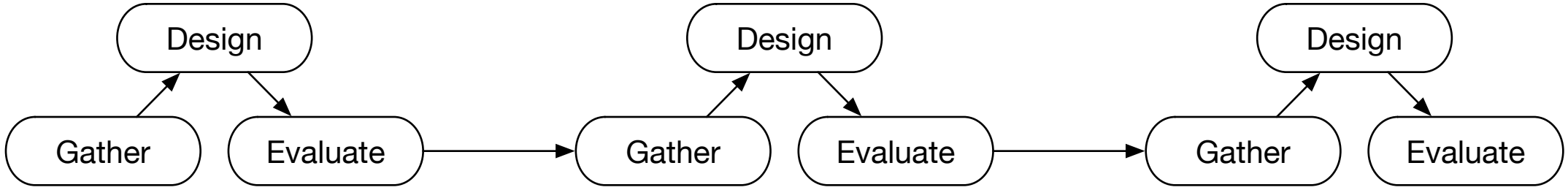
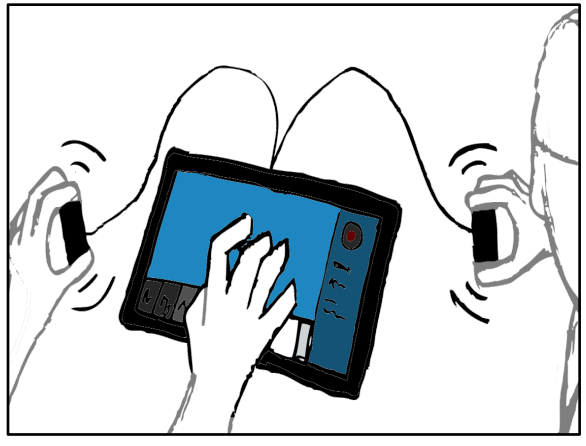
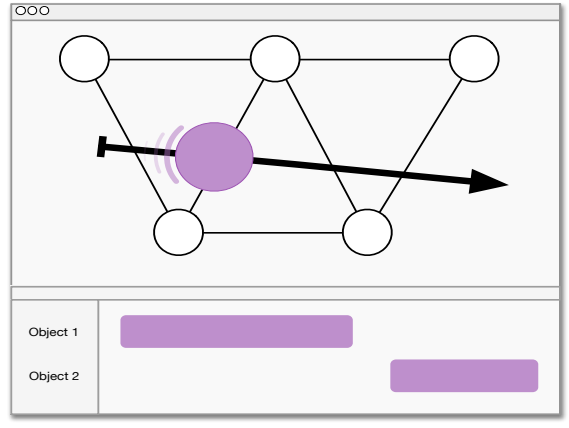
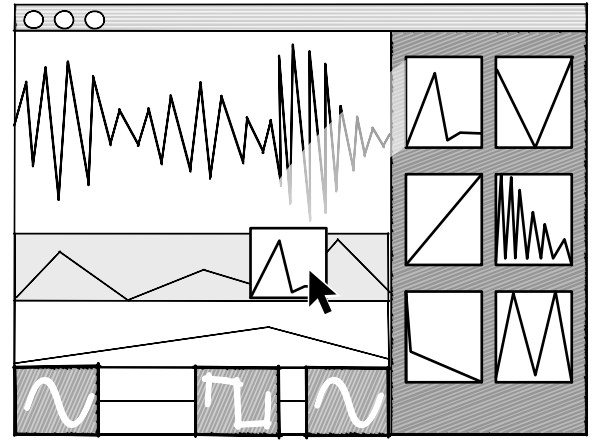




Haptic Instrument



Tactile Animation



Example-based Design

Who	Haptic Designer-Proxies *(researchers with some haptics experience)*	Animators *(visual designers who would be haptic designers)*	End-users *(people with and without basic media editor experience)*
What	Dual Haptuators	Spatial Vibrotactile Pad	Phone-mounted Haptuator
How	Real-time, collaborative parameter control	Direct space/time manipulation of animation object	Example-based interaction techniques, morphing