

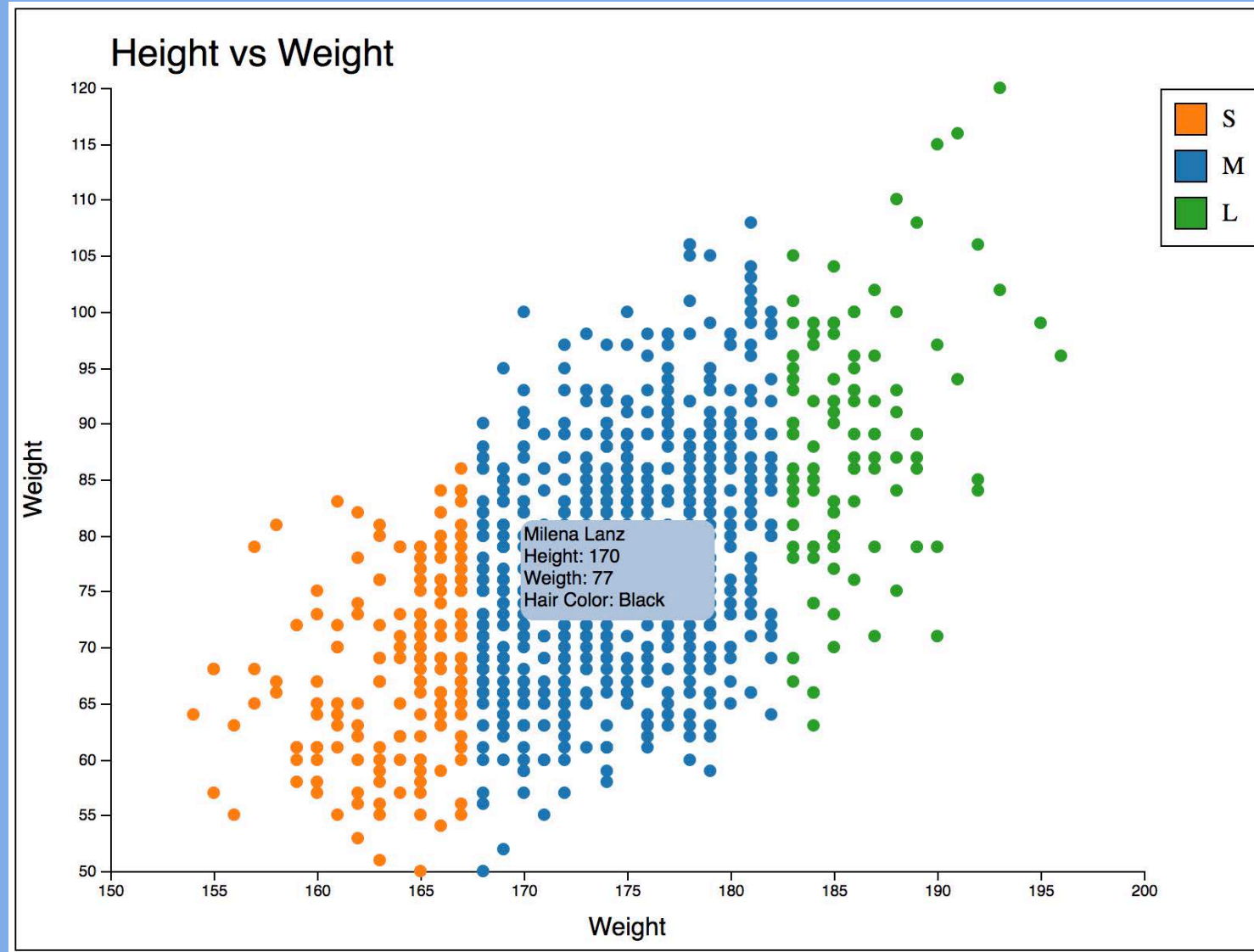
March y2021

D3 Introduction

04

Animations and beyond

Goal – Animate Scatterplot



Data Joins

Prefer new selection.join() pattern. It combines enter(), exit(), merge().

```
{  
  const svg = d3.create("svg")  
    .attr("width", width)  
    .attr("height", 33)  
    .attr("viewBox", `0 -20 ${width} 33`);  
  
  svg.selectAll("text")  
    .data(randomLetters())  
    .join("text")  
    .attr("x", (d, i) => i * 16)  
    .text(d => d);  
  
  return svg.node();  
}
```

