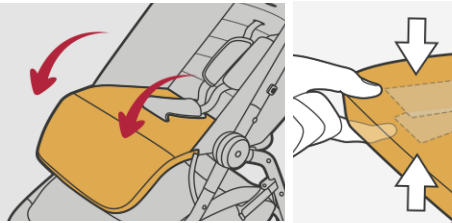
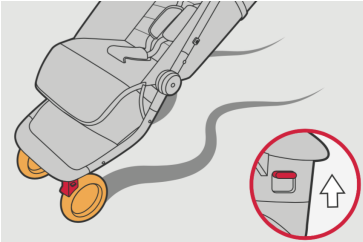
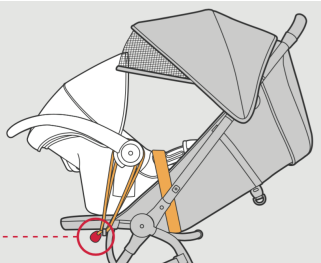
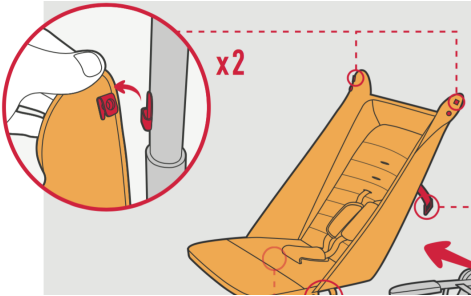
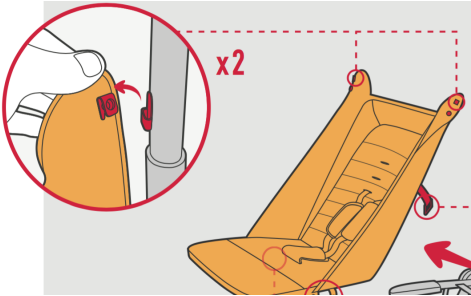
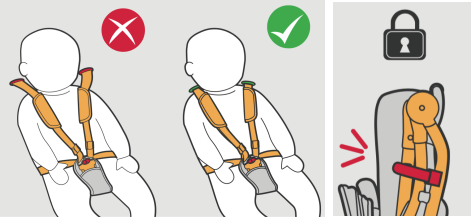
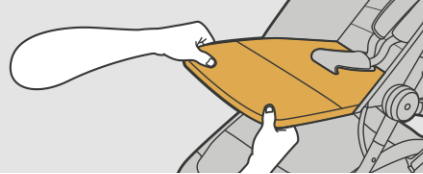
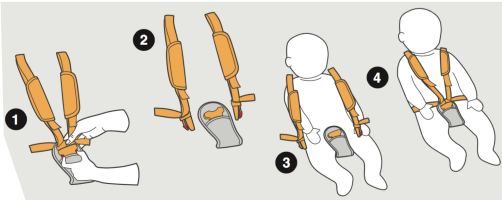
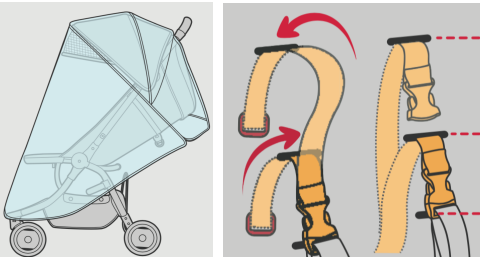


Technique	Example	Intention
Arrow		To show the movement of action or to call for attention. Arrows can be curved and colored. Double-headed arrows can be used to indicate
Path		To show the trail of object movement.
Highlight		To address attention via shapes (such as the red circle here to highlight a hook) and colors (such as orange here to highlight the belt).
Call-out		To present a detailed view while preserving the context.
Text annotation		To provide explanation, such as numbers of similar parts (e.g., "x2") or repeats actions.
Icon		As warnings (e.g., the red cross here as "incorrect" or the green checkmark as "correct"), sound (e.g., the red lines as a click), or other meaning (e.g., "locked").
Hand(s) or tool		To indicate how and where to operate the object with hands or additional tools.
Number		To demonstrate the sequence or ordering of a series of actions.
Overlay or ghost view		To provide the relative spatial relations or to see through the object(s).