PLATE I. The Image on the left shows the contact scenario for the gear demo. We test the *red* primitives against the *blue* primitives. The image on the right shows the user manipulating the gears using the 6-DOF PhanToM device.
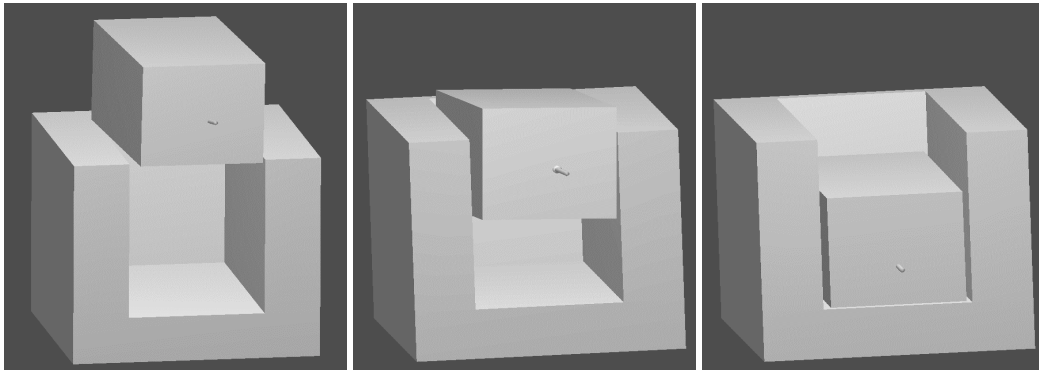

PLATE II. Images from the peg-in-the-hole sequence. The user manipulates the rectangular peg into the rectangular hole. The jamming of the peg against the walls of the hole cause force and torque that constrain the peg to lie within the hole.
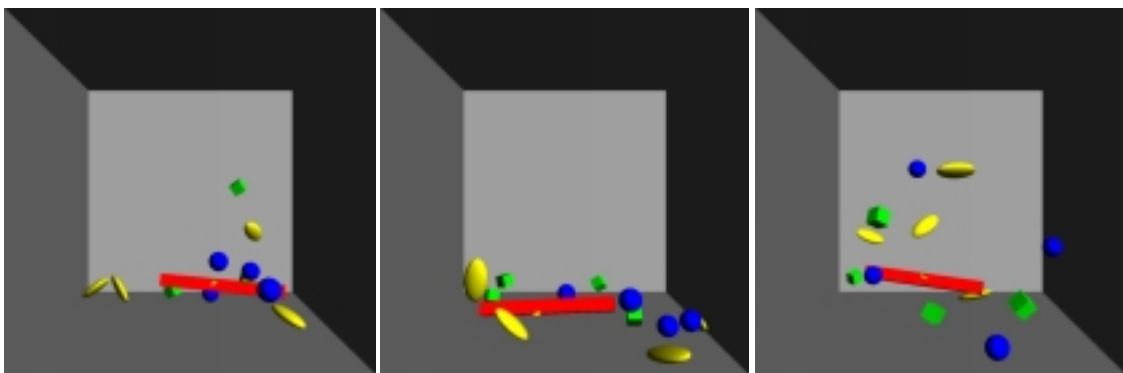

PLATE III. Scenes from a dynamic environment. The user can grab any of the several objects that move under the influence of gravity. Gravity results in a continuous force and collisions with the moving objects result in impulse forces and torque. The scene shows the *red* stick being manipulated by the user.