Browser Console



CTRL-F12
CMD-F12

D3 – Animations

Method	Description
<code>selection.transition()</code>	this schedules a transition for the selected elements
<code>transition.duration()</code>	duration specifies the animation duration in milliseconds for each element
<code>transition.ease()</code>	ease specifies the easing function, example: linear, elastic, bounce
<code>transition.delay()</code>	delay specifies the delay in animation in milliseconds for each element

D3 – .transition() .duration()

```
<body>
  <div id="container" style="height: 100px; width: 100px;
    background-color: black; position: absolute;"></div>
  <script>
    d3.select("#container")
      .transition()
      .duration(1000)
      .style("background-color", "red");
  </script>
</body>
```

D3 – .delay()

```
<body>
  <div id="container" style="height: 100px; width: 100px;
    background-color: black; position: absolute;"></div>
  <script>
    d3.select("#container")
      .transition()
      .delay(2000)
      .duration(1000)
      .ease(d3.easeBounce)
      .style("background-color", "red")
      .transition()
      .style("left", "500px");
  </script>
</body>
```

D3 – .ease()

```
<body>
  <div id="container" style="height: 100px; width: 100px;
    background-color: black; position: absolute;"></div>
  <script>
    d3.select("#container")
      .transition()
      .duration(1000)
      .ease(d3.easeBounce)
      .style("background-color", "red");
  </script>
</body>
```

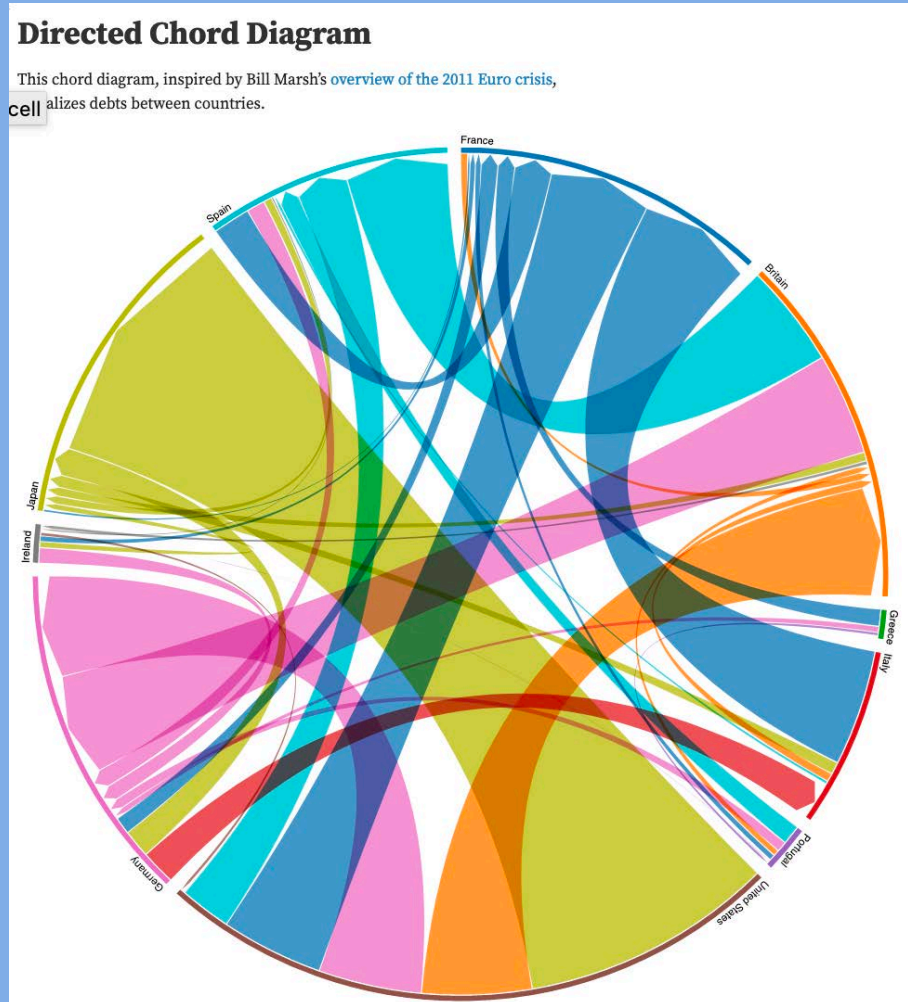
<https://observablehq.com/@d3/easing-animations>

