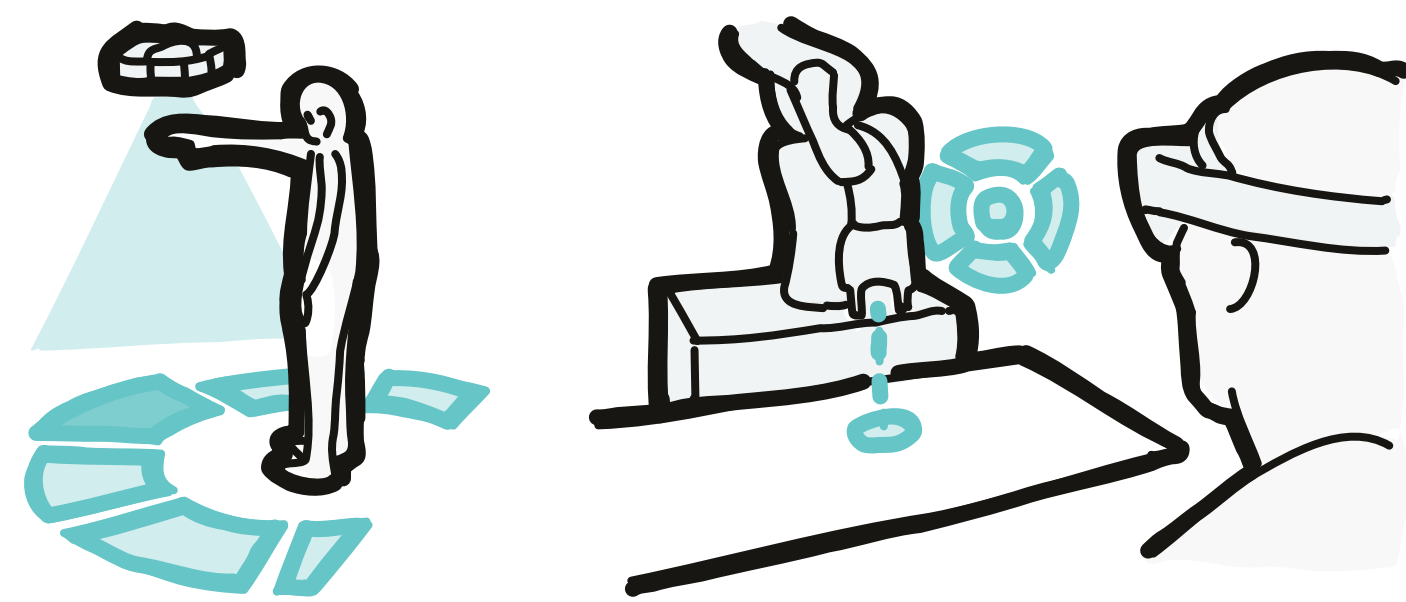


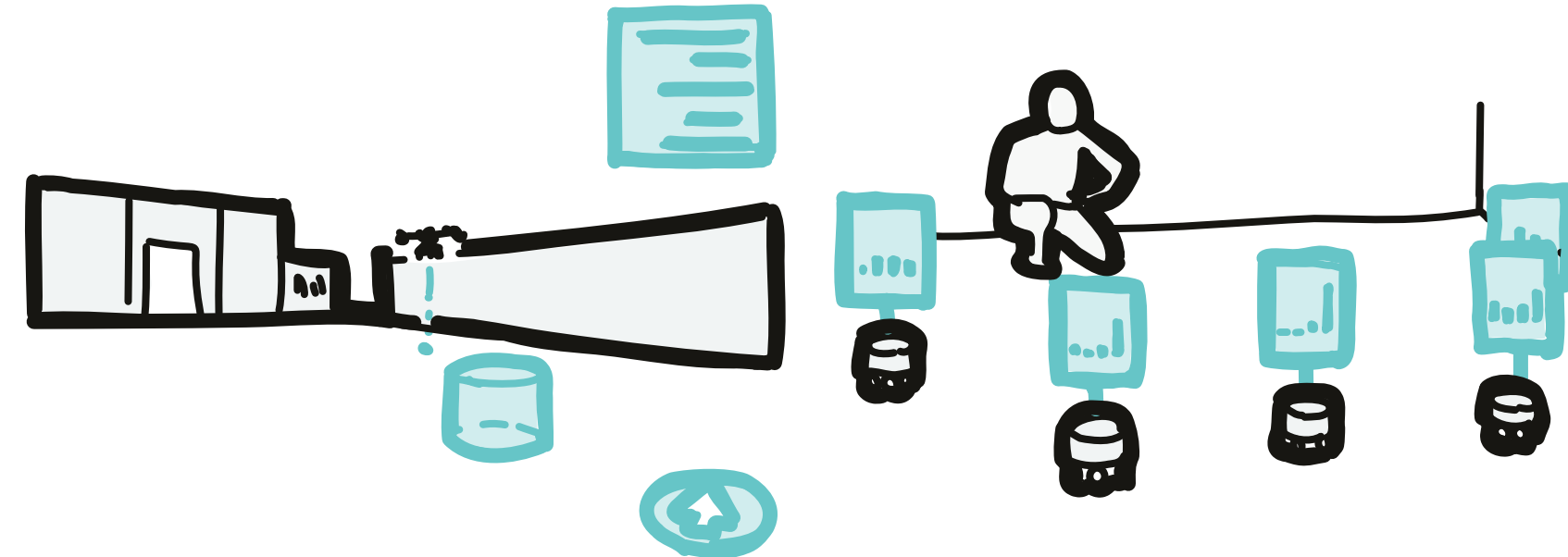
## Menus

[31, 49, 77, 81, 106]



