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Miller

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(54) **METHOD AND APPARATUS FOR MANAGING WINDOWS IN THREE DIMENSIONS IN A TWO DIMENSIONAL WINDOWING SYSTEM**

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(52) **U.S. Cl.** **345/358**; 345/355; 345/343

(58) **Field of Search** 345/339, 340, 345/342, 343, 344, 345, 348, 355, 358, 976, 977, 419, 425, 430, 433, 435, 438, 439, 473

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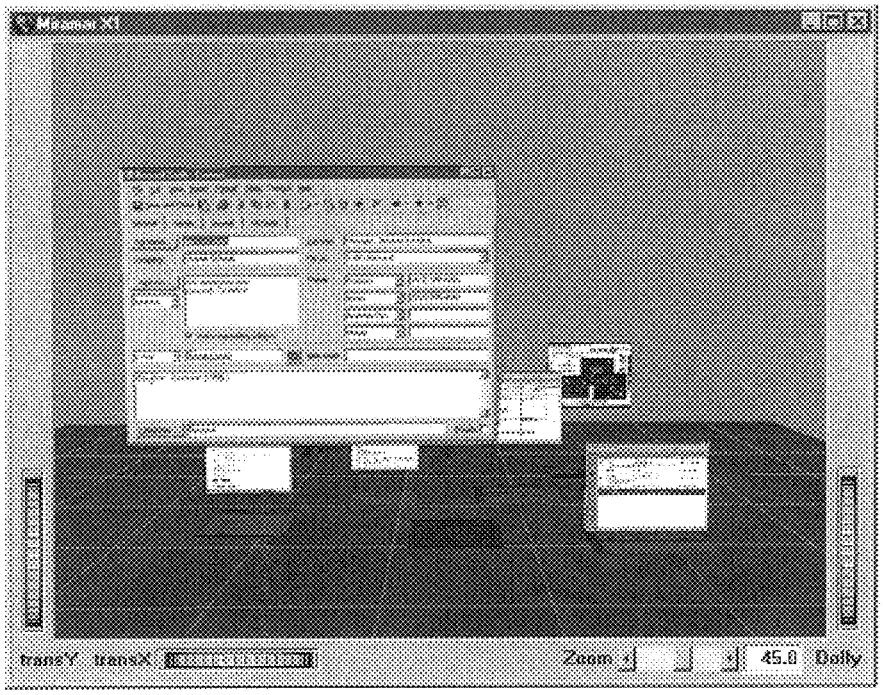
(57) **ABSTRACT**

Managing windows in a graphical user interface by receiving a signal indicating a gesture from a user, capturing pixels of a window, applying the captured pixels as a texture to a display object in a three dimensional window, and animating the display object to a first location in the three dimensional window corresponding to the window, when the gesture indicates deactivating the window. Further actions include moving the display object to a second location in the three dimensional window, displaying the window over the display object, and hiding the display object, when the gesture indicates activating the window.

25 Claims, 8 Drawing Sheets