Your turn

- Add initial animation to interactive scatterplot

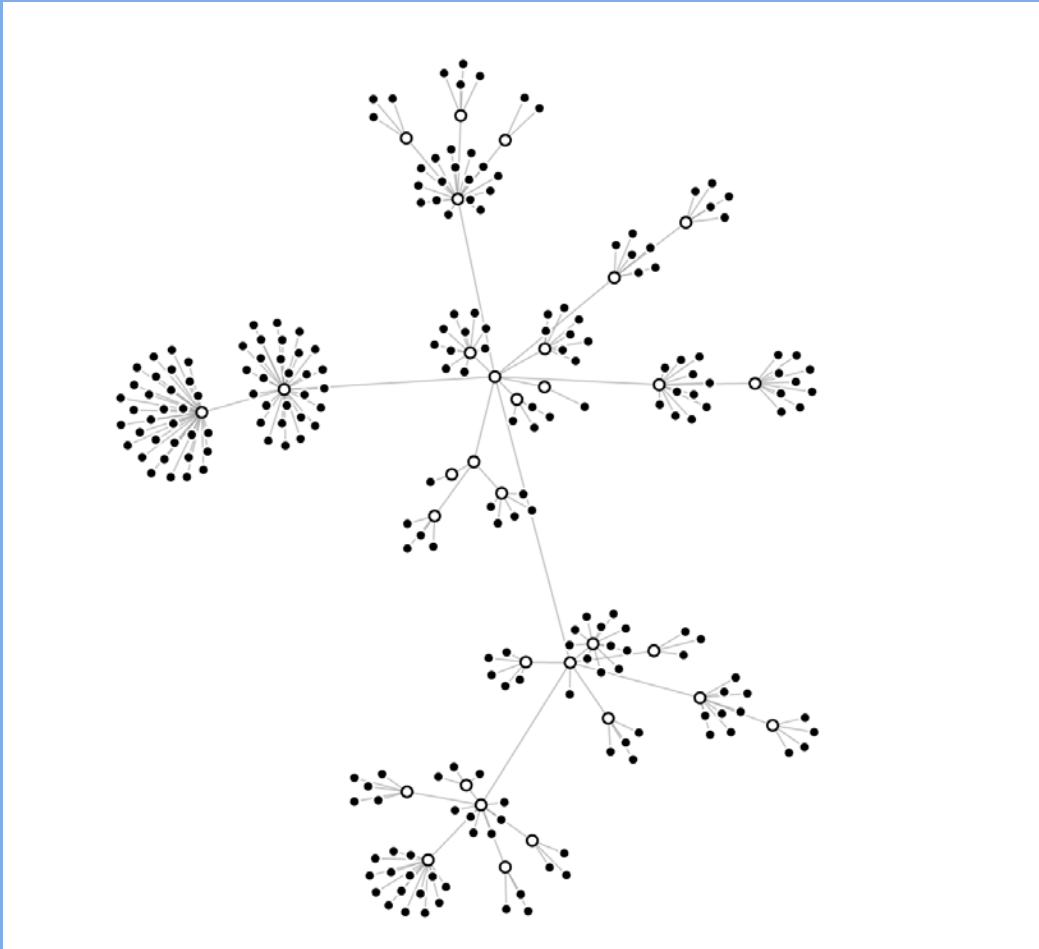
D3 – Chord

<https://github.com/d3/d3-chord>



