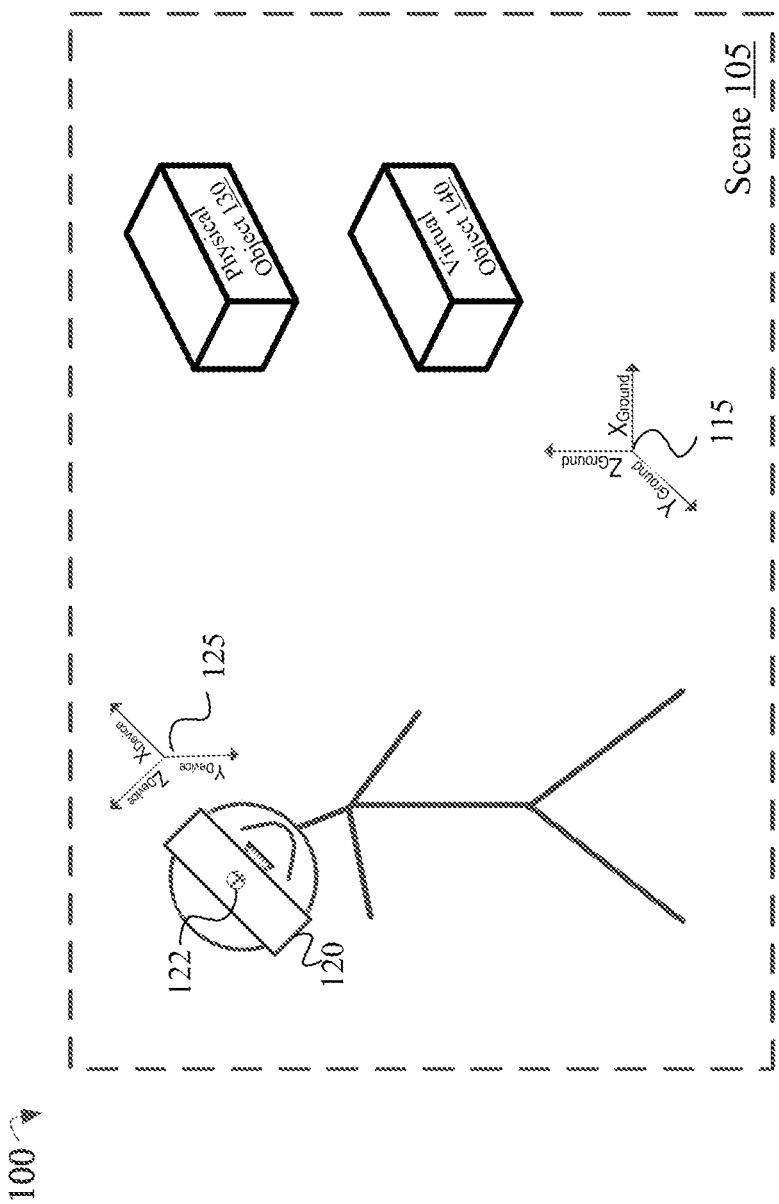
100
Scene 105
Physical Object 130
Virtual Object 140
115
X_{Ground}
Y_{Ground}
Z_{Ground}
125
X_{Device}
Y_{Device}
Z_{Device}
122
120

FIG. 1