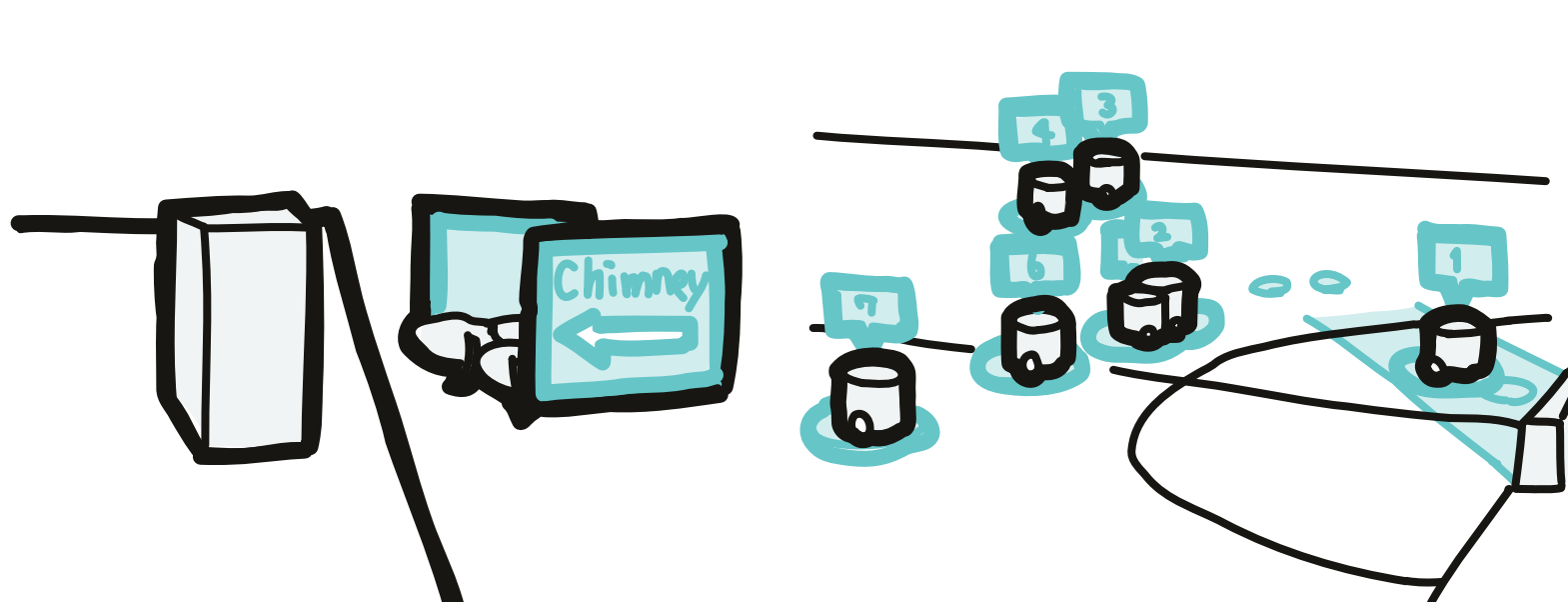
## Information Panel

[31, 49, 77, 81, 106]



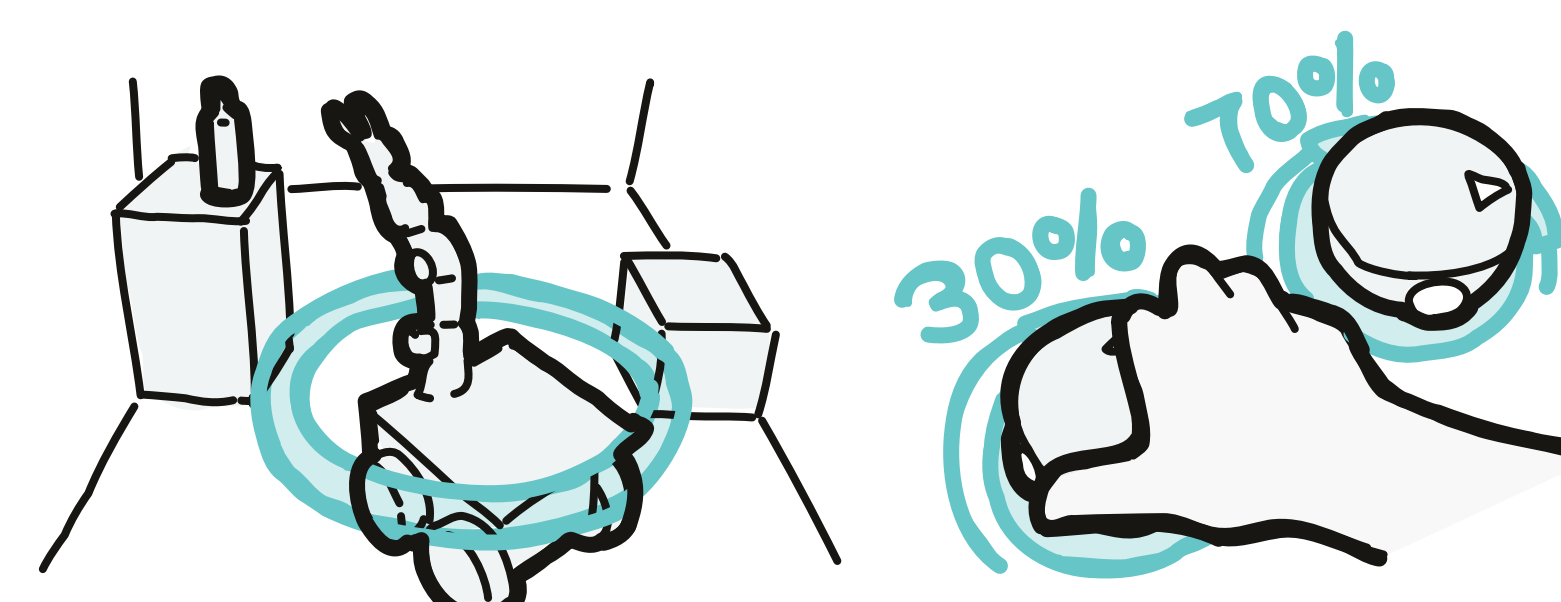
## Labels and Annotations

[31, 49, 77, 81, 106]



