

Rules of Thumb

No unjustified 3d

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Eyes beat memory

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Resolution over Immersion

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Overview First, Zoom and Filter, Detail on Demand

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Responsiveness is Required

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Get in right in Black & White

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Overview First, Zoom and Filter, Detail on Demand

Responsiveness is Required

Get in right in Black & White

Function first, Form next

No unjustified 3d

Why?

Deal with 3d all our lives

Reasons - Depth perception is poor

Remember Steven's Law - Depth perception less accurate than area perception

Occlusion hides information

Used in painting as a powerful way to infer depth



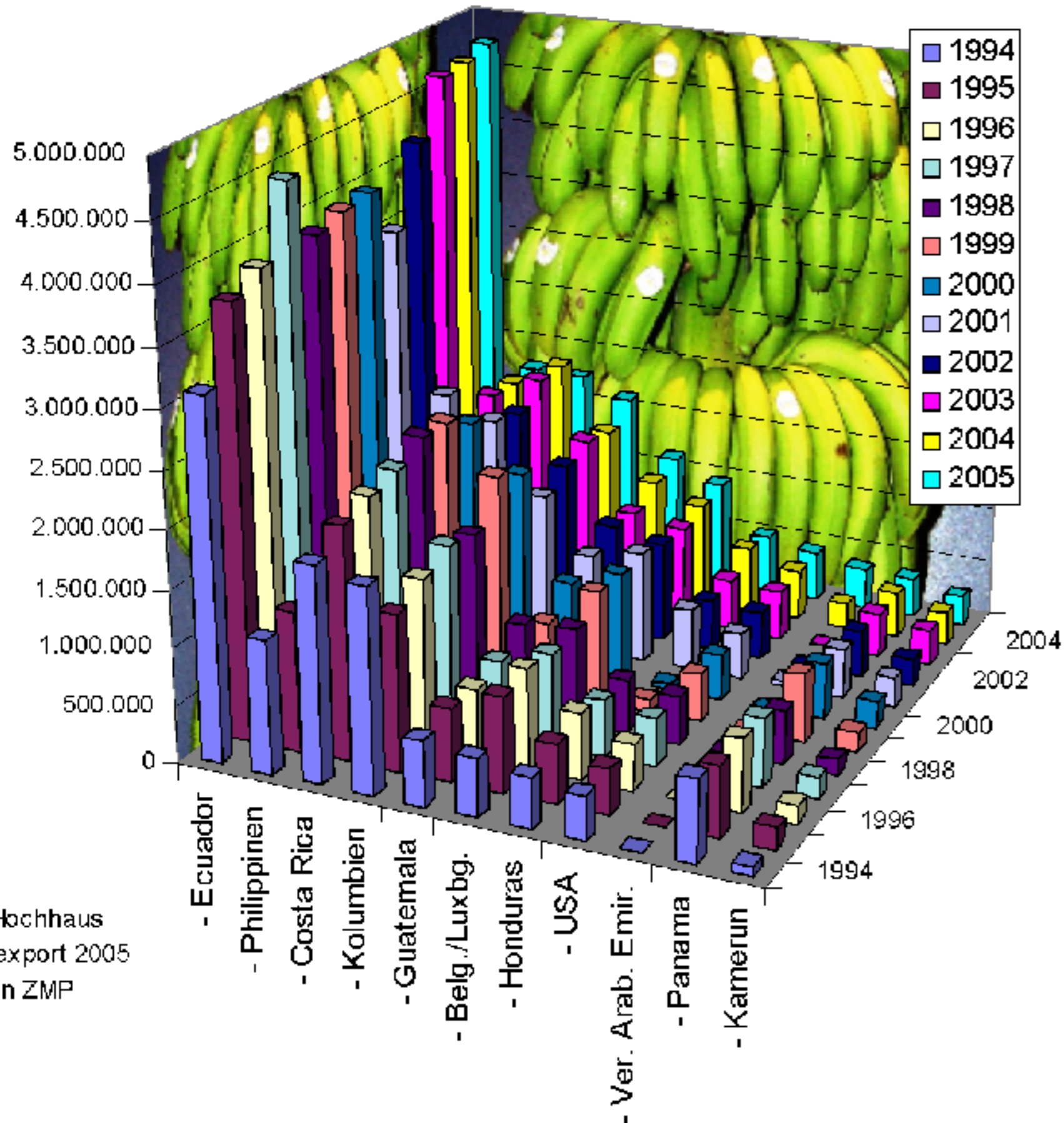
Motion parallax - changing occlusion as we change viewing position

Interactive 3d tools allow us to simulate motion parallax

Example Protein Structure

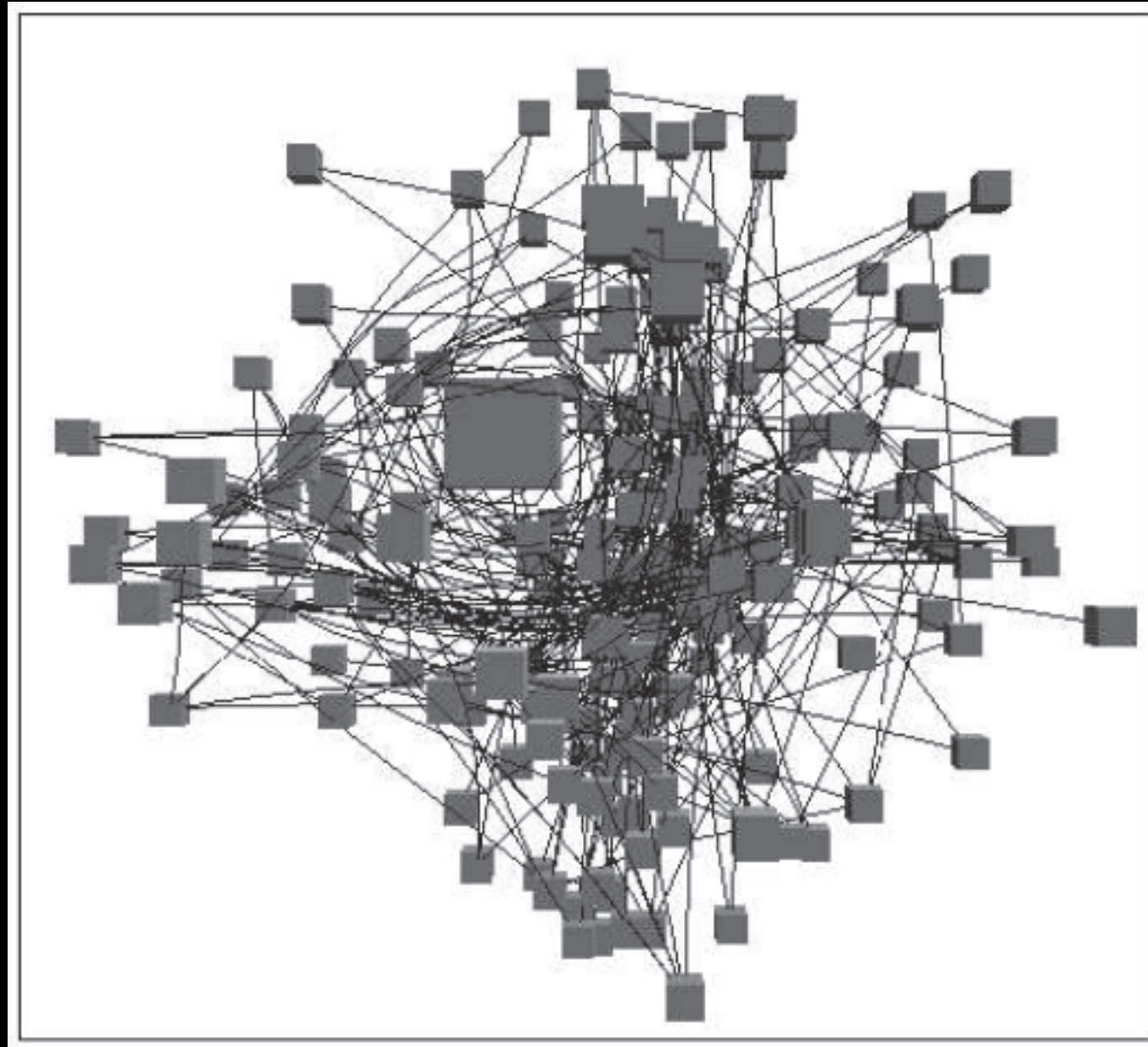
If you have static image - occlusion hides information!

