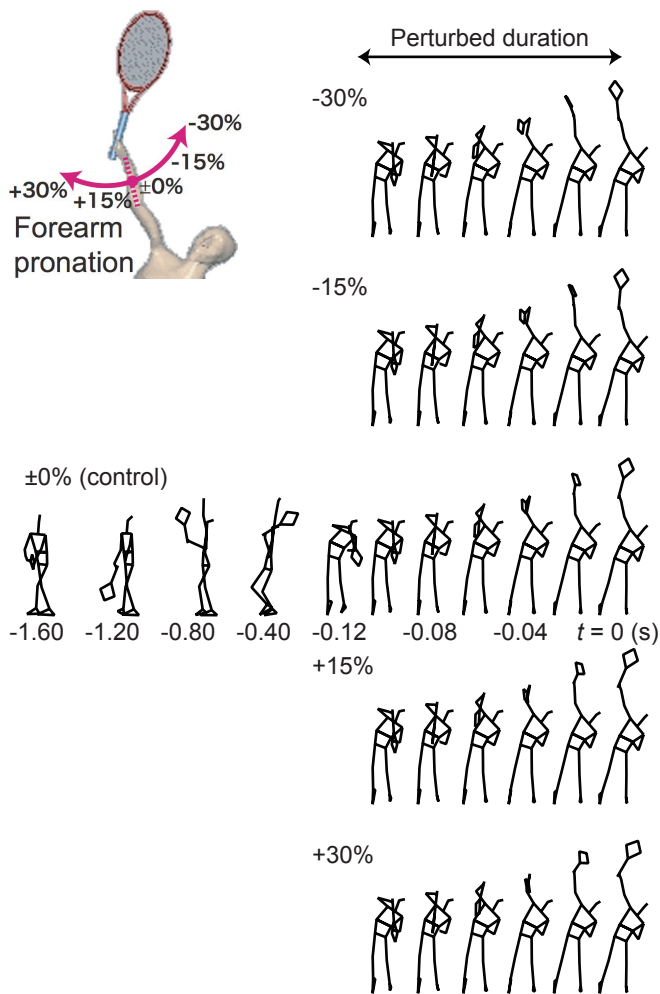


(a) Forearm perturbation



(b) Elbow perturbation

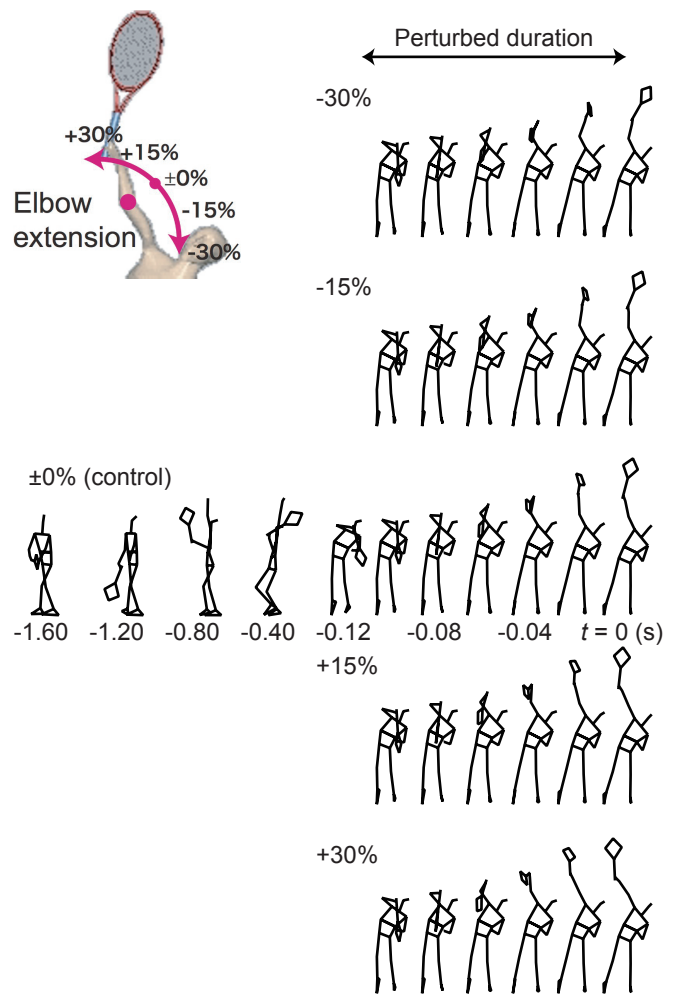


Figure S1. Stick-figure schematic of motion patterns created through forearm perturbation (a) and elbow perturbation (b). Perturbed duration was set from $t = -0.12$ (s) to 0 (from the initiation of forward swing to the racket-ball contact). Note that the stimulus animations were rendered by using a polygon human character (see Figure 1).