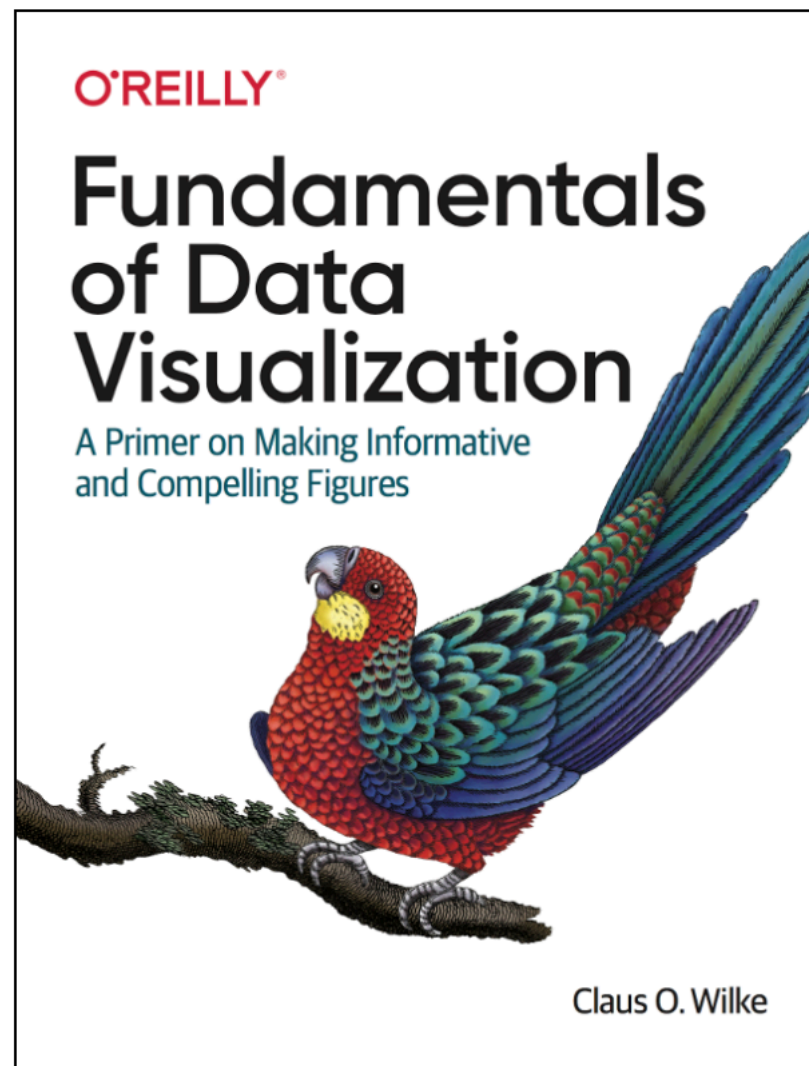


# Fundamentals Of Data Visualization



# Outline

Directory Of Visualizations

Principles Of Figure Design

Extras

# Directory Of Visualizations

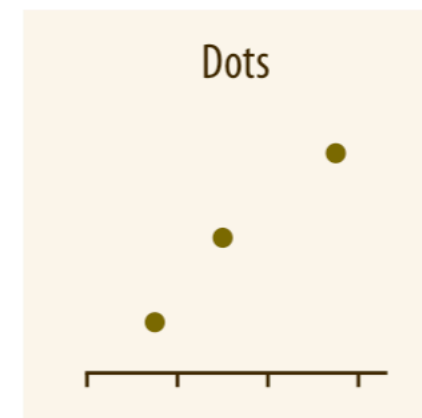
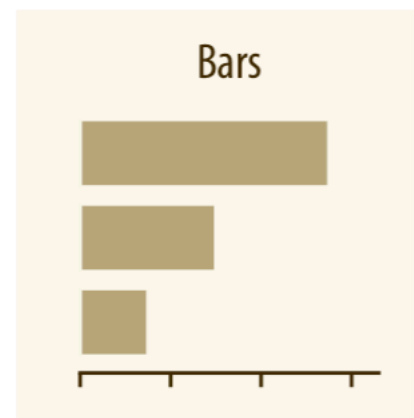
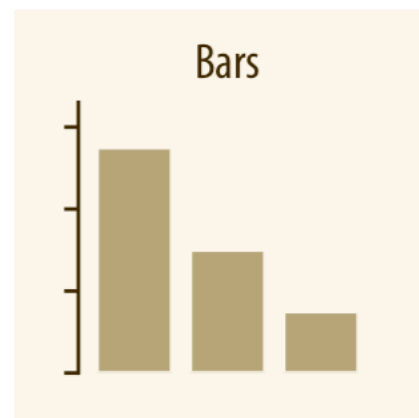
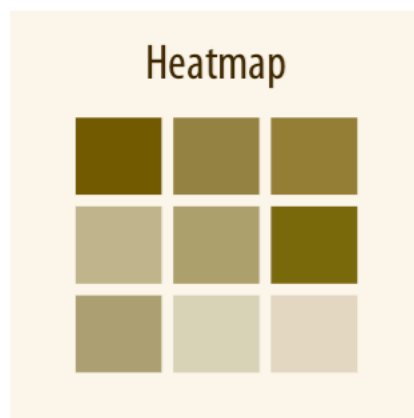
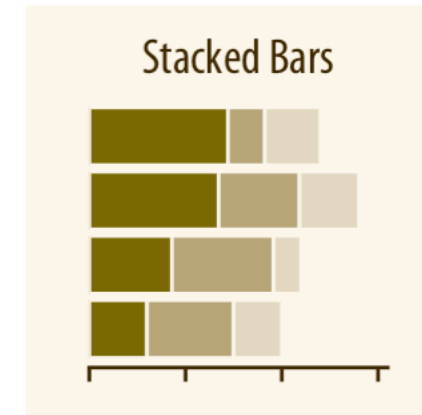
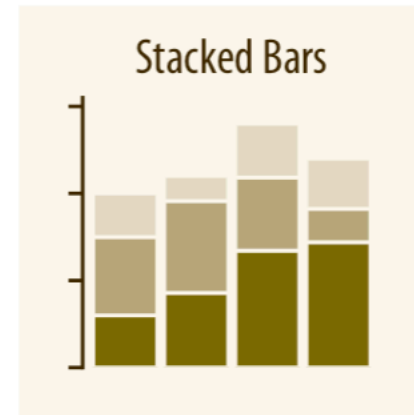
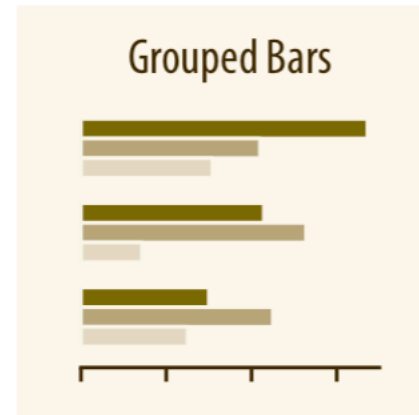
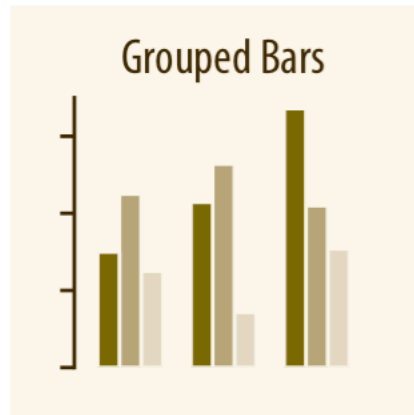
This book provides a comprehensive overview of graphic types for almost any situation along with the principles of a good graphic!

A large portion of the book describes different types of plots for each situation, which would take the rest of the semester to get through, but does include a handy directory that partially summarizes the graph types.

Let's look through it quickly!

