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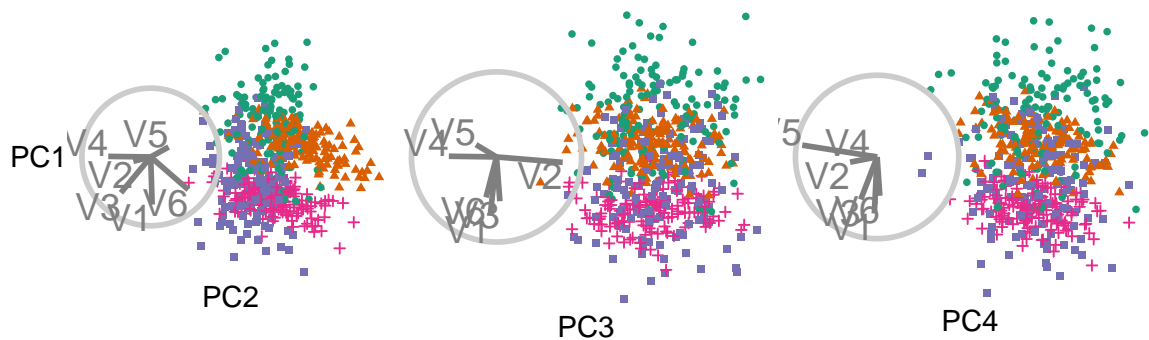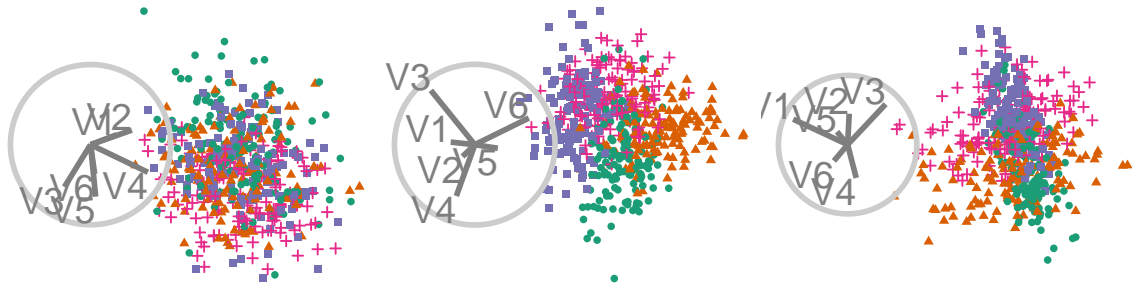– Inputs: x, y axes in [PC1, ... PC4]
– Transition: not animated, discrete change
– Illustrated: 3 of the 12 unique
    PC combinations

PC1

PC2

PC3

PC4

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

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