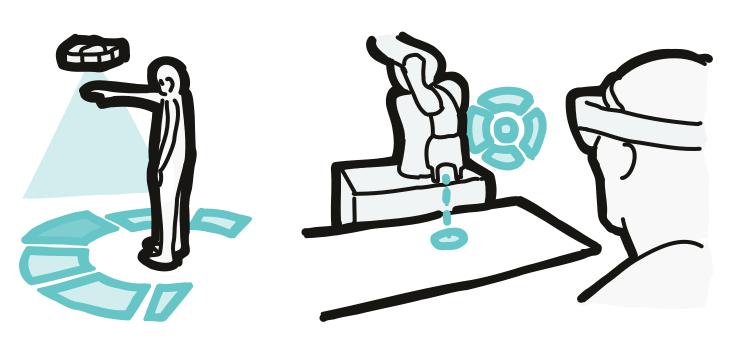
Information Panel Menus

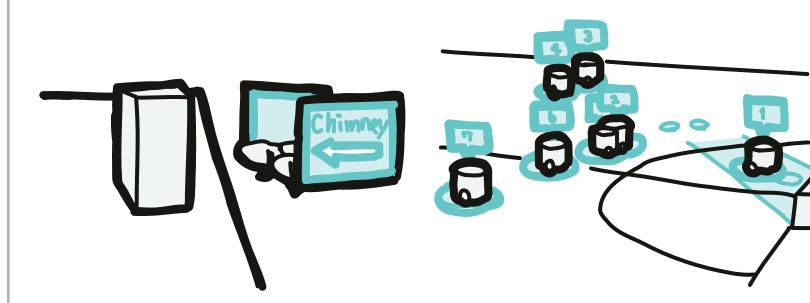


[27, 33, 58, 105, 140, 325, 326, 340, 385, 407, 416]



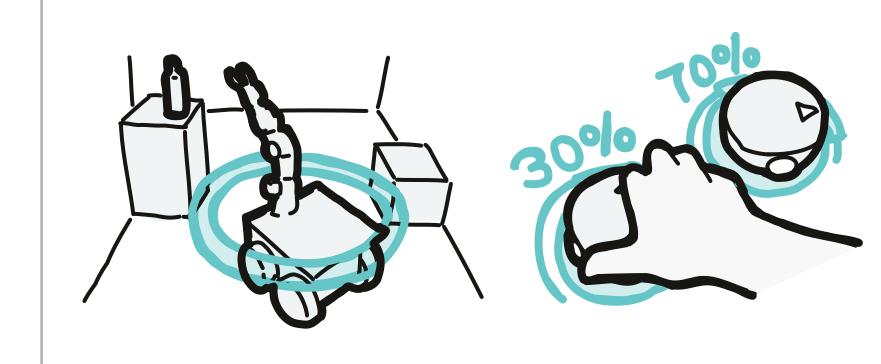
Labels and Annotations

[96, 188, 302, 443, 492]



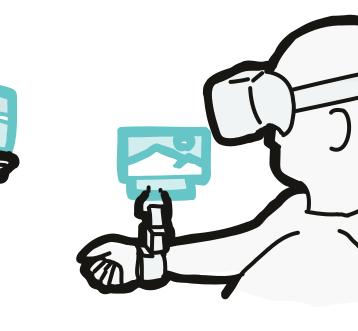
Controls and Handles

[130, 163, 169, 206, 340, 416, 469]



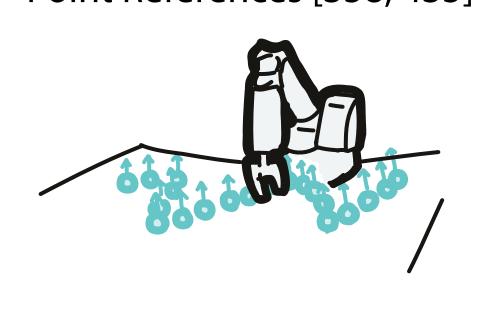
Monitors and Displays

[59, 96, 171, 317, 332, 354, 382, 418, 443, 445, 475]

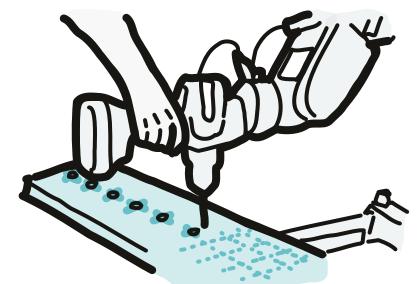


Points and Locations

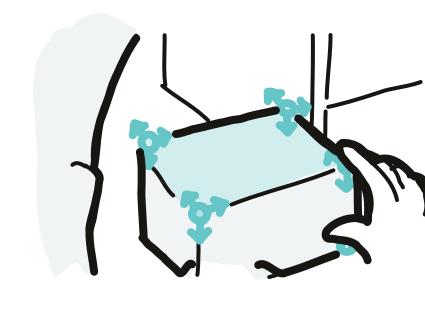
[18, 19, 111, 135, 136, 143, 325, 358, 373, 435, 451, 468, 482] Point References [358, 435]