Export von Bananen in Tonnen von 1994-2005



Dr. Hochhaus
Banexport 2005
Daten ZMP

Even if you have an interactive tool...



Many 3d structures are unfamiliar

Perspective distorts distances

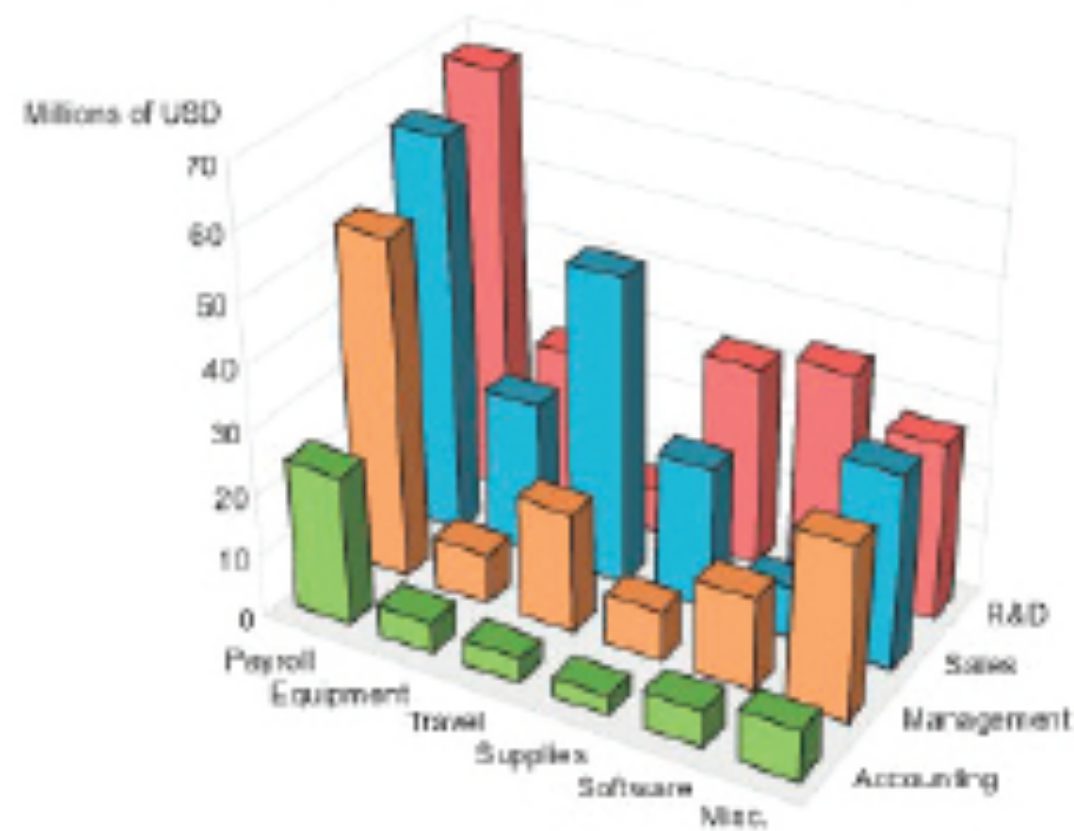


Ancient Greeks adjusted widths of temples so that they “look correct” from a distance



Question 7: Which graph makes it easier to determine R&D's travel expense?

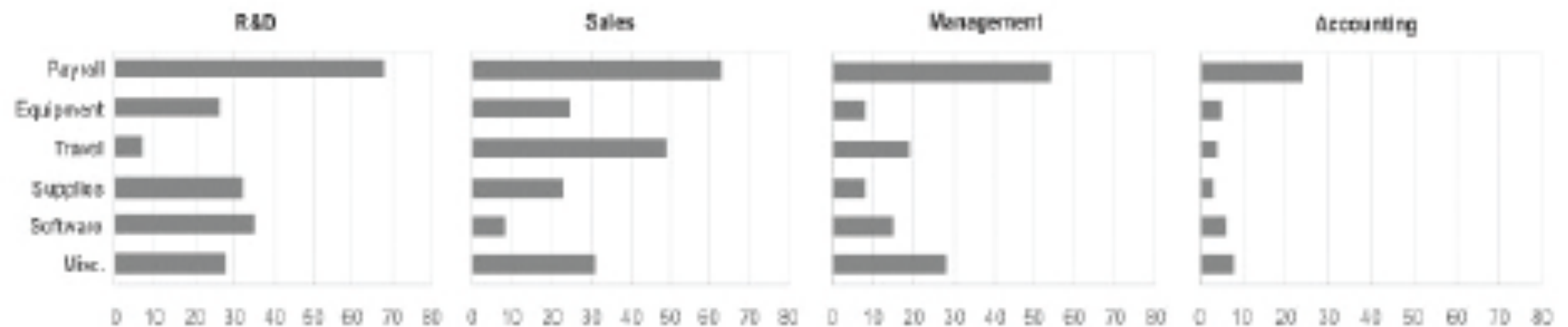
2006 Expenses by Department



3-D Bar Graph (left)

2-D Bar Graphs (below)

2006 Expenses by Department in Millions of USD





Other depth cues

Shadows

Comparison with object of known size (e.g. car)

