

Carl Emil Carlsen / tech tekster til techmodul 5 sem E 20

Mandatory				
Source	Page start	Page end	Page count	Link
Computational Information Design, Ben Fry, PhD Thesis, 2004.				https://benfry.com/phd/dissertation-050312b-acrobat.pdf
-> 1. Basic Example	17	31	15	
Visual Thinking for Design, Colin Ware, 2008				https://www.amazon.com/dp/0123708966
-> 1. Visual Queries	1	22	22	
Visualization Analysis & Design, Tamara Munzner, 2014.				https://www.amazon.com/dp/1466508914
-> 2. What: Data Abstraction	20	40	21	
-> 3. Why: Task Abstraction	42	64	23	
-> 5. Marks and Channels	95	114	20	
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Optional				
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The Visual Display of Quantitative Information, Edward Tufte, 2nd ed. 2001,				https://www.amazon.com/dp/0961392142
-> 4. Data Ink and Graphical Redesign	91	97	7	
Visual Thinking for Design, Colin Ware, 2008				https://www.amazon.com/dp/0123708966
-> 2. What We Can Easily See	23	42	20	
-> 3. Structuring Two-Dimensional Space	43	64	22	
Information Visualisation - Perception for Design, Colin Ware, 4th ed. 2020.				https://www.amazon.com/dp/0128128755
-> Representing Quantity	171	174	4	
-> Gestalt Laws	185	196	12	
Unity Manual, Scripting/Scripting Overview/Vector Cookbook/ Understanding Vector Arithmics			2	https://docs.unity3d.com/Manual/UnderstandingVectorArithmetic.html
Mathematics for Computer Graphics, John Vince, 3rd ed. 2010.				https://www.springer.com/gp/book/9781849960236
->Ch. 6. Vectors	35	54	20	
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