



Figure 3. Virtual wall interaction experiment. **(a-b)** Virtual environment layout. Virtual wall in the center of arena, oriented along either the width (a, Long wall, first 5 min. of a session) or the length of arena (b, Short wall, last 5 min. of a session). **(c)** Group statistics of the number of trajectories deflected from the long virtual wall across directions of trajectories analyzed (length and width) for session conditions with the virtual wall (blue) and empty arena (control, black). Inset, examples of two types of trajectories: deflected trajectory (blue) and crossing trajectory (red). **(d)** Same as c, for virtual wall across length axis. Session-wise permutation test for significance of differences in proportions of deflections between VR and Control conditions in c : $p=.014$ in width and $p=.65$ in length, in d: $p=.061$ in width and $p=.042$ in length.