Our primary goal was to find an effective interaction method for mobile devices equipped with multi-touch screens. We designed interaction techniques usable for generic interaction in 3D environments while providing all 6 degrees of freedom (DoF). Our interest falls onto two application types: interactive geometry software (IGS) and Android and iOS applications that enable interaction with 3D objects.

By analyzing works of other researchers as well as examining available applications, mostly on mobile devices.

Many, even when provided with multi-touch intuitive and highly efficient interaction methods, prefer the use of a single finger. The use of 3 fingers is being highly condemned by the vast majority, but overall the technique has been highly rated and proved 100% sufficient.

Interaction rating: 3F - 76%; 2F - 92%
Tablet suitability rating: 3F - 87%; 2F - 87%