# Directory Of Visualizations

Visualizations for Amounts:



# Directory Of Visualizations

Visualizations for Distributions:



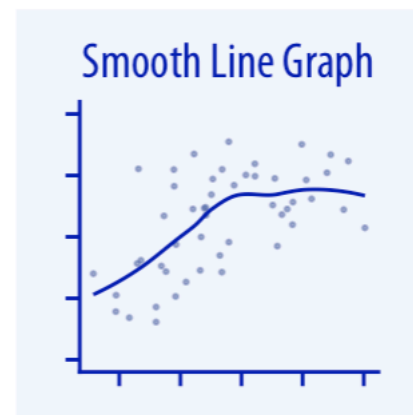
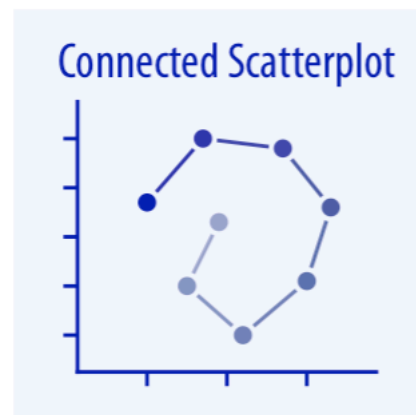
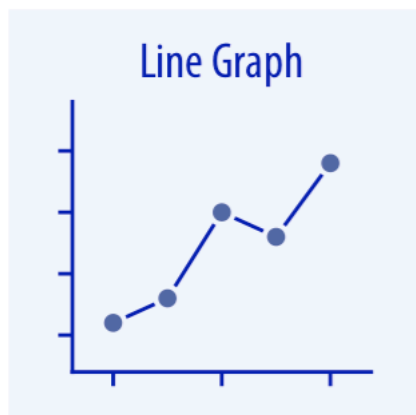
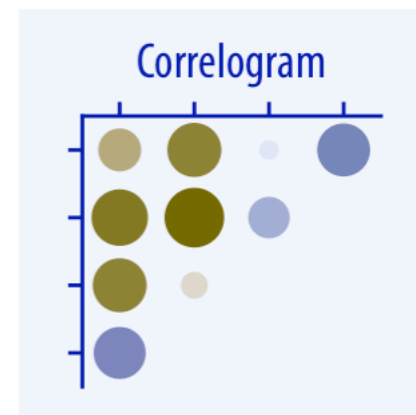
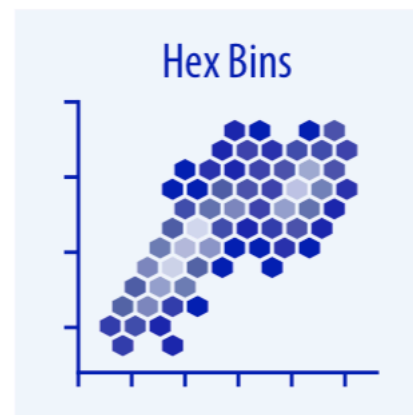
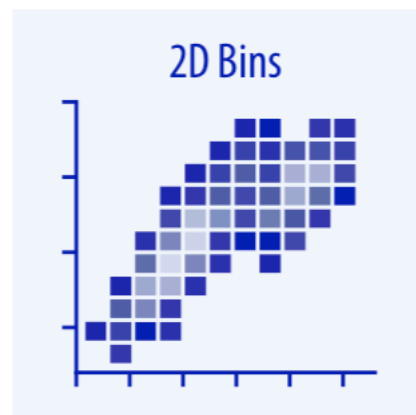
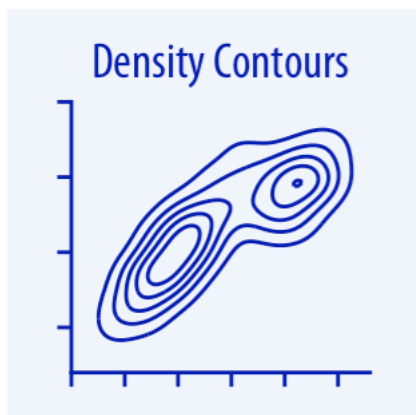
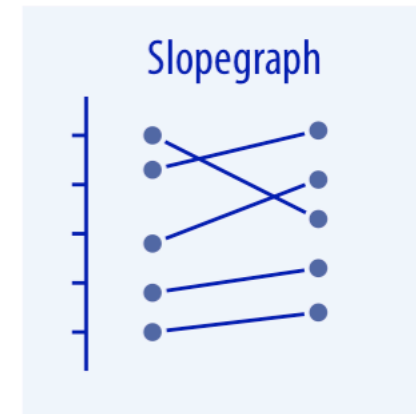
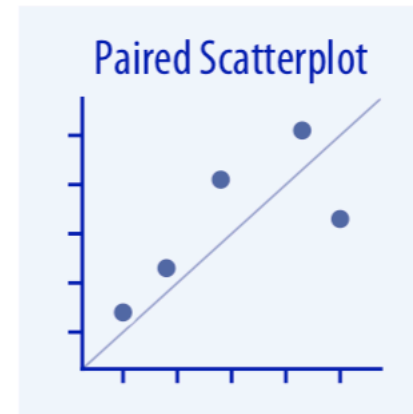
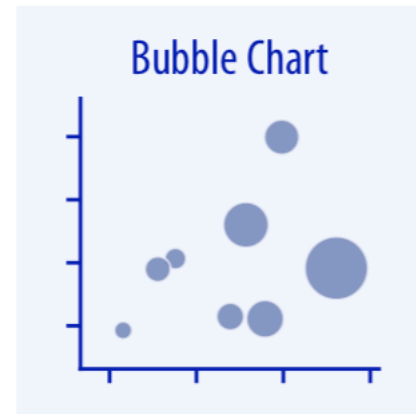
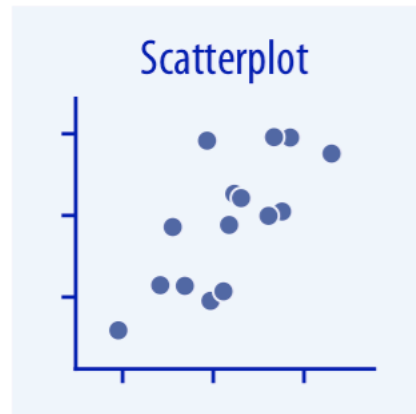
# Directory Of Visualizations

## Visualizations for Proportions:



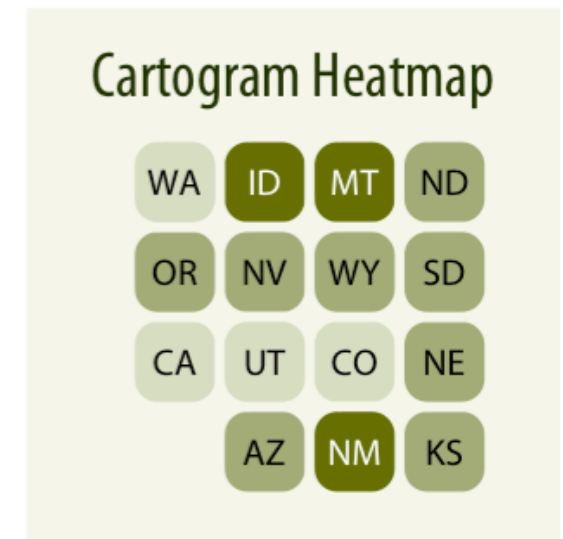
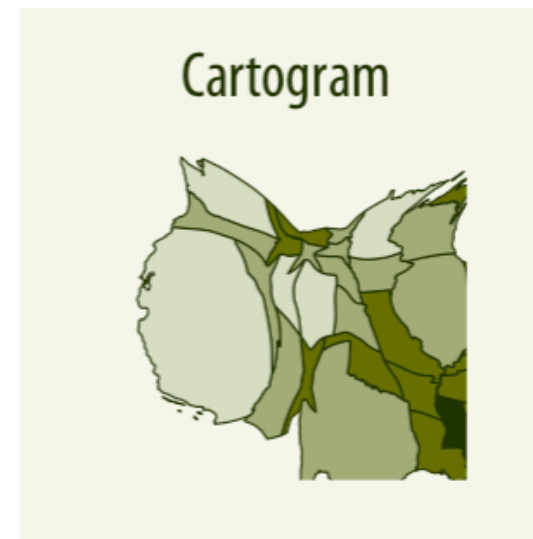
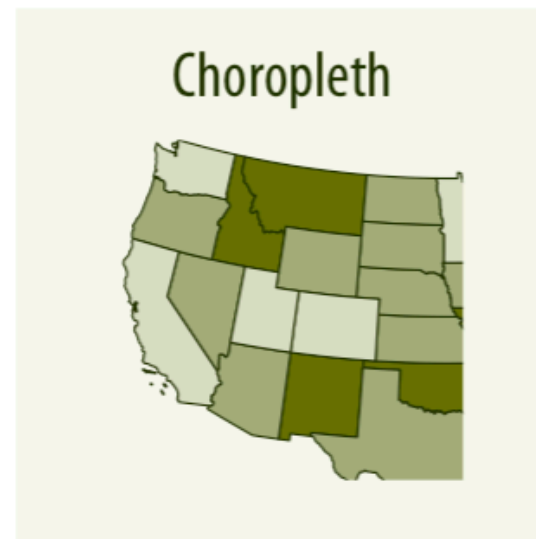
# Directory Of Visualizations