D3 – Force

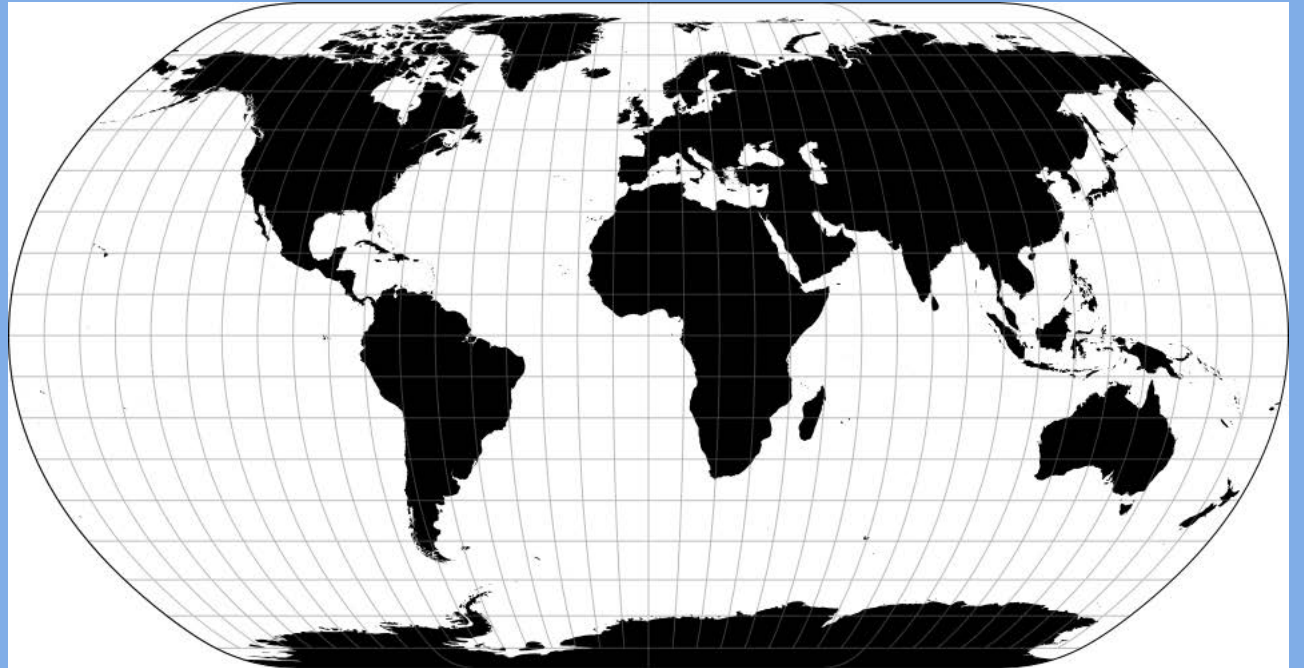
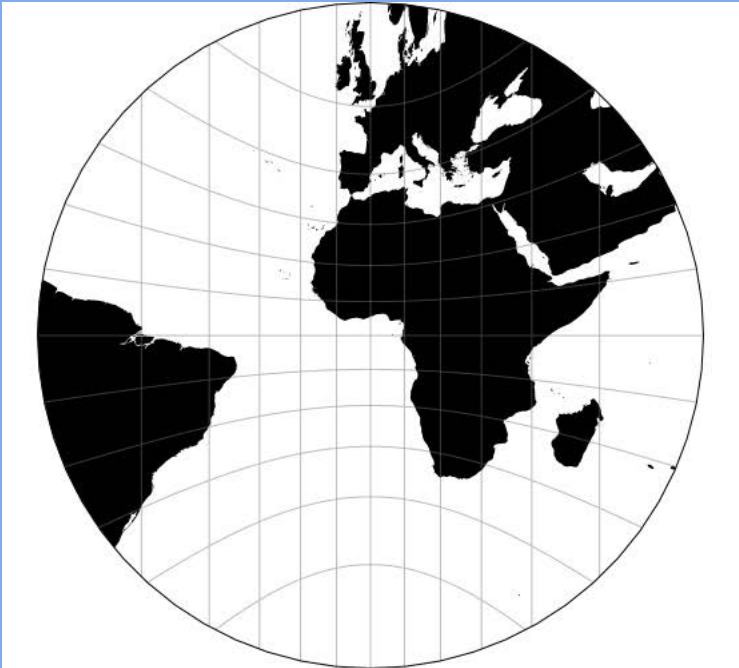
<https://github.com/d3/d3-force>



