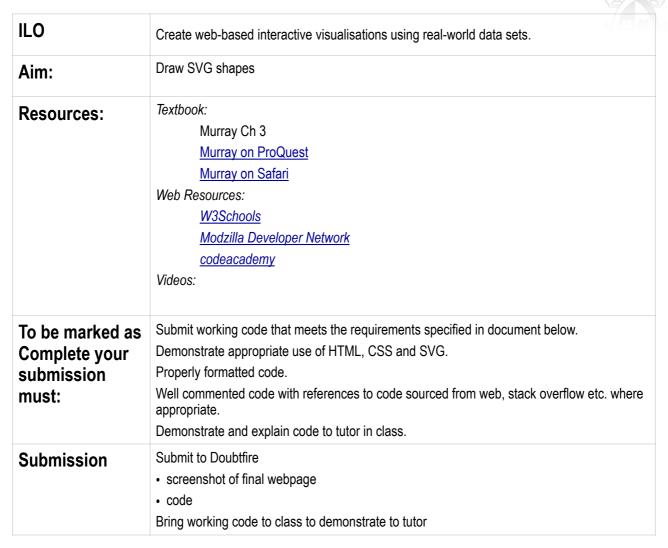
# **COS30045 Data Visualisation**

## Task 1.3 Technology Fundamentals - SVG

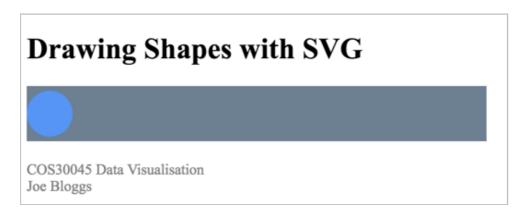


**Note**: This Task Guide is not meant to be fully explanatory. Unless you are already familiar with SVG you will need to read the text book and/or examine web resources. This is something you need to get used to doing when you get out into the 'real' world!



#### Overview

In this unit you will learn to use D3 to create web-based visualisations. Scaleable Vector Graphics (SVG's) are the building blocks of D3 visualisations. In this task you will create and style some SVGs. In the next task we will get D3 to generate the SVGs.



## Step 1 Draw SVG shapes

Start with a basic html template with appropriately labeled meta data and title. The first step to creating an SVG is to create an SVG element which will act as a canvas on which our shapes will sit.

In the body of the code, first create a 500 x 50 px SVG element with the SVG tag. To draw a circle you need to specify the type of shape you want to draw (i.e., a circle), the x and y of the *centre* of the circle and the radius.

If you run the code above it will become apparent that the default colour is black. Change the colour to something a bit more exciting. There are a number of different ways to specify

<u>colour</u>, to start with use a simple colour name which will specify a standard <u>websafe colour</u> (i.e., cornflowerblue). In the example below a background colour is also specified for the SVG element.

```
chody>

ch1>Drawing Shapes with SVG</h1>

csvg width="500" height="60" style="background-color:slategrey;">

circle cx="25", cy="30", r="25" fill="cornflowerblue" />

c/svg>

cbr>
cfooter style="color:grey">COS30045 Data Visualisation<br>
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dody>
```

There are a large number of <u>attributes that you can specify for a SVG</u> including animations. Make more circles demonstrating different styling. Do the same with some other shapes such as rectangles, elapses and lines.

### Requirements 1:

Make sure you include examples of:

- three or more different shapes
- different stroke and fill colours
- transparency
- stroke width

- overlapping shapes
- Optional 1: Try some transformations and animations
- Optional 2: Make your webpage interactive with some JavaScript

Don't forget to comment your code!

Colour is very important in data visualisation. Try to make your colour combinations harmonious! Try using <u>colorbewer</u> for inspiration. Or w3schools' <u>HTML Colour 'Picker</u>'.

See an example on page below...

```
Translate - moves all the objects
                                                                                 over (note: It's worth reading up
                                                                                 a bit more on this if you plan to
                                                                                 use it)
                         <h1>Drawing Shapes with SVG</h1>
                         <svg width="500" height="60" style="back"</pre>
                                                                        , ound-color:slategrey;">
Group tag, applies
styling,
                              <g transform="translate(20, 0)">
transformations etc
to all the shapes in
the group
                                   <Line x1="0" y1="30" x2="180\v2="30" stroke="black"</pre>
                                                                                                            rbg colour system
                                                                           rbg with
                                                                           transparency
                         <footer style="color:grey">COS30045 Data Visualisation<br>
                                   Joe Bloggs</footer>
```

# **Drawing Shapes with SVG**



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Next week we will start using D3 to bind data to SVG elements. We can then use the the data to help draw the SVG. For example, we can take a rectangle SVG and create a 'bar' with a height that correlates with the bound data value.