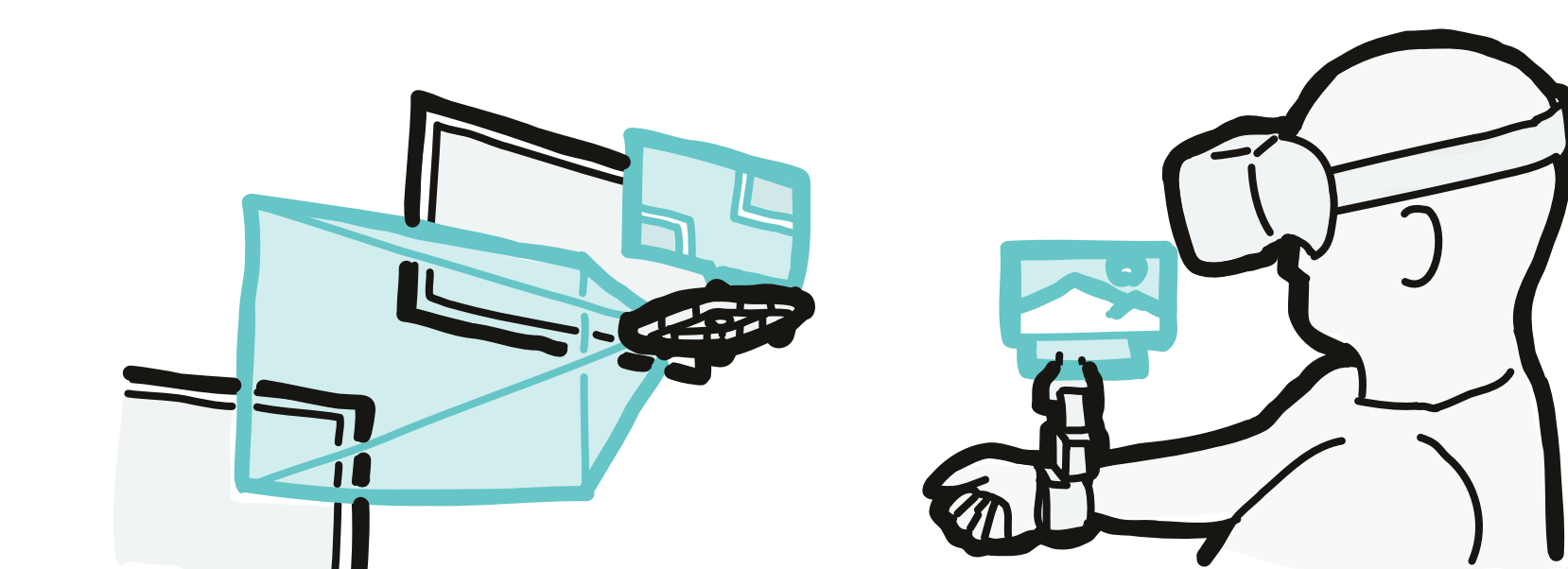
## Controls and Handles

[31, 49, 77, 81, 106]



## Monitors and Displays

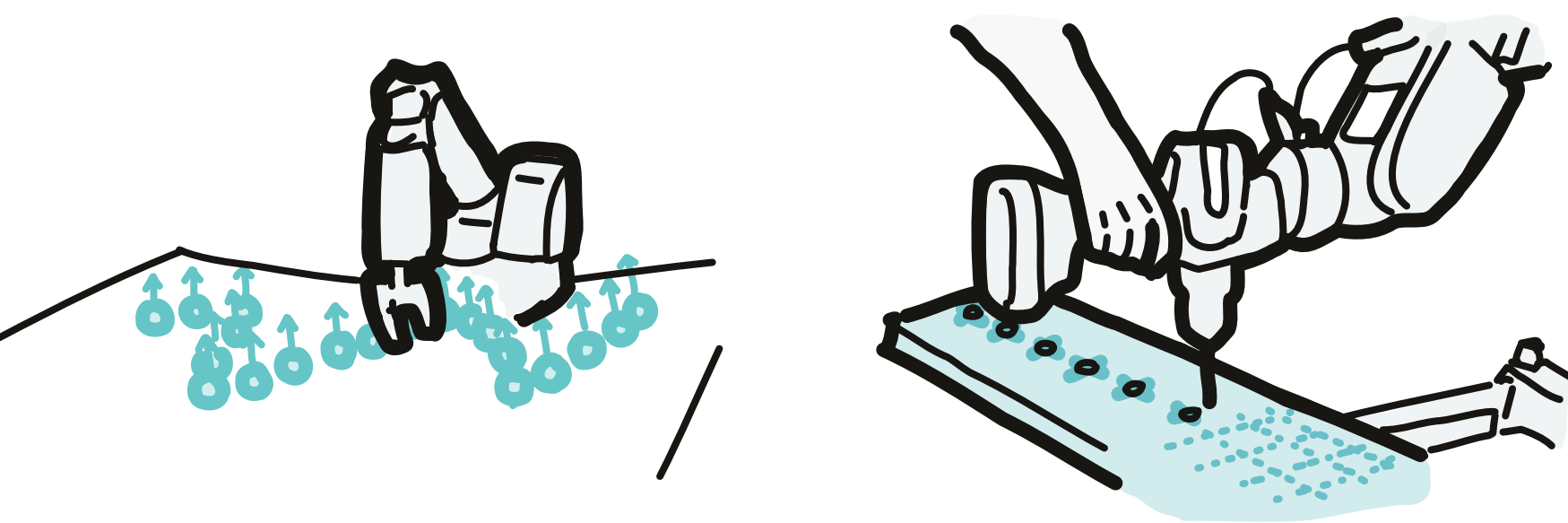
[31, 49, 77, 81, 106]



