

2-4

7

GOAL: re-inforce 2 lessons (and a third to introduce)

1 - Visualization for a purpose

- the more you know about the purpose the better you can do
- not knowing is a purpose

Snow vs. Line Drive

Purpose makes it safe to throw stuff away

Less purpose, throw less away

2 - Mappings and encoding

└ math sense (and cartography sense)

many possibilities
explore!

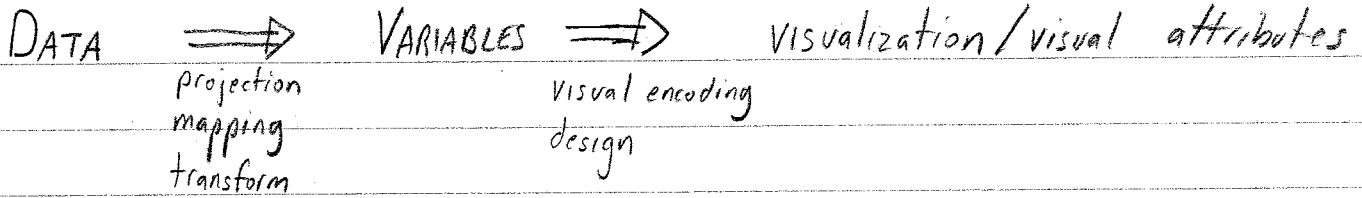
+2 = - think differently! → Tash Bracey

obvious mappings / encodings aren't the only ones

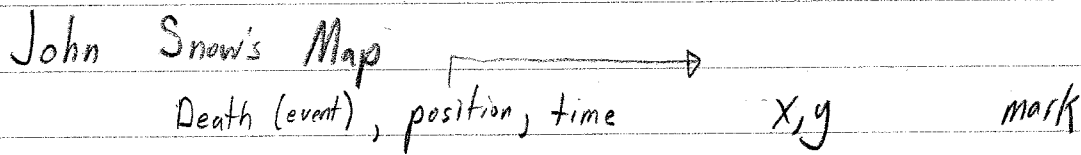
unusual rotations / projections

distorting, non-linear, ...

over-simplified model



can shoehorn most stuff into this



Choosing encodings
visual variables

- position
- color
- shape
- intensity
- ⋮

- Quantitative vs. Ordered vs. Categorical
- Relative vs. Absolute
- Metric vs. Non-Metric
- Local Comparison vs Non-Local

What data
What do you do
with it

Position is the most prominent visual variable
tie it to something important

?

use it as a secondary thing

place things to achieve other ends

use it for something non-spatial (or complexly computed)

⇒ no direct meaning, but puts points in relation

DISTORTING MAPS

← TASK BRAVERY

Cartography

Image Retargeting

Fisheye Views

Metric spaces

Mathematics of mappings

what is preserved

Is space special?

Non-LINEAR / DISCONTINUOUS MAPS

Thresholds

Administrivia

Commenting on papers / doing assignments

correlation between commenters and participants

(if you aren't participating, how do I know you're reading/learning)

Getting Beyond Readings

- When will we get beyond Tutte?

- 1 more "big read" for Tuesday (3 perspectives)

- critique challenge

- design challenge

- mini-project (3 weeks)

- weeks before break / Vis deadline