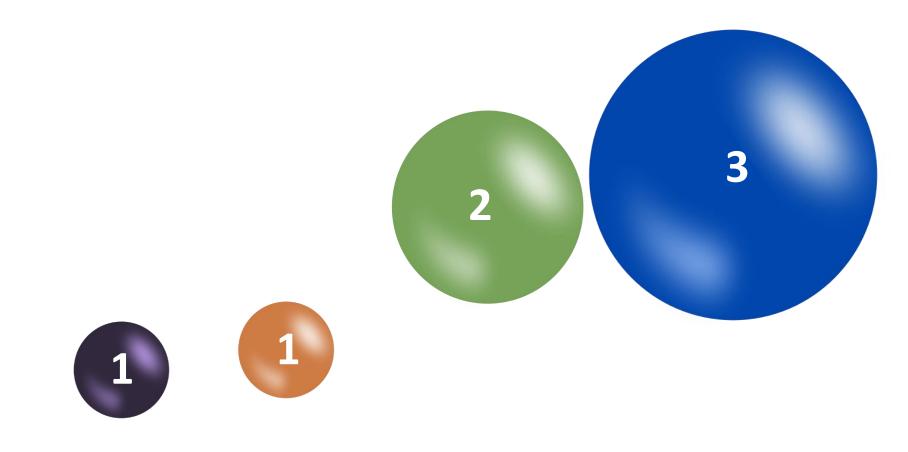
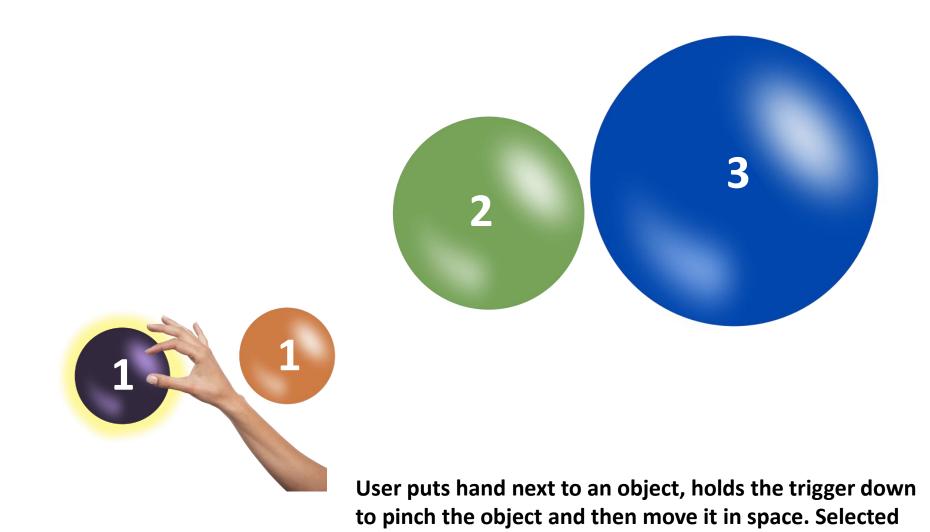
# **User enters a space and finds:**

4 spheres with a number representing their relative size



### **User moves objects:**

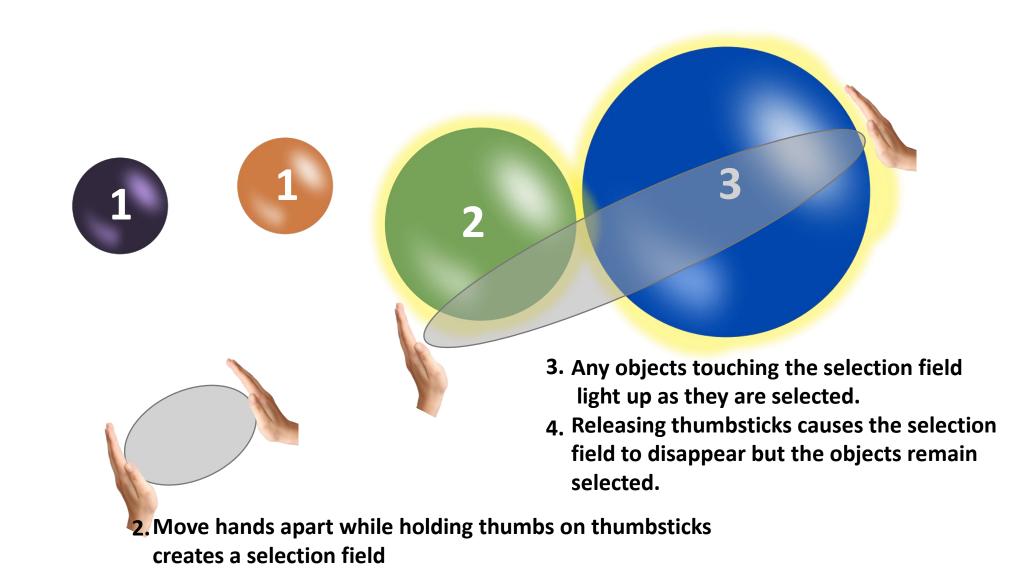
Use trigger to select objects and move them; selected objects glow.



objects glow to indicate selection.