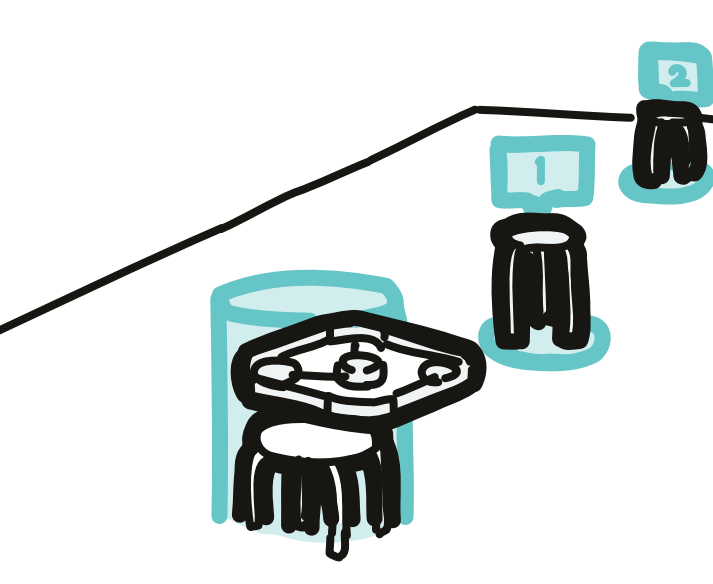
## Points and Locations

[31, 49, 77, 81, 106]