Visualizations for x-y relationships:



# Directory Of Visualizations

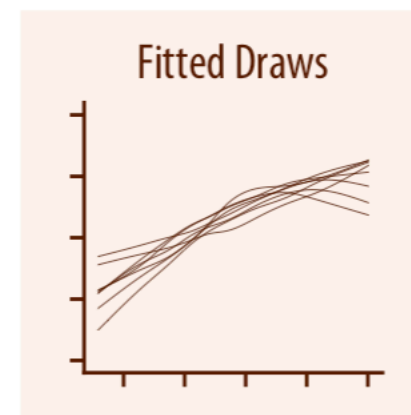
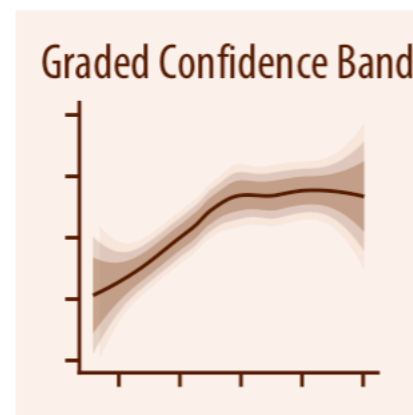
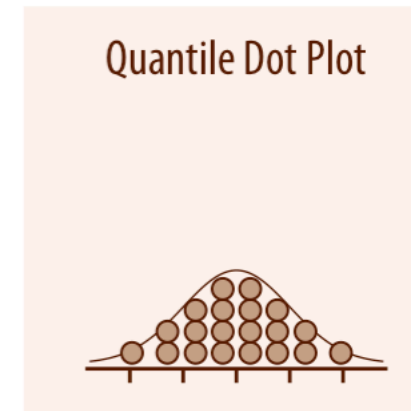
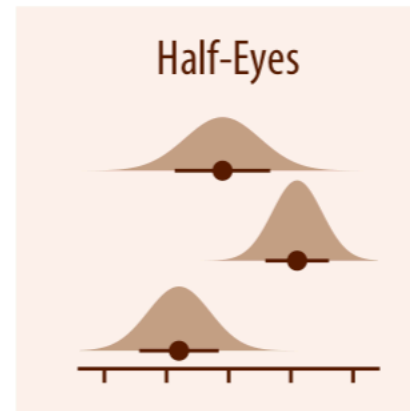
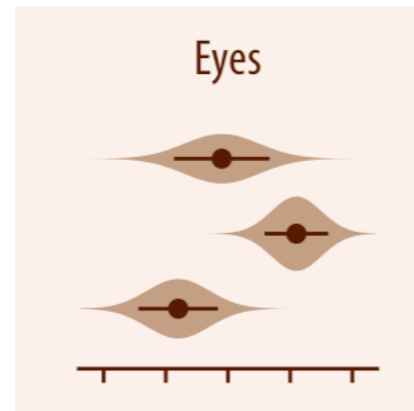
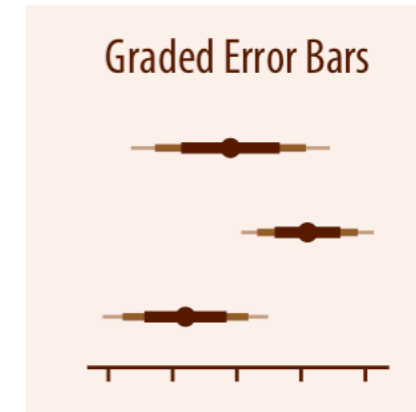
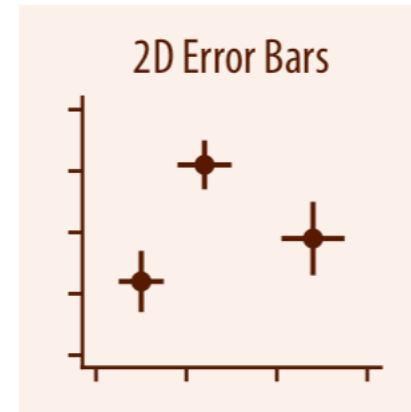
Visualizations for geospatial data:





# Directory Of Visualizations

Visualizations for uncertainty:



