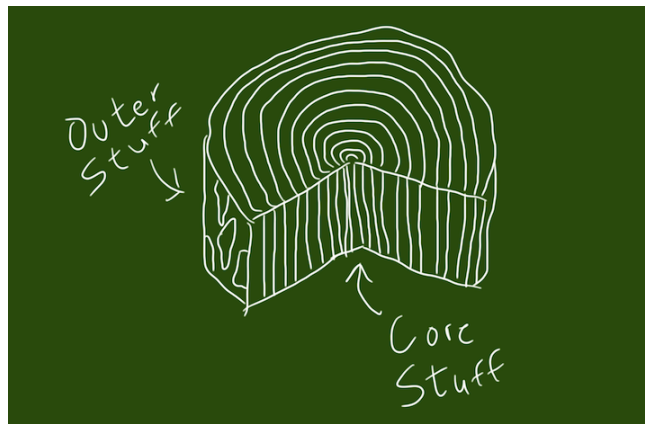


1. Anatomy: When do you use it? Any time you want to educate about something with many moving constituent parts, which are not widely or easily understood.



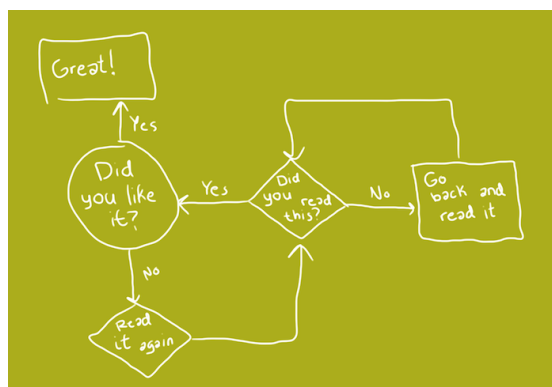
2. Timeline: When to use it? Whenever change over time is your main point.



3. Maps: When to use it? Whenever you want to communicate proximity, distance and direction between a number of different items, or data points.



4. Decision Tree: When do you use it? Decision trees are great for guiding people mentally and visually from an indeterminate starting point to any one of many different end-points.



5. Scale: When do you use it? Anytime you want to prioritize or rank a number of objects against a criterium that your audience will particularly like. Everything in the universe, no matter how unique, is on a sliding scale – we must just ask ourselves what the scale is.