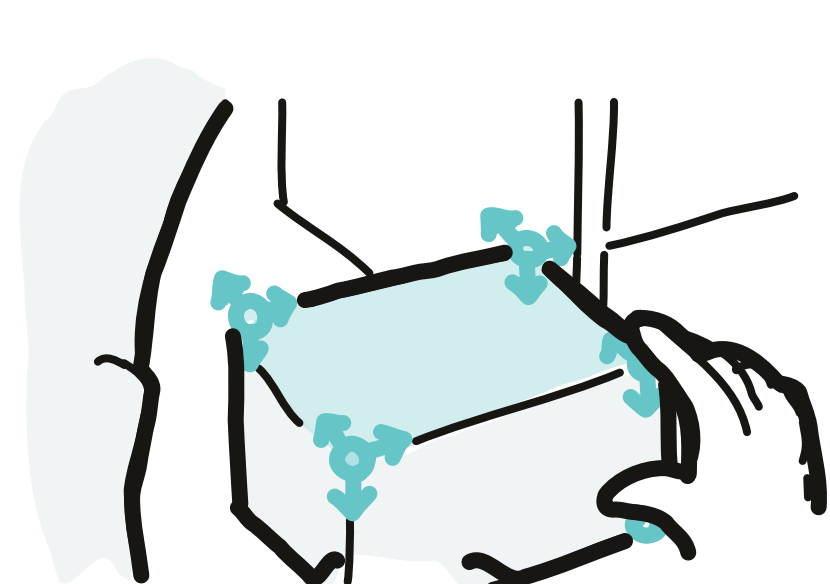
Point References



Landmarks



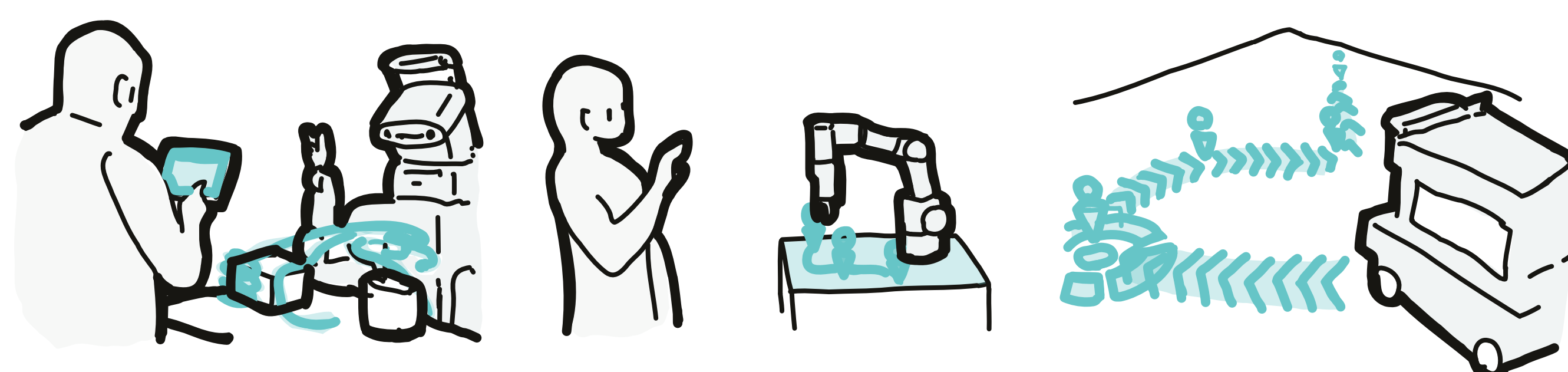
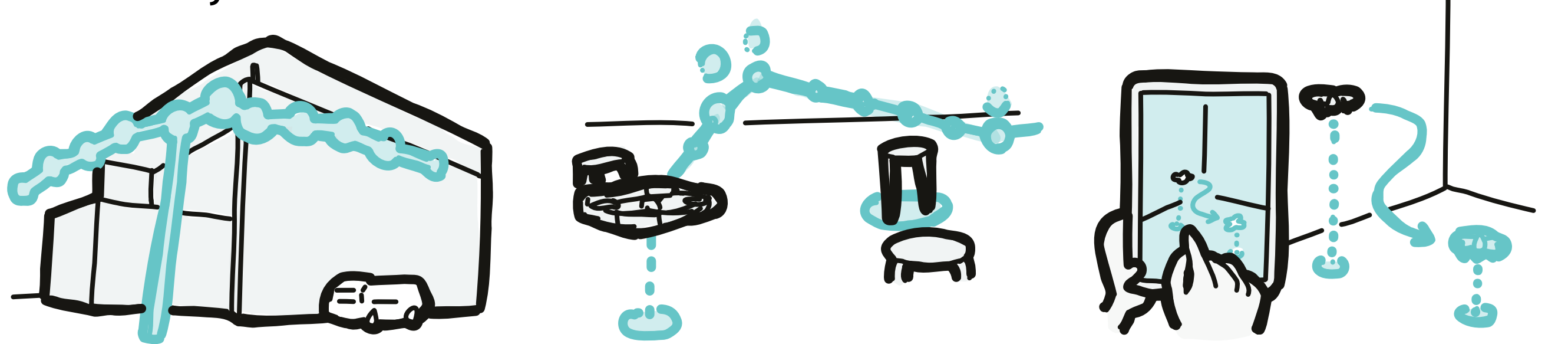
Control and Anchor Points



## Paths and Trajectories

[31, 49, 77, 81, 106]

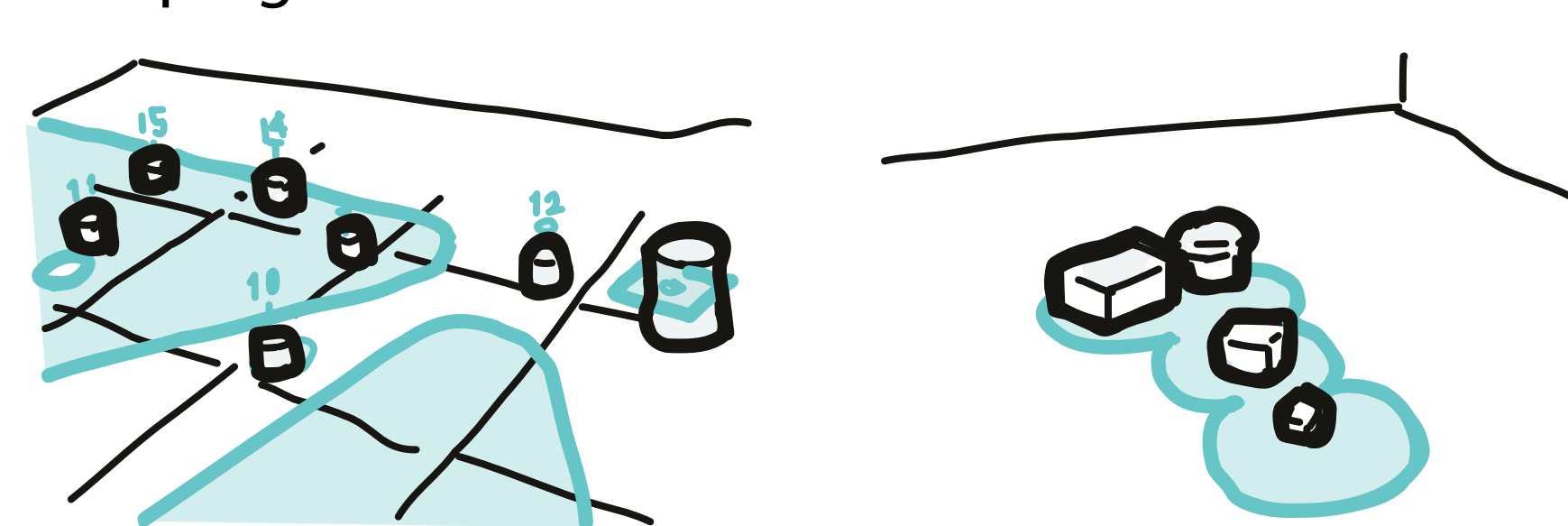
Simulated Trajectories



## Areas and Boundaries

[31, 49, 77, 81, 106]

