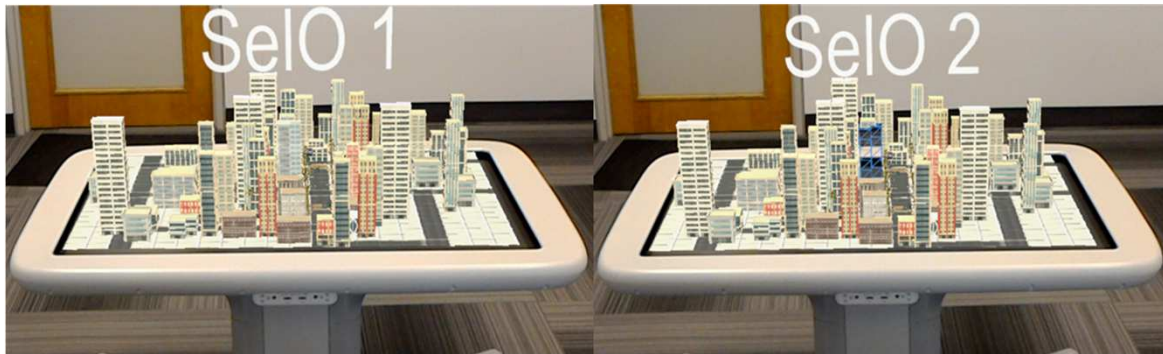


Referents (sorted by scenario)

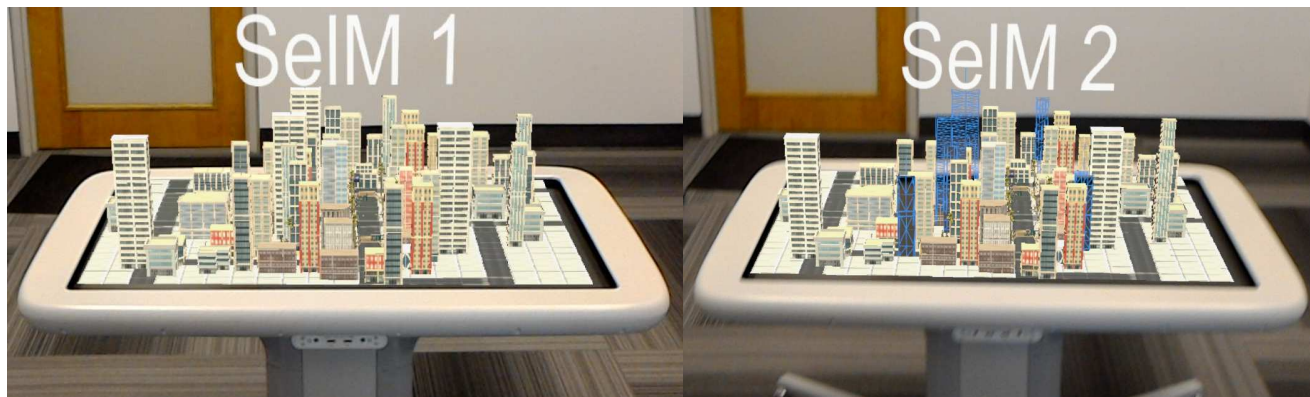
- Each referent is represented by a “before” and “after” scene. Each of these is a 3D scene, so could be observed from any angle.
- Notes
 - Scale referents are mislabeled (x-axis, y-axis and z-axis)
 - In the paper, we use the label “x-axis” for the y-axis referent

