

Artwork	Why					How								What	
	<i>Consume</i>									<i>Manipulate:</i>					
Name	Present	Discover	Enjoy	Produce	Search	encoding	Select	Navigate	Arrange	Change	Annotate	Import	record	input	output
Artwork name	Visual story	Source of data	The user experience	Generate new artefacts	How to find data items	Approach of presenting data	Interaction task within the visualization				Add Data to the visualization	Add new data items	Save visualization states	Kind of data	Kind of data

## CLUSTER OF MARKERS

<a href="#">Leaf++</a>	Social Network based on leafs	-	Curiosity and exploration of social interactions in a natural environment	Can add multi-media content to a leaf	The user can browse and explore data	Mobile Scanner	Take a plant	-	Position the leaf somewhere else	Edit the annotation	Every leaf can store one annotation	-	-	Graphic-specific object (The structure of the leaf)	Value (Leaf ID)
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## CLUSTERS OF PLANT DISPLAYS

<a href="#">Tsungari kan</a>	Human Presence of Family Member	-	Improve emotional connection to long-distance people	-	-	Kinetic gesture (rotating plant)	-	-	-	-	-	Current motion data value	-	Number Values (motion detection data)	Number Values (motor data)
<a href="#">Flona</a>	Make a plant more human lifelike	-	Improve communication between plants, robots, and humans	-	-	Kinetic gesture (moving branches)	-	-	-	Move to the plant	-	Current motion data value	-	Number Values (motion detection data)	Number Values (motor data)
<a href="#">The Mediated Body of Plants</a>	Visualizes spatiality of our living environment	-	Curiosity and exploration of living plants	-	-	Kinetic gestures (waving and shuddering)	-	-	-	-	-	-	-	Number Values (humidity levels of the soil)	Number Values (motor data)
<a href="#">Infotropism</a>	Visualizes the usage of different trash bins	-	Educate and Motivate people to use more recycle trash bins	-	-	Directed plant's growth (movement)	-	-	-	Use of trash bin	-	Current usage of trash bin	-	Number (motion data of each trash bin)	Number (light)
<a href="#">Dialogue</a>	an audible dialogue between human breath and the plants	-	Curiosity and exploration of living plants and a natural environment	-	-	Sound, light, and growth of the trees	-	-	-	Breath to the branches	-	Current CO2 data values	-	Number Values (CO2 values)	Number Values (sound, light)

<a href="#">The Garden Eden</a>	Problem of air pollution in the G8 nations	<a href="http://www.wollle.com/go/e/">http://www.wollle.com/go/e/</a>	Curiosity and exploration of air pollution in our capitals	-	-	Plant's health and growth	Look at one plant	Go to the other plants	-	-	-	Current air pollution data values	Each value is recorded in the state of plant health	Number Values (air pollution)	Number values (release of the gas ozone 3)
<a href="#">Plant Display</a>	visualizes a human relationship between a user and their friends	-	Creating an emotional experience based on data of human relations	-	-	Plant's growth (Hydroculture)	-	-	-	Increase or decrease mobile communication	-	-	Each value is recorded in the state of plant's health and grow	Number Values (Spent time with friends, Telephone calls, Log data Email)	Number values (water)
<a href="#">I/O Plant</a>	Visualizing data	-	-	-	-	Plants growth	-	-	-	-	-	-	Each value is recorded in the state of plant's health and grow	Flexible	Number values (water pump, light)
<a href="#">Yucca Invest Trading Plant</a>	Visualizes the trading ability of a plant	-	Curiosity and exploration of a living organism (plant) on the stock market	-	-	Plants growth and health	-	-	-	-	-	Current electrical variations	Each value is recorded in the state of plant's health and grow	Number Values (electronic signal)	Number Values (Water, Light)
<a href="#">Spore 2.0</a>	Visualizes stock growth of Home Depot	-	Experience product quality based on a company stock performance	-	-	Plants growth and health	-	-	-	-	-	Current stock value of Home Depot	Each value is recorded in the state of plant's health and grow	Number Values (Weekend stock value)	Number (Water)
<a href="#">Jarred In</a>	Plant sculpture	-	Curiosity and exploration of the living organism plant	-	-	Plants growth and health (Hydroculture)	-	-	-	-	-	-	-	-	Number (Water, Nutrient, Light)
<a href="#">Juggernaut</a>	Visualizing the ecosystem plant	-	Curiosity and exploration of a hydroponic environment	-	-	Plants growth and health (Hydroculture)	-	-	-	-	-	-	-	-	Number (Water, Nutrient, Light)