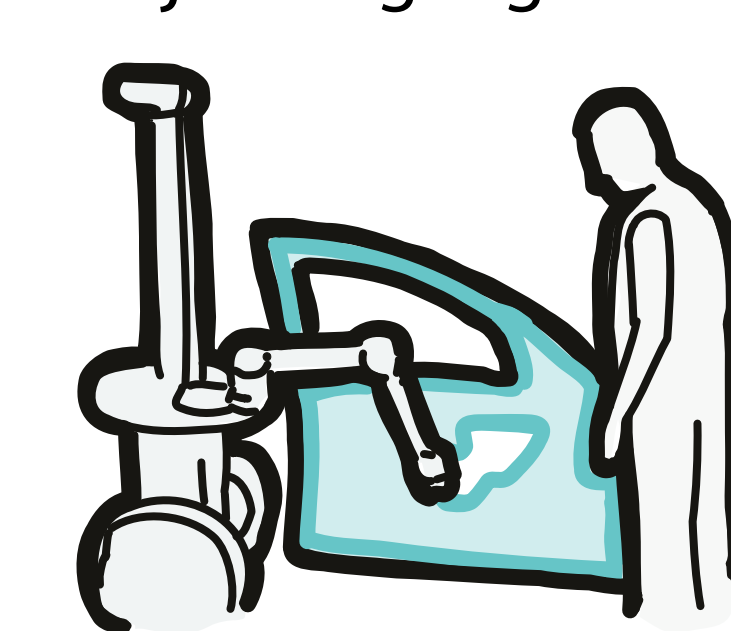
Grouping



Bounding Boxes



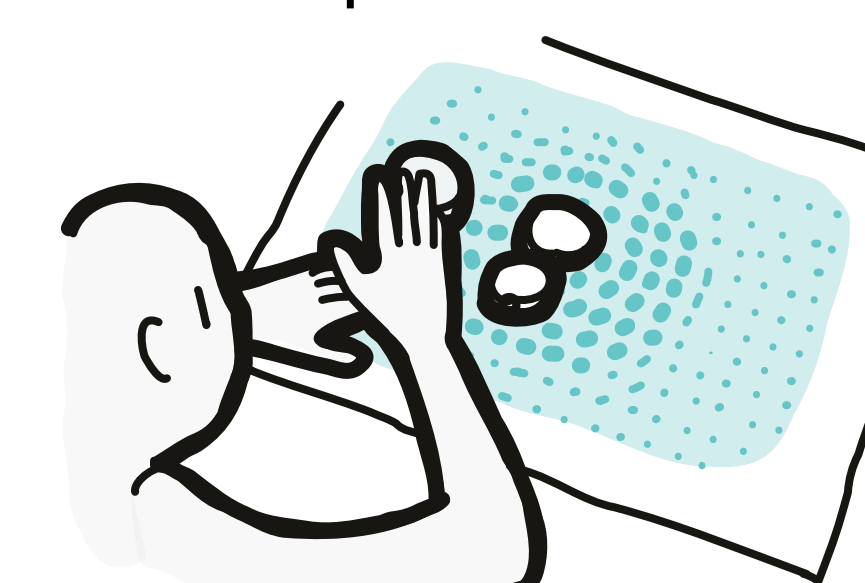
Object Highlight



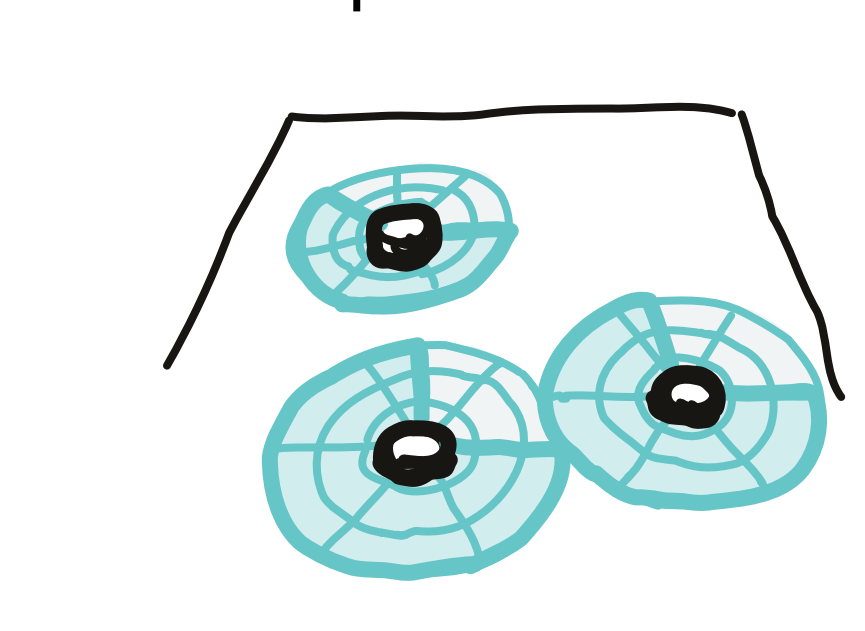
## Other Visualizations

[31, 49, 77, 81, 106]

