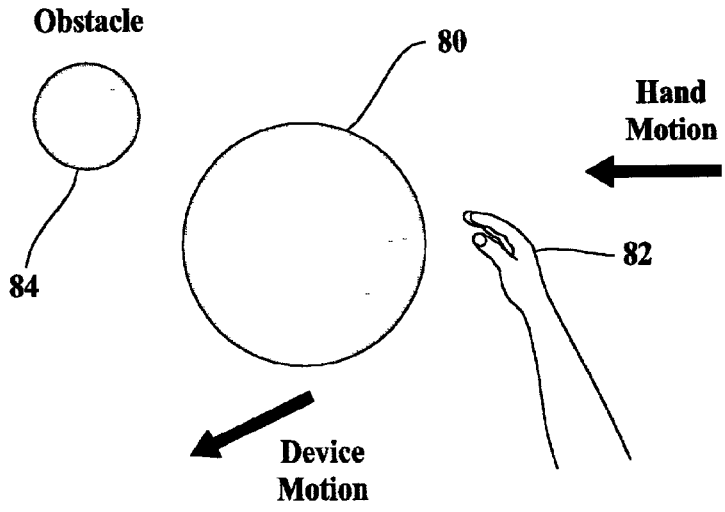
Obstacle
80
Hand
Motion
82
84
Device
Motion

FIG. 4

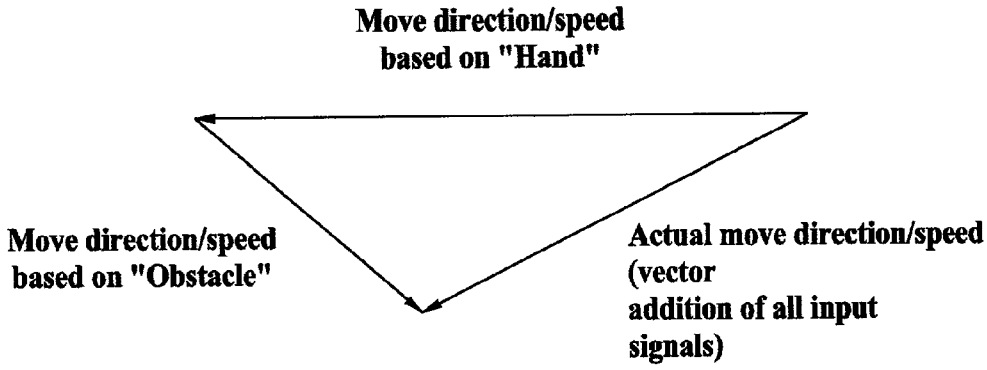
Move direction/speed
based on "Hand"
Move direction/speed
based on "Obstacle"
Actual move direction/speed
(vector
addition of all input
signals)

FIG. 5