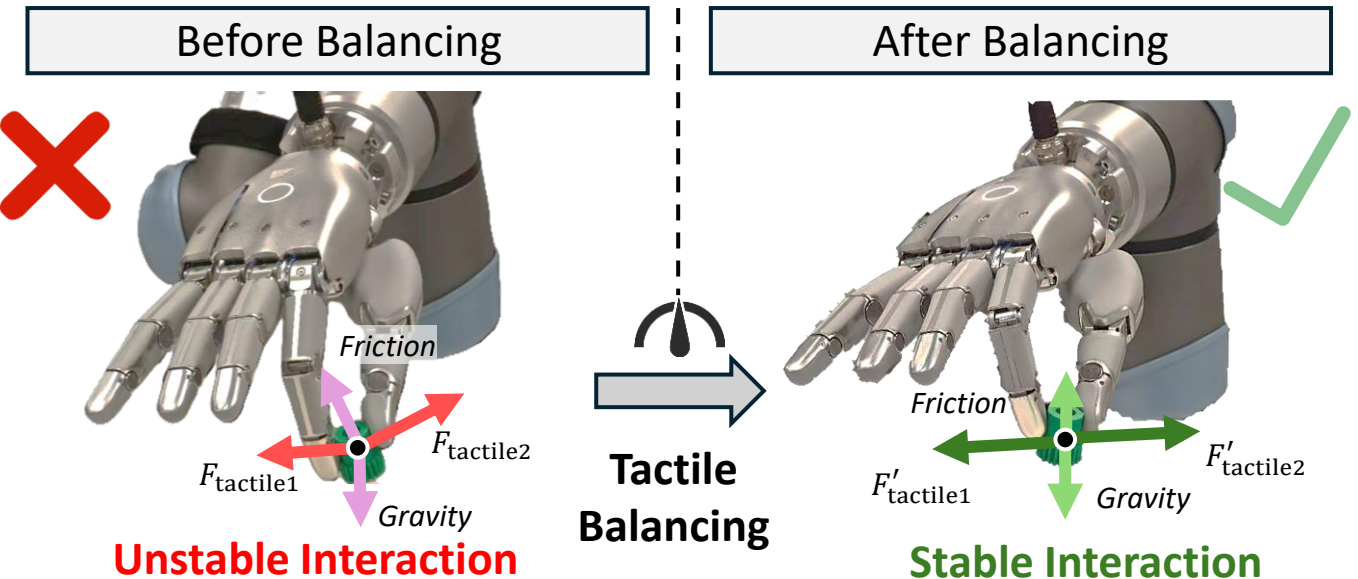

Before Balancing
After Balancing
Friction
F_{tactile1}
F_{tactile2}
Gravity
Unstable Interaction
Tactile
Balancing
Friction
F'_{tactile1}
F'_{tactile2}
Gravity
Stable Interaction