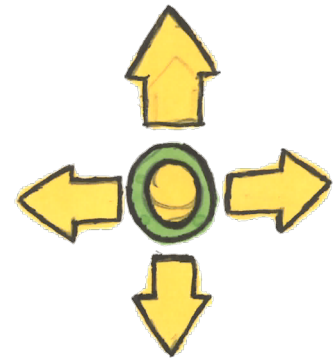
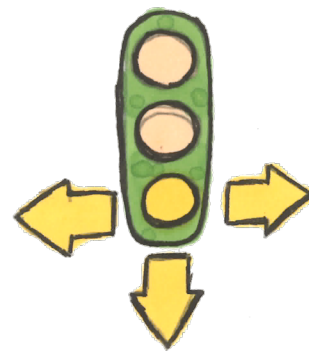


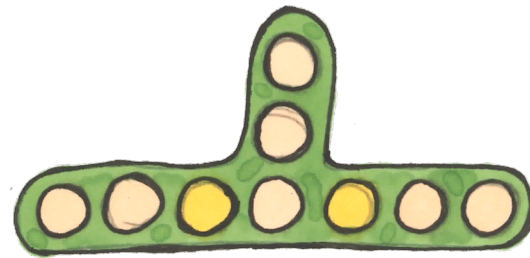
1.) core/"spine"



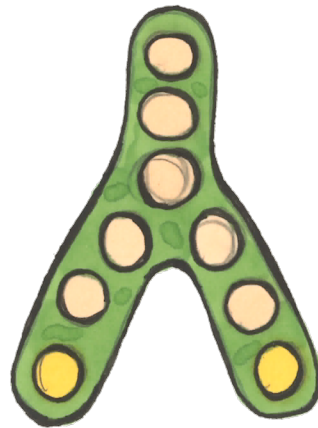
2.) extendable "spine"



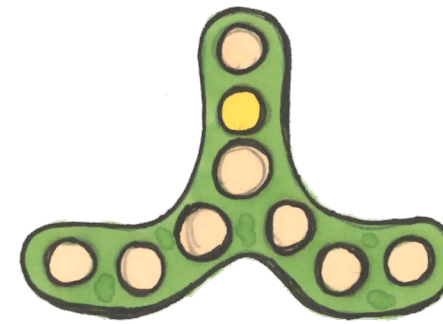
3.)



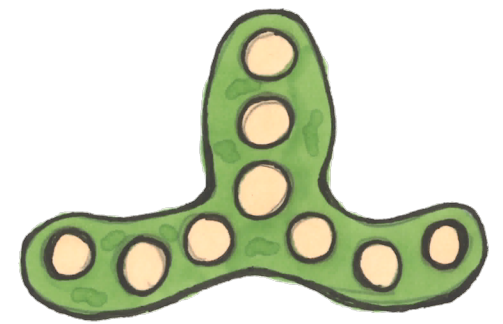
4.) movable "spine"



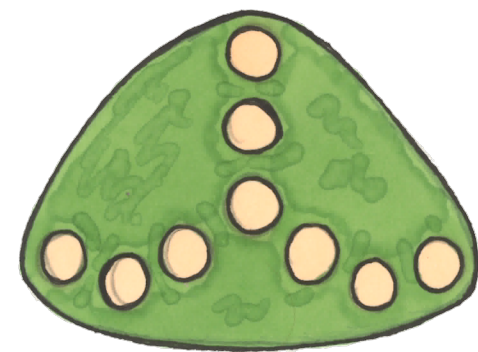
5.)



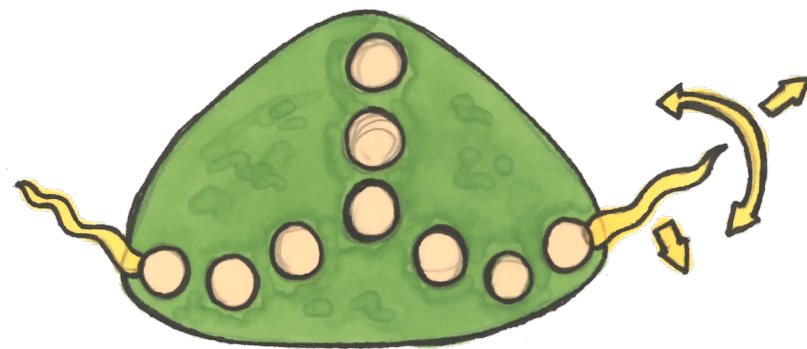
6.) scrolling/scaling



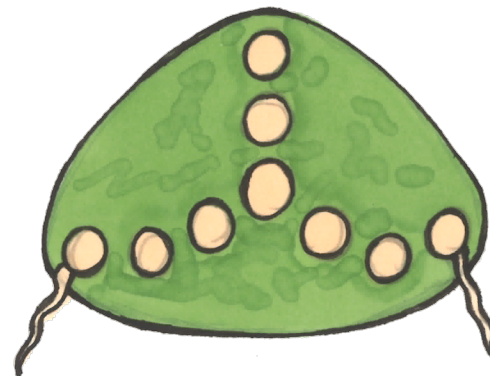
7.) weight-slider: fills in gaps



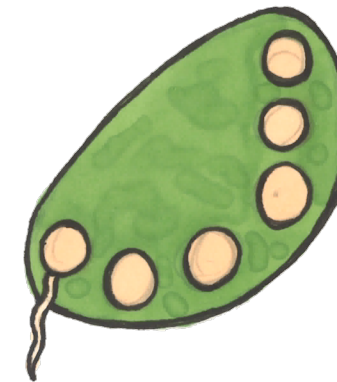
8.) manipulable parts



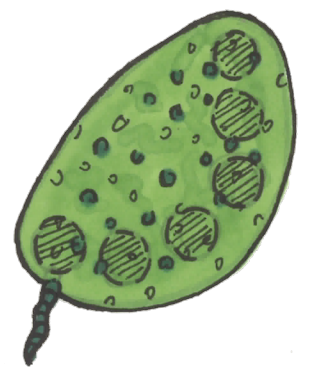
9.)



10.) optional asymmetry



11.)



12.) examples

