



Figure 6. The prototype PSSs in two and three-user JSS configurations.

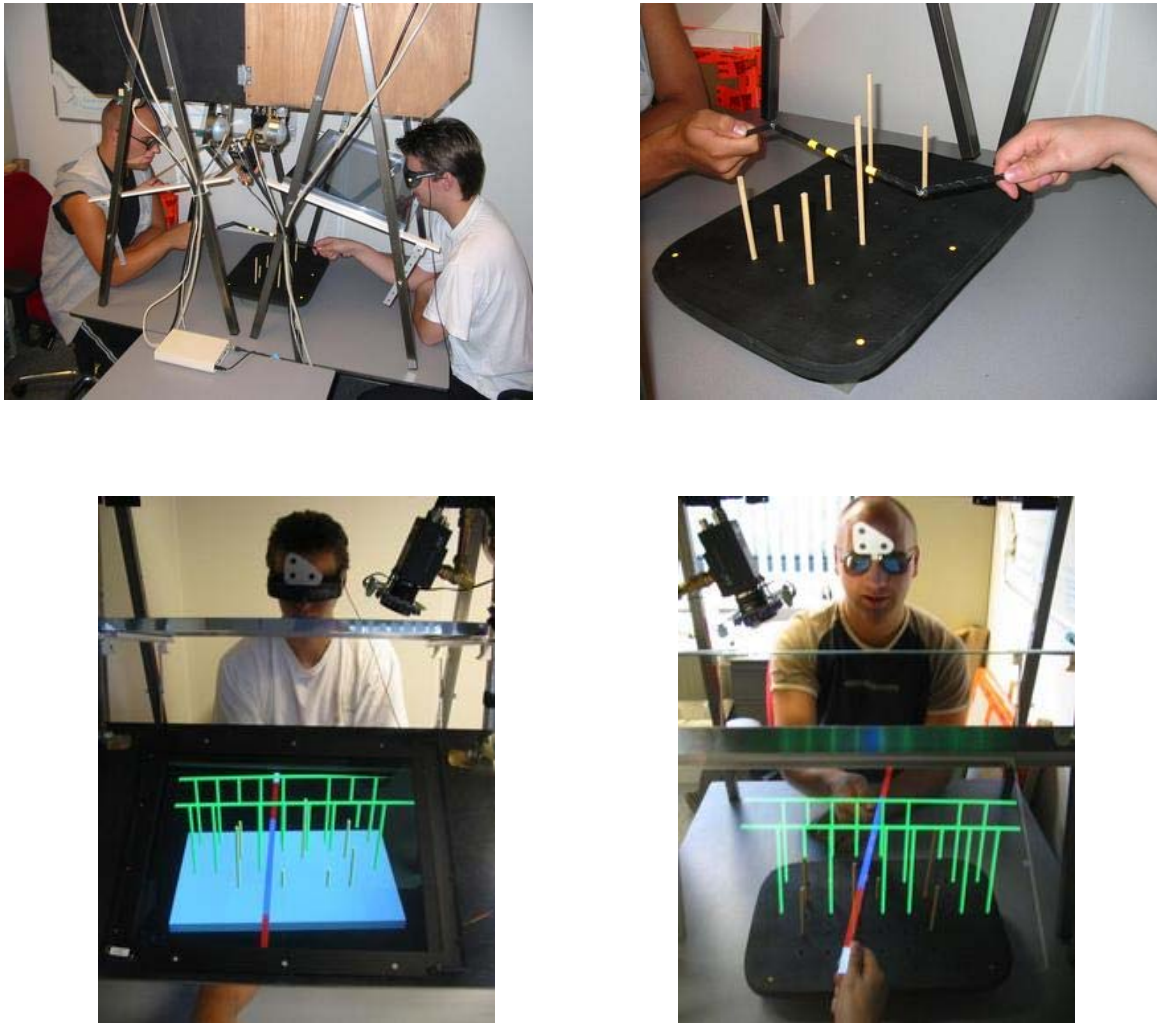


Figure 7. A two-person collaborative wire-through-ring game. Top: System overview (left) and workspace (right). Bottom: The VR view of user 1 (left) and the AR view of user 2 (right).