<a href="#">Junior Return</a>	Visualizes the rest lifetime of battery	-	Curiosity and exploration of various battery capacities	-	-	Plants growth and health (Hydroculture)	Look at one plant	Go to the other plants with other batteries	-	-	-	Current Boolean value of the available power	Each value is recorded in the state of plant's health and grow	Number value (voltage)	Number (Water, Nutrient, Light)
<a href="#">ANATOMY OF LANDSCAPE</a>	painting-like landscape with plants	-	Curiosity and exploration of living painting with plants	-	-	Plants growth and health	-	-	-	-	-	Current time with its light condition	Each value is recorded in the state of plant's health and grow	Number value (time or light)	Number (water, ventilation, heat, light)
<a href="#">Paludarium SUGURU</a>	Visualize the human inability to create an ecosystem without machines	-	Curiosity and exploration between plants, machine and environmental conditions	-	-	Plants growth and health	-	-	-	-	-	-	-	-	Number (water, ventilation, heat, light)

## CLUSTERS OF PRINTING APPROACHES

<a href="#">capacity for (urban eden, human error) Bumbershoot Version</a>	Representation in the Eden growth model and leverage mathematical representations of both urban growth and cellular growth	<a href="http://allisonx.com/wp-content/uploads/2014/03/planting+growth+schedule2.jpg">http://allisonx.com/wp-content/uploads/2014/03/planting+growth+schedule2.jpg</a>	Curiosity and exploration of the connection between the concept of city and the concept of an organism	-	-	Seeds Arrangement (Printing) and plants growth	-	-	-	-	-	-	The data is printed / planted permanently	Numbers Values (Algorithm based on Eden Growth, coordinate values)	Graph-specific objects (Algorithmic patterns)
<a href="#">Organograph</a>	visualizes the intangible mechanisms of earth's carbon cycle and humans impact on it	<a href="http://www.organograph-sj.org/client-change/">http://www.organograph-sj.org/client-change/</a>	Educational Experience how humans change this cycle with a warming impact to our planet	-	-	Flower arrangement for Temperature Data (Printing) , CO2 Ratio with black and white marbles	-	-	-	-	-	Current values of fossil fuel rate	Stores the actual data (CO2 and temperature) in the History Garden	Number Value (fossil fuel rate)	Number (motor marbles, motor flower arrangement)

<a href="#">Avena+ Test Bed</a>	explores the relationship between landscape, agriculture and digital fabrication by intercepting the process of precision farming by generative design	-	Curiosity and exploration of Biodiversity, Accuracy in Agriculture	-	-	Seed Arrangement (Printing), Plant's growth, Diversity in plant's appearance	-	-	-	-	-	-	The data is printed / planted permanently	Number Values (GPS Data)	Graph-specific objects (Algorithmic patterns)
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## CLUSTER OF Projection Mapping

<a href="#">Lit tree</a>	Visualize active motion areas	-	Curiosity and exploration of motion data	-	-	Projection Mapping of 3D Pixels	-	-	-	Move the hand across the motion detection area	-	Current values of motion data	Each value is recorded in plant's growth	Number Values (Motion Data)	Number Value (3D coordinate of the motion data)
<a href="#">APPARATI EFFIMERI</a>	Visualizes movement of a tree on a tree itself	-	Entertainment, Curiosity and exploration of tree movement	-	-	Projection Mapping of tree movement on a tree itself	-	-	-	-	-	-	-	-	Animations (Pixel data)
<a href="#">Cambodian Trees</a>	Projected spiritual pictures on trees	-	Experience spirituality in an urban environment	-	-	Projection Mapping on whole tree	-	-	-	-	-	-	-	-	Image (Pixel data)
<a href="#">Spacemaker</a>	Projected heads of important humans in national history	-	Explore emotionally national history beyond public monuments	-	-	Projection Mapping on whole tree	-	-	-	-	-	-	-	-	Image (Pixel data)
<a href="#">Data Tree</a>	Projected environmental sensor data	-	Explore and educate people about the interaction between a tree and its environment	-	-	Projection Mapping on leaves and branches of a tree	-	-	-	-	-	-	-	Number Values (Sensor Data)	Image (Pixel data)