

Feedback Session With Jadie and Max

- Devin Lange

Feedback: The filtering should apply to animated trajectories.

My Thoughts: Yes, I would agree with this. I do suspect that animating after filtering would probably be more useful if filtering out entire groups or trajectories than individual points.

Question: Should filtering apply to individual points, or entire trajectories?

My Thoughts: I would like the tool to eventually support both. To start with, I am going to support filtering by points since the data I have generally varies on a point by point basis. Filtering by trajectories is something that can be accomplished in the tool trivially if all of the points on a trajectory have the same value, but I would still like to separate those concepts within the actual interface.

Feedback: You should consider using Scented Widgets in the table view.

My Thoughts: I really like this idea, this could be a cool way to show distributions of point values for a single trajectory. It could also either be an additional, or sole home for a visualization trajectory level values.

Feedback: Have you considered color-coding the values along the trajectories?

My Thoughts: Yes, this is a natural thing to do and can be quite helpful. However, it does have limitations when you have really dense areas with a lot of overlap. One thing that we talked about was the idea of breaking the area into square or hexagon buckets, then shading those cells based on the values of the trajectories that pass through them. This would give a more accurate average value than just plotting paths on top of each other. I'm not sure if there is something that could copy the distribution values within a cell better though.

Feedback: You should support visualizing the derivative of any value along a path.

My Thoughts: I also really like this idea! This came up during the discussion of the Console for defining new values. I definitely want to make it easy to use that to find derivatives, potentially as a prebuilt function. However, this is such a common thing that I wonder if even exposing that ability in the UI would be interesting. Maybe as a something you could even step up and down to further derivatives, i.e. speed, acceleration, jerk, then back to acceleration.