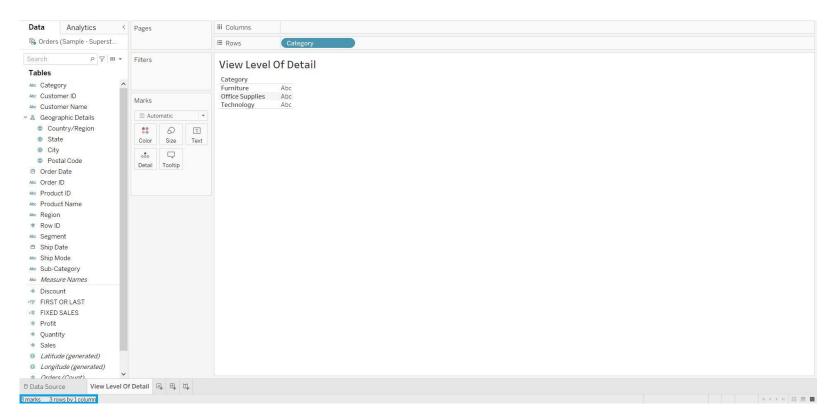
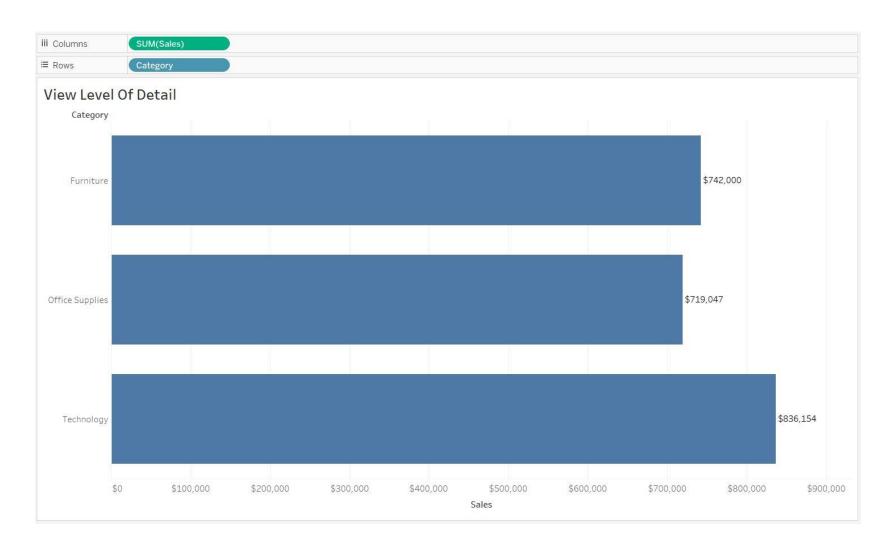
Whenever we drag any dimension into the view the level of detail or granularity of the view will change

For example, if we drag **Category** into the **Rows** shelf, we get **3 marks**This can be confirmed by checking the **Status Bar** at the bottom of the Tableau workspace



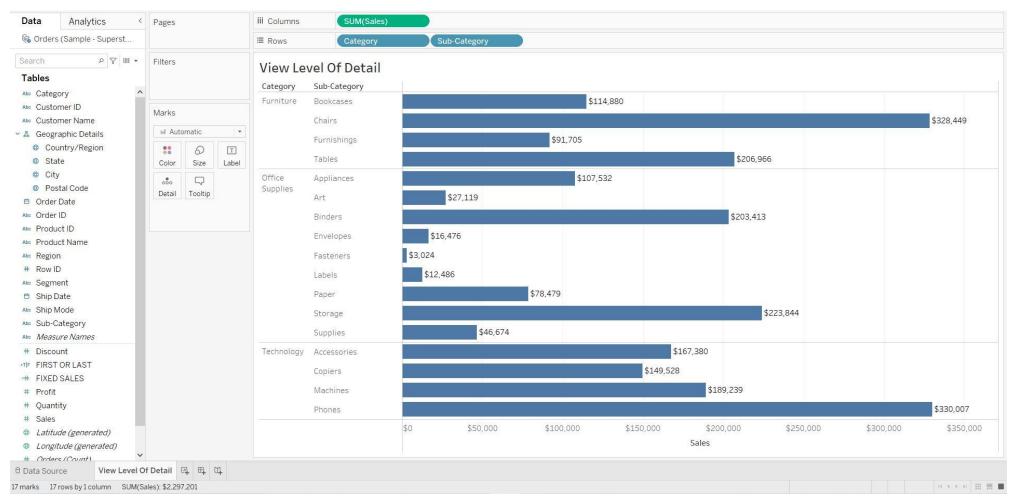
The **Sales** is dragged to **Columns** shelf