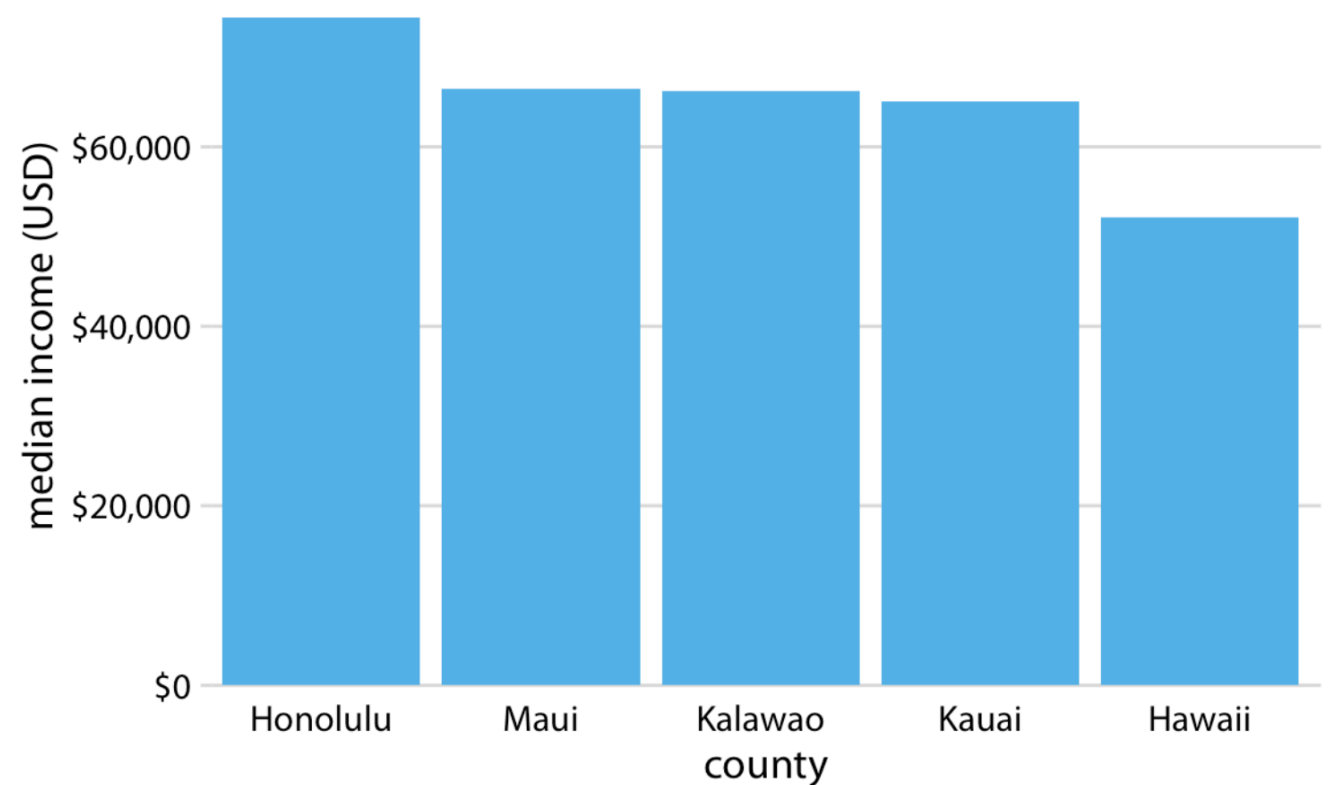
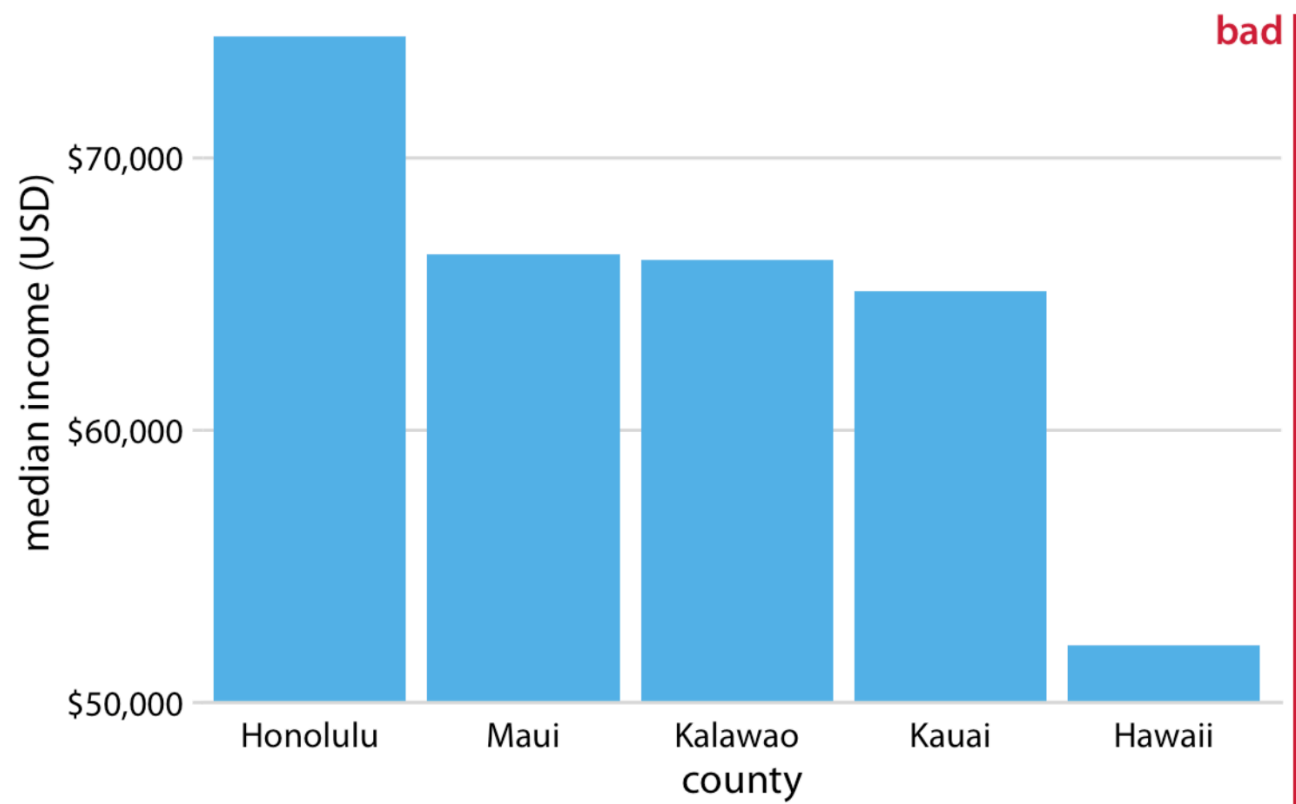
# Principles Of Figure Design

The second section of the book discusses common design issues that arise when you make visualizations. This is where we need to spend significant time!