<https://observablehq.com/@d3/simulation-tick?collection=@d3/d3-force>

D3 – Geo

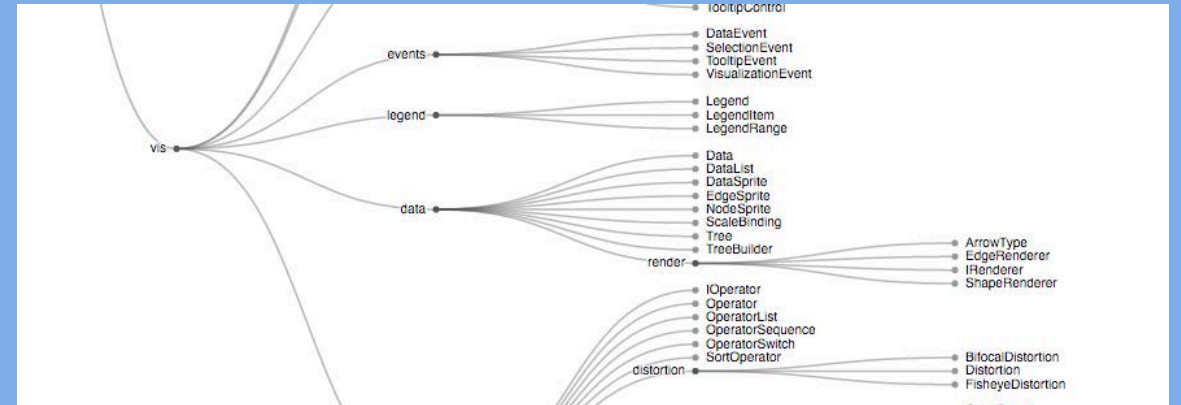
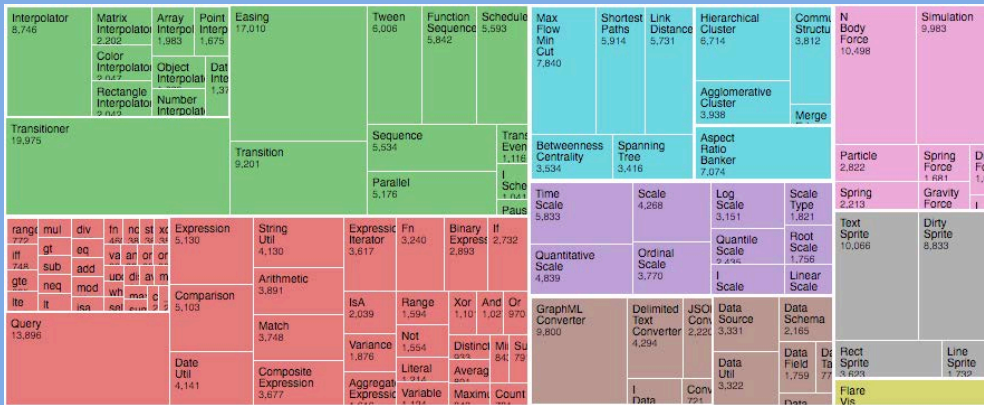
<https://github.com/d3/d3-geo>