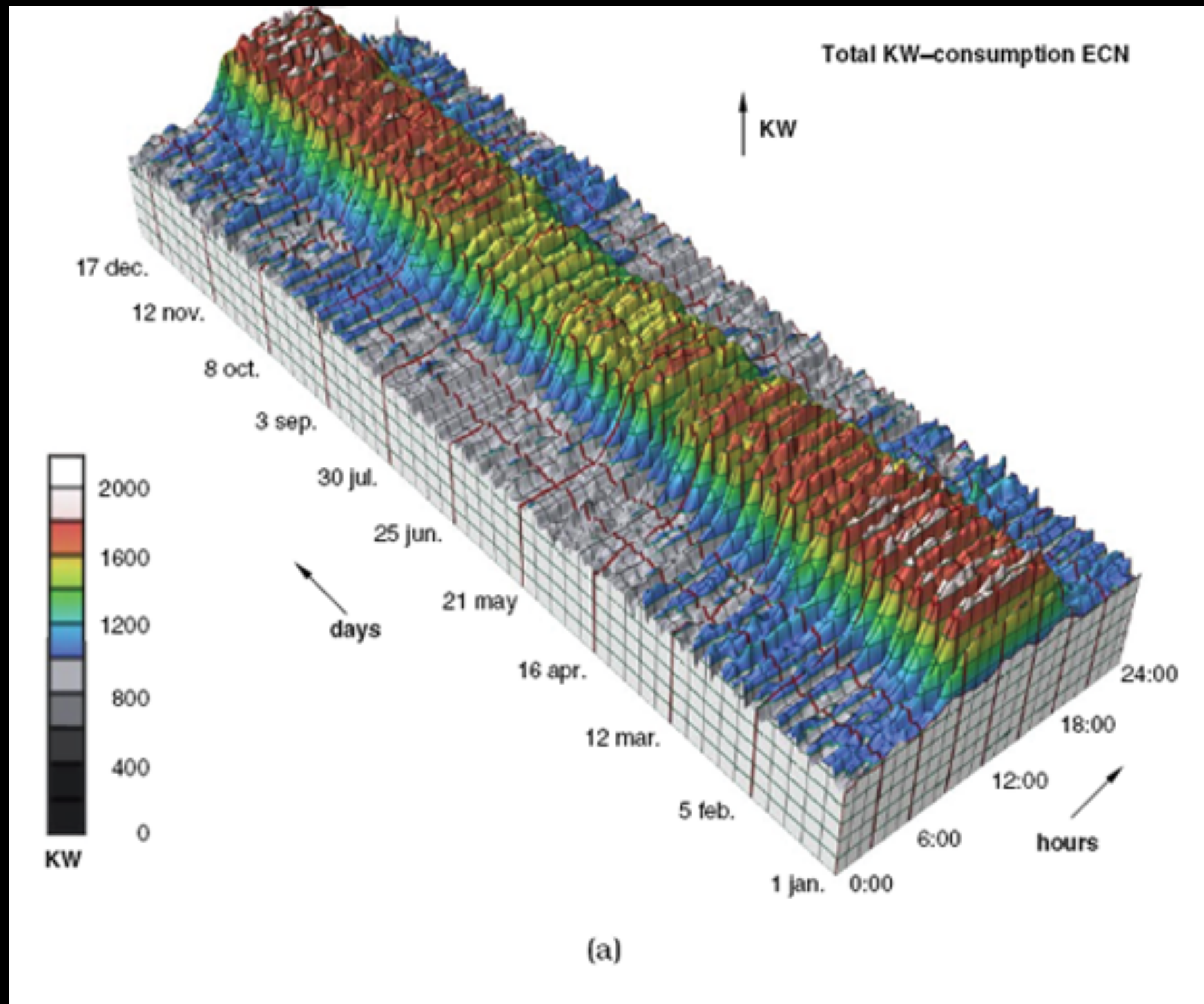
Well maybe not for everybody

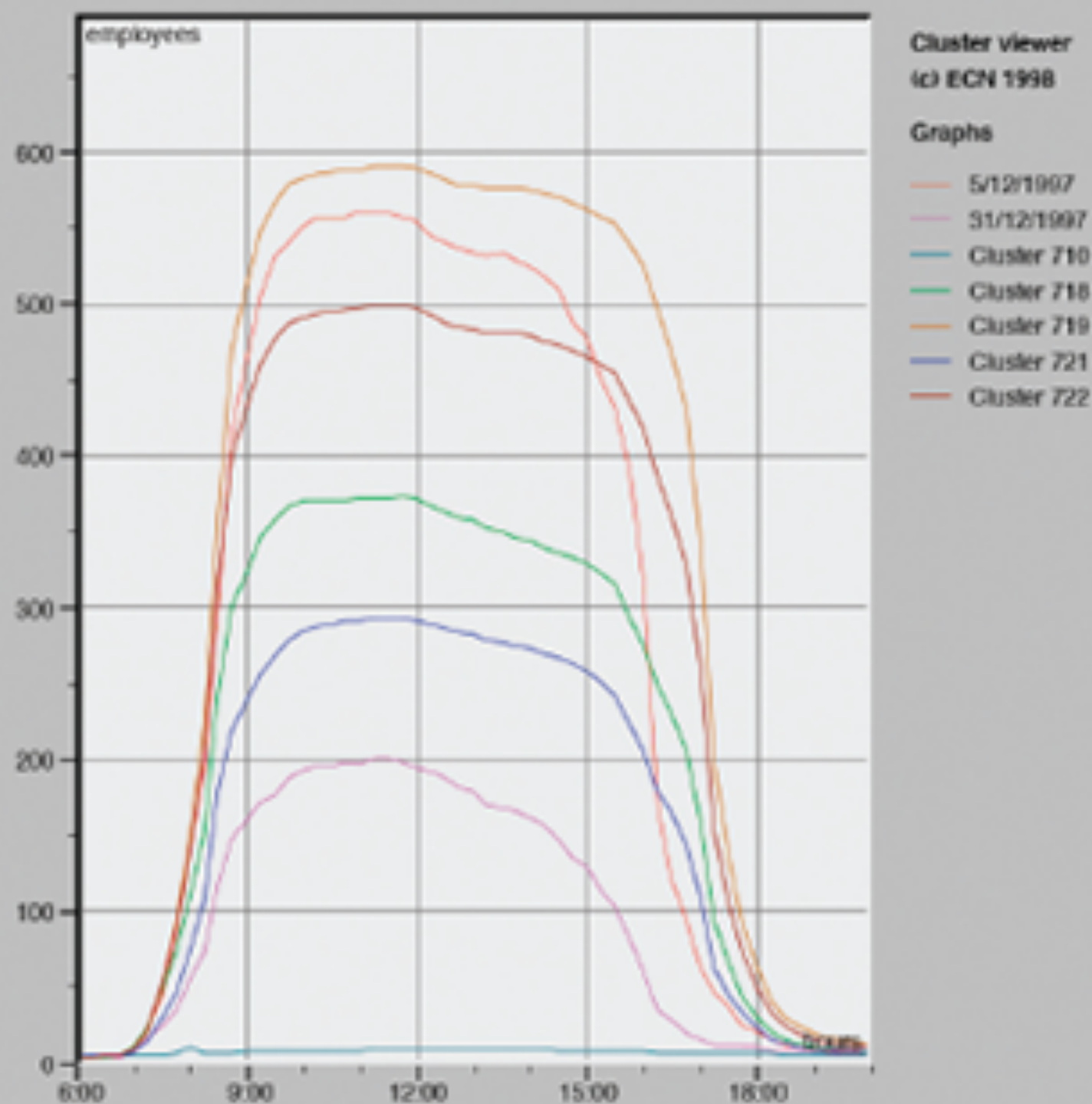
Stronger than stereo-vision depth

Adds clutter to image !

Shadows etc. affect colour

What do you do with 3D looking data ?



