LANDING SLIDE

The text in the arrow “How Do we Measure It” is crunched in place, while the text in the final arrow has too much space.

To deal with the indirect / direct emissions problem, I’ve added some drop down tabs that should appear when you mouse over the first arrow. The text in the tabs starts as white then should highlight blue when moused over. I’ve uploaded the new .ai file and .svg files onto dropbox called PM\_September

Changed the font size in the arrows to 15 and increased the spacing

DIRECT EMISSIONS

Some changes were made to the graphic a while back, switching the tractor and enlarging the trees. These edits are on the new file in box.

The text below the title should be left justified with it instead of justified to the arrow.

The back arrow should highlight the common blue color when moused over

INDIRECT EMISSIONS

I know you’re still wrapping this up, but some changes in size of the elements were made. Take a look at the new .ai and .svg

Only thing is justify text below title to the title and not the arrow

TEMPERATURE INVERSION

Justify text below to title to the title instead of the arrow

LOOKS GOOD!

HEALTH IMPACTS

Great idea showing the body first and not the size. I switched the titles (How big is it / where does it go) on the left to match the new order. Also changed their font size to 13

Changed all text font size to 13 and moved the three text boxes on the body page to the left. Also extended the top two lines to the left to meet the text

MONITORING

? Changed the general size of whole image

Added a background map with 8% opacity

* Changed the drop down for the global data gaps drop down. Text should highlight blue when moused over.
* It would be amazing if the interactive air pollution map could fade in when you click “Explore the interactive air pollution map”
  + It would have a back arrow in the top left corner as usual

Justify text below to title to the title instead of the arrow

RECOMMENDATIONS

Looks excellent!

Only thing is I would have the lines draw a little faster when they are unfurling