PCA
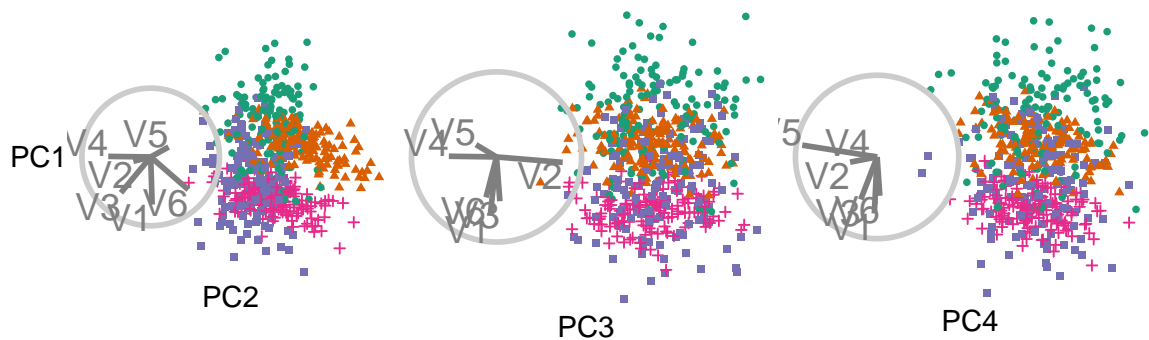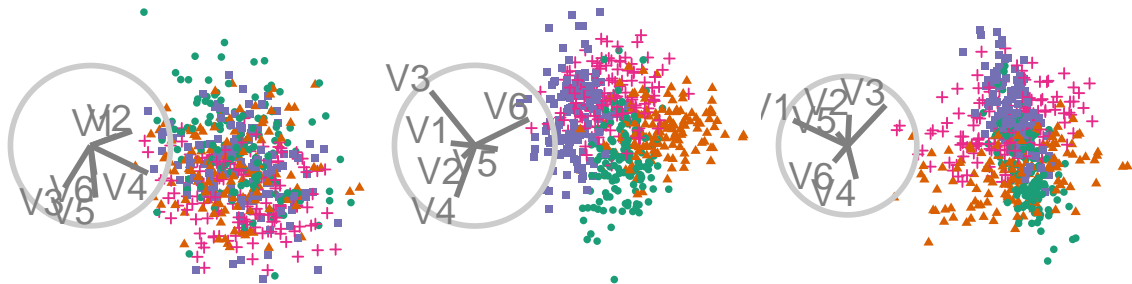– Inputs: x, y axes in [PC1, ... PC4]
– Differce: not animated, discrete change
– Illustrated: 3 of the 12 unique
  PC combinations

Grand
– Inputs: none
– Differce: animated through randomly
  selected target bases
– Illustrated: first 3 such target bases

Radial
– Inputs: manipulation variable in [1, ... 6]
– Differce: animates selected variable to
  norm=1, norm=0, then back to start
– Illustrated: target bases rotating variable 6