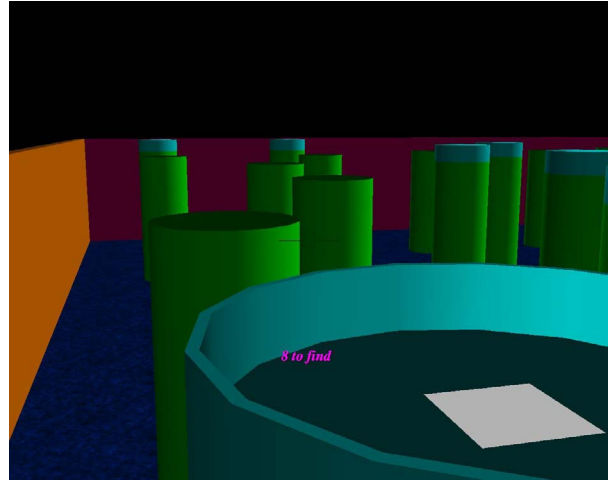
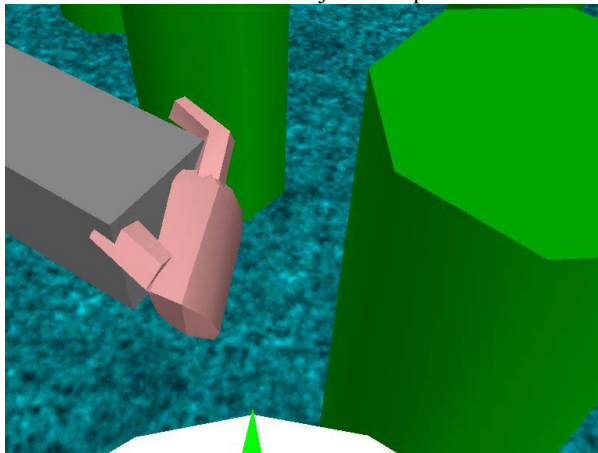


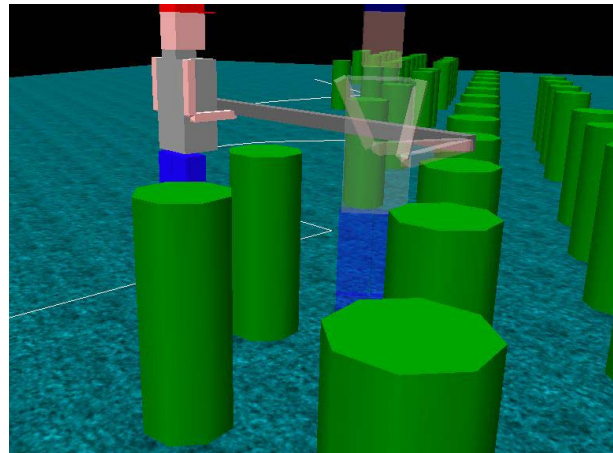
View inside one of the object manipulation VEs



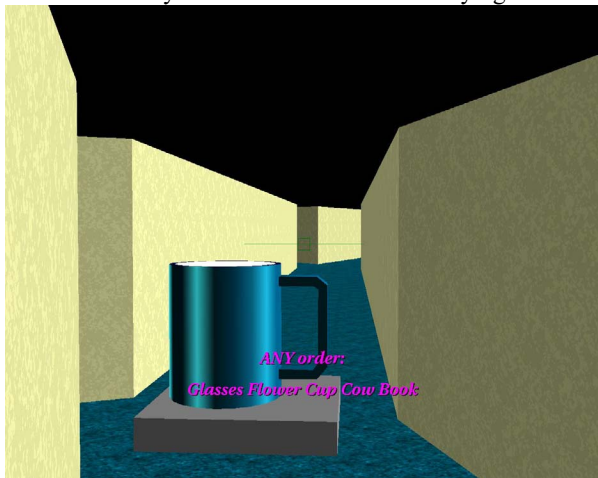
View inside one of the cluttered VEs.



Human's-eye view inside one of the carrying VEs



Tethered view inside one of the carrying VEs



View inside one of the maze VEs