Surface

1) Select an object



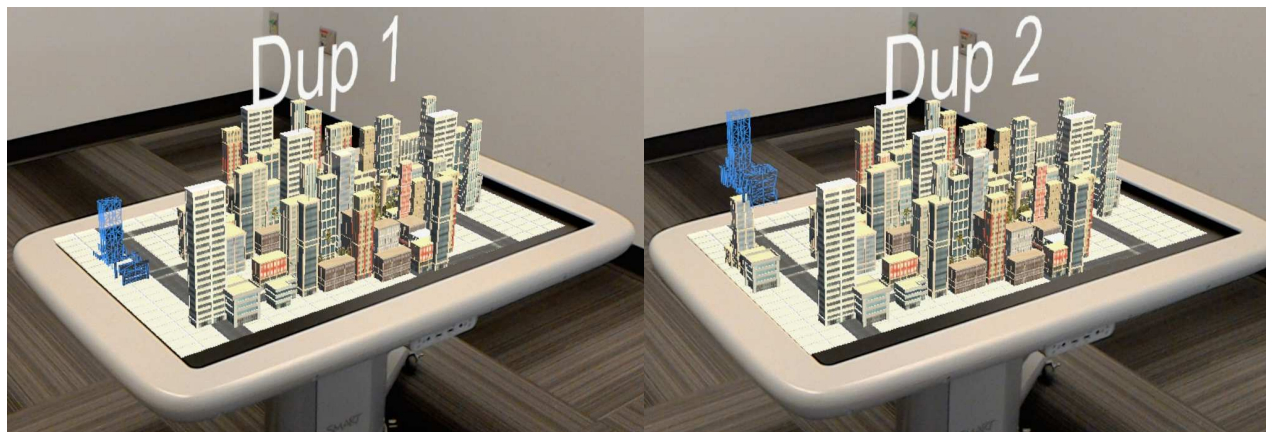
2) Select multiple objects



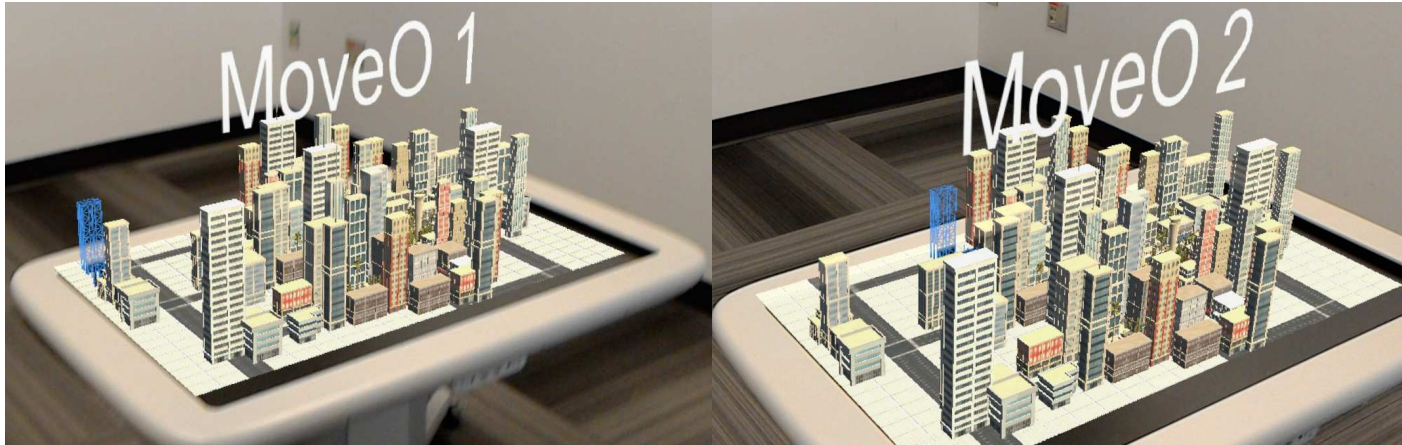
3) Select a group of objects



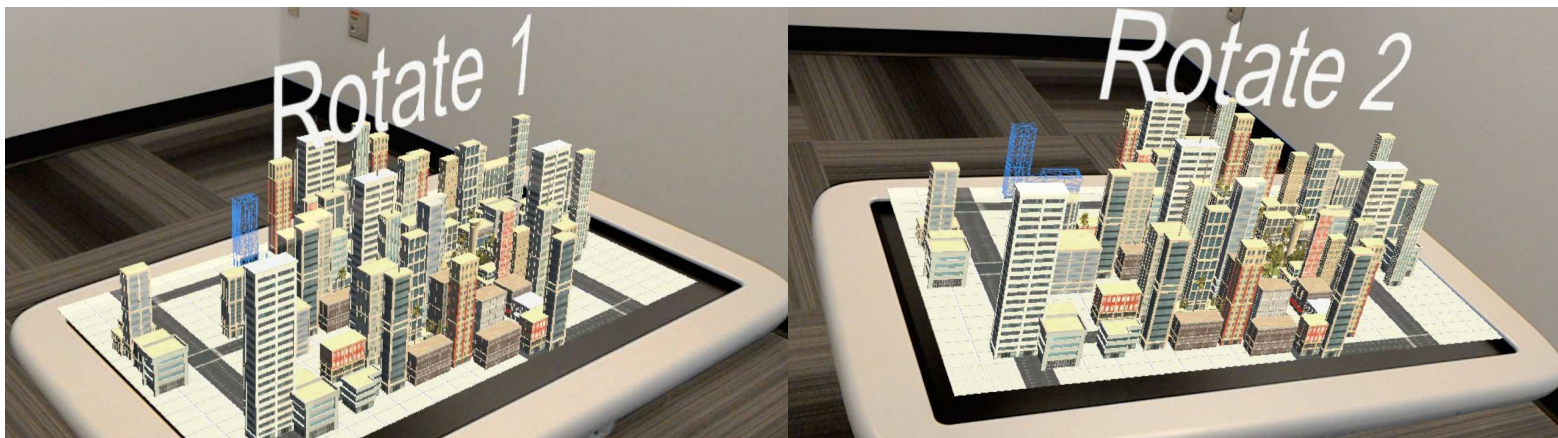
4) Duplicate an object



5) Move object