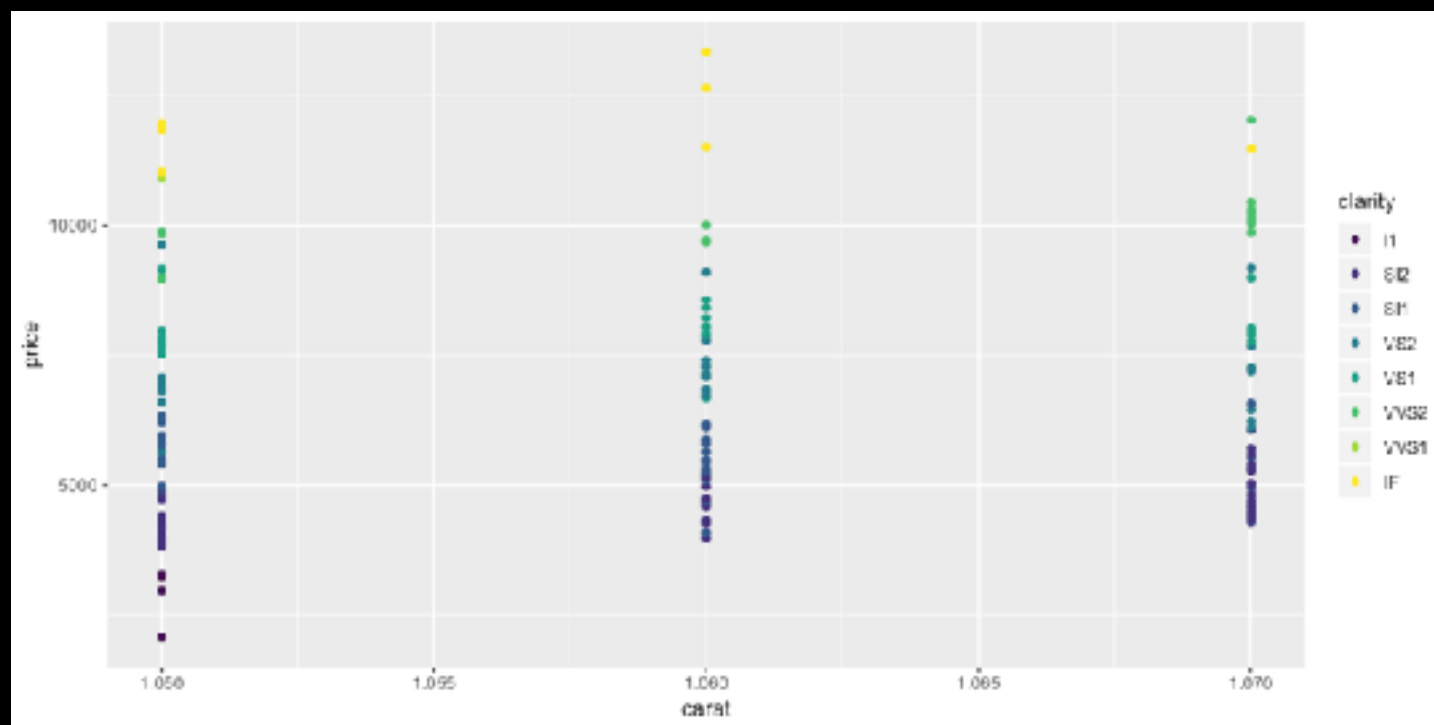
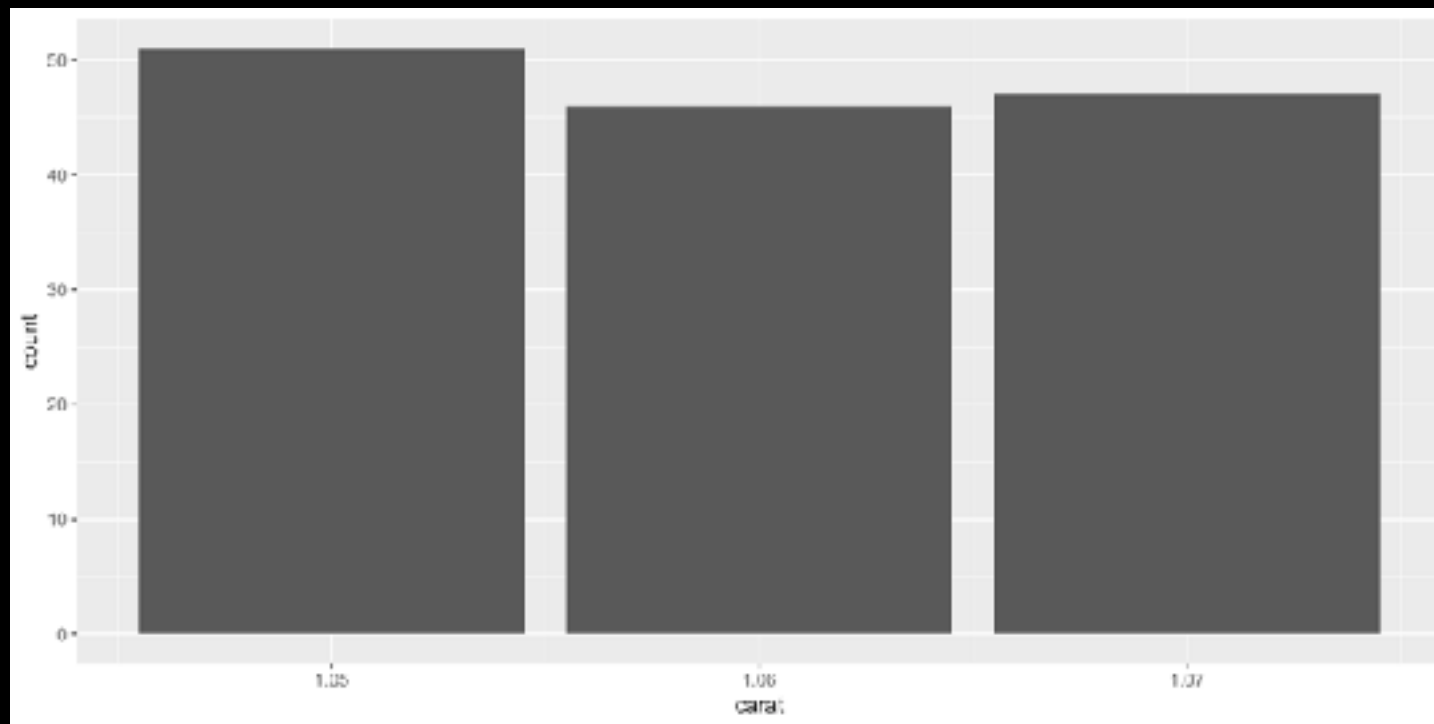


(b)

Eyes beat memory

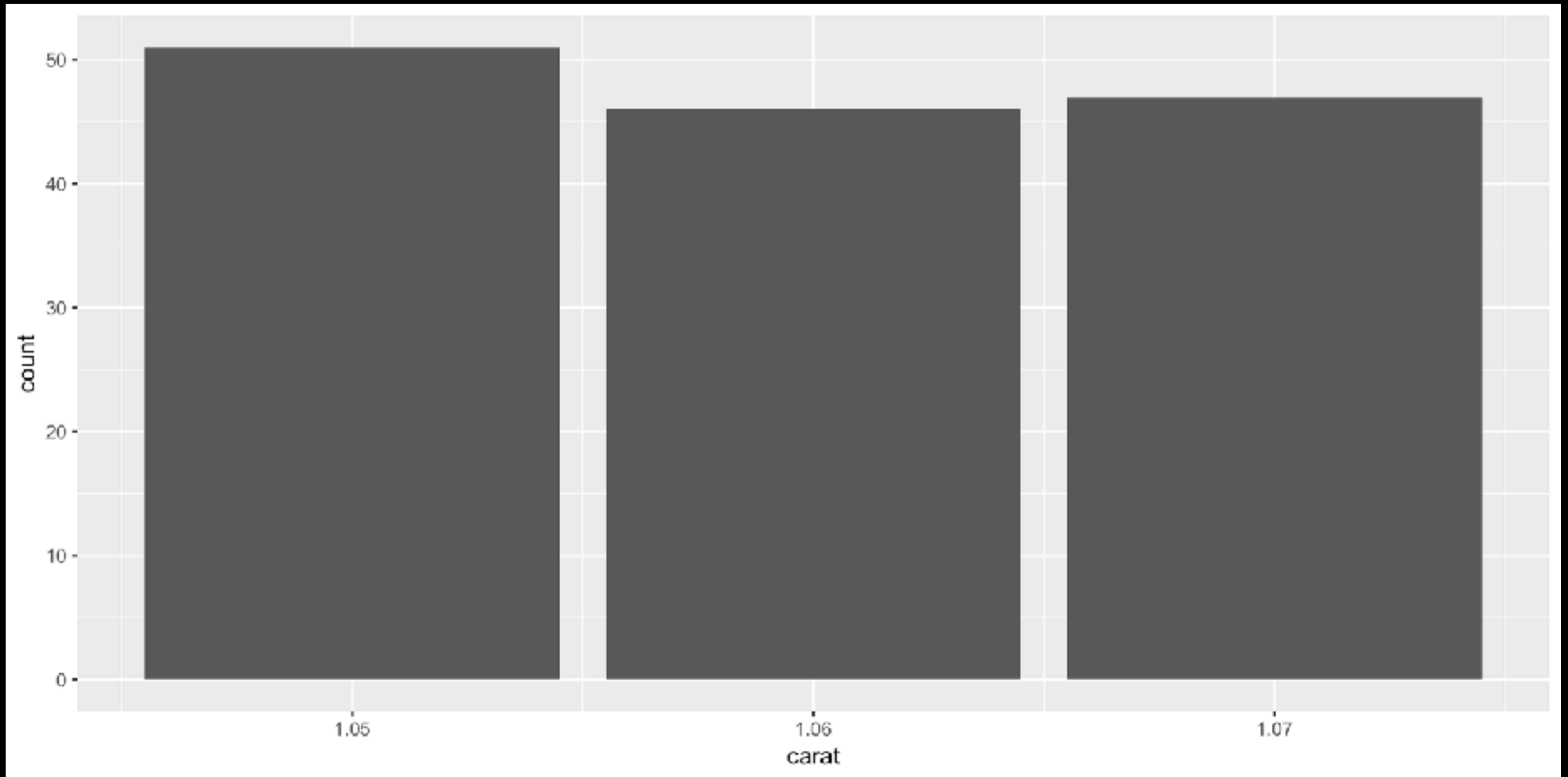
**Switching between different views that are visible simultaneously
has a much lower cognitive load
than using our memories.**

