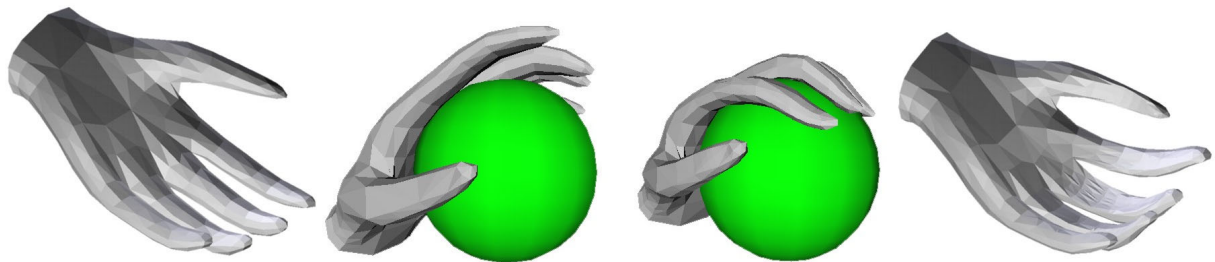
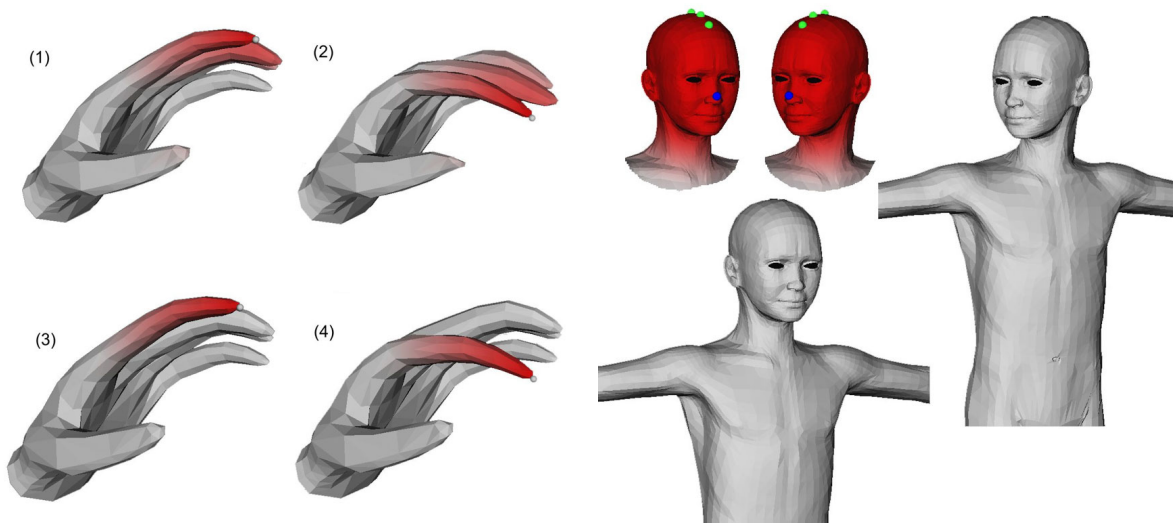


**Figure 1:** Application of the rotational editing scheme. The tips of the bunny's ears are picked and dragged, while not only the region of influence (indicated by the red colored area (1) and (2)) but also the shape of the edit can interactively be modified and adjusted ((4) and (5)) using the shape function ((3) and (6) resp.) until the impression is visually satisfying. Picture (7) shows the corresponding edit using the translational scheme with a slightly adjusted shape function to produce a smooth changeover at the bunny's head.



**Figure 2:** Modelling a hand taking grip on a ball. The fingers of the hand are transformed by a simple drag on the finger tips. The force field induced by the occluder causes the fingers to be shaped around the ball instead of intruding into it. Influence functions prevent the fingers from flattening.



**Figure 3:** (a) Editing operation with Euclidean (pictures 1 and 2) and geodesic (3 and 4) distances. The region of influence is indicated by red color, the little sphere at the tip of the index finger is the handle that is dragged during the edit. Note how the middle and ring finger are modified together with the index finger in the upper right picture. (b) Turning a model's head. As indicated by the red color, the shoulder region remains fixed, while the head is turned (using the blue handle on the nose). By using multiple (three) anchors (green spheres at the top of the head) we define an anisotropic ROI s.t. the head is turned rigidly, with a smooth changeover at the neck.