


Tributary

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Tributary is an experimental environment for **rapidly prototyping visualization code**. The environment provides several useful libraries , as well as a simple interface for live code editing. We call these shareable code examples **inlets**.

[Try a basic example](#)  [See where you can go](#)  [Get animating](#)  [Or start with a clean slate](#) 

Collaboration

Share what you make and allow others to play with and modify your creations. Each one gets its own URL you can send to anyone. Sign in to or [create](#) a GitHub account and save your inlets as gists.

Learn Tributary

[@enjalot](#) releases video tutorial mixtapes explaining the basics of D3 through Tributary: [dot enter](#), [dot append](#), and [prototype](#).

Popular Inlets

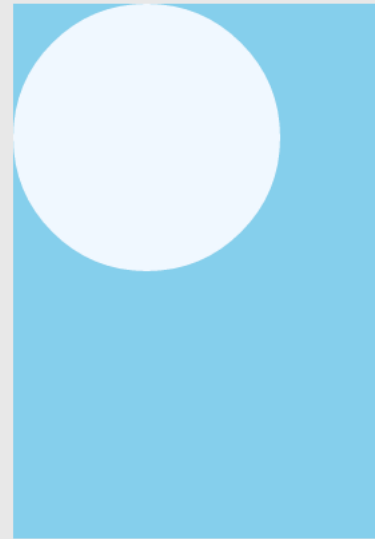
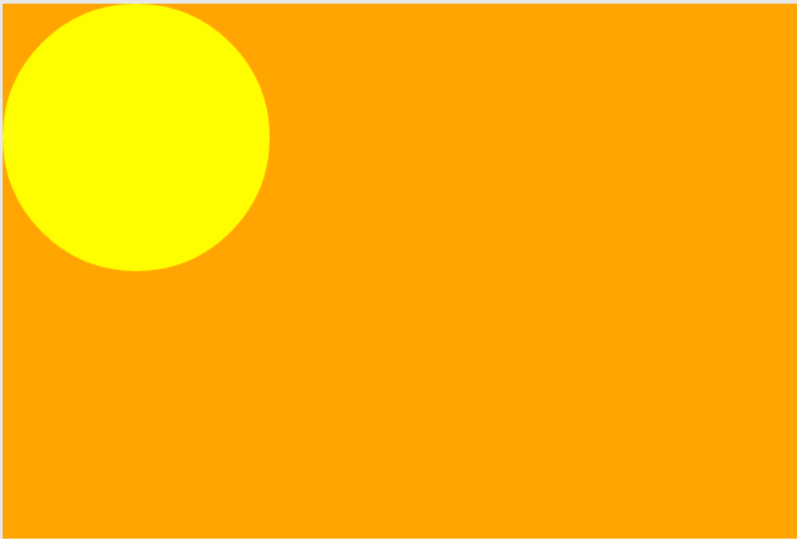
- Rainbow



