
































































































































<p>input</p> <p>keyboard</p> 	<p>input</p> <p>keyboard</p> 	<p>input</p> <p>keyboard</p> 
<p>input</p> <p>mouse</p> 	<p>input</p> <p>mouse</p> 	<p>input</p> <p>mouse</p> 
<p>input</p> <p>kinect</p>  	<p>input</p> <p>kinect</p>  	<p>input</p> <p>kinect</p>  
<p>input</p> <p>leap motion</p> 	<p>input</p> <p>leap motion</p> 	<p>input</p> <p>leap motion</p> 
<p>input</p> <p>webcam</p> 	<p>input</p> <p>webcam</p> 	<p>input</p> <p>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>a bc</p>	<p>input tweets</p> <p>a bc</p>	<p>input tweets</p> <p>a bc</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>a bc</p>	<p>input tracery-text</p> <p>a bc</p>	<p>input tracery-text</p> <p>a bc</p>
<p>input pendulum swings</p> 	<p>input global wind speed</p> 	<p>input an ant farm</p> 
















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















 <p>transformation</p> <p>perlin noise 2D</p>  	 <p>transformation</p> <p>perlin noise 2D</p>  	 <p>transformation</p> <p>perlin noise 2D</p>  
 <p>transformation</p> <p>perlin noise</p>	 <p>transformation</p> <p>perlin noise</p>	 <p>transformation</p> <p>perlin noise</p>
 <p>transformation</p> <p>perlin noise</p>	 <p>transformation</p> <p>sine curve</p>	 <p>transformation</p> <p>sine curve</p>
 <p>transformation</p> <p>perlin noise</p>	 <p>transformation</p> <p>sine curve</p>	 <p>transformation</p> <p>sine curve</p>
 <p>transformation</p> <p>construct curve over time</p> 	 <p>transformation</p> <p>construct curve over time</p> 	 <p>transformation</p> <p>construct curve over time</p> 
 <p>transformation</p> <p>construct curve over time</p> 	  <p>transformation</p> <p>mask image</p> 	  <p>transformation</p> <p>mask image</p> 

 <p>transformation</p> <p>simulate as particles</p> 	 <p>transformation</p> <p>simulate as particles</p> 	 <p>transformation</p> <p>simulate as particles</p> 
 <p>transformation</p> <p>render as lights</p> 	 <p>transformation</p> <p>render as lights</p> 	 <p>transformation</p> <p>pottery wheel</p> <p>extruded object</p> 
 <p>transformation</p> <p>calligraphic rendering</p> 	 <p>transformation</p> <p>calligraphic rendering</p> 	 <p>transformation</p> <p>render as grass</p> 
 <p>transformation</p> <p>debug draw</p> 	 <p>transformation</p> <p>debug draw</p> 	 <p>transformation</p> <p>debug draw</p> 
 <p>transformation</p> <p>debug draw</p> 	 <p>transformation</p> <p>debug draw</p> 	 <p>transformation</p> <p>debug draw</p> 

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

 <p>transformation</p> <p>split text to particles</p> 	 <p>transformation</p> <p>split text to particles</p> 	 <p>output</p> <p>sound volume</p>
 <p>output</p> <p>sound volume</p>	 <p>output</p> <p>LED brightness</p>	 <p>output</p> <p>LED brightness</p>
 <p>output</p> <p>LED brightness</p>	 <p>output</p> <p>LED brightness</p>	 <p>output</p> <p>projection on fog</p>
 <p>output</p> <p>projection on fog</p>	 <p>output</p> <p>servo motor</p>	 <p>output</p> <p>servo motor</p>
 <p>output</p> <p>servo motor</p>	 <p>output</p> <p>servo motor</p>	 <p>output</p> <p>servo motor</p>

 output servo motor	 output LCD screen	 output LCD screen
 output LCD screen	 output LCD screen	 output virtual reality
 output virtual reality	 output virtual reality	 output virtual reality
 output projection on screen	 output projection on screen	 output projection on screen
 output projection on screen	 output projection on screen	 output projection on screen

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

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