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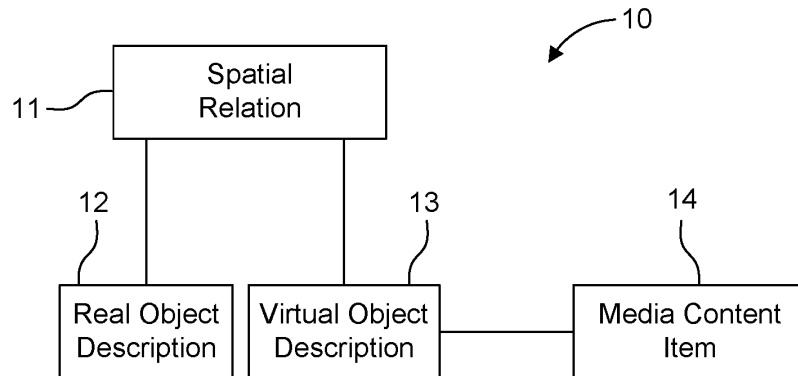


Figure 1

```
{
  "extensionsUsed" [" MPEG_scene_interactivity "],
  "scene": 0,
  "scenes": [ {"extensions": {
    " MPEG_scene_interactivity ": {
      "triggers:" [
        {
          "type": TIMED,
          "activateOnce": FALSE,
          " media ":3
          "timeLowerLimit" : 20
          "timeUpperLimit" : 40
          "nodes":[0]
        },
        {
          "type": USER_INPUT,
          "activateOnce": FALSE,
          "userInputDescription":"/user/hand/left/pose"
        }
      ]
    }
  }
},
],
```

Figure 2A

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```
"actions:" [
  {
    " type": ACTIVATE,
    " activationStatus": ENABLED
    " nodes "[ 0]
  },
  {
    " type": PLACE_AT,
    " placeDescription": "/user/hand/left/pose"
    " nodes":[0]
  },
  {
    " type": TRANSFORM,
    " transform": [1,0,0,0,0,1,0,0,0,0,1,1]
    " nodes "[0]
  },
  {
    " type": ACTIVATE,
    " activationStatus": DISABLED
    " nodes "[0]
  }
],
```

Figure 2B