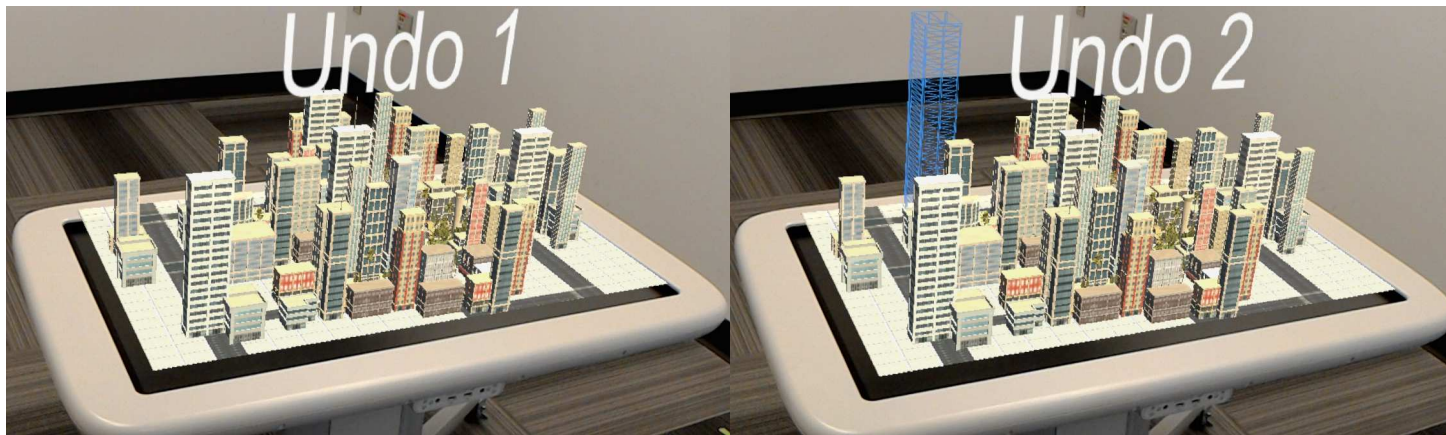
6) Rotate object



7) Delete



8) Undo last action



10) Scale object (x-axis)



ScaleX 2 was mislabeled
as ScaleX 1 in the scene

11) Scale object (y-axis)



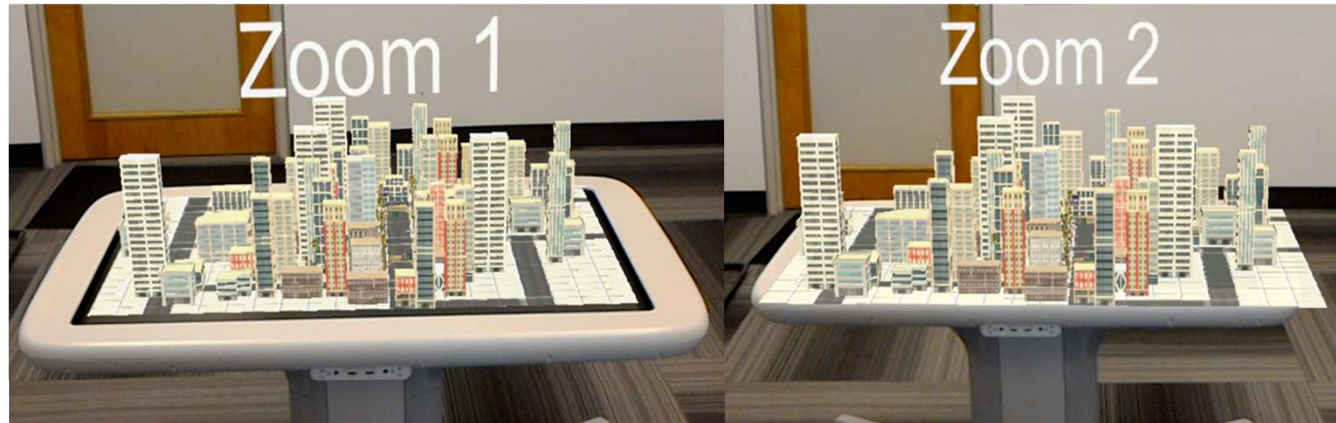
12) Scale object (z-axis)