In other words, this

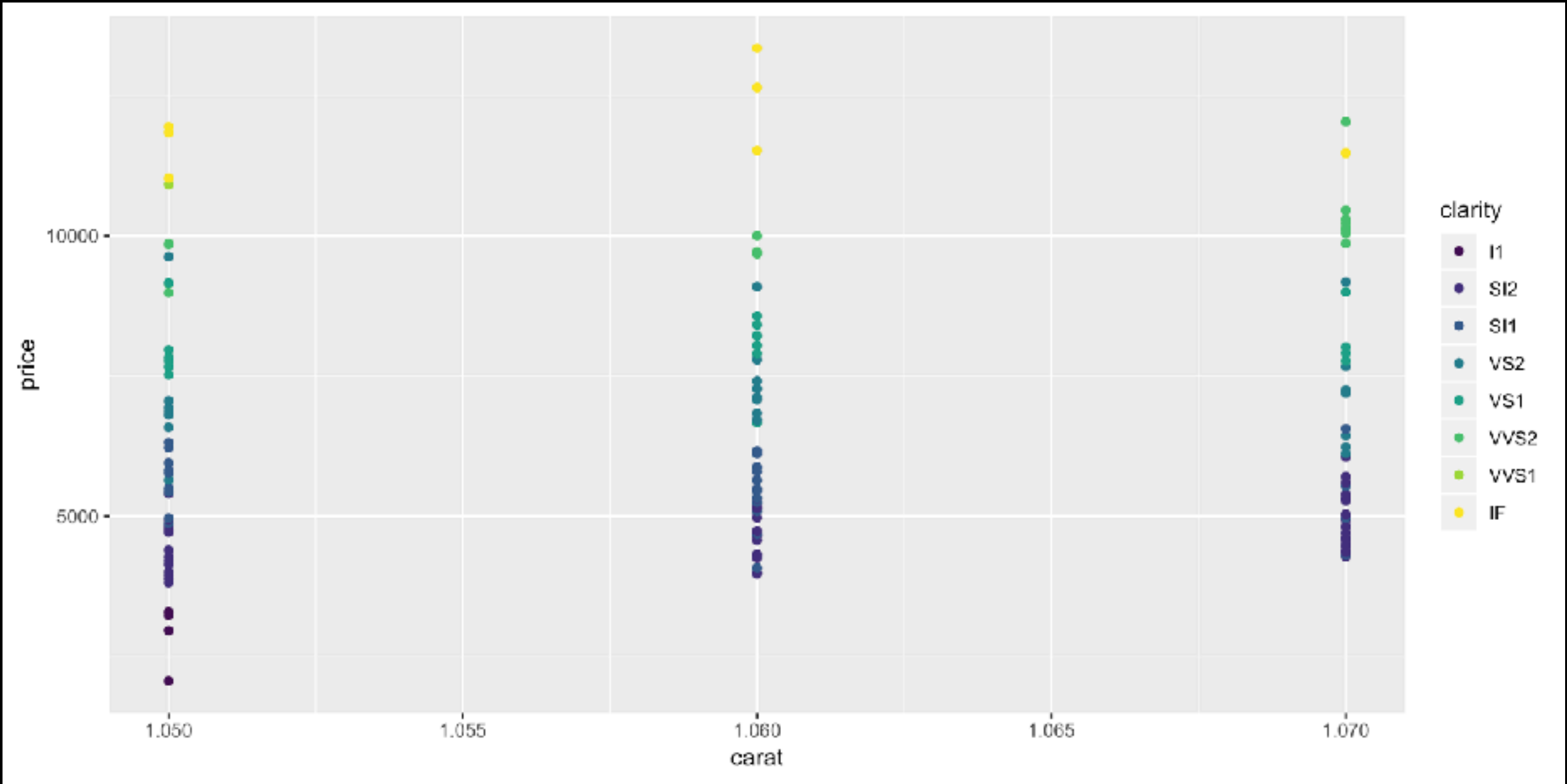


Is better than this...

Is better than this...



Is better than this...



