

Hand-centered Object Manipulation Extending Ray-casting (HOMER) .Uses raycasting for selection and moves virtual hand to object. Uses a linear mapping based on the position of the user's hand at the time of selection to control distance.

#### Usage Directions:

Look at the object u want to grab. Note the ray will be green for manipulable objects.

Press the touchpad to grab the object. The virtual hands moves to object position. Look around to change the relative position of the object. Swipe forward or backward to push the object away or closer.

Press the back button to release the object. The virtual hand will be back to its original position for object selection.