

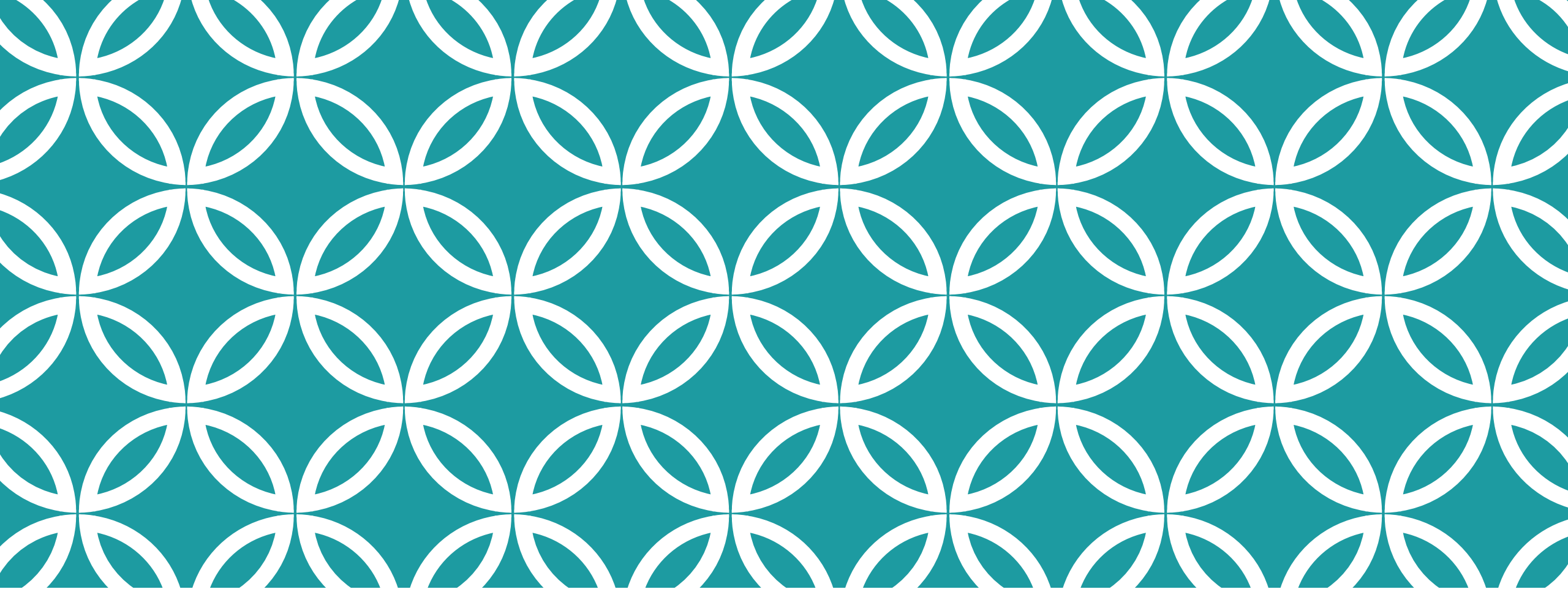


# **DATA VISUALISATION**

2018 - 2019

# OVERVIEW

- Assignment 1
- Assignment 2
- Assignment 3
- Assignment 4



# **ASSIGNMENT 1**

2018 - 2019

# LOST POTENTIAL

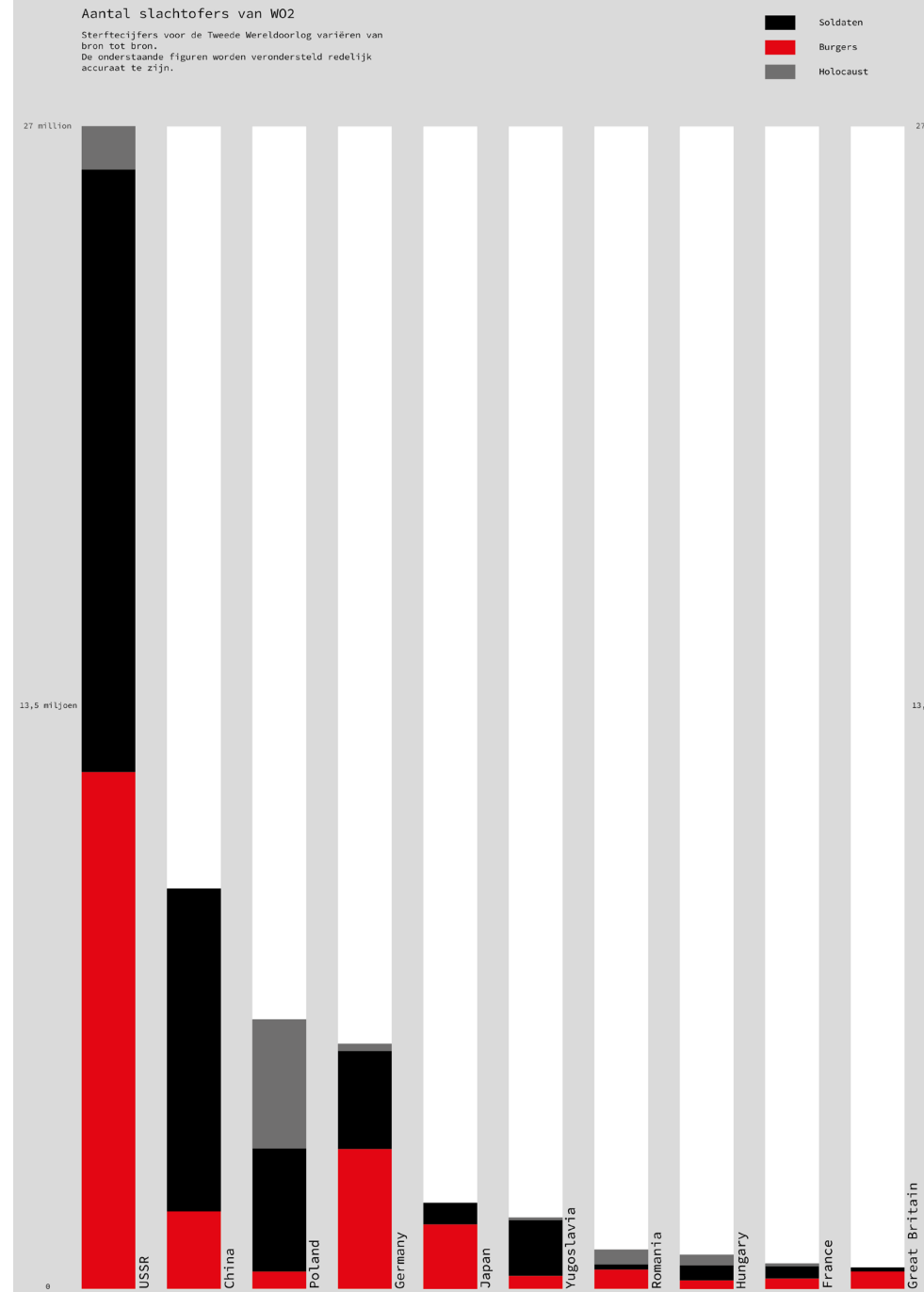
## Properties

- Intent
  - A.1 Explanatory
- Appearance
  - A.2 Static

## Result

A simple bar chart where the 10 countries get up with the most victims of World War 2.

