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|  | Extending desktop with a swipe gesture |
|  | Extending desktop with two pointing gestures |
|  | Grabbing photo from phone and releasing in powerpoint on laptop |
|  | Moving one app by selecting one of two side by side app with hold on the laptop and using a grab and release gesture to move to a tablet (and grab and release gesture of app back to the laptop) |
|  | Split the UI of Photoshop into three components and move the toolbar to the phone using a continuous gesture (hold to select, fold fingers to split, pinch two finger to select subcomponent, release on phone to move) |
|  | Use a grab and hold/distance modifier to select the toolbar of an app on the laptop and a release gesture to place it on the phone |
|  | [this demo did not suggest any gesture, originally it was to help generate gestures but it did not quite work] - just the ability to use phone as a mini map to navigate view on laptop |
|  | clap hands to trigger alt+tab, and snap fingers to trigger screenshot to insert a screenshot into a powerpoint |
|  | grab and release gesture to move sound output to different devices (laptop, speaker, headphones) |
|  | Hold to open a menu to transfer the keyboard input to display on the tablet |
|  | scale (two hands then one hand then one finger) VS distance (same gesture getting closer to device) |
|  | discrete sequence (different gestures to indicate different actions -- snap fingers/grab) vs continuous sequence (one gesture that can be articulated into subones -- folding fingers then pinching) vs distance (same gesture getting closer to device) |
|  | distance (same gesture getting closer to device) vs time (wait a certain time to execute next step) vs other modality (use gesture + voice or keyboard key) |