Two categories of memory

Short term - lasts several seconds - working memory

Long term - can last a lifetime

Short term memory - limited

Cognitive load when reach limits

Fail to absorb information

Facet plots are useful

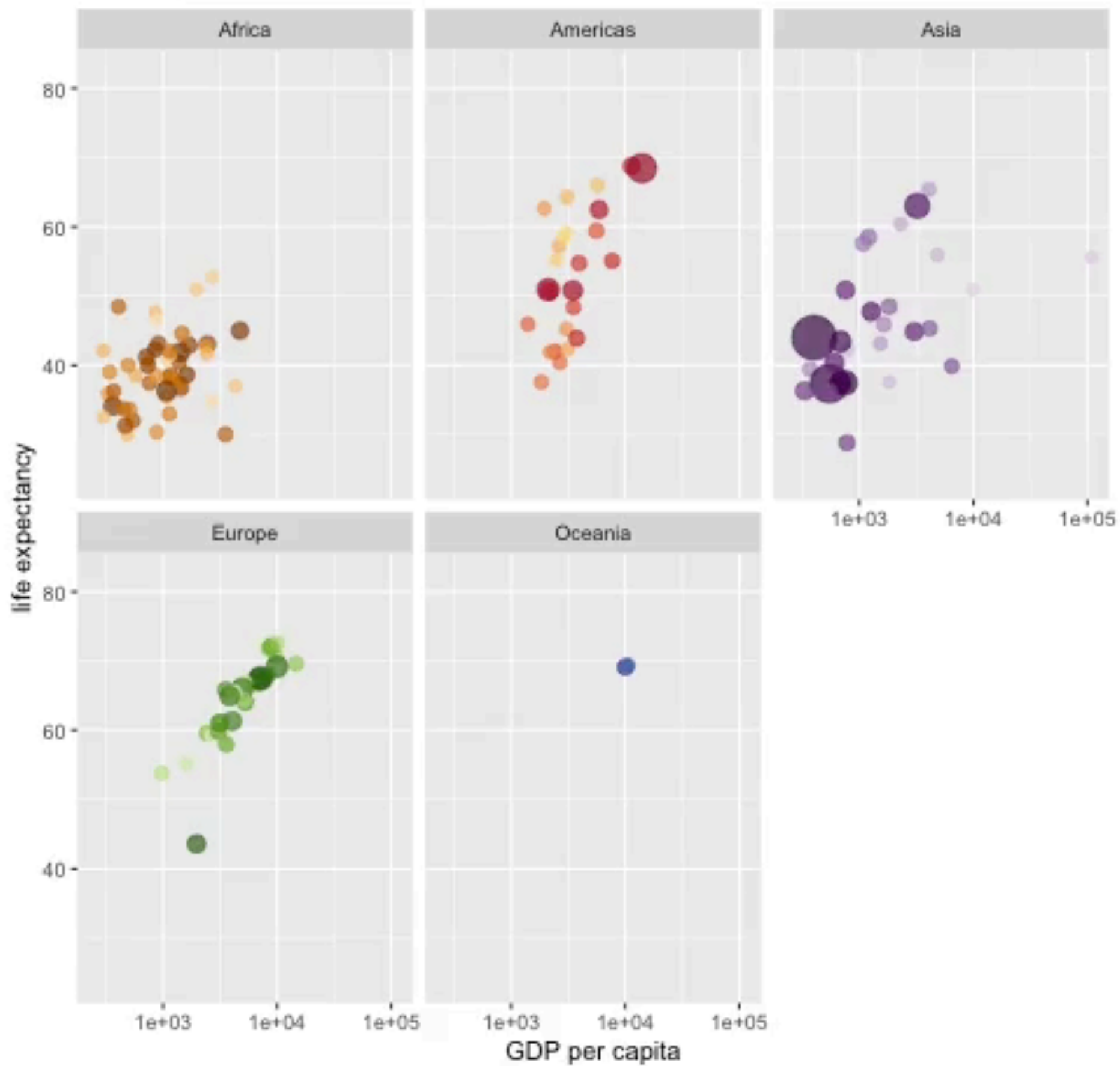
Animation

Important tool but caution...

