

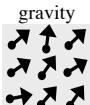
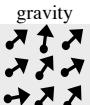
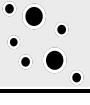
<p>input keyboard</p> 	<p>input keyboard</p> 	<p>input keyboard</p> 
<p>input mouse</p> 	<p>input mouse</p> 	<p>input mouse</p> 
<p>input kinect</p>  	<p>input kinect</p>  	<p>input kinect</p>  
<p>input leap motion</p> 	<p>input leap motion</p> 	<p>input leap motion</p> 
<p>input webcam</p> 	<p>input webcam</p> 	<p>input footsteps</p> 

<p>input drawings on persistent surface</p> 	<p>input music</p> 	<p>input music</p> 
<p>input music</p> 	<p>input music</p> 	<p>input music</p> 
<p>input voice</p>  	<p>input voice</p>  	<p>input squishy touchscreen</p> 
<p>input touchscreen</p> 	<p>input time</p> 	<p>input stock market data</p> 
<p>input stock market data</p> 	<p>input famous text corpora (Emma, etc)</p> 	<p>input famous text corpora (Emma, etc)</p> 

<p>input famous text corpora (Emma, etc)</p> 	<p>input tweets</p> 	<p>input tweets</p> 
<p>input photos</p> 	<p>input microbe tracking</p> 	<p>input tilt sensor</p> 
<p>input tilt sensor</p> 	<p>input proximity sensor</p> 	<p>input proximity sensor</p> 
<p>input tracery-text</p> 	<p>input tracery-text</p> 	<p>input tracery-text</p> 
<p>input pendulum swings</p> 	<p>input global wind speed</p> 	<p>input an ant farm</p> 

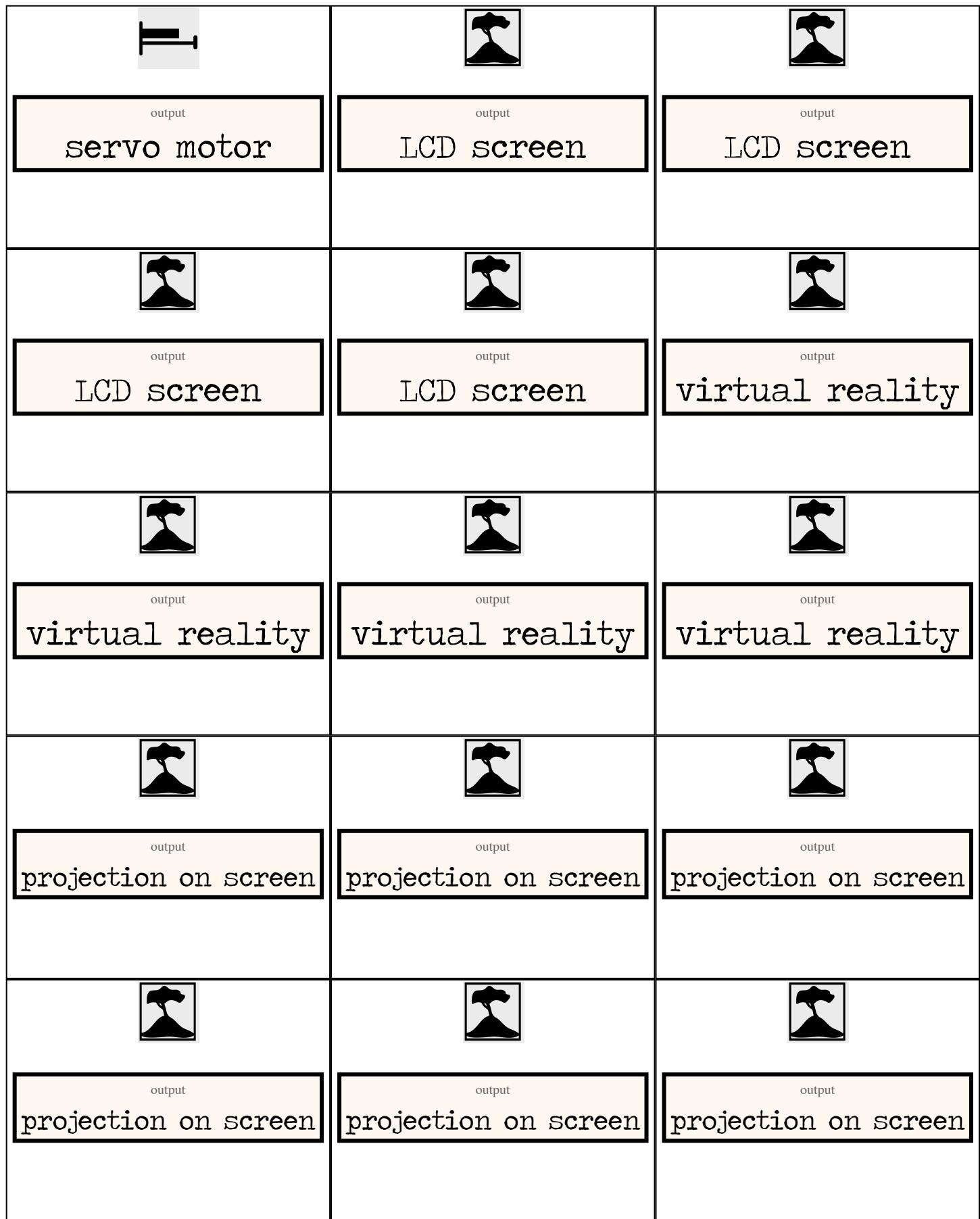
a joystick	a joystick	face tracking
input force direction 	input force direction 	input 
face tracking 	eye tracking 	laser-pointer tracking 
Conway's game of life 	Voronoi 	Delaunay 
		