Now we see that each Category has the SUM(Sales) shown by the mark labels

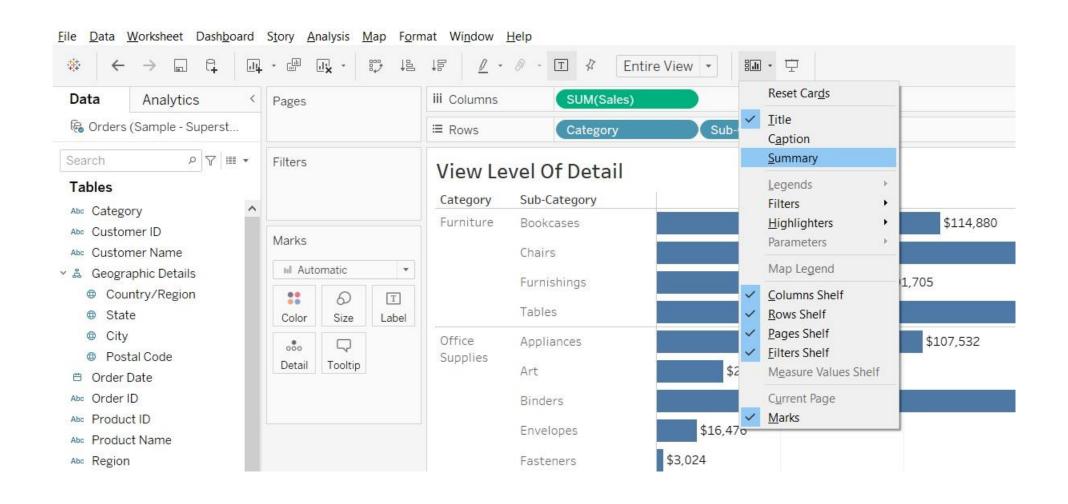


We drag the **Sub-Category** to the **Rows** shelf

Now the view is more granular or less aggregated Hence, we can say that the level of the detail of the view is now changed from 3 to 17



#### Turn ON the **Summary** Marks card

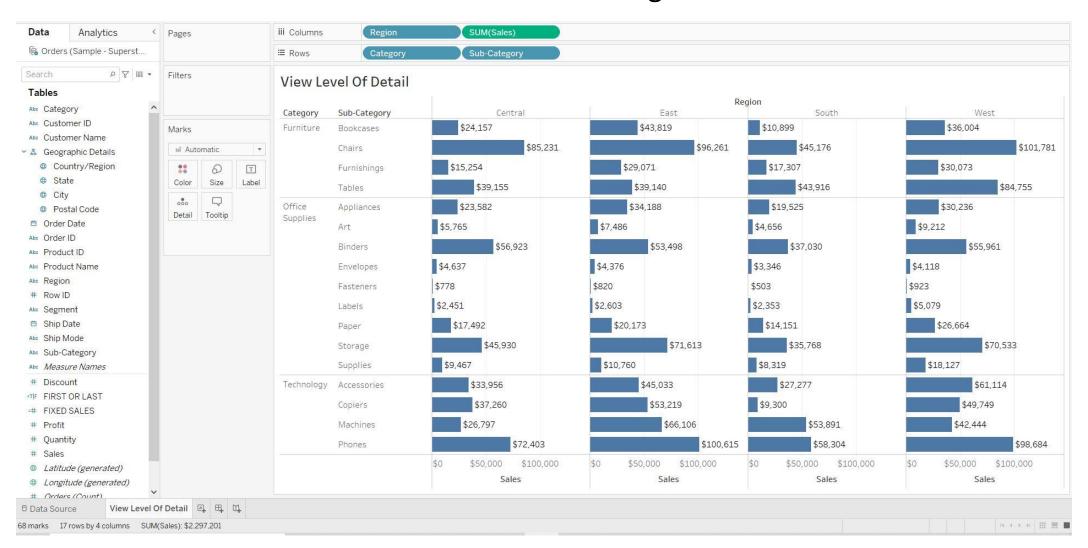


The total sales of the **Office Supplies** category i.e., \$ 719,047 is now broken into various **Sub-Categories** like Appliances, Art, Binders etc.