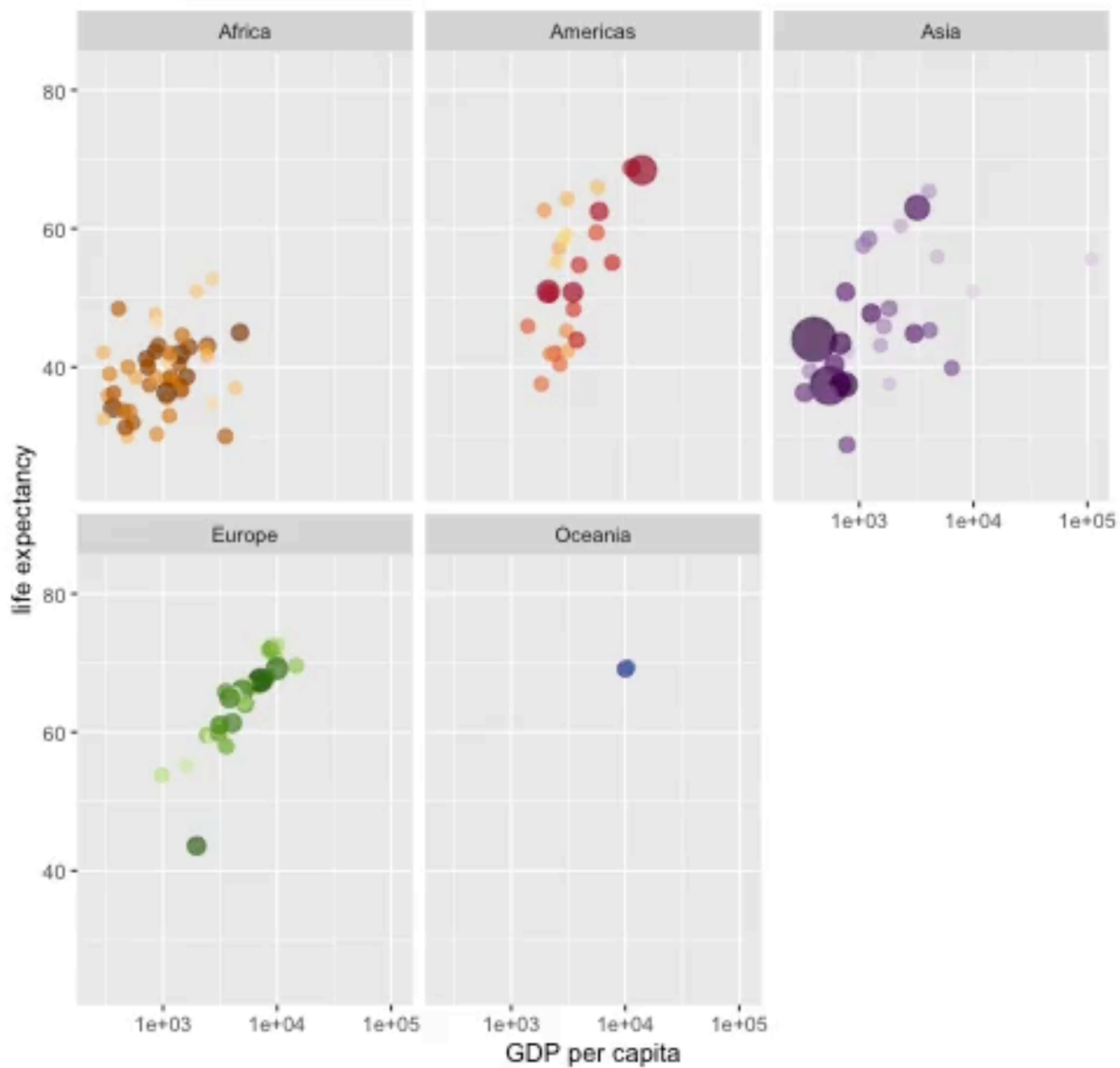
Good for showing transitions

**Multiple animated frames can
lose detail in comparison with
frames**

Year: 1952



Year: 1952



Change blindness

Get it right in Black and White

Noted effectiveness of colour

Check most crucial aspects of visualisation there in Black & White

Don't print in colour as a check

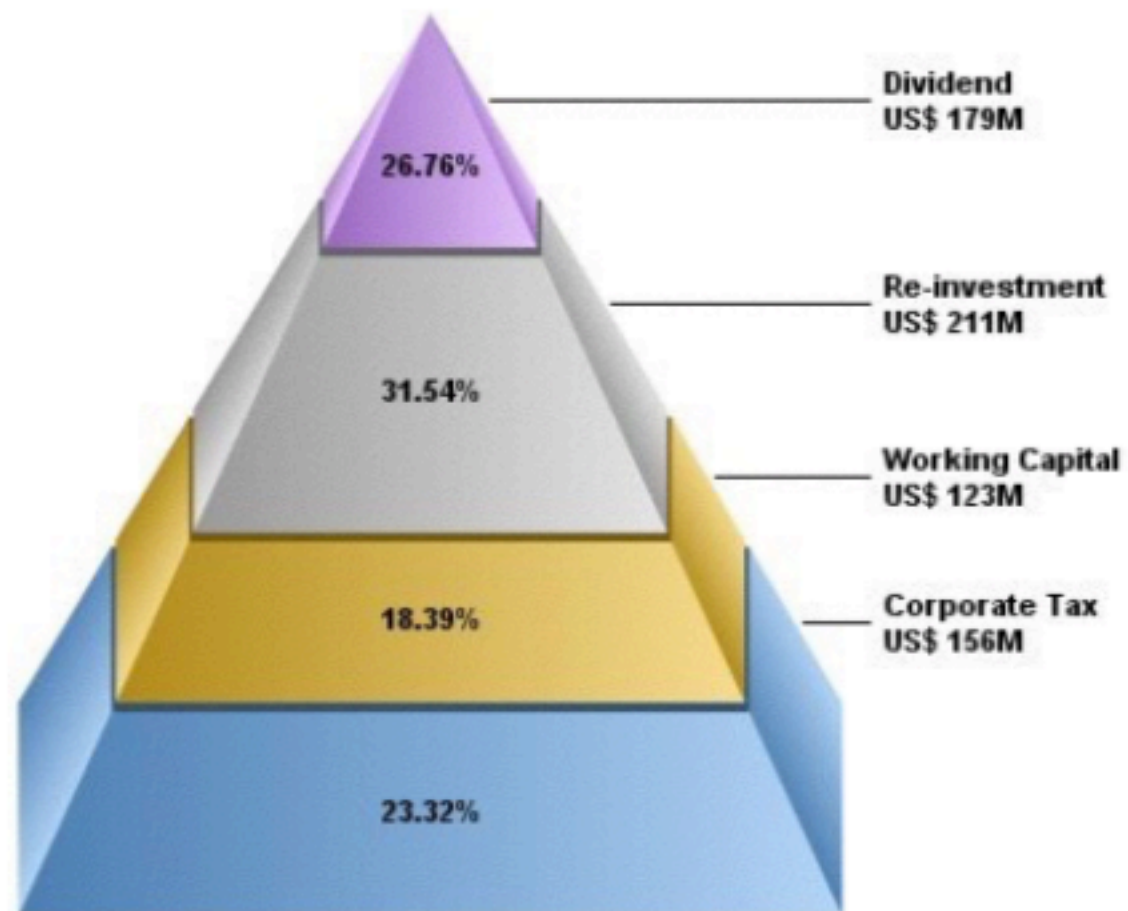
Function First, Form Next

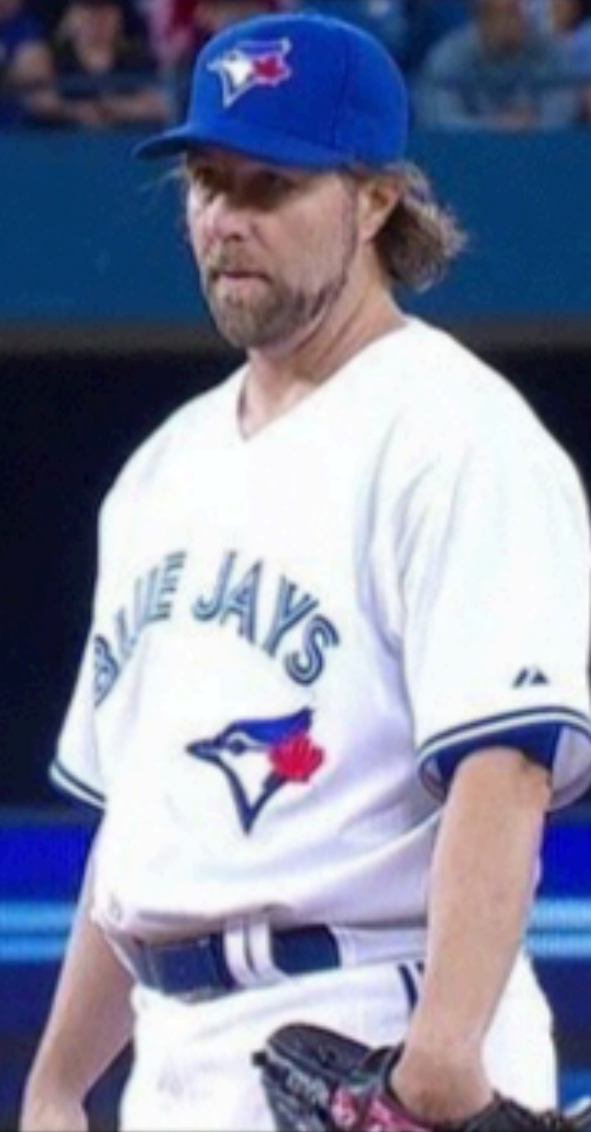
Concentrate first on telling the story, then on making it look good.

Bad Graphics!

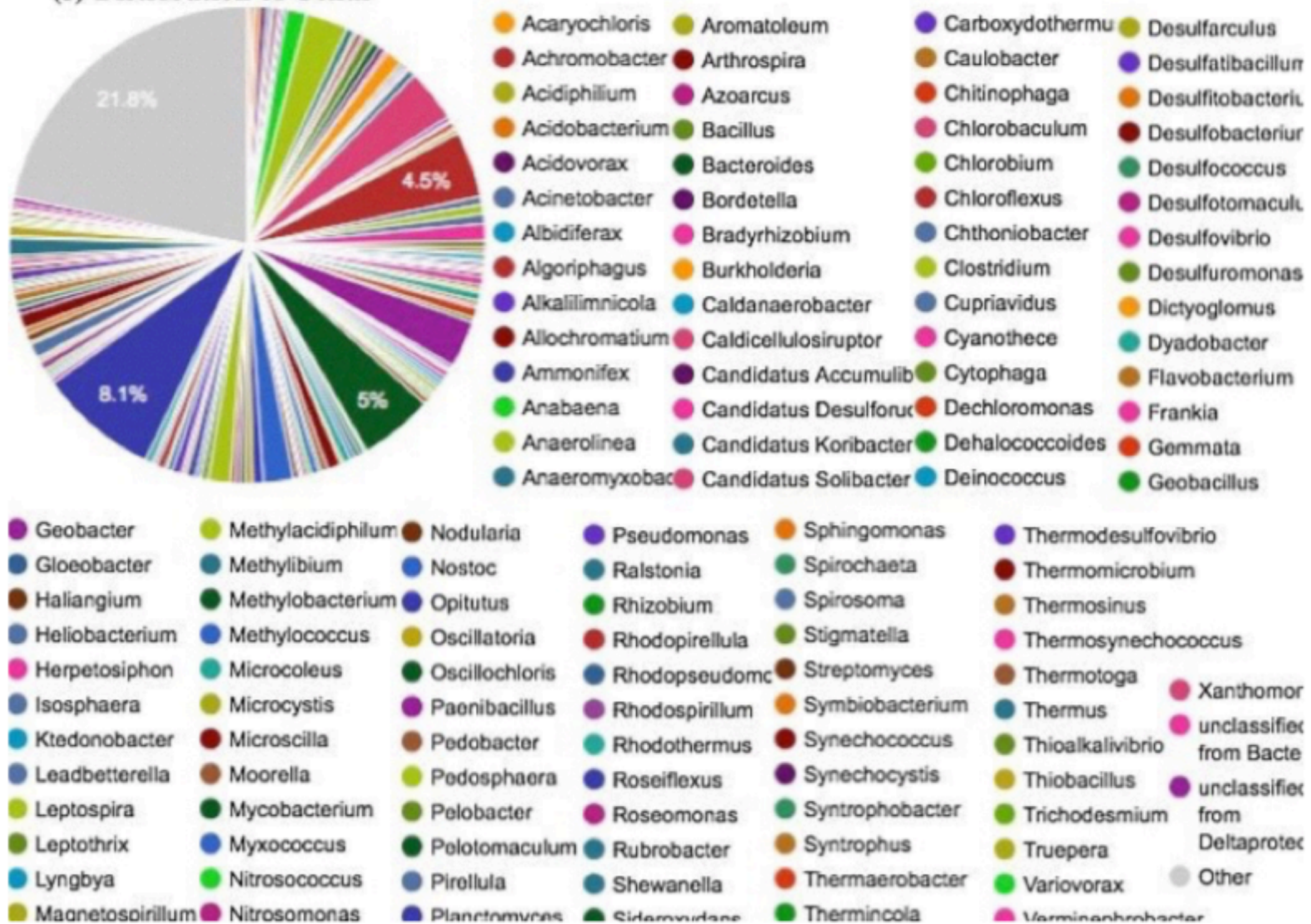
What's wrong with these images?