13) Move Scene



14) Scale Scene (uniform)



15) Separate layers



Air

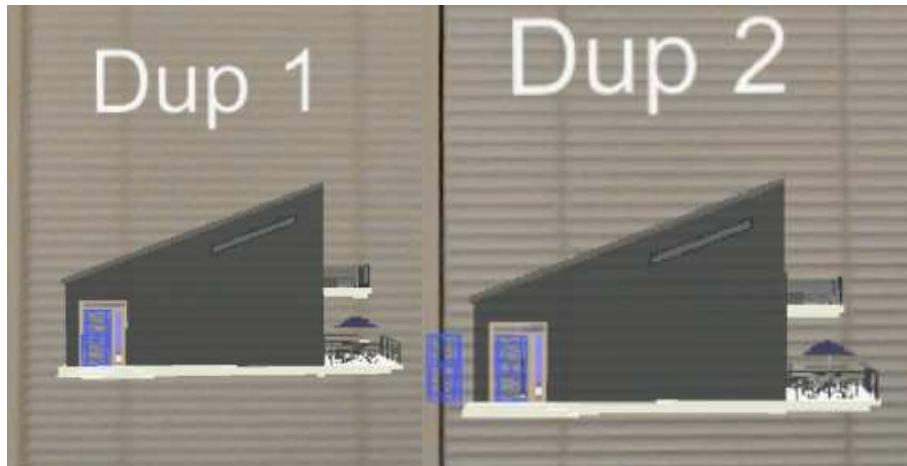
1) Select an object



3) Select an object



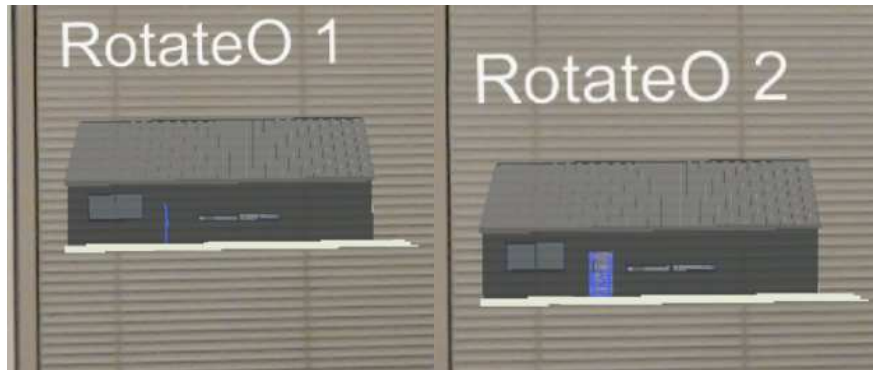
4) Duplicate an object



5) Move an object



6) Rotate object



7) Delete



8) Undo last action



9) Scale object (uniform)



10) Scale house (x-axis)



11) Scale object (y-axis)



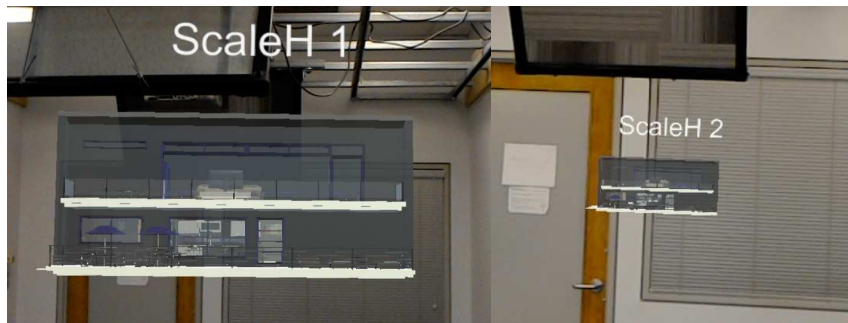
12) Scale object (z-axis)