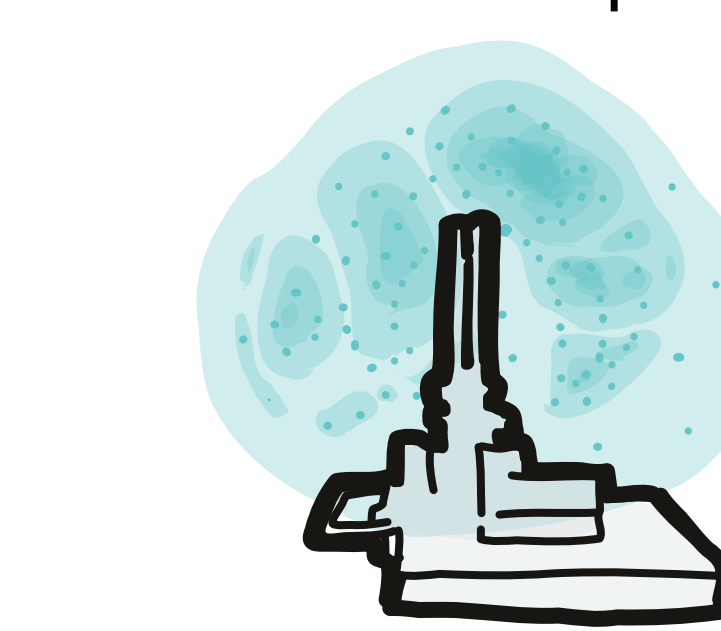
Force Map



Lader Map



Color and Heat Map



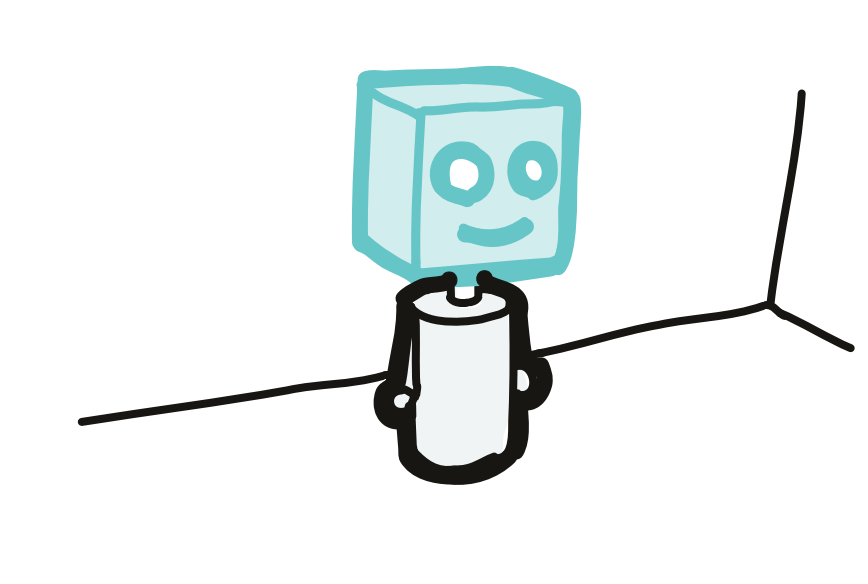
## Anthropomorphic Effects

[31, 49, 77, 81, 106]

