Asymetric Teleoperation

# Block Chart of Physical Telepresense System for inForm

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UserA — UserA's body and Face → Camera — Image Data → Computer

UserA — UserA's hand and object → Kinect — Depth Data / Image Data → Computer

Computer — Data → Computer

Computer — Image Data → Display — UserA's body and Face → UserB

Computer — Depth Data → ShapeDisplay — UserA's hand and object → UserB

Projector — Projection → ShapeDisplay

Computer — Image Data → Projector

UserB — UserB's hand and object → Camera — Image Data → Computer

Computer — Image Data → Display — UserB's hand and object → UserA