```
"behaviors:" [
  {
    "triggers":[0],
    "actions":[0,2],
    "triggersControl":LOGICAL_AND
    "actionsControl":SEQUENTIAL,
    "interruptAction":3,
    "priority": 1
  },
  {
    "triggers":[1],
    "actions":[1],
    "triggersControl":LOGICAL_AND
    "actionsControl":SEQUENTIAL,
    "interruptAction":3,
    "priority": 2
  }
]
},
```

Figure 2C

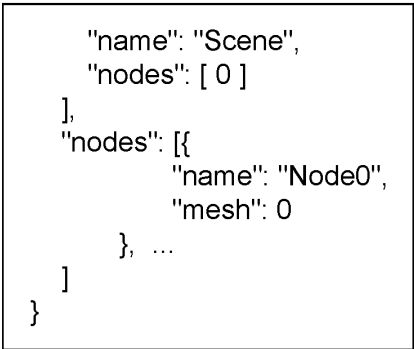


Figure 2D

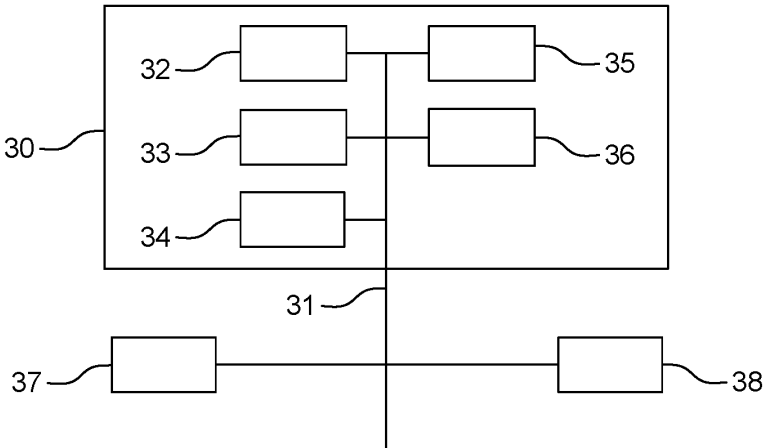


Figure 3

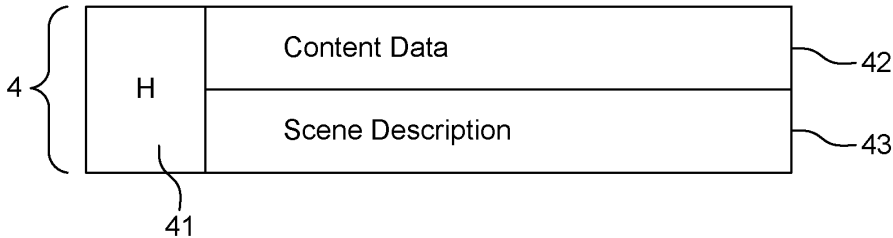


Figure 4

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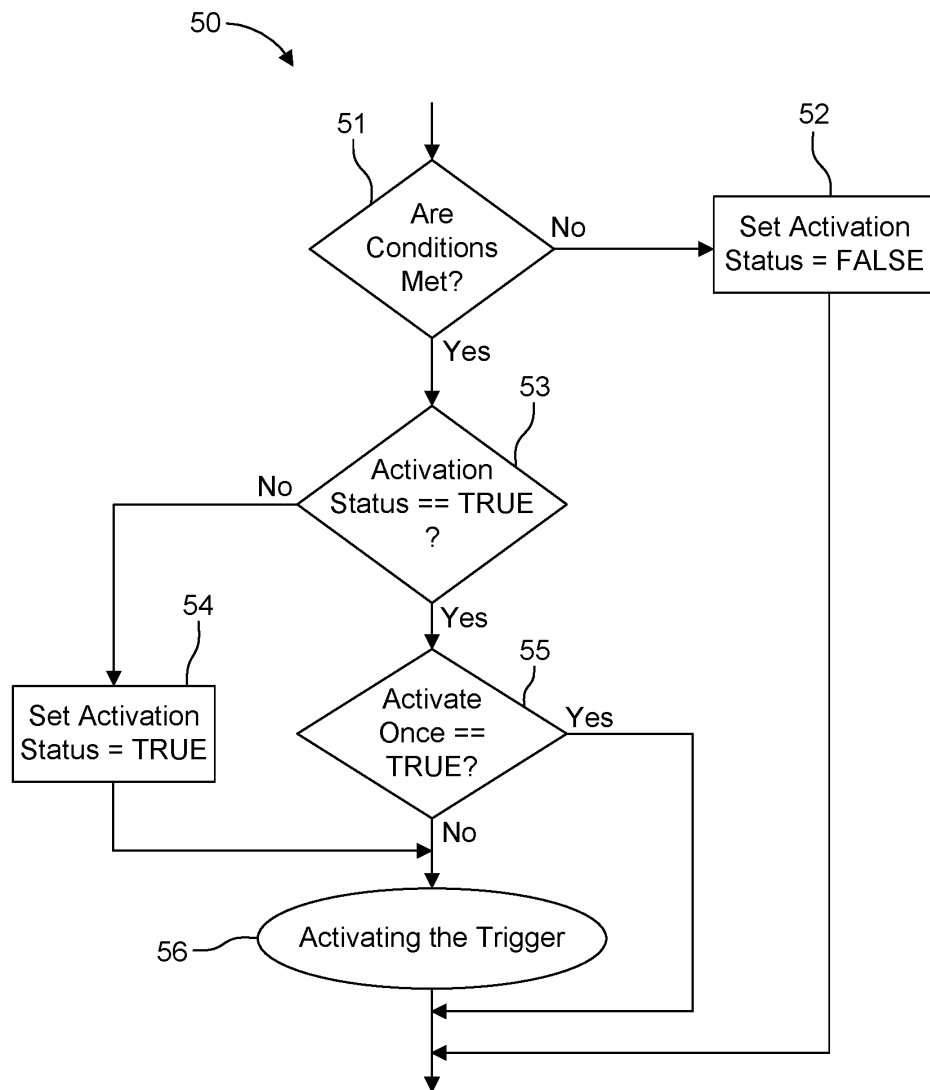


Figure 5

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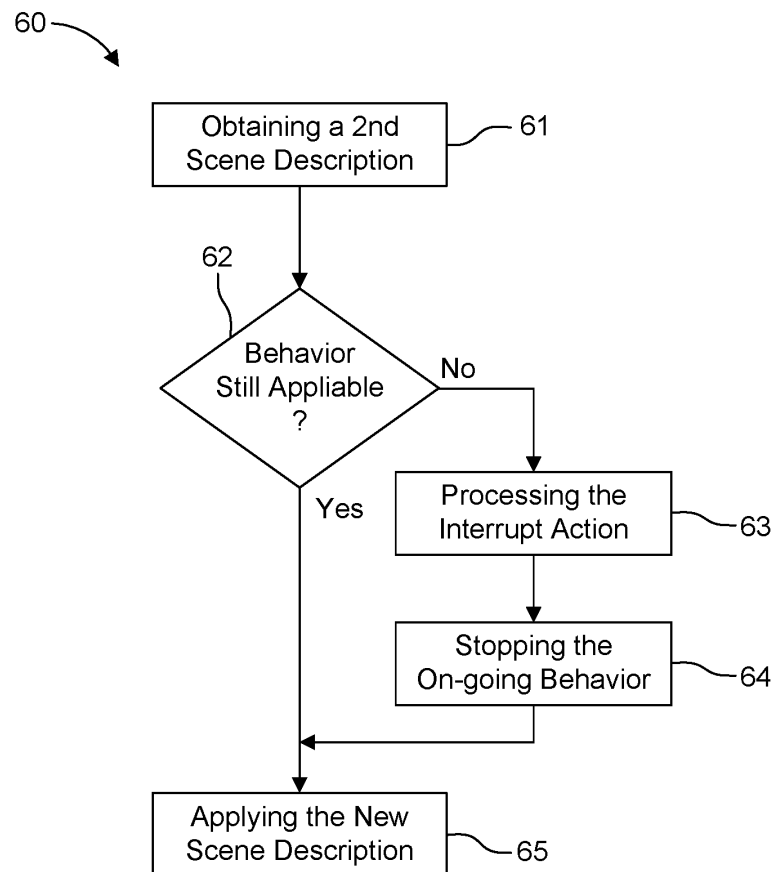


Figure 6