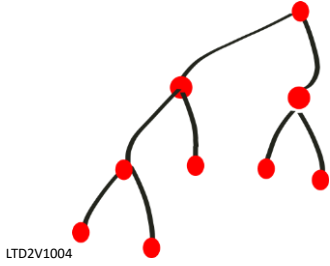


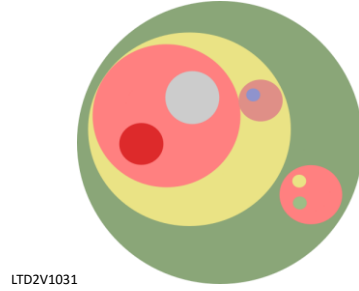
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



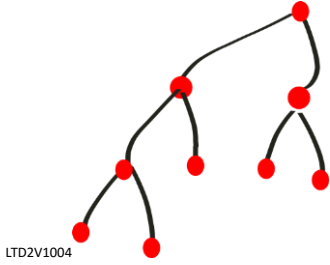
Layout: **Circle Packing**

Point+add containment->



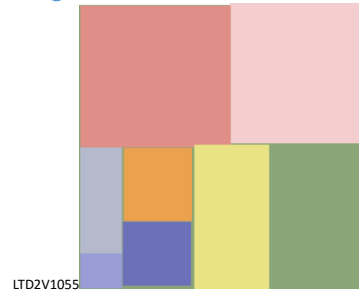
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



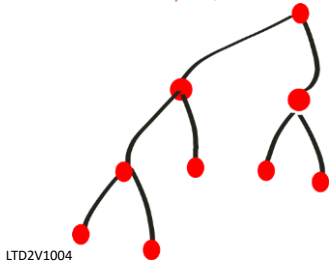
Layout: **Tree Map**

Rectangle+add size, add containment->



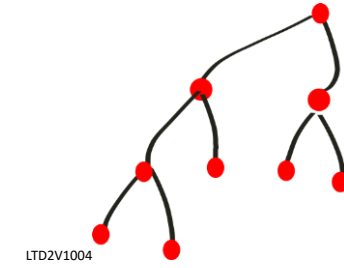
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



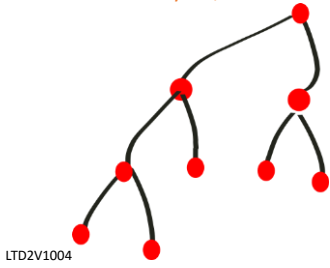
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



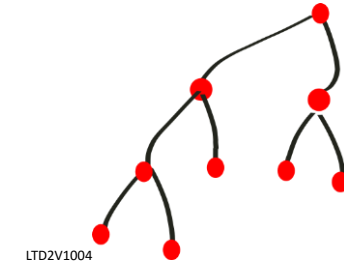
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



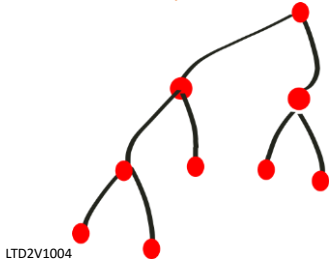
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



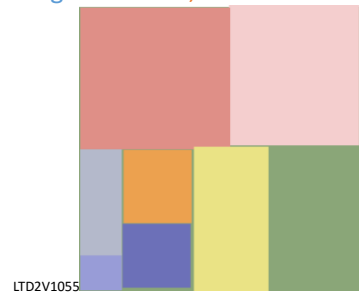
Layout: **Tree**

Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->

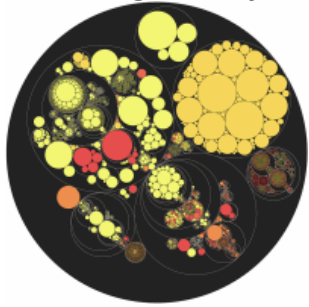


Layout: **Tree Map**

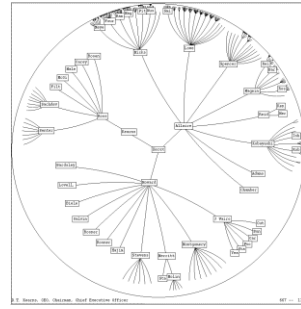
Rectangle+add size, add containment->



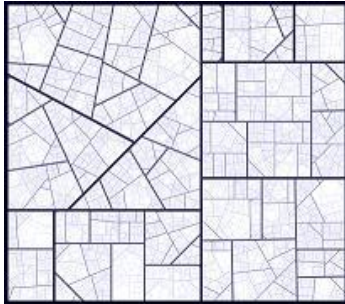
Layout : **Circle Packing example**



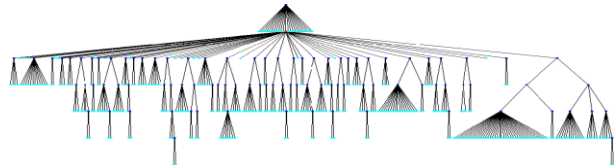
Layout: **Tree Example Hyperbolic tree**