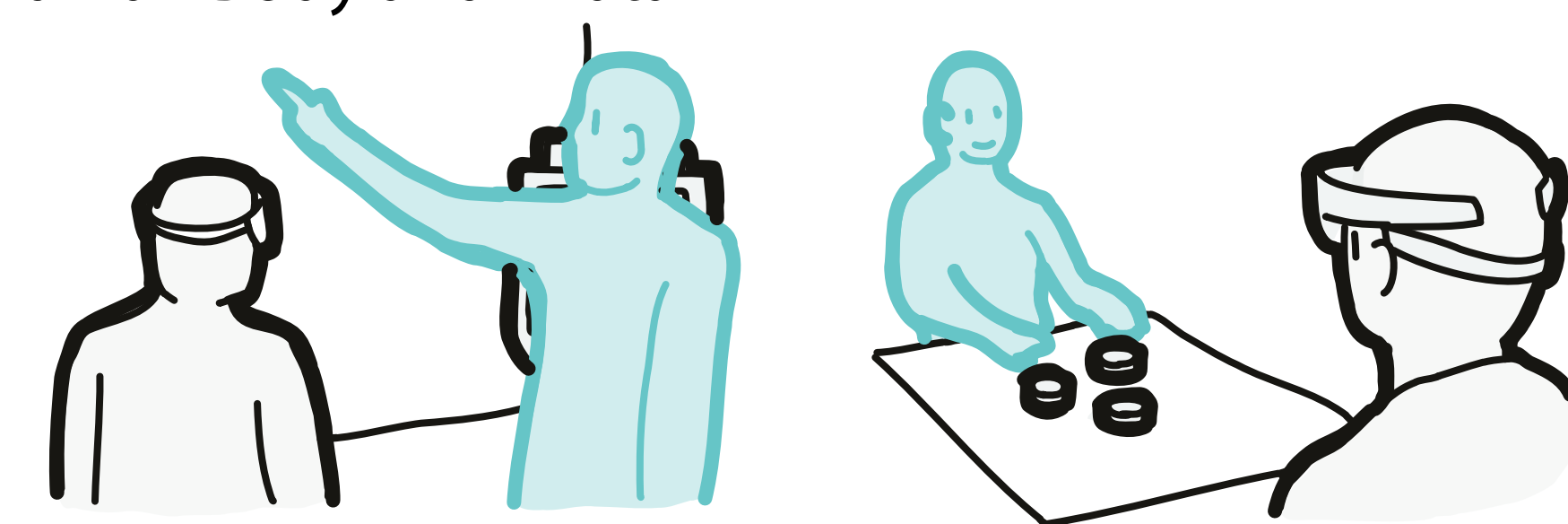
Robot's Body



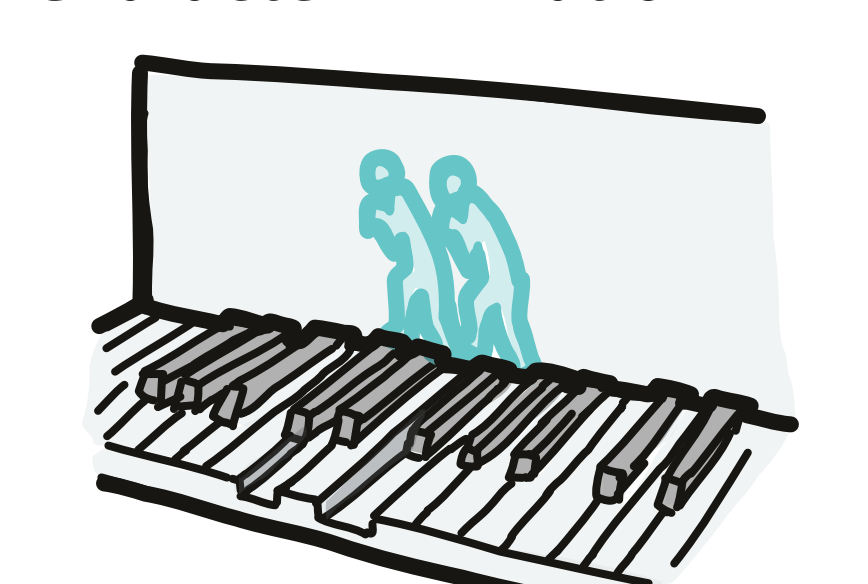
Robot's Face



Human Body and Avatar



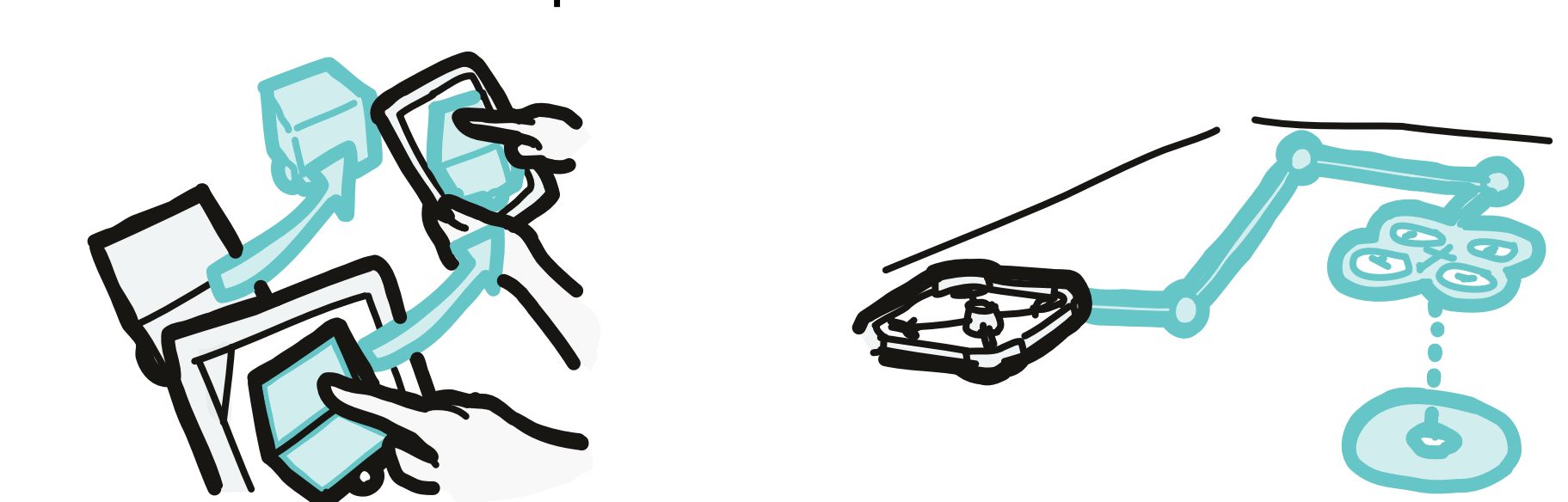
Character Animation



## Virtual Replicas and Ghost Effects

[31, 49, 77, 81, 106]

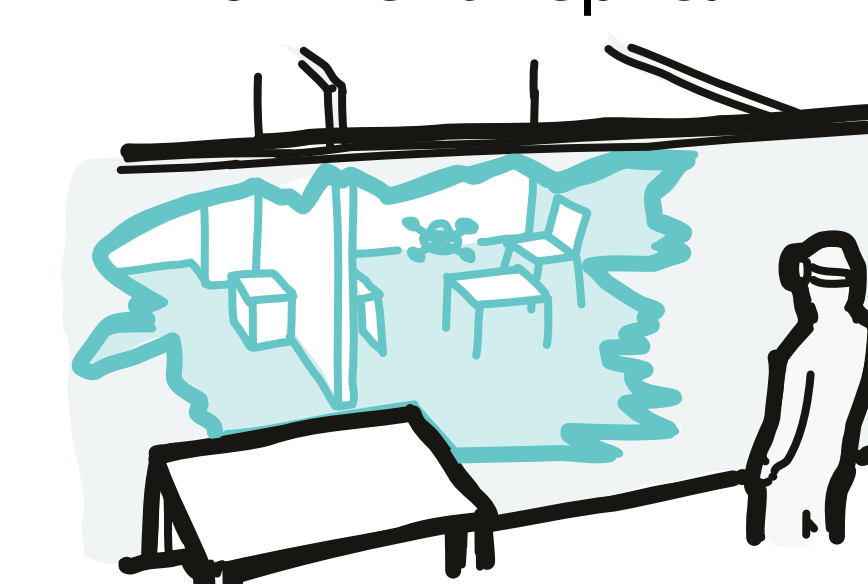
Robot's Virtual Replica



Ghost Effects



Environment Replica



World in Miniature



## Texture Mapping Effects

[31, 49, 77, 81, 106]

Texture Mapping based on Shapes



Supplemental Background Images