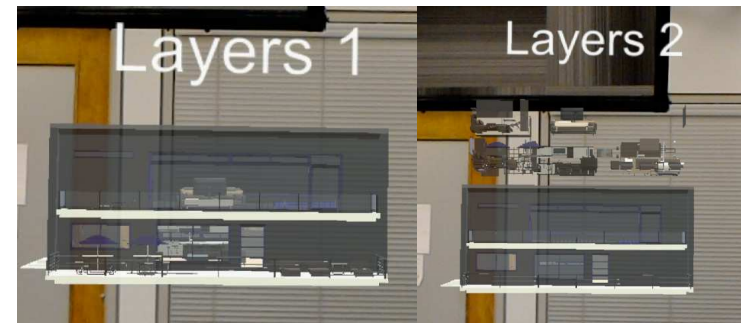
13) Move house



14) Scale scene



15) Separate layers



16) Select a layer



17) Deselect objects

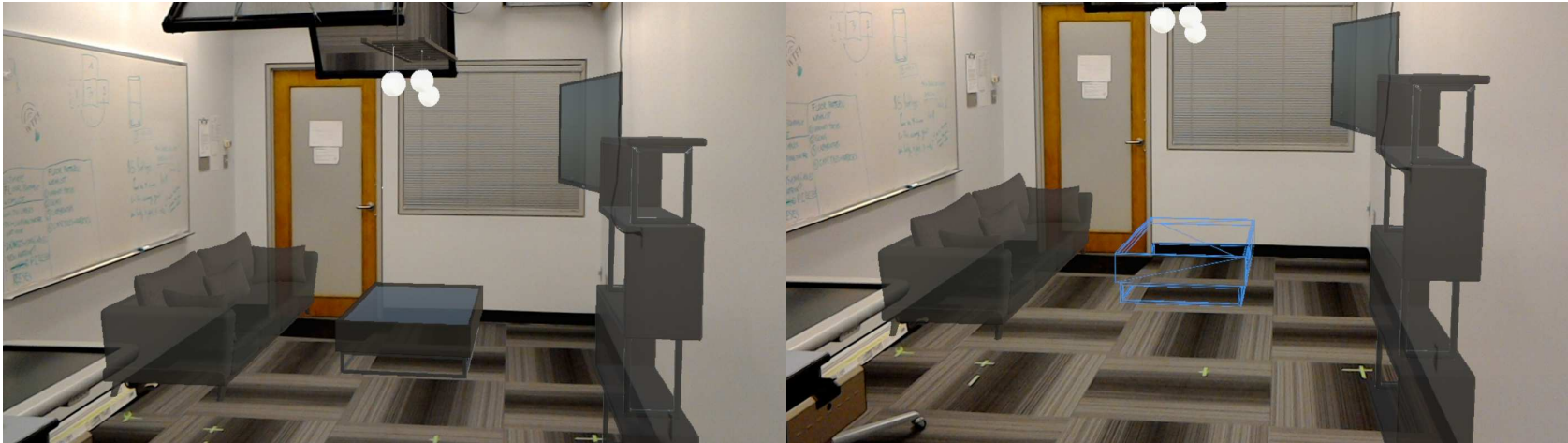