Landmarks [451]



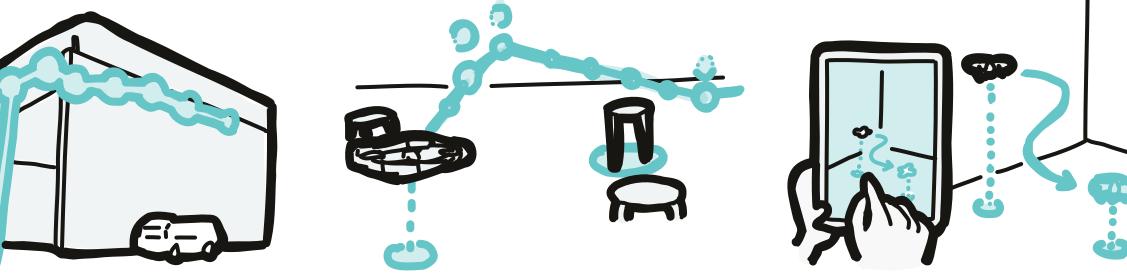
Control Points [325]



Paths and Trajectories

[59, 75, 76, 103–105, 136, 160, 209, 229, 270, 336, 372, 407, 450, 451, 458, 467, 476, 494]

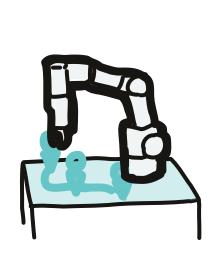


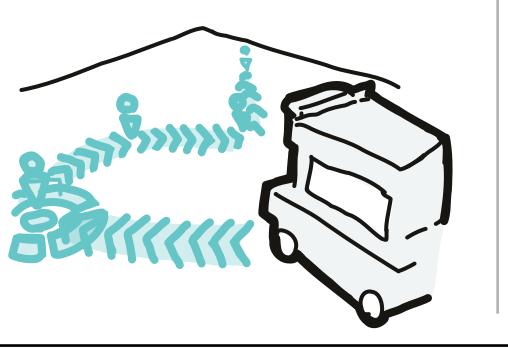


Connections and Relationships [136, 206]



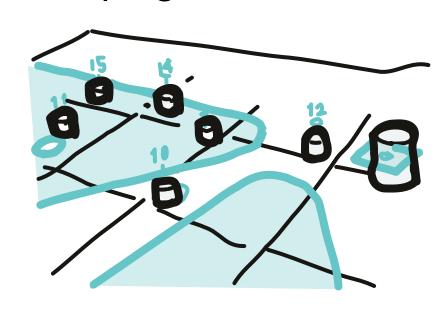






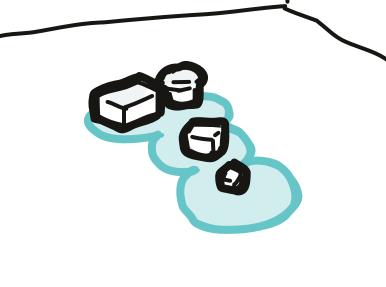
Areas and Boundaries

[21, 33, 68, 105, 115, 133, 145, 153, 182, 191, 263, 302, 326, 407] Grouping [145, 191]

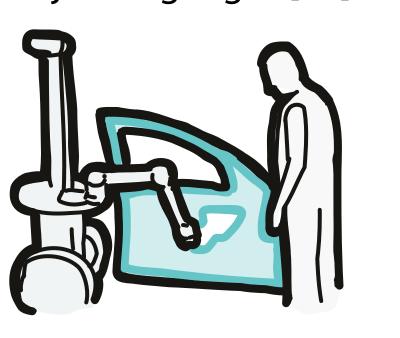






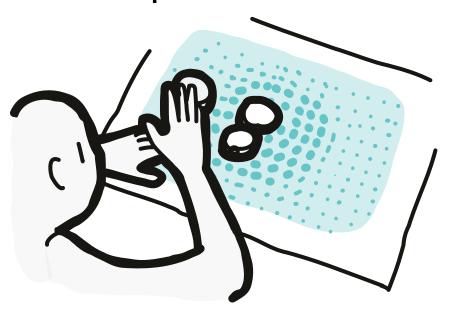


Object Highlight [21]



