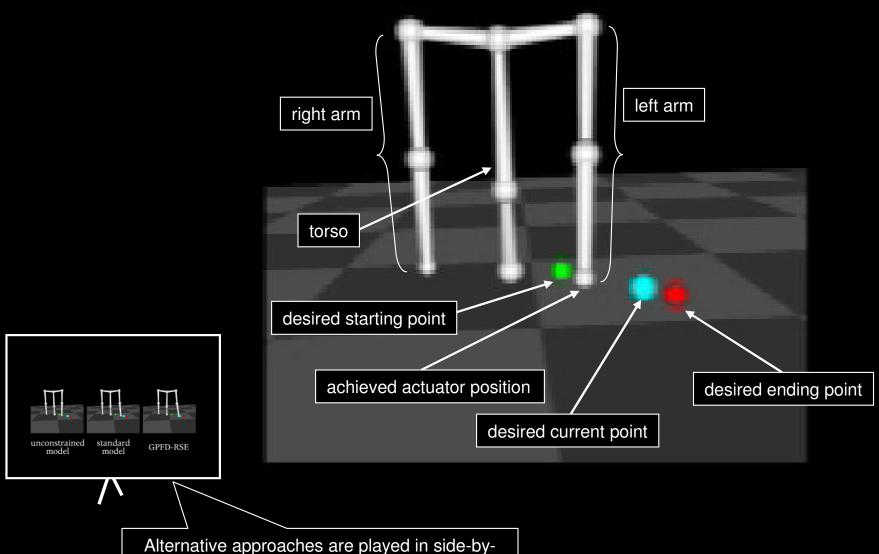
The movie depicts a user's desired trajectory versus movements achieved by their control of an overactuated virtual prosthetic arm via three simulated neural interfaces



Alternative approaches are played in side-byside format to allow for easy comparison