18) Rotate scene

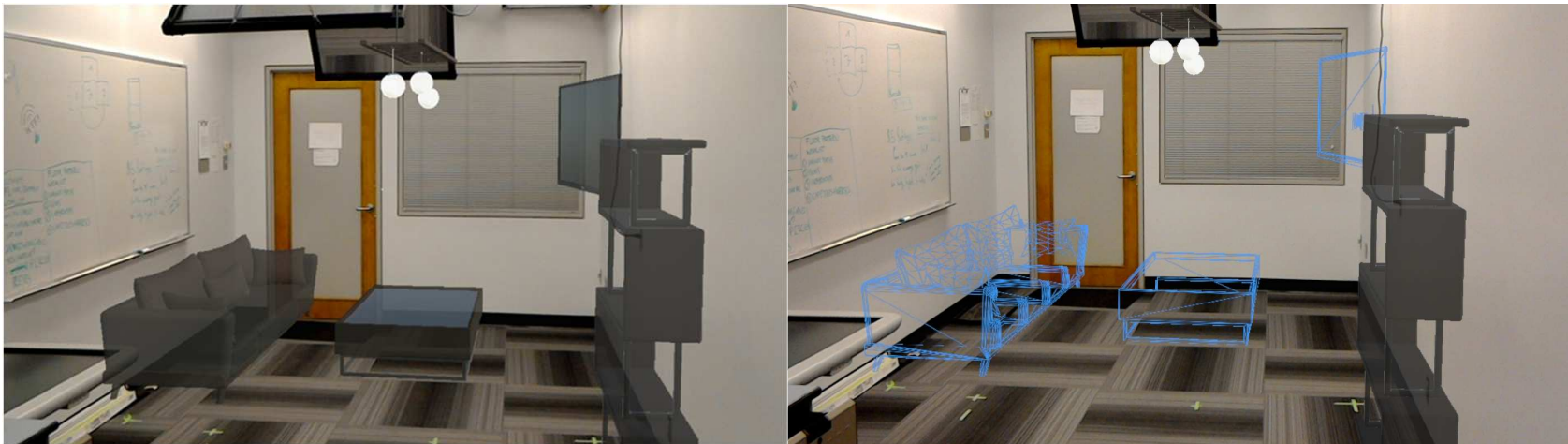


Room

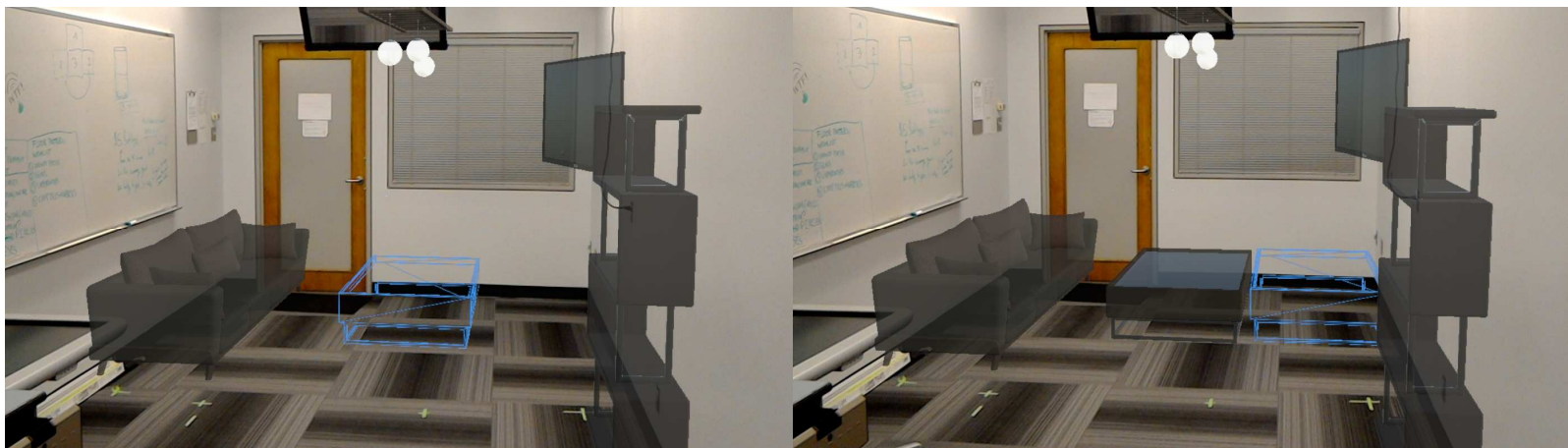
1) Select an object



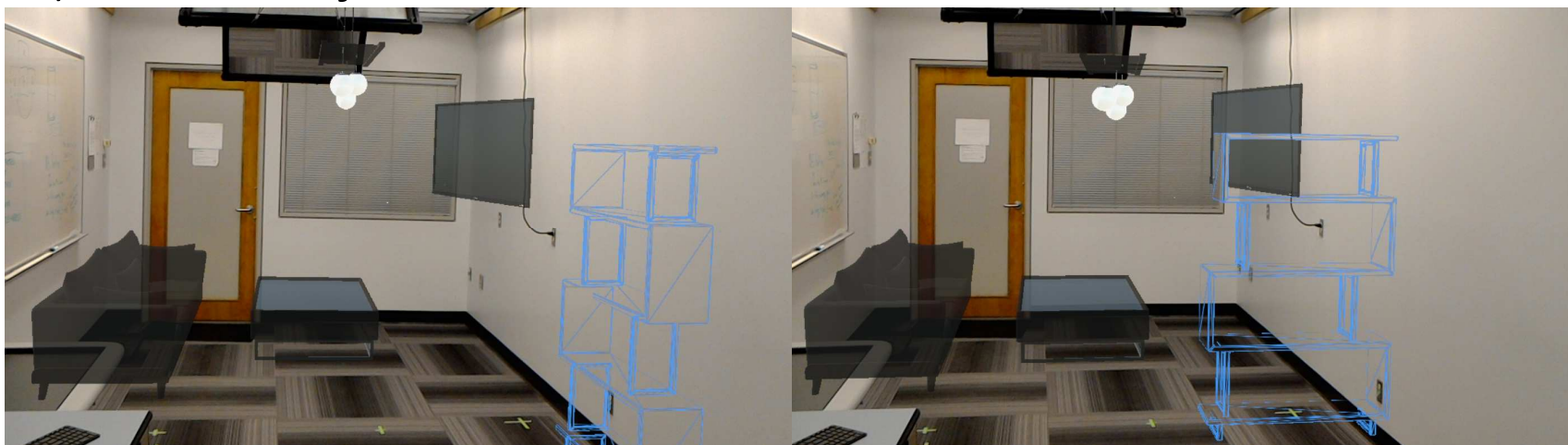