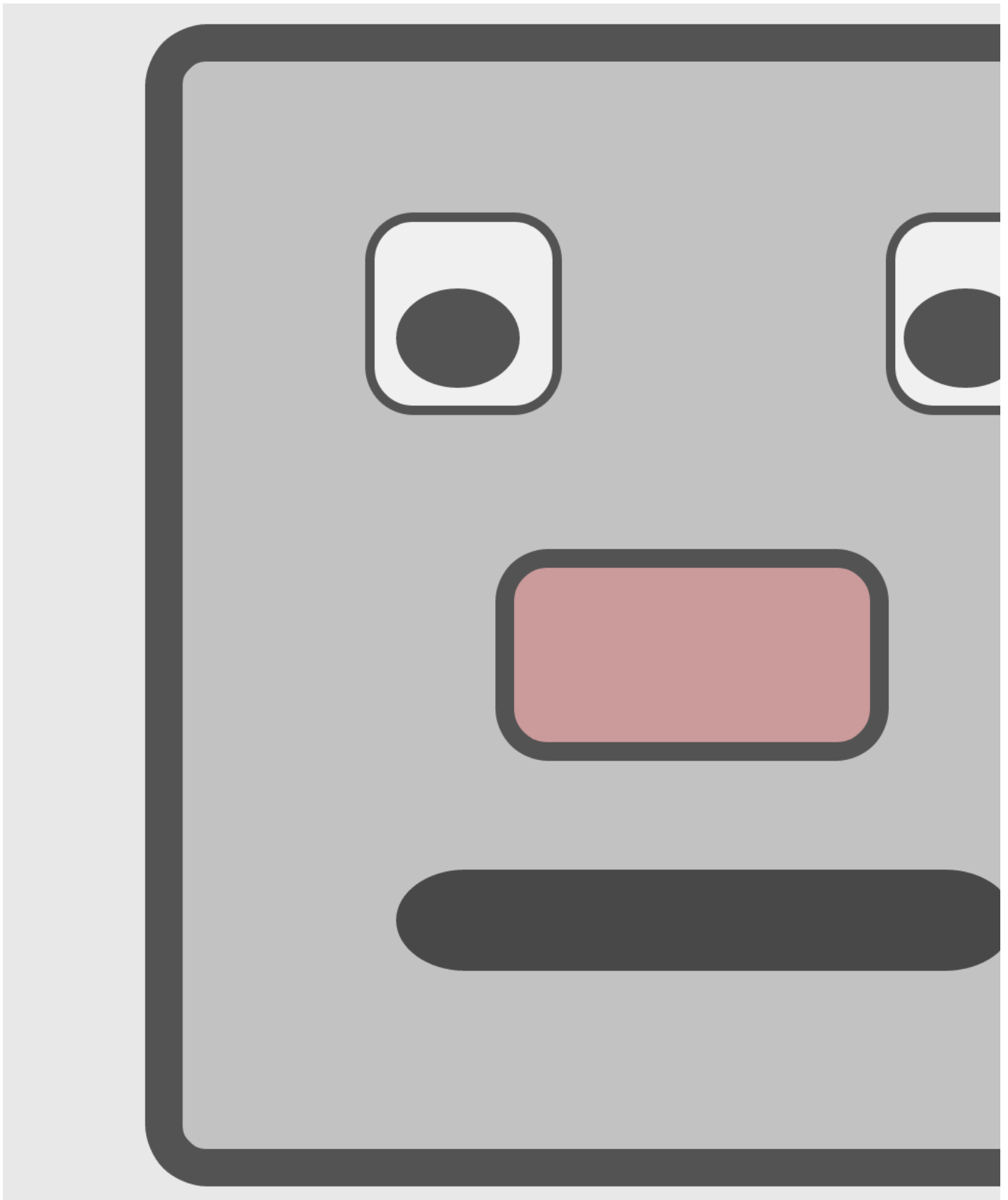
- Toggle Button



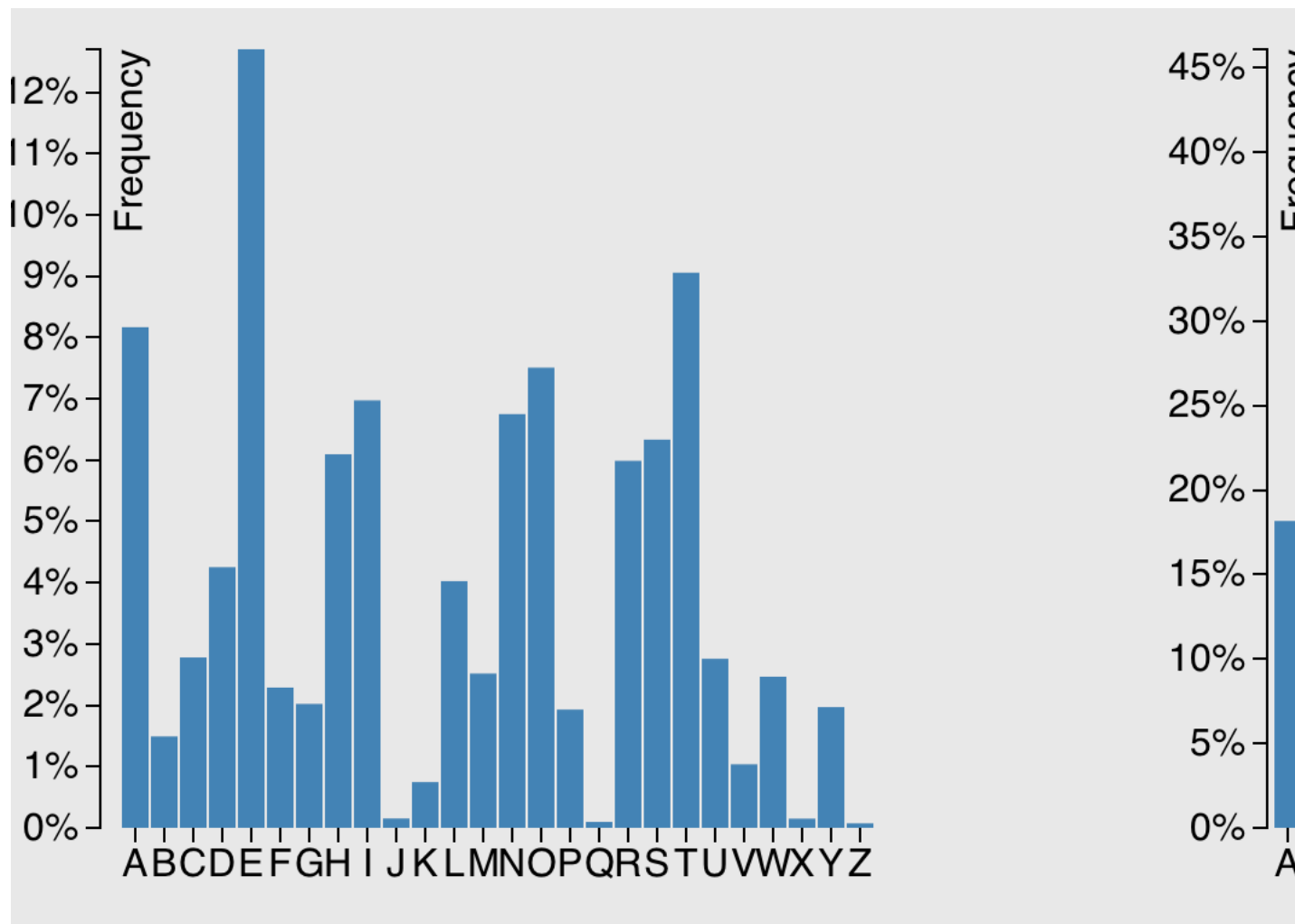
- Drag and Drop chart containers











- Face



- Reusable Bar Charts



Most active users

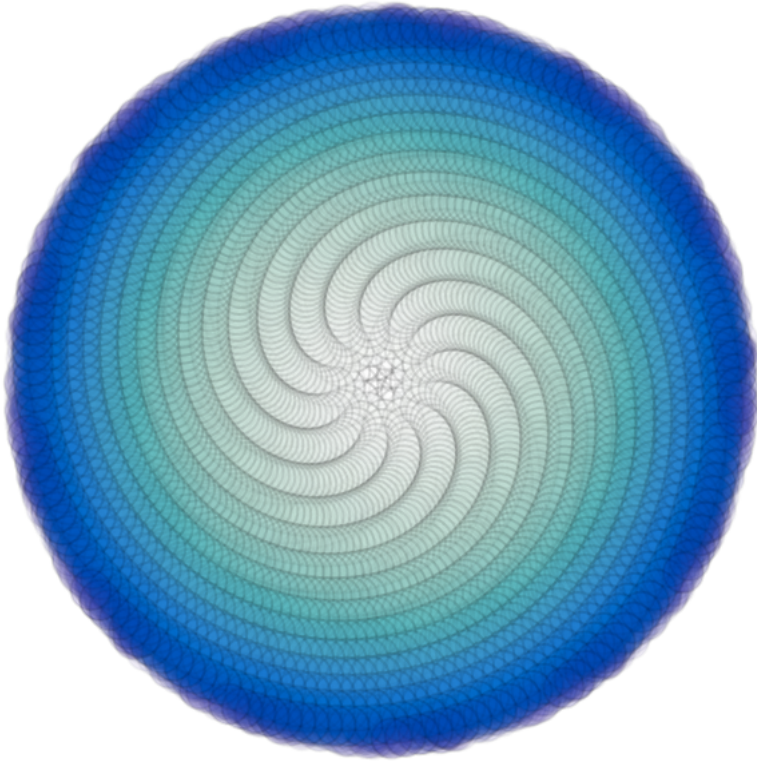
- [enjalot](#) 
- [zeffii](#) 
- [gelicia](#) 
- [roundrobin](#) 
- [ejfox](#) 
- [biovisualize](#) 
- [poezn](#) 
- [enoex](#) 

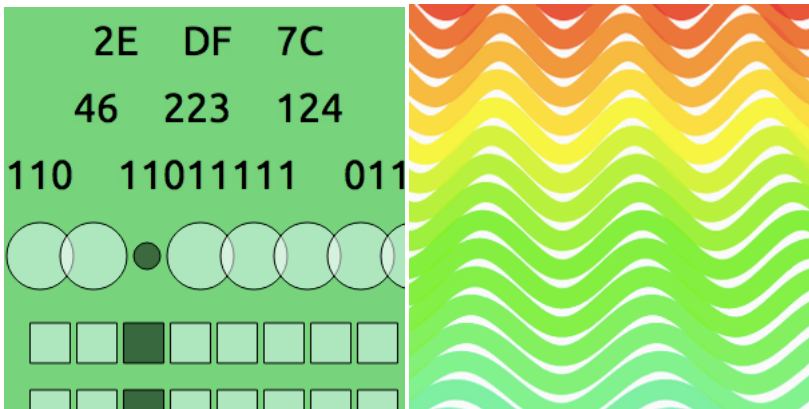
Most active inlets

- [sin waves](#)
- [tributary meta vis](#)
- [#@ 25 great circles](#)
- [user page](#)
- [Latest Tributary Inlets](#)
- [simple globe canvas](#)
- [Toggle Switch](#)
- [test](#)

Latest inlets

Examples





Who is involved?

Tributary is [@enjalot](#)'s digital laboratory. Much of the design is [@mrejfox](#)'s vision. [Contributors](#) include [bollig](#), [ejfox](#), [roundrobin](#), and [georules](#). Power users that shape the projects direction include [@syntagmatic](#), [@bausofthenauf](#), [@ptvan](#), [@poezn](#) and [@zeffii](#)

We want your contributions too! Check out open [issues and enhancements](#) or [share your ideas with us](#).

Where did it come from?

Tributary is possible because of a lot of other people's hard work. We started with [Gabriel Florit's implementation](#) of concepts introduced in Bret Victor's [Inventing on Principle talk](#). Mike Bostock makes much of Tributary possible with his excellent [d3.js library](#). The use of gists to drive the code comes from his [blocks.org project](#).

What we dream it will do

We hope to make programming feel more like playing, so that anyone can explore visual spaces with code. Graphical web APIs are getting more powerful and more numerous, and the tools to manipulate them are as well.

By creating an environment that gives you what you want to start with, we hope that learning these new tools and capabilities will be easier. We also enjoy sharing our knowledge and techniques, so we have created a system that makes it easy and effortless to save ideas and exchange them . We hope that people will continue to "fork" good ideas and take them in their own directions. 