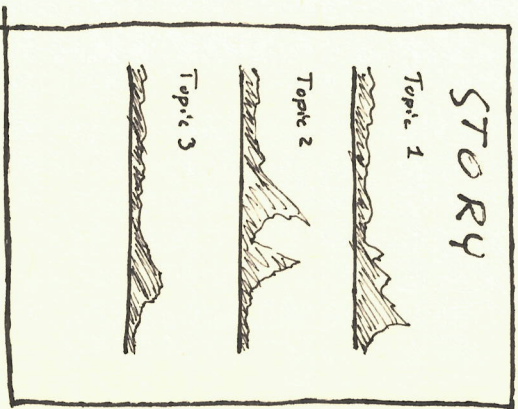
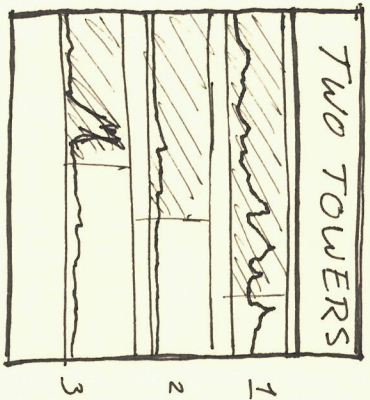
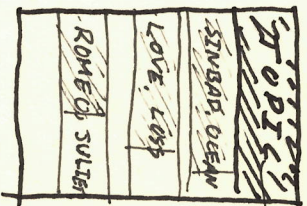
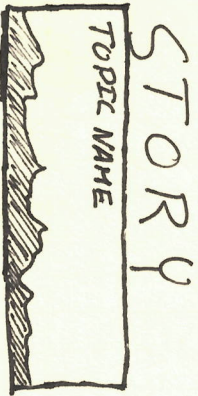


Question: how do you communicate topic relevance to the corpus?

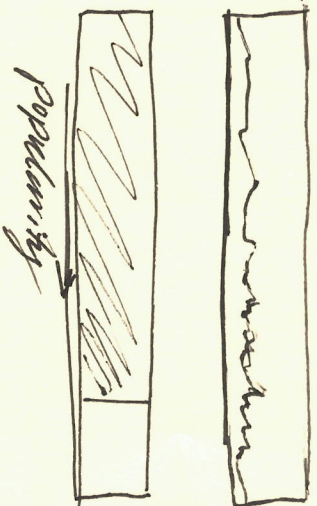
↳ how does one see the topics? ↳ Intrinsically suggests a listing

Topics
 1 ~~~~~ 99% relative score
 2 ~~~~~ 86%
 3 ~~~~~ 24%
 ↳ topic name
 Scoring



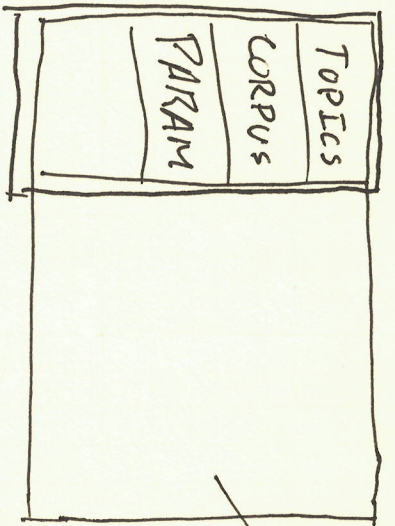
Topics through the driven by the story
 ↳ This

