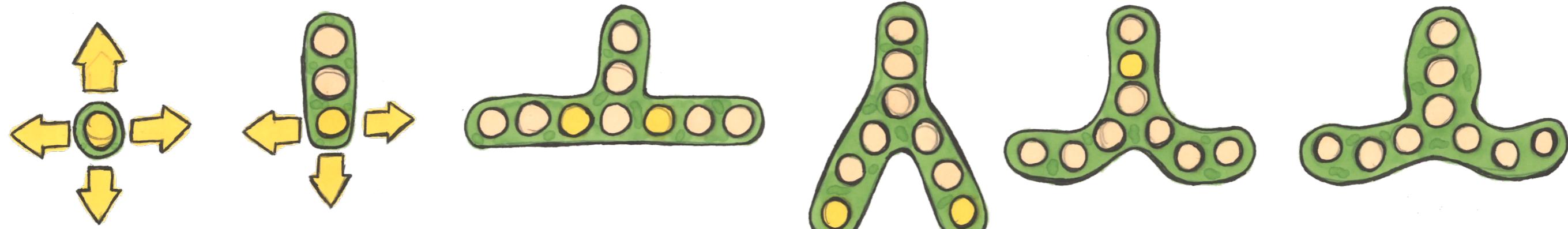
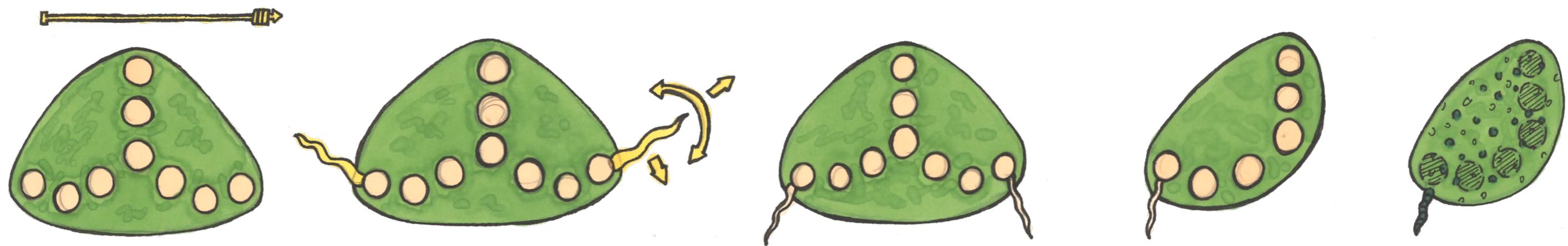


1.) core/“spine”    2.) extendable “spine”    3.)    4.) movable “spine”    5.)    6.) scrolling/scaling



7.) weight-slider: fills in gaps    8.) manipulable parts    9.)    10.) optional asymmetry    11.)



12.) examples

