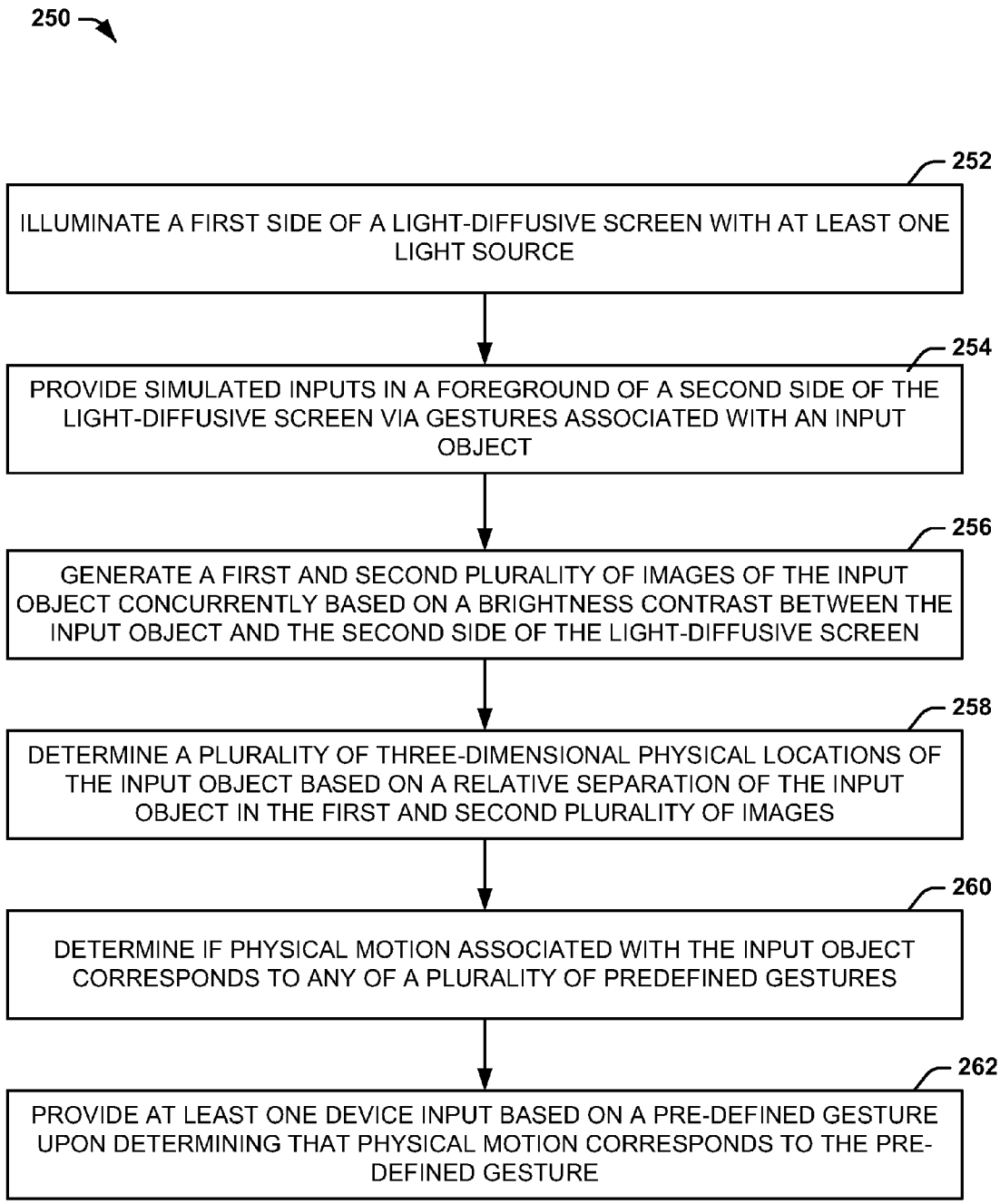
250
252
ILLUMINATE A FIRST SIDE OF A LIGHT-DIFFUSIVE SCREEN WITH AT LEAST ONE LIGHT SOURCE
254
PROVIDE SIMULATED INPUTS IN A FOREGROUND OF A SECOND SIDE OF THE LIGHT-DIFFUSIVE SCREEN VIA GESTURES ASSOCIATED WITH AN INPUT OBJECT
256
GENERATE A FIRST AND SECOND PLURALITY OF IMAGES OF THE INPUT OBJECT CONCURRENTLY BASED ON A BRIGHTNESS CONTRAST BETWEEN THE INPUT OBJECT AND THE SECOND SIDE OF THE LIGHT-DIFFUSIVE SCREEN
258
DETERMINE A PLURALITY OF THREE-DIMENSIONAL PHYSICAL LOCATIONS OF THE INPUT OBJECT BASED ON A RELATIVE SEPARATION OF THE INPUT OBJECT IN THE FIRST AND SECOND PLURALITY OF IMAGES
260
DETERMINE IF PHYSICAL MOTION ASSOCIATED WITH THE INPUT OBJECT CORRESPONDS TO ANY OF A PLURALITY OF PREDEFINED GESTURES
262
PROVIDE AT LEAST ONE DEVICE INPUT BASED ON A PRE-DEFINED GESTURE UPON DETERMINING THAT PHYSICAL MOTION CORRESPONDS TO THE PRE-DEFINED GESTURE

FIG. 6