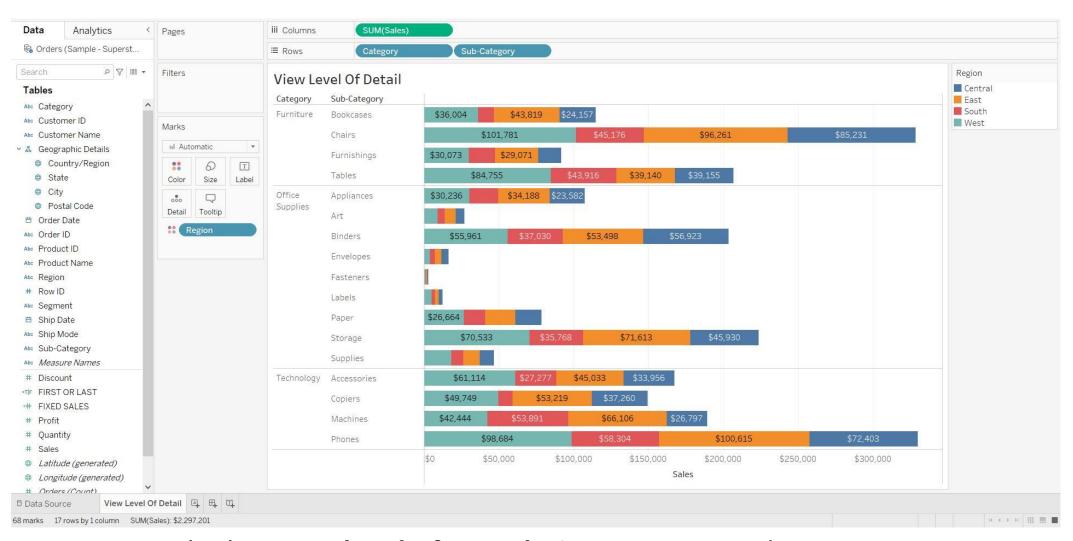


We can now increase the **granularity** of this view by adding **Region** to the **Columns** shelf

The level of the detail of the view is now changed from 17 to 68



#### We can also move the **Region** pill to **Color** of **Marks** card



Surprisingly the same **level of granularity** is maintained i.e., we get the same number of marks i.e., **68** 

We can compare one specific mark for both cases i.e., Region on the Columns shelf and Region on the Colors of Marks card

SUM(Sales) is \$24,157 for the below mentioned combination of dimensions

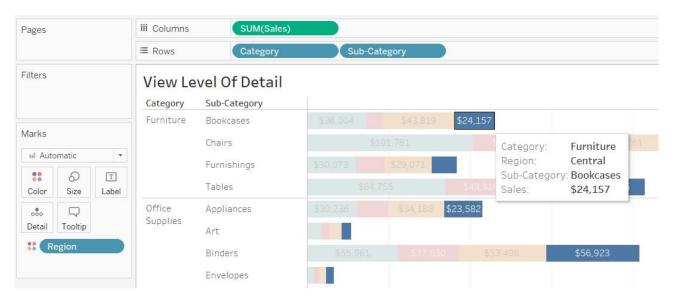
Category: Furniture

Region: Central

**Sub-Category: Bookcases** 



**Region on the Columns shelf** 



Region on the Colors of Marks card

## SUMMARY OF VIEW/VIZ LEVEL OF DETAIL

Given below are the important points with respect to View/Viz Level of Detail or Granularity

Point#1: It is controlled by Rows, Columns shelf and Color Marks card

**Point#2:** It is primarily controlled by the **Dimensions** 

**NOTE**: The other sections of the Marks card can also be used e.g.: **Size**, **Label** and **Detail**. But the change in the Viz is visually more noticeable if we make use of Color

**NOTE:** There will be **no change in granularity** if the **dimension** is moved to the **Tooltip** of **Marks** card

In some instances, or use cases we might need to **perform calculations** or analysis that are **not at the View Level Of Detail** 

This is where we need to make of Level Of Detail Expressions (LOD)