Topic Name: including these other words that I find interesting for my mockup

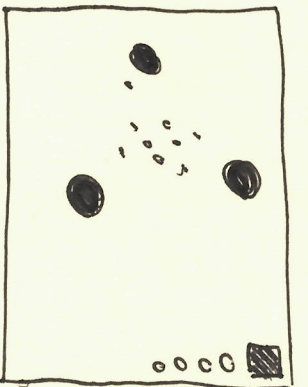


100%

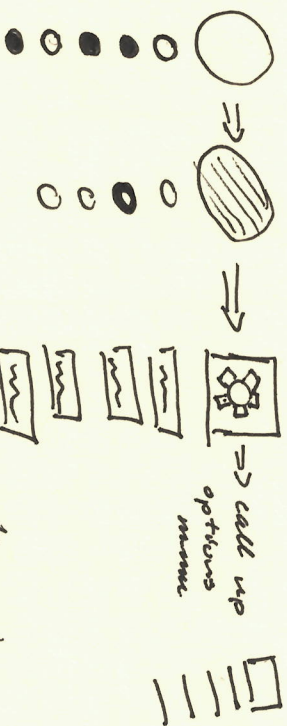
Main window wireframe



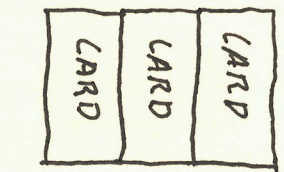
force network...
or not?
general work
space



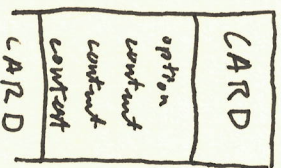
floating
buttons
② 3 options
or more
or never



call up
options
menu

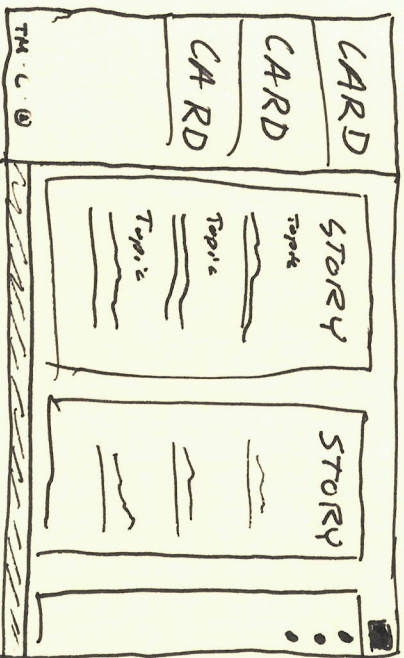


x click



very
usual
hardanger-
pattern-style
interaction

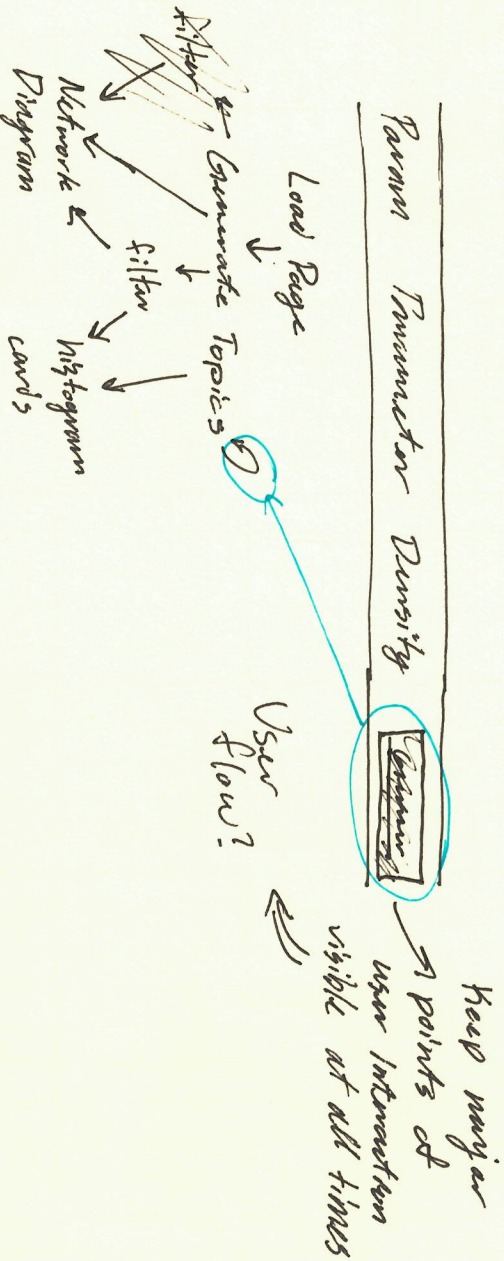
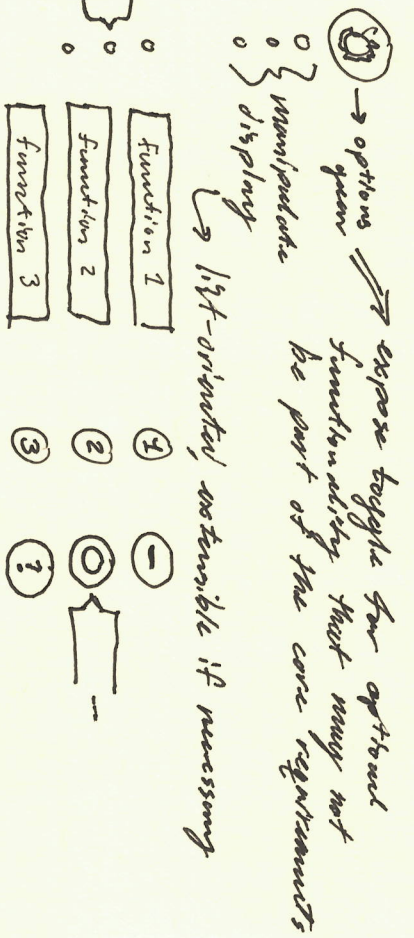
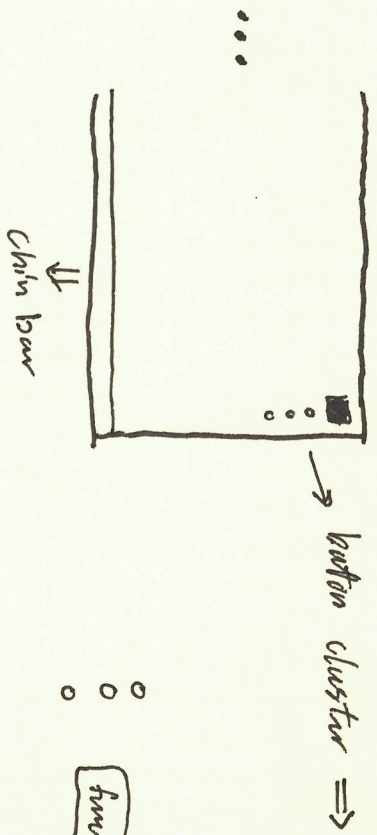
governed by object-model
generation & manipulation



