

BEHAVIOR

1. Connection tendency

- normal hand structure (*points align to joints in the hand*)
- corresponding points
- opposite points
- closest points

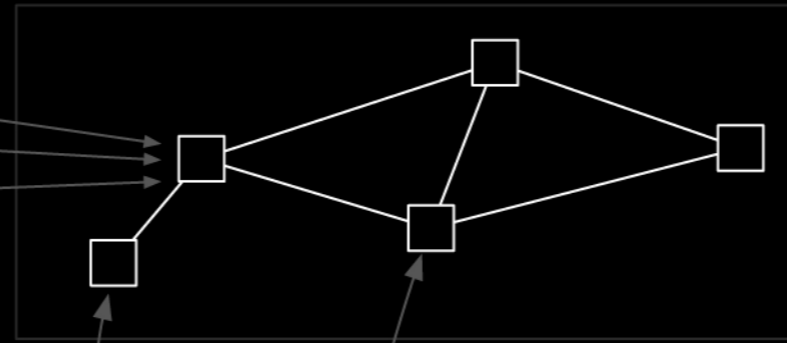
2. Connection number

3. Tracking (*temporal alignment to hand motion*)

4. Adjectives (*line styles*)

- texture
- color
- node

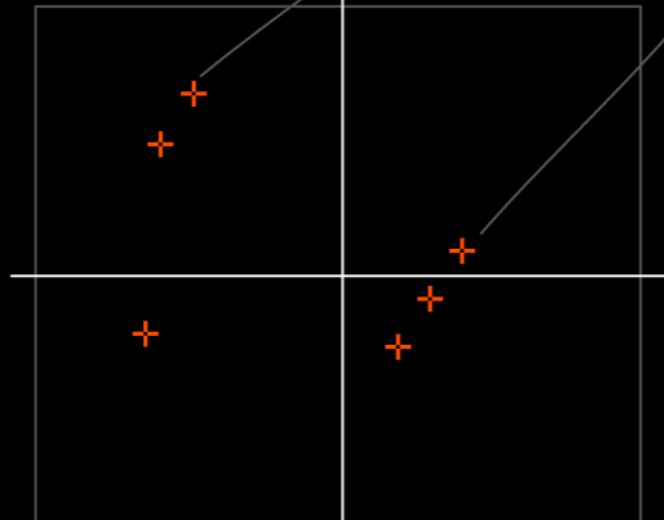
5. Annotations



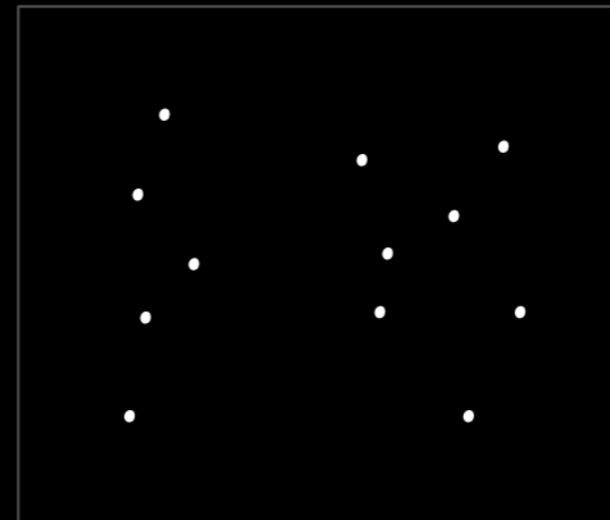
ADJECTIVE GRAPH



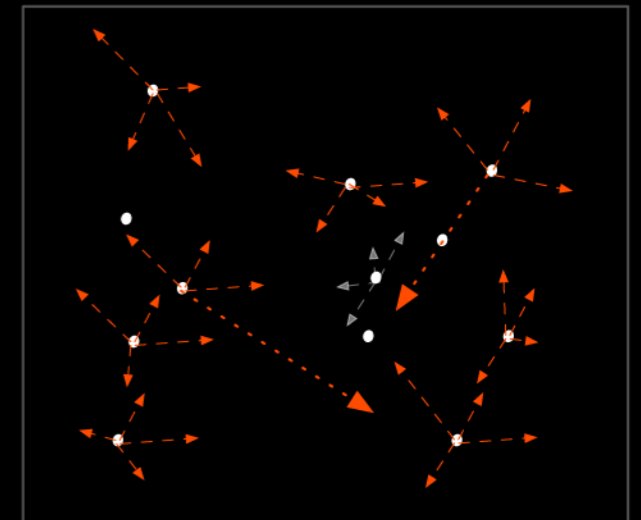
BOREDOM MODE



BEHAVIOR SPACE



"REAL" SPACE



SIGNALS