

which limits the degree of freedom in operation when objects interfere with other objects [6].



because it has consistent accommodation and convergence with other 3-D objects displayed on the screen.

clicking and dragging handle of intersection (Fig. 6 (d)).

(4) Then, a user can repeat extrusion by pulling up the

created in NIME. At this moment, an attribute to polygons of an object surface for rendering, such as colors etc., cannot be given in NIME system. Therefore, external modeler is used for final touch up of the objects such as coloring and texture mapping.

Miniature," Proc. ACM CHI'95 Conf. on Human Factors in Computing Systems, pp.265-272, 1995.

9. Mine, M.: Working in a Virtual World: Interaction Techniques Used in the Chapel Hill Immersive Modeling Program," UNC Chapel Hill Computer Science Technical Report TR96-029, 1996.