2) Select a group of objects



4) Duplicate an object



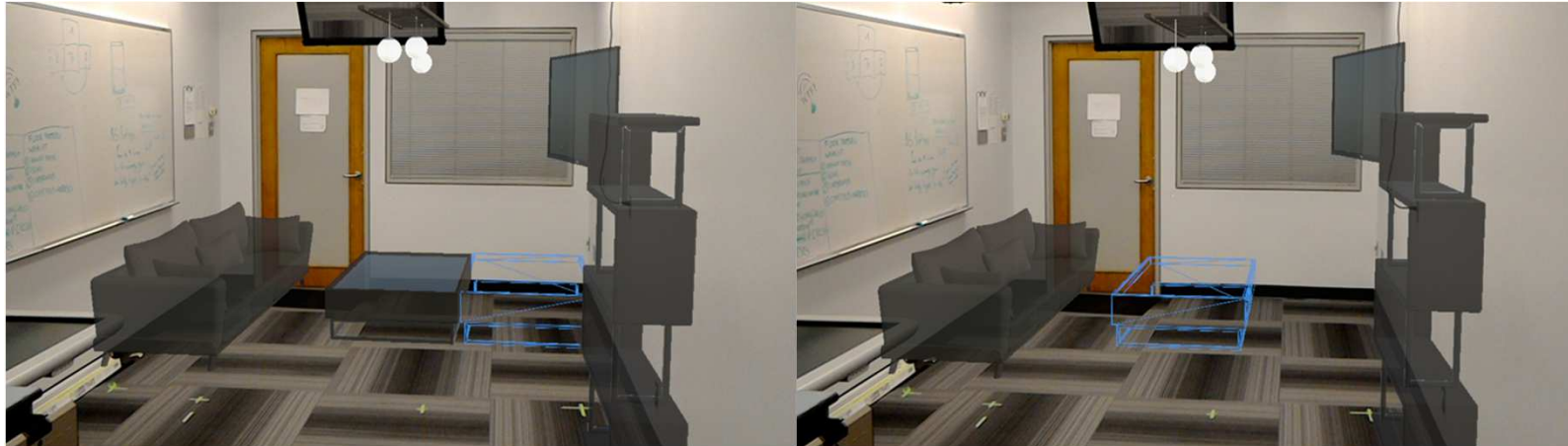
6) Rotate object



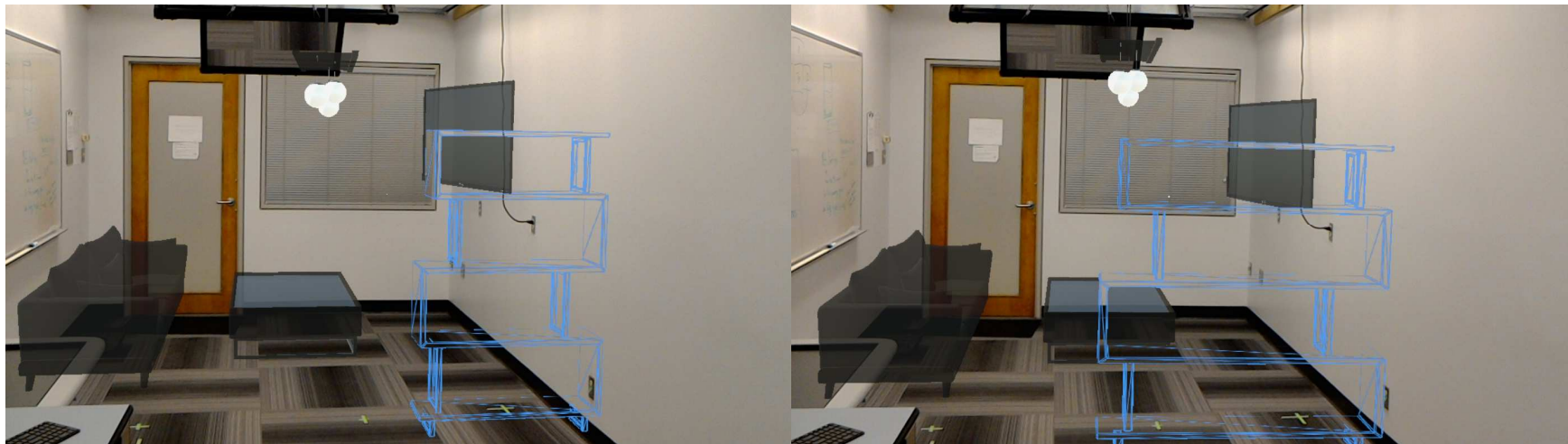