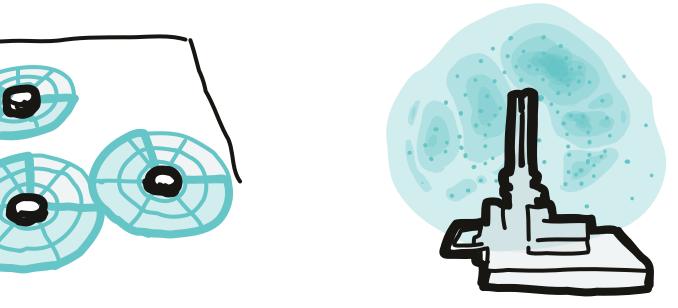
Other Visualizations

[15, 27, 59, 136, 176, 177, 212, 262, 282, 305, 322, 332, 494] Force Map [177, 212]





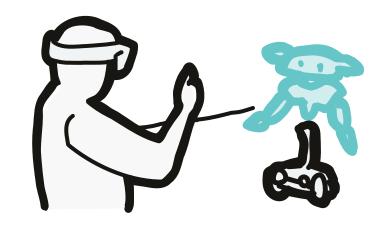




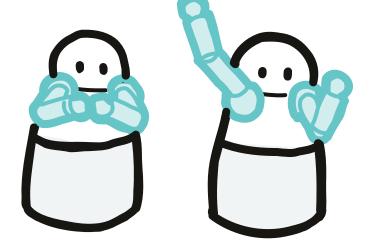
Anthropomorphic Effects

[3, 14, 23, 158, 180, 197, 198, 242, 401, 436, 450, 472, 473, 481]

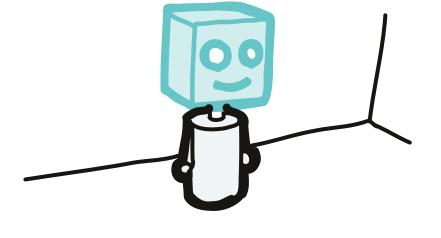
Robot's Body [3, 158]



Human Body and Avatar [197, 242]



Robot's Face [180]

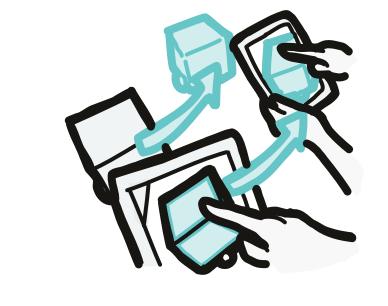


Character Animation [473]



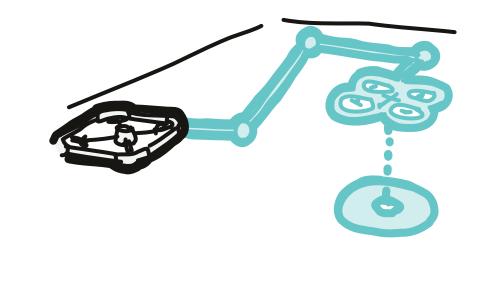
Virtual Replicas and Ghost Effects

[4, 25, 27, 33, 51, 76, 114, 153, 163, 169, 182, 209, 270, 285, 302, 326, 332, 354, 358, 372, 407, 450, 451, 494] Robot's Virtual Replica [163, 209, 451

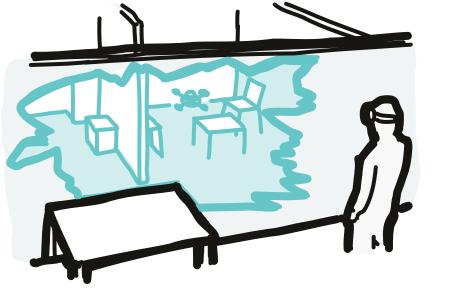


Ghost Effects [372]





Environment Replica [114]





World in Miniature [4]

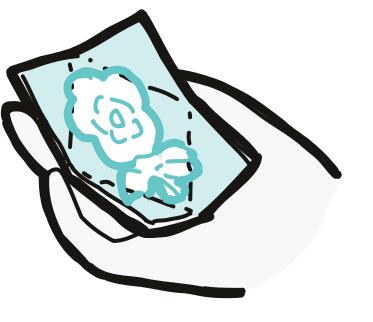


Texture Mapping Effects

[116, 127, 159, 175, 193, 243–245, 258, 308, 328, 340, 369, 370, 374, 425, 429, 431]

Texture Mapping based on Shapes [245, 308, 374]







Supplemental Background Images [328, 425, 429]