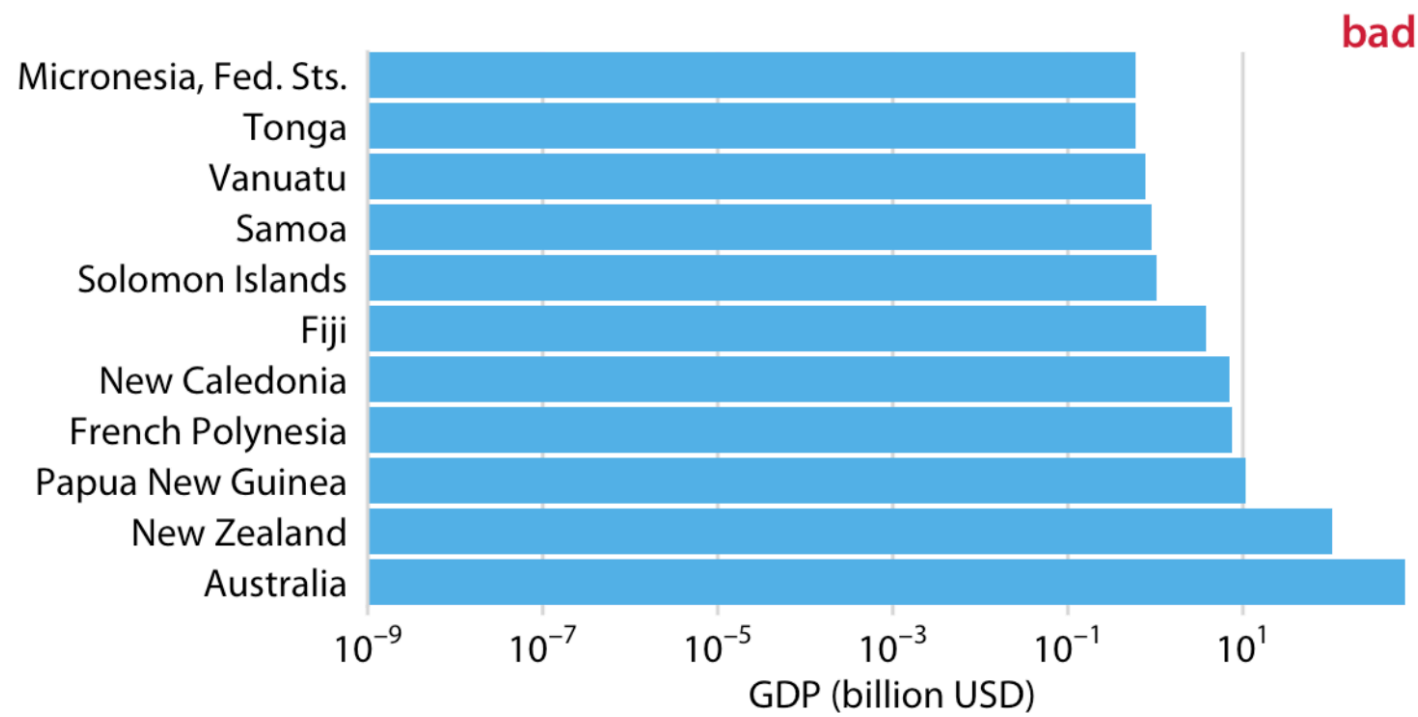
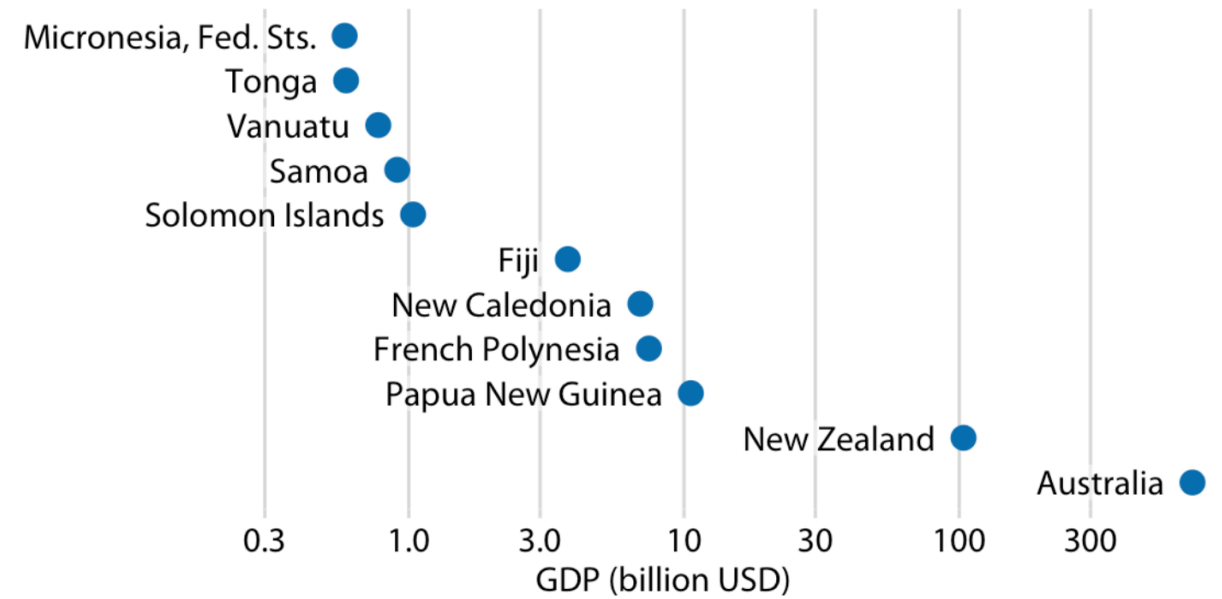
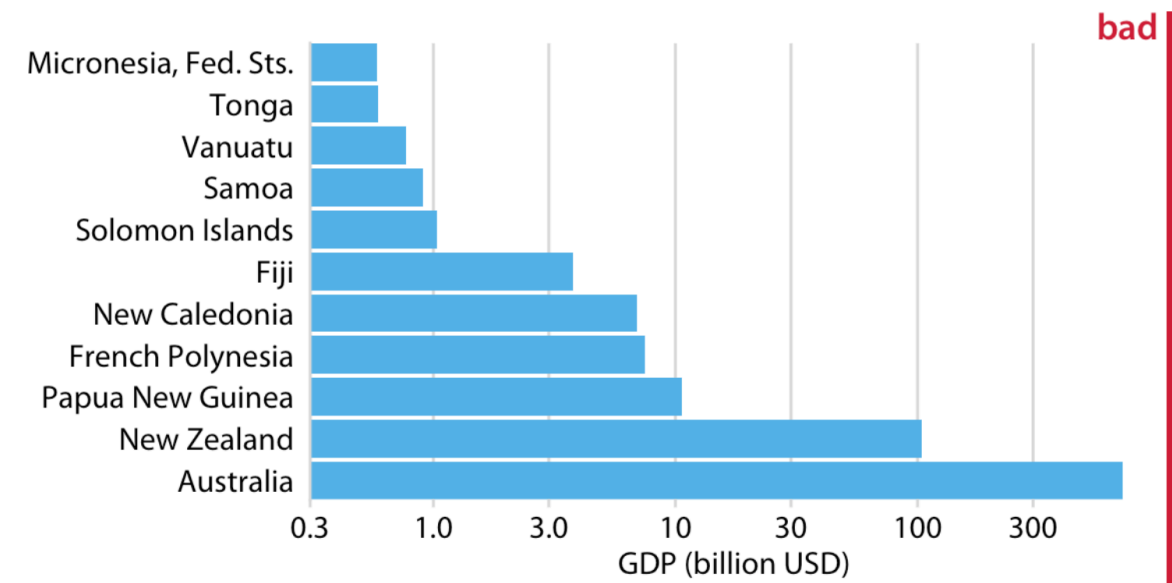
The first principle is the principle of proportional ink!

Principle of proportional ink: The sizes of shaded areas in a visualization need to be proportional to the data values they represent.