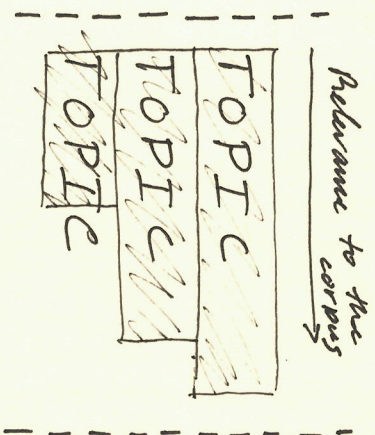
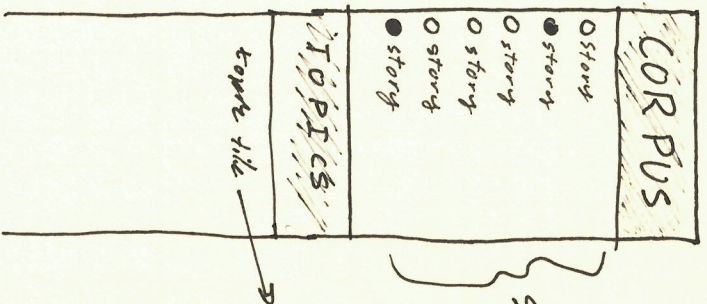
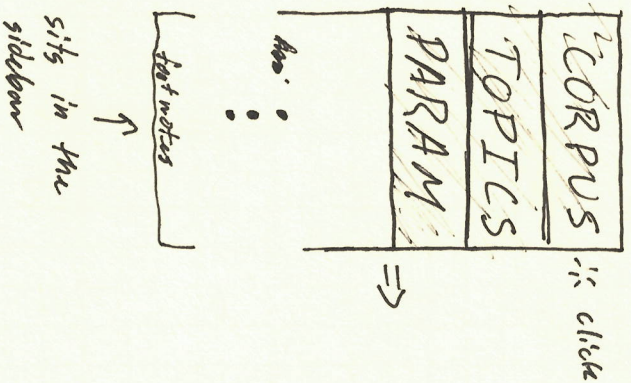
notebook style
view

↳ To sidebar or
not to sidebar?