### **User selects multiple objects:**

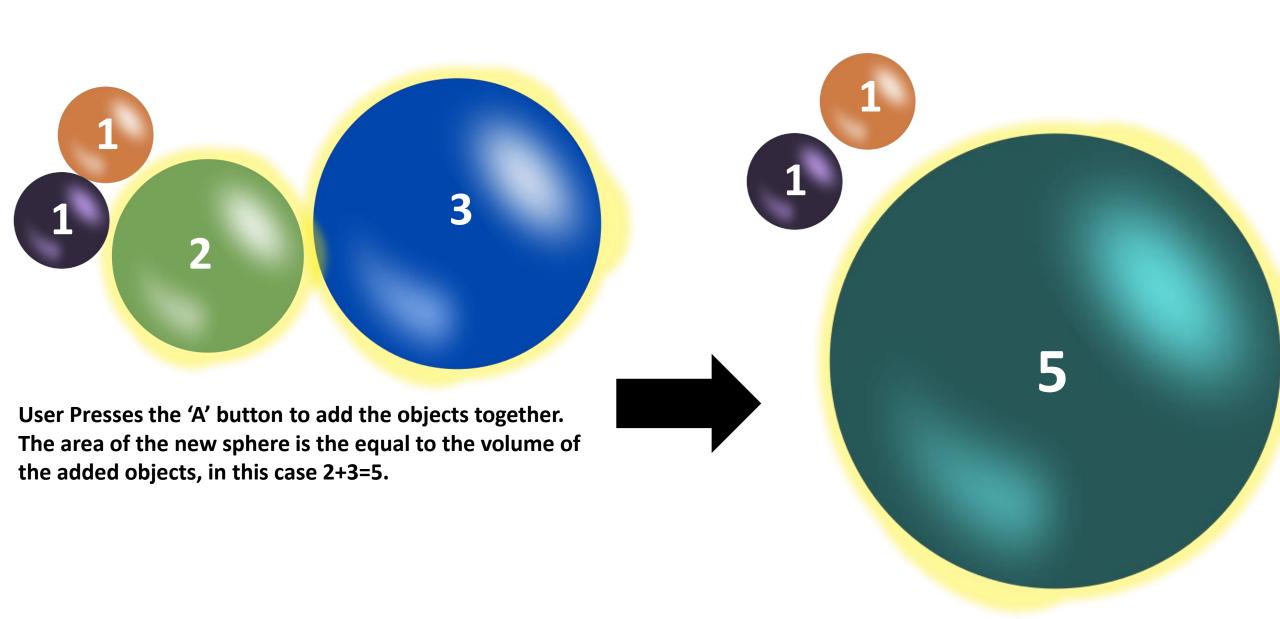
Thumbsticks used to create a field, anything touching the field is selected.



1. Hands together + thumbs on thumbsticks

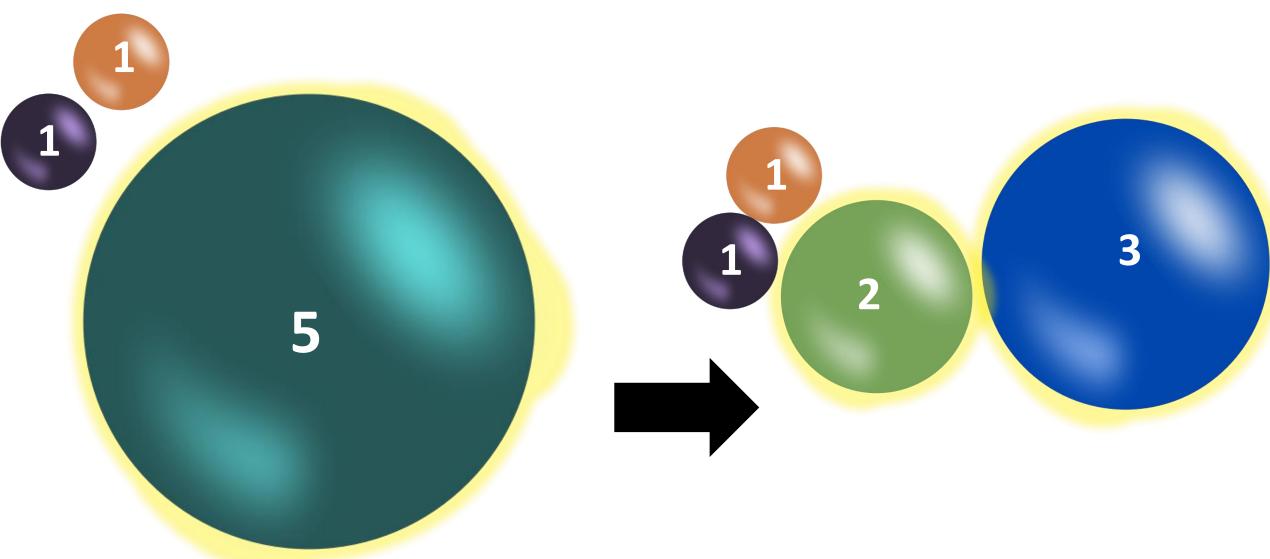
## **User combines objects:**

'A' button adds objects together.



# **User breaks down objects:**

'X' button separates objects into its components.



User Presses the 'X' button
On a selected object to break the object back into its components.