



Figure 1 shows the experimental setup. The participant is seated at a table, viewing a screen. The screen displays a 3D model of a hand and a control panel. A camera is positioned above the screen to capture the participant's hand movements. The control panel includes a joystick and buttons. The participant's hand is positioned near the screen, and the camera is positioned to capture the hand's position relative to the screen. The control panel is used to interact with the 3D model on the screen.

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