Network Interface

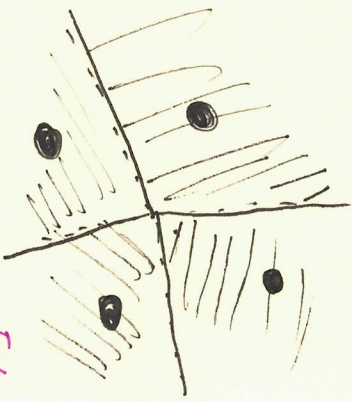
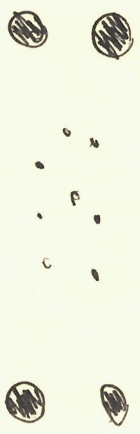
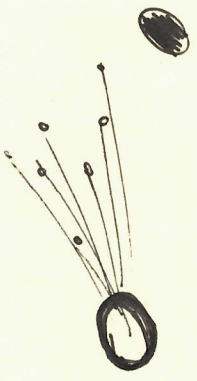
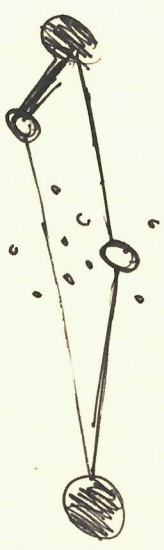
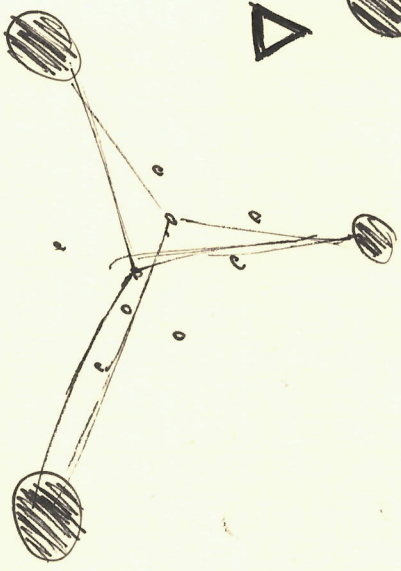
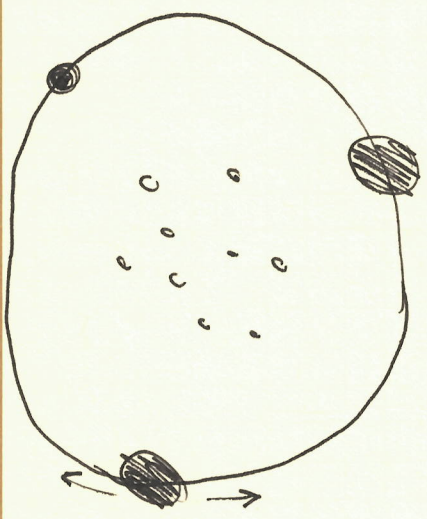
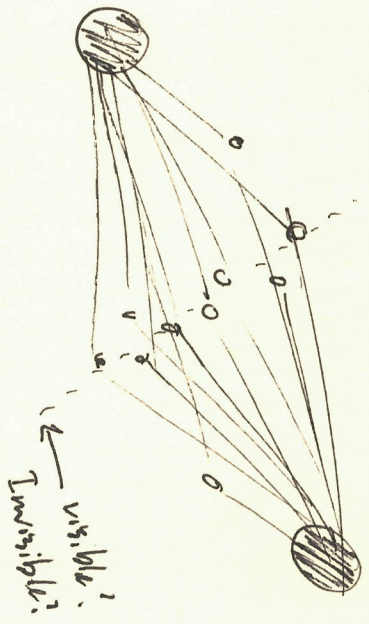


Present topics and stories in a visually intuitive way \Rightarrow how to really drill into detail?
 \hookrightarrow Back to the CARD motif



"Parameters" pane? \downarrow **object model**

Diagram the force network



Extra?
Voronoi
diagram?
Overlay?