Using Space Effectively: 2D II

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CS 294-10: Visualization Spring 2011

Topics

Displaying data in graphs Banking to 45 degrees Fitting data and depicting residuals Graphical calculations Zooming and distortion









Nomograms Time in minutes 4 5 6 7 8 9 10 15 20 25 30 35 40 50 60 80 200 100000 100000 10000 10000 10000 10000 10000 10000 10000 10 100 200 600 0000 Distance in yards Milee 15 20 25 30 35 40 50 60 80 Speed in knots 3 4 5 6 7 8 9 10 Sailing: The Rule of Three



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| | | | 1885), p. 20. The method is attribute to the French engineer, Ibry. |



Final project

Design new visualization method

Pose problem, Implement creative solution

Deliverables

- Implementation of solution
- **8**-12 page paper in format of conference paper submission
- 2 design discussion presentations

Schedule

- Project proposal: 3/14
 Project presentation: 4/4
- Final paper and presentation: TBD

Grading

- Groups of up to 3 people, graded individually
 Clearly report responsibilities of each member

















Single view detail + context

- Focus area local details
- De-magnified area surrounding context
- Like a rubber sheet with borders tacked down













































Summary

- Spatial layout is the most important visual encoding
- Geometric properties of spatial transforms support geometric reasoning
- Show data with as much resolution as possible
- Use distortions to emphasize important information