

## IHoldableObject

+ Object

- + OnHeldInfrontOfFace()
- + OnPutAway()
- + OnStartedMoveInfrontOfFace()
- + OnStartedMoveAwayFromFace()
- + PositionObjectInHand()
- + OnGrabed()
- + OnDropped()
- + IsInterestedInInteractable  
Objects()
- + SetInteractedObject()