detect contours contour lines 	Stipplegen point distribution 	calculate gradient gradient directions 
		
subtractive motion detection transformation 	subtractive motion detection transformation 	perlin noise 2D transformation  

transformation perlin noise 2D	transformation perlin noise 2D	transformation perlin noise 2D
 	 	 
transformation perlin noise	transformation perlin noise	transformation perlin noise
		
transformation perlin noise	transformation sine curve	transformation sine curve
		
		
transformation construct curve over time	transformation construct curve over time	transformation construct curve over time
		
	 	 
transformation construct curve over time	transformation mask image	transformation mask image
		

		
transformation simulate as particles positions velocities	transformation simulate as particles positions velocities	transformation simulate as particles positions velocities
		
transformation render as lights	transformation render as lights	transformation pottery wheel extruded object
		
		
transformation calligraphic rendering	transformation calligraphic rendering	transformation render as grass
		
transformation debug draw	transformation debug draw	transformation debug draw
		
transformation debug draw	transformation debug draw	transformation debug draw
		

transformation debug draw 	transformation debug draw 	transformation debug draw 
	a b c 	a b c 
transformation debug draw 	transformation Monte Carlo Markov Chain <small>regenerated text</small> a b c 	transformation Monte Carlo Markov Chain <small>regenerated text</small> a b c 
direction 	magnitude 	
transformation uniform vector field 	transformation get magnitude 	transformation simulate Braitenberg vehicles 
a b c	a b c	a b c
transformation sentiment analysis 	transformation render text 	transformation render text 
a b c	a b c	a b c
transformation render text 	transformation render text 	transformation render text 

		
transformation split text to particles 	transformation split text to particles 	output sound volume
		
output sound volume	output LED brightness	output LED brightness
		
output LED brightness	output LED brightness	output projection on fog
		
output projection on fog	output servo motor	output servo motor
		
output servo motor	output servo motor	output servo motor



		
output projection on screen	output projection on screen	output projection on screen
		
output projection on screen	output projection on very small screen	output projection on very small screen
		
output projection on very large screen	output projection on very large screen	output projection on architecture
		
output projection on architecture	output projection on/in living being	output projection on/in living being
		
output printable	output printable	inputModifier overlaid on nature

<p>inputModifier in a public street</p>	<p>inputModifier on a dress at a fashion show</p>	<p>inputModifier embedded in a tree</p>
<p>inputModifier in a commercial gallery</p>	<p>inputModifier in a museum gallery</p>	<p>outputModifier a pair of interactors</p>
<p>outputModifier a crowd of interactors</p>	<p>outputModifier 'Ender's Game' interactors don't know their input is being used for art</p>	<p>outputModifier interactors and viewers aren't the same people</p>
<p>outputModifier interactors and viewers aren't the same species</p>	<p>outputModifier interactors and viewers aren't in the same location</p>	