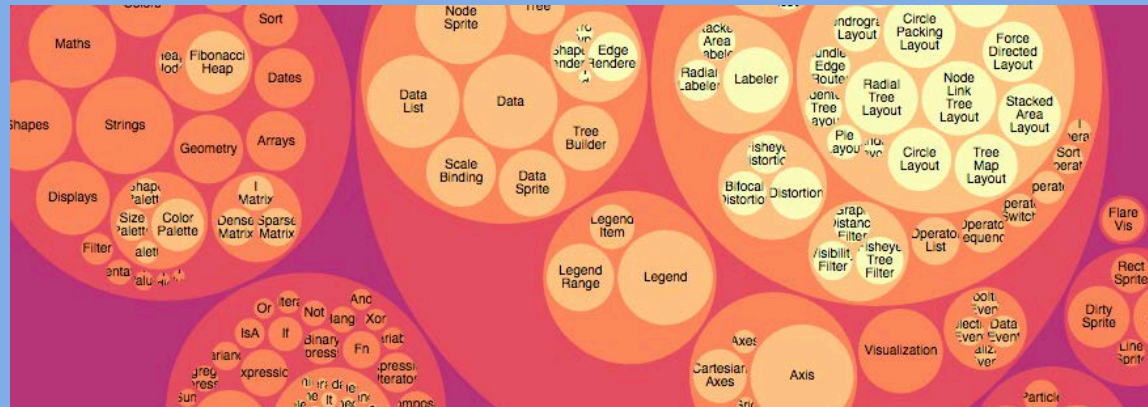
<https://observablehq.com/collection/@d3/d3-geo>