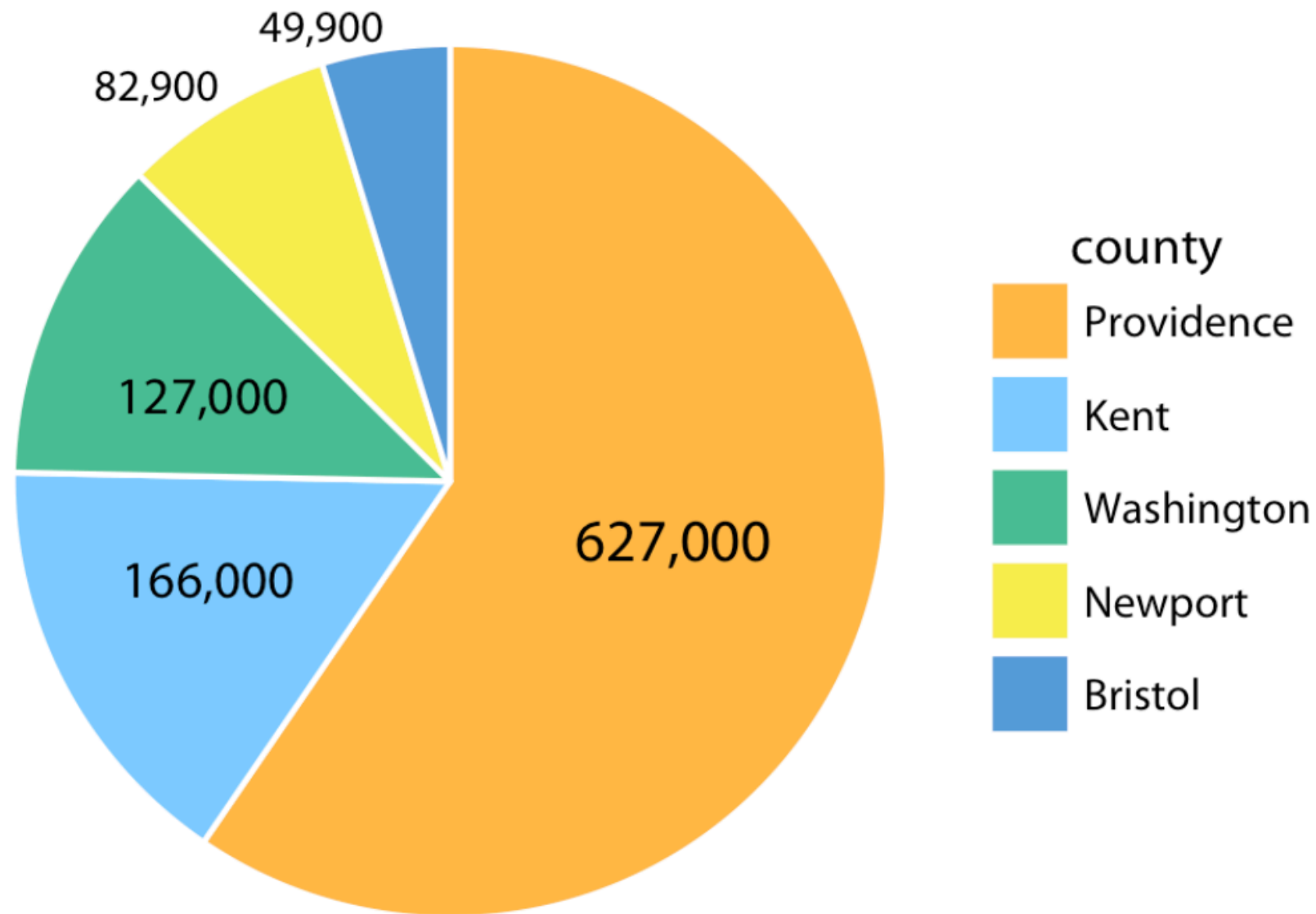
# Principles Of Prop. Ink



# Principles Of Prop. Ink

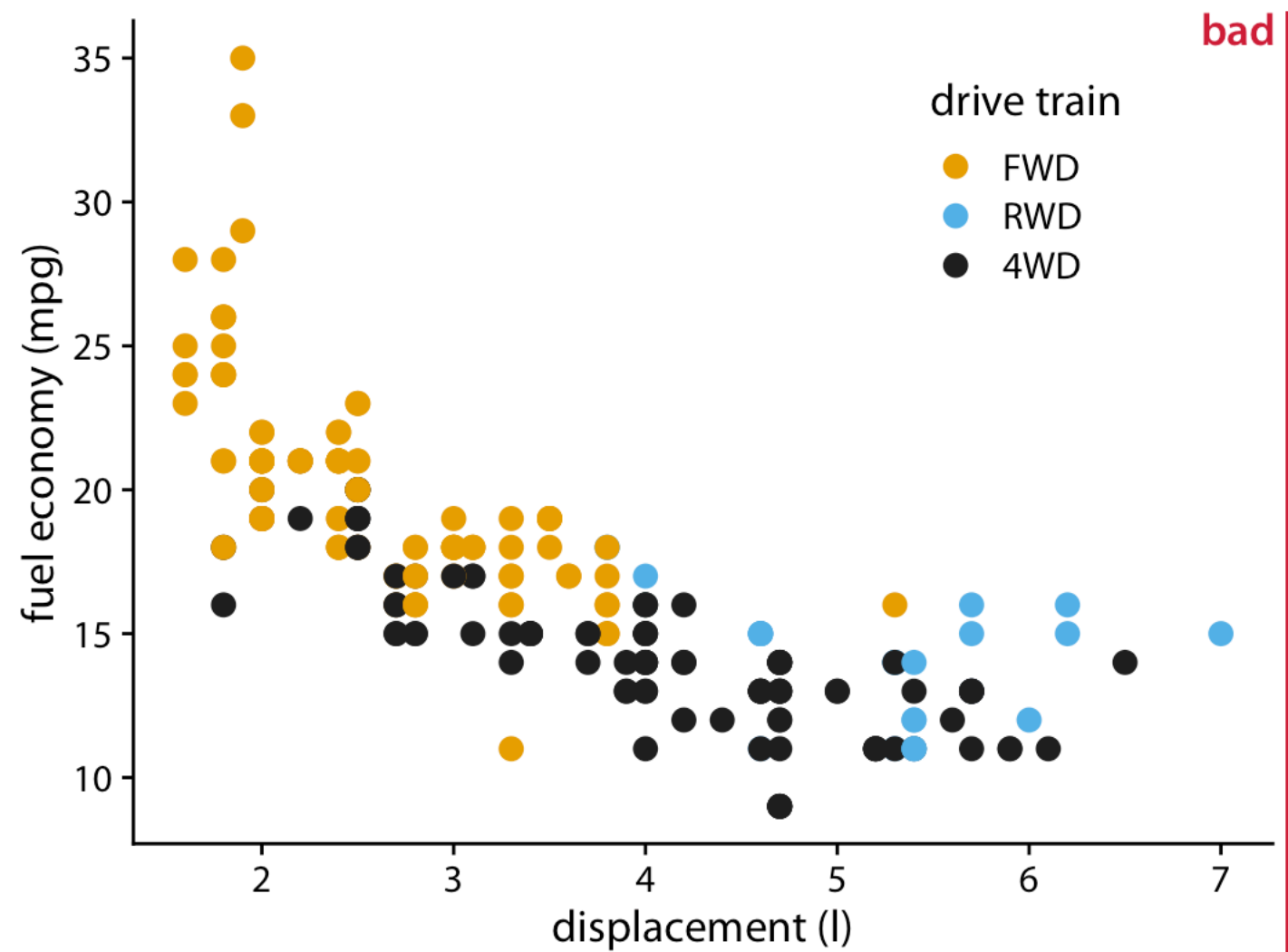


# Principles Of Prop. Ink



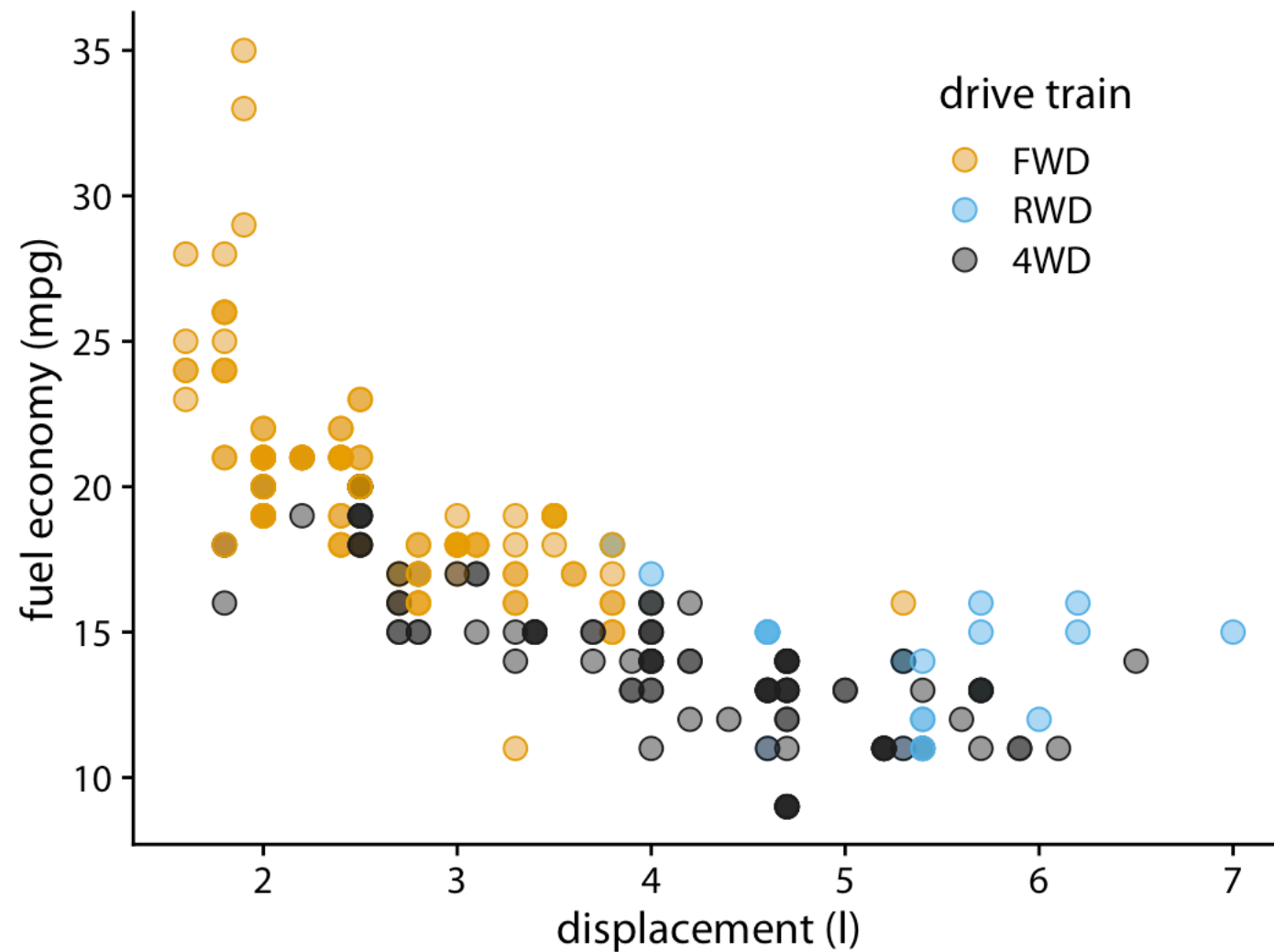
# Principles Of Figure Design

The next issue we want to focus on handling overlapping points (overplotting)!



