Gestures could include 3-D shape & motion

- Palm Graffiti: left-to-right is U, right-to-left is V

- Historical mystic symbols are 2-D & direction doesn't matter

- Segments drawn with trigger, curves with thumb button

- Large symbols are valuable in game, so player equipped with 2m staff

3-D Drawing, 2-D Templates

- Uses endpoints of segments & arcs and center of circles

- Heuristic used to find plane of drawn symbol (THREE.js doesn't have general matrix math library)

- Center & size of drawn symbol found

- Each template positioned, rotated & scaled to match for comparison