Alphaslider

* Jump by clicking anywhere within the black bar.
* Clicking and dragging the top half moves by 10 items
* Clicking and dragging the bottom half moves by 1 item
* Clicking either arrow moves by 1 item
* The distribution of letters indicates how many items fall under that category

ActiveArea Slider

* This interface spreads the items in the pixel indicated by the red bar across the slider.
  + For example, if there are 100 items in the pixel indicated by the red bar and the slider is 10 pixels wide then each pixel of slider has 10 items
* You can jump anywhere
* You can drag the red slider anywhere within the bounds of the main slider
* You can also roll the mousewheel. If you roll past the end of the main slider then the slider will reposition and allow you to continue scrolling
* You can use the arrow keys to move exactly 1 item at a time
* This blue histograms indicate how many items fall under that category

ListSlider

* List enumerates all items in that pixel
* You can jump anywhere
* You can drag the slider
* Arrow keys allow you to move exactly once

ActiveMultiSlider

* Hybrid design of ActiveArea Slider and ListSlider
* Rolling the mousewheel navigates within the slider. If you scroll past the edge of the slider you will shift the main slider over and can continue scrolling.
* You can drag the red slider anywhere within the bounds of the main slider
* You can jump anywhere
* You can use the arrow keys to move 1 item at a time
* This blue histograms indicate how many items fall under that category

The Actor slider encodes ~10 000 items

The Actress slider encodes ~6 000 items

The Director slider encodes ~1 000 items