Authors / Technique	design guideline													visual channel					
	[DG1] visualization space	[DG2] complexity vs. density	[DG3] hybrid visualizations	[DG4] perceptually uniform properties	[DG5] redundant mapping	[DG6] importance-based mapping	[DG7] view point independence	[DG8] simplicity and symmetry	[DG9] orthogonality and normalization	[DG10] intuitive / semantical mapping	[DG11] balanced glyph placement	[DG12] facilitate 3D depth perception	[DG13] interactive occlusion control	color	shape	size / height / length	orientation	texture	opacity
Brewer [Bre99]: Color use guidelines				■		■				■				■					
Cleveland & McGill [CM84]: Graphical perception	2D/3D			■					■		■			■	■	■	■	■	
Crawfis & Max [CM93]: Vector field visualization	3D	2	■			■	■	■		■	■	■		■			■		■
de Leeuw & van Wijk [dLvW93]: Local flow probe	3D	-3	■			■			■	■				■	■	■	■		
Healey & Enns [HE99]: Combining textures and colors	2.5D	1	■	■				■	■	■	■			■	■	■	■	■	
Healey et al. [HBE96]: Preattentive processing	2D		■	■				■	■		■			■	■	■	■	■	
Kindlmann & Westin [KW06]: Glyph packing	3D	2	■			■	■	■	■	■	■	■		■	■		■	■	
Kindlmann [Kin04]: Superquadric tensor glyphs	2.5D	1.5	■				■	■	■	■					■		■	■	
Kirby et al. [KML99]: Concepts from painting	2D	1	■			■		■	■	■	■			■	■	■	■	■	■
Laidlaw et al. [LAK*98]: Stochastic glyph placement	2D	2	■			■		■	■	■	■	■		■	■	■	■	■	■
Li et al. [LMvW10]: Symbol size discrimination	2D			■					■						■	■			
Lie et al. [LKH09]: Design aspects of glyph-based 3D visualization	3D	2		■	■		■	■	■	■		■	■	■	■	■	■		■
McGill et al. [MTL78]: Variations of box plots	2D	-3		■	■	■		■	■	■					■	■			
Meyer-Spradow et al. [MSSD*08]: Surface glyphs	2.5D	0	■			■	■	■	■	■	■		■	■	■	■			■
Peng et al. [PWR04]: Clutter reduction using dimension reordering	2D	1		■	■			■	■		■				■	■			
Pickett & Grinstein [PG88]: Stick figures	2D	3		■	■			■	■								■	■	
Piringer et al. [PKH04]: Depth perception in 3D scatterplots	3D								■	■		■	■	■		■			■
Rogowitz et al. [RTB96]: How not to lie with visualization	3D		■	■		■			■	■				■					■
Tominski et al. [TSWS05]: Helix glyphs on geographic maps	2.5D	-2	■		■					■	■	■		■		■			
Treinish [Tre99]: Task-specific visualization design	2.5D	-2	■	■		■			■	■	■			■	■		■	■	
Ward & Guo [WG11]: Shape space projections	2D	3		■	■			■						■	■	■			