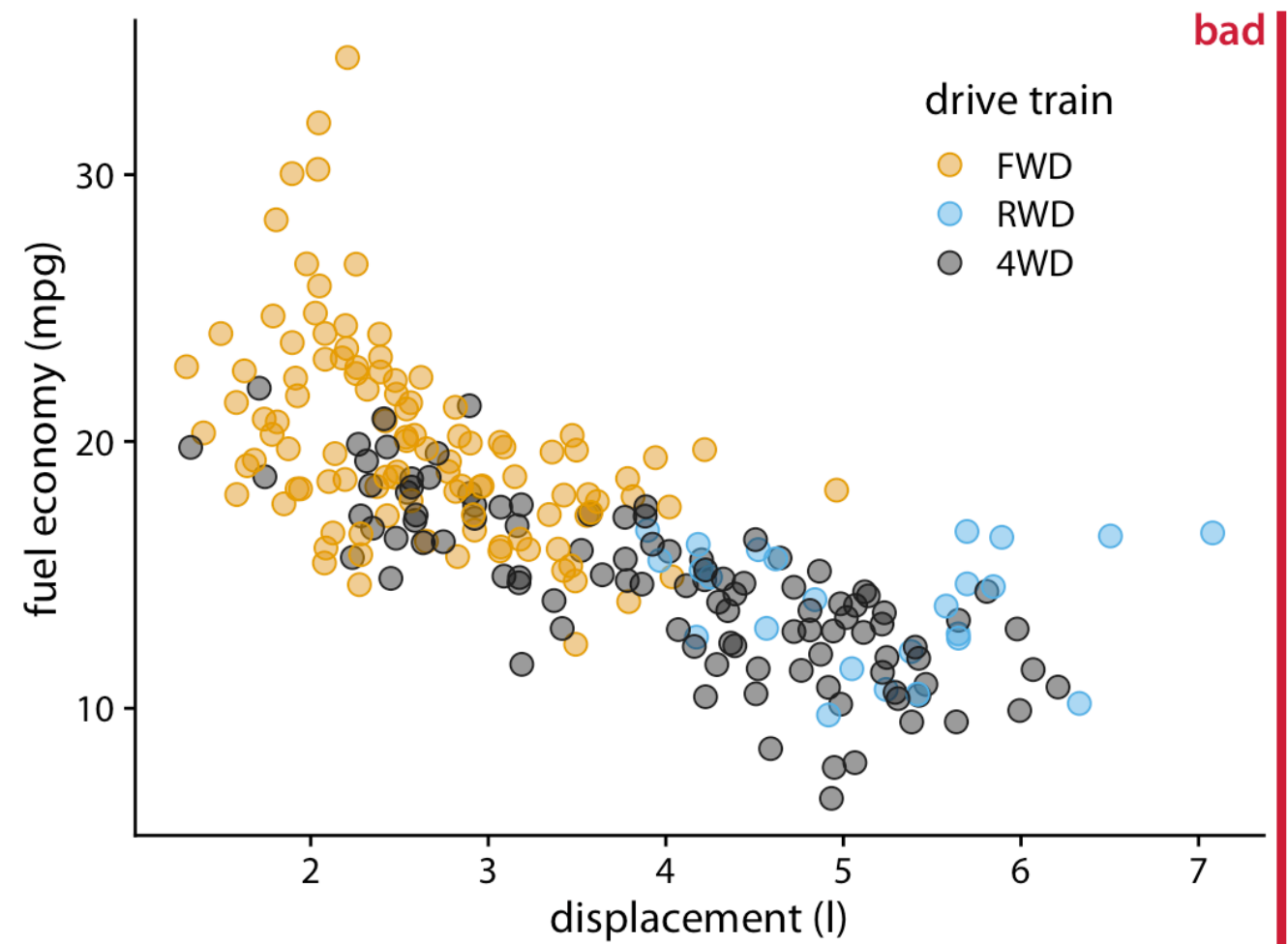
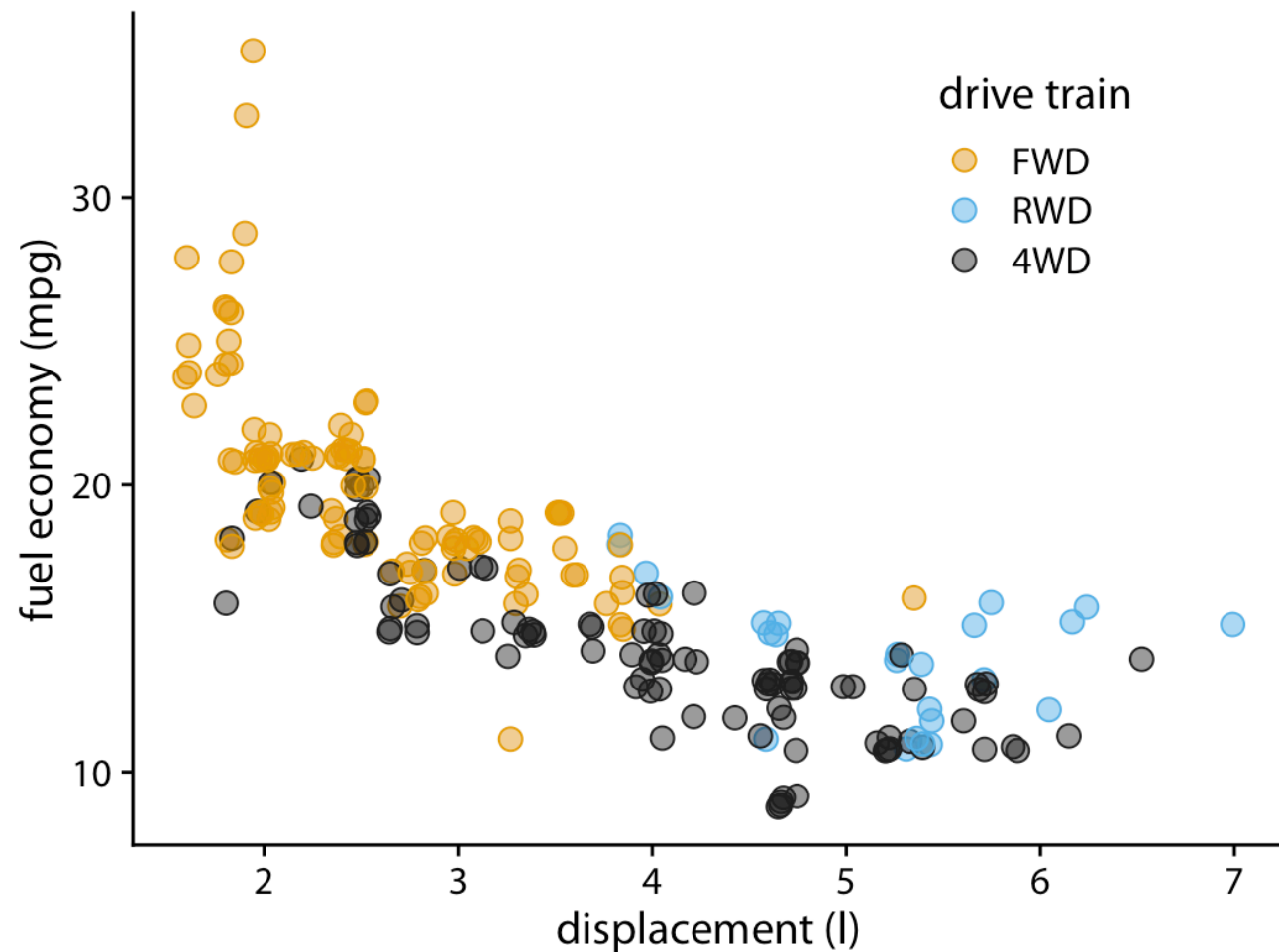
# Overplotting