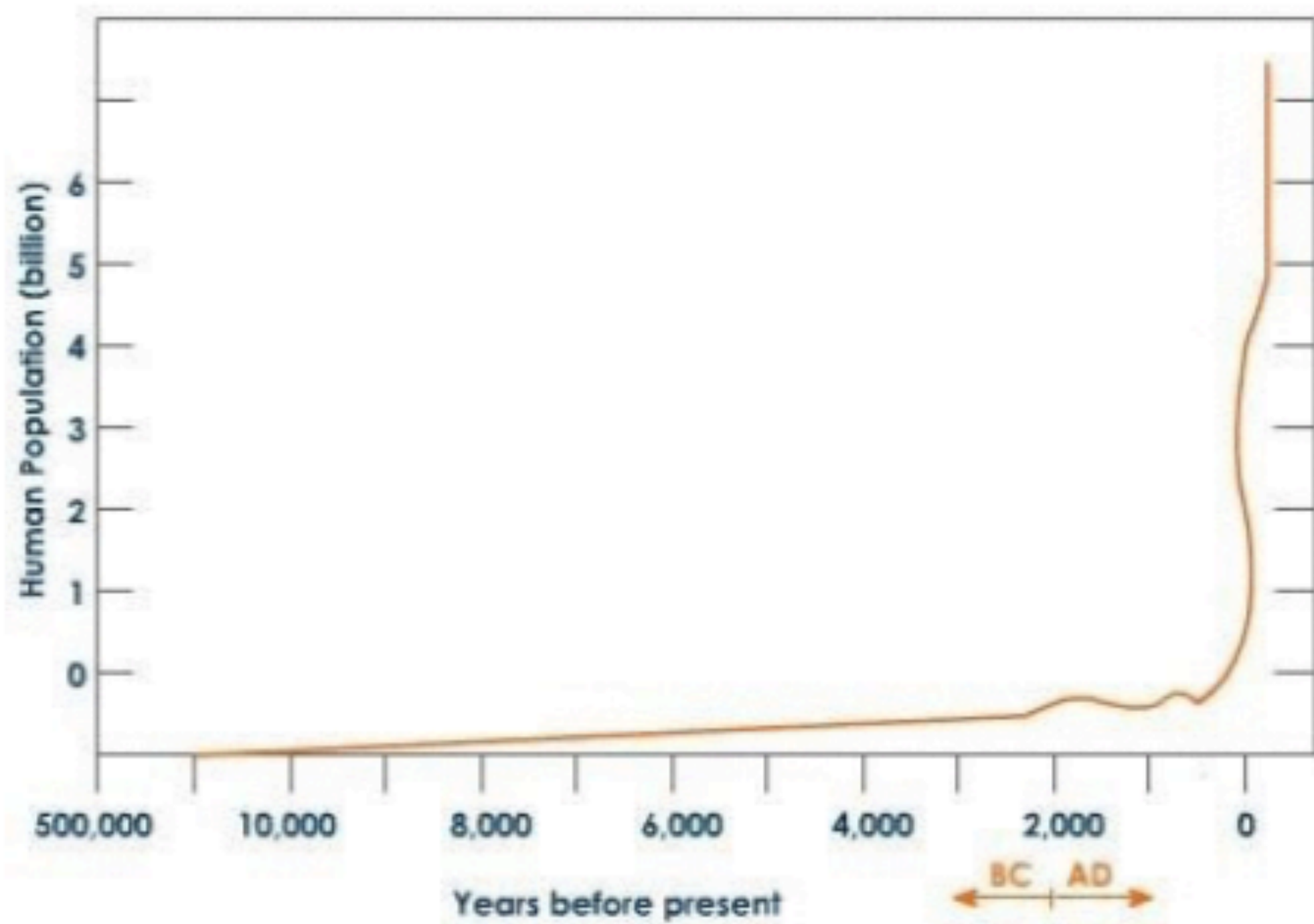
How would you plot it instead?



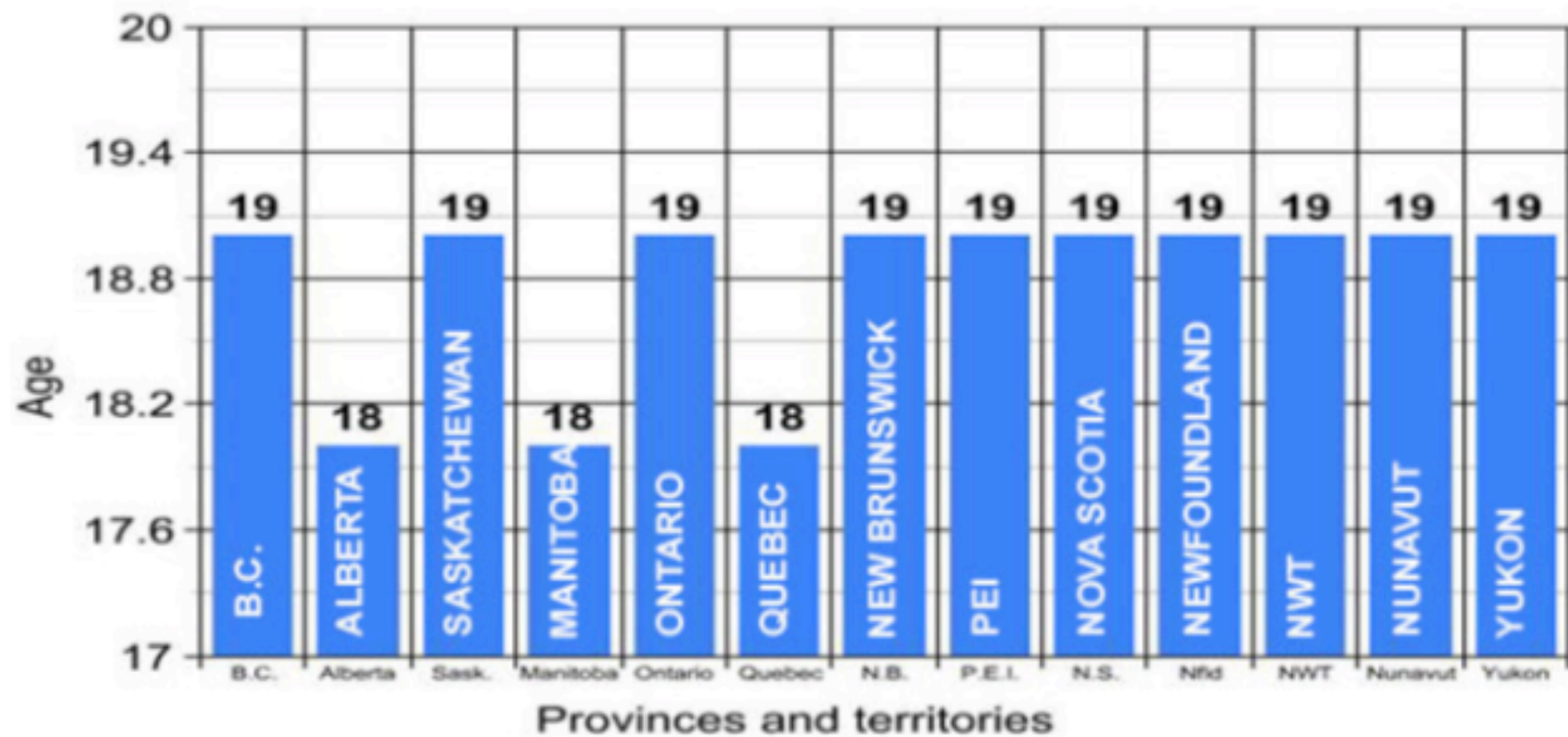


(f) Distribution of Genus





Drinking ages across Canada



Canadian Centre on Substance Abuse