D3 – Hierarchy

<https://github.com/d3/d3-hierarchy>



Treemap

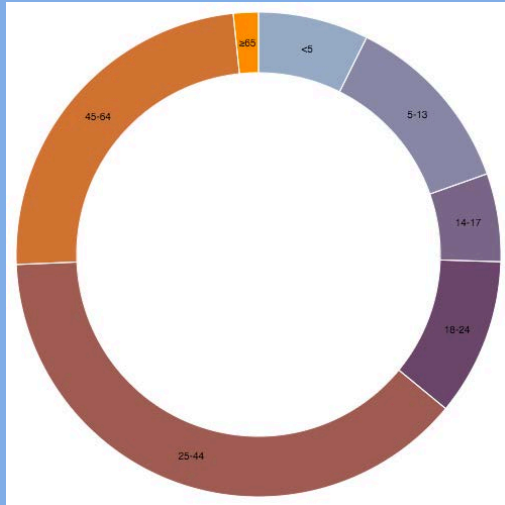


Tree

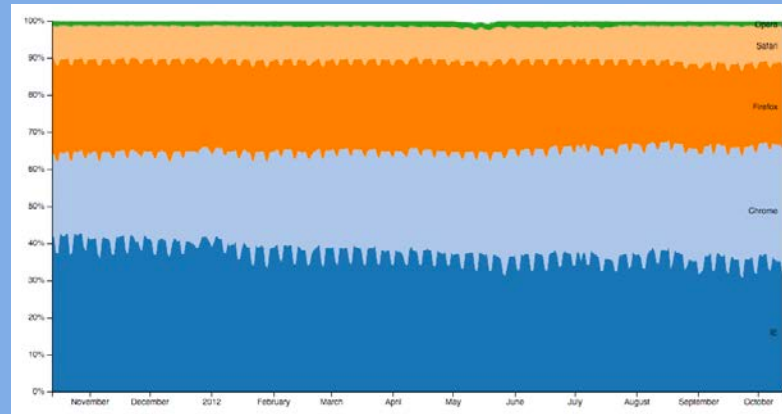
Pack

D3 – Shapes

<https://github.com/d3/d3-shape>



Arc



Area



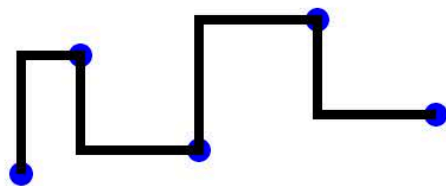
Symbol

<https://observablehq.com/@d3/learn-d3-shapes>

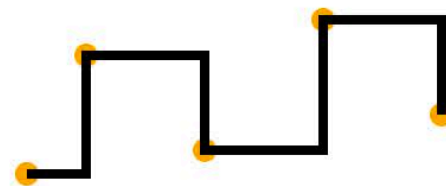
D3 – Shapes (Lines)



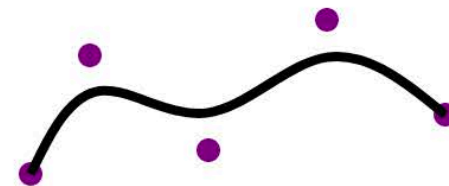
d3.curveLinear



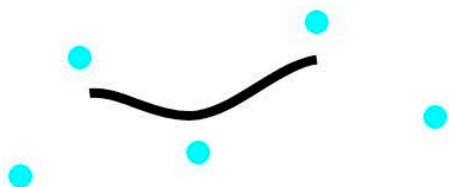
d3.curveStepBefore



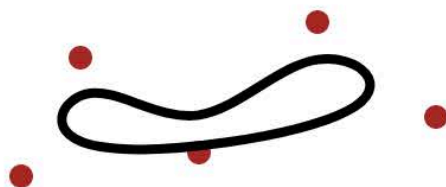
d3.curveStepAfter



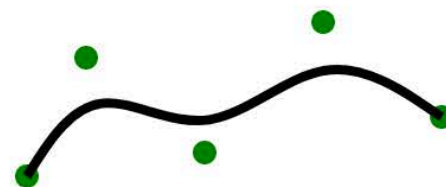
d3.curveBasis



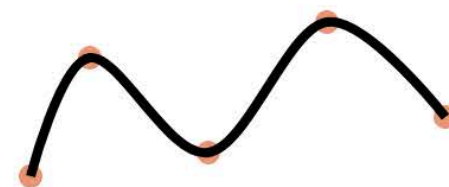
d3.curveBasisOpen



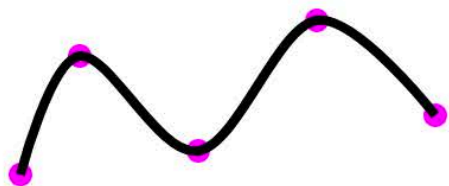
d3.curveBasisClosed



d3.curveBundle



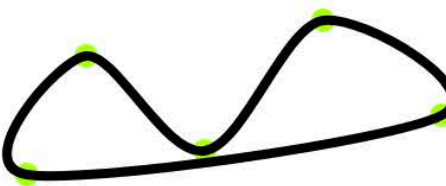
d3.curveCardinal



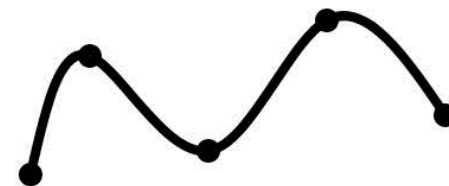
d3.curveCardinal



d3.curveCardinalOpen



d3.curveCardinalClosed



d3.curveNatural