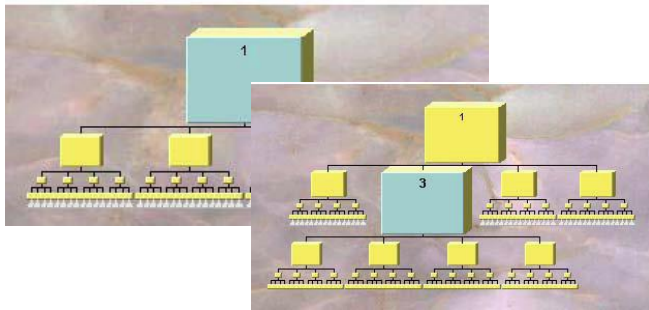
Layout: **Tree Map: example**



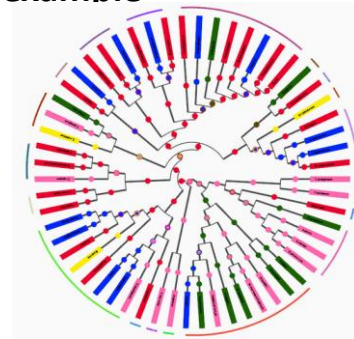
Layout: **Tree example**



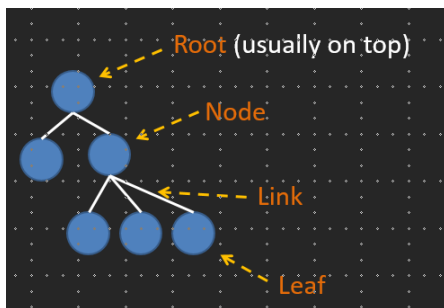
Layout: **Tree example Degree-of-Interest (DOI) Trees**



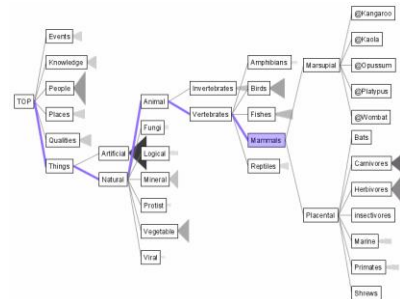
Layout: **Tree example**



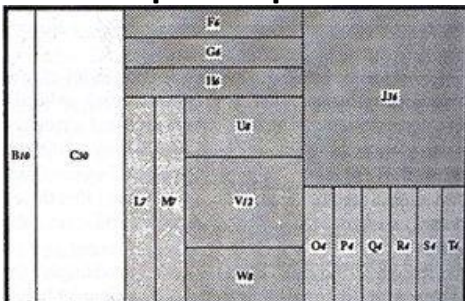
Layout: **Tree**



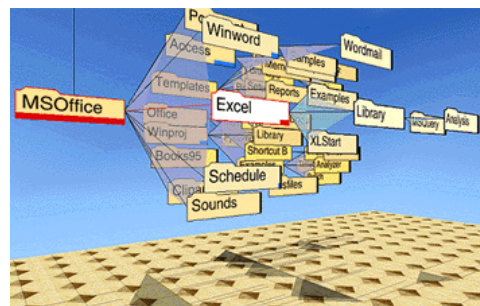
Layout: **Tree example: Space Tree**



Layout: **Tree Map example**

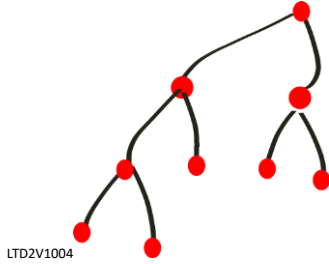


Layout: **Tree example: Cone Tree**



Layout: **Tree**

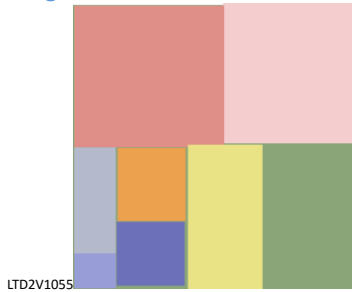
Line+add connection->Link+for multiple nodes->Network+acyclic, one direction->



Fill you own

Layout: **Tree Map**

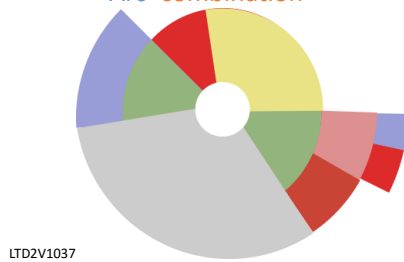
Rectangle+add size, add containment->



Fill you own

Layout: **Sunburst**

Point+divide to part->Pie, Doughnut, Arc+combination->



Fill you own

Fill you own

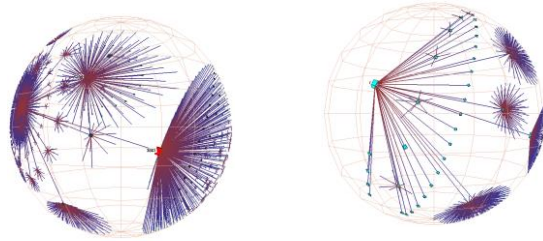
Fill you own

Fill you own

Fill you own

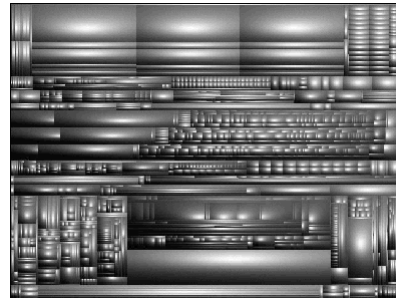
Fill you own

Layout: **Tree example: Hyperbolic tree with interaction**



Fill you own

Layout: **Tree Map** add shading and texture



Fill you own

Layout: **Sunburst example**



Fill you own

Fill you own

Fill you own

Fill you own