One way to fix overplotting is partial transparency (alpha blending)



# Overplotting

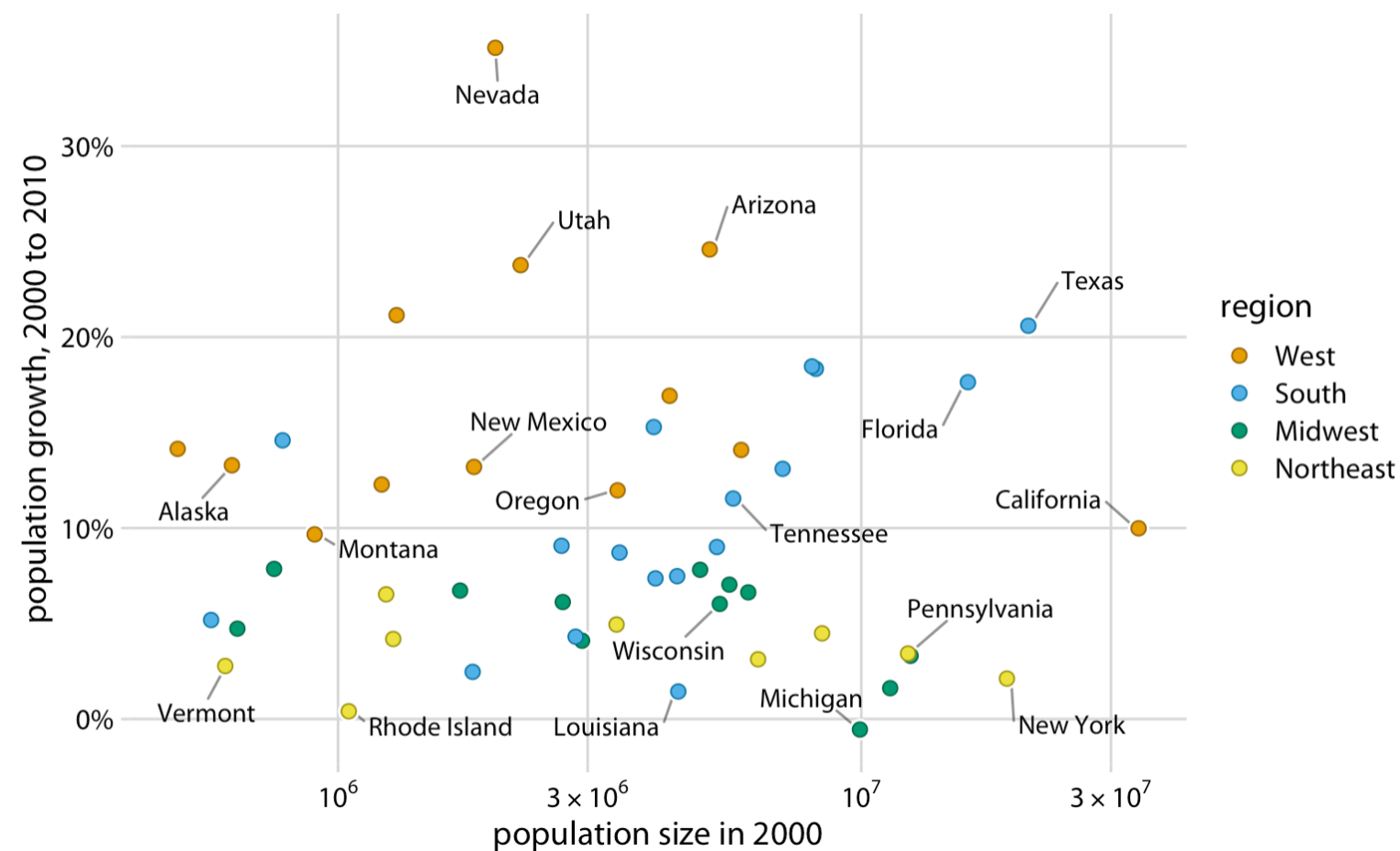
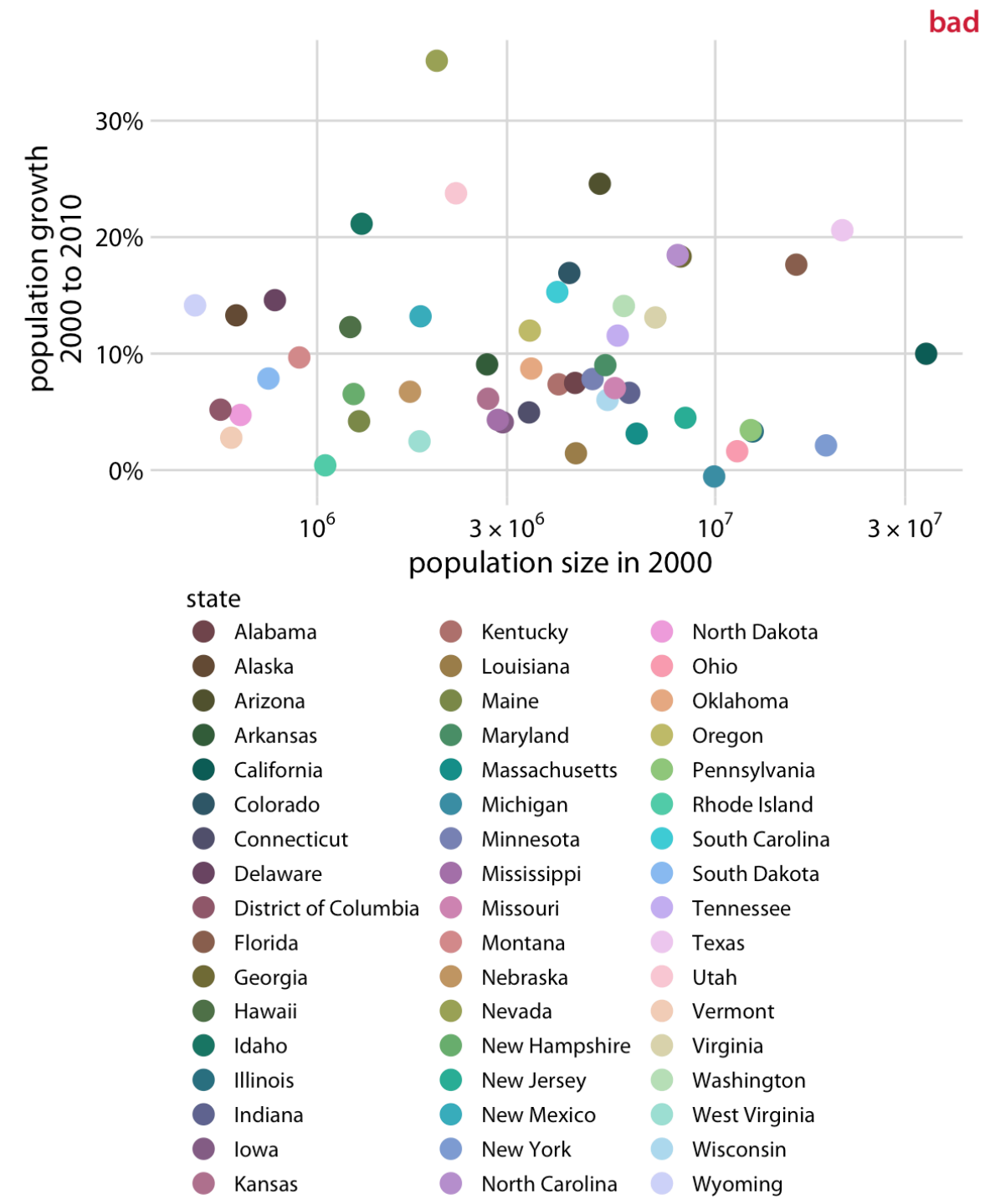
Also point jittering (adding some random noise to each point)





# Pitfalls Of Color Use

Sometimes too much color can be a bad thing!



# Pitfalls Of Color Use

Sometimes too much color can be a bad thing!

