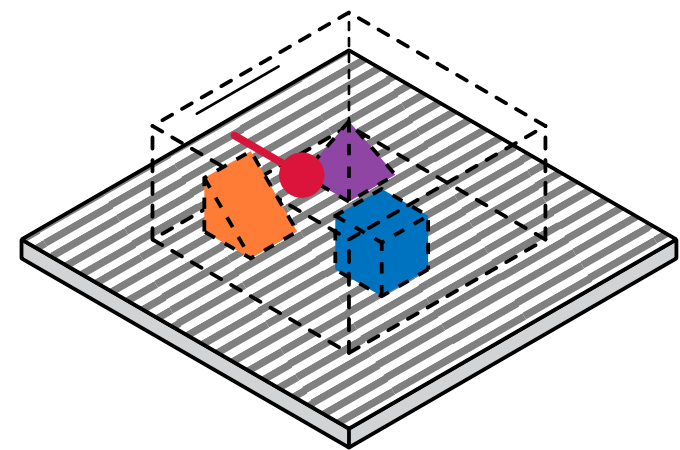
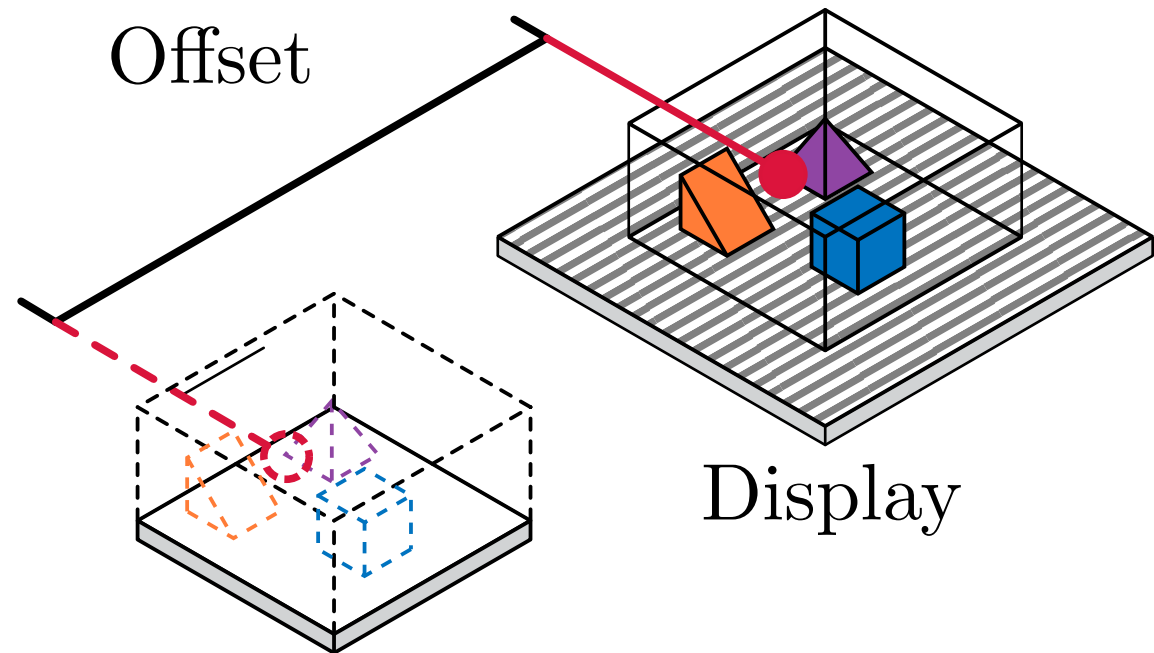


# Direct Interaction



Interactive Display

# Offset Interaction



Offset

Display

Interaction Zone