7) Delete an object



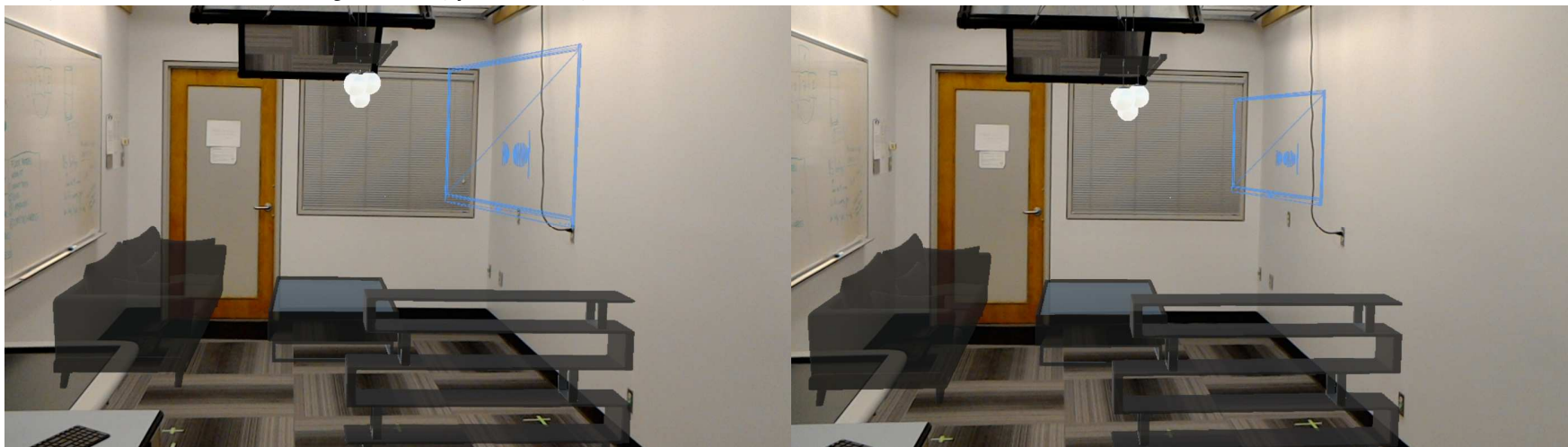
8) Undo last action



9) Scale an object (uniform)



11) Scale an object (y-axis)



13) Move an object