The victims are divided into civilians, soldiers and people who died in the Holocaust.



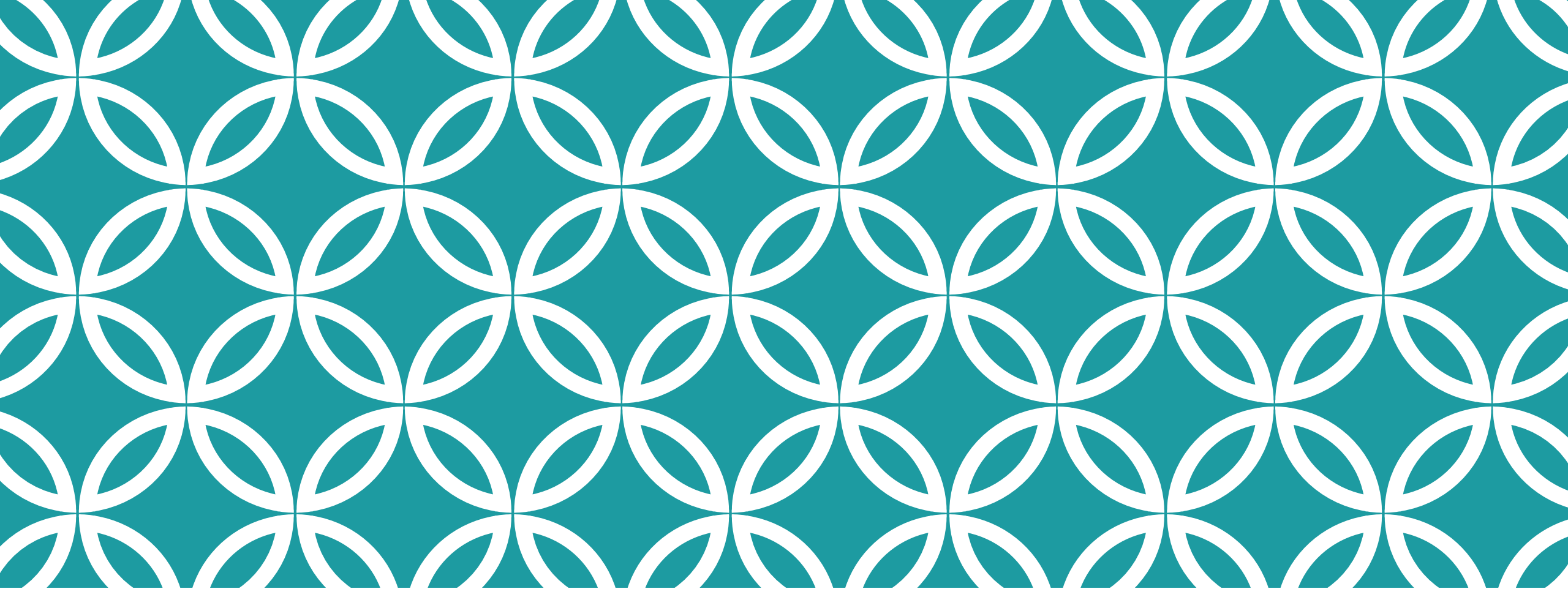
# LOST POTENTIAL

## Process

I wanted to know how many people died in the 2nd World War.

My poster is fairly simple because I wanted to keep the message of the data as clear as possible.

The message of the data is so powerful that I did not want to change this much.



# **ASSIGNMENT 2**

2018 - 2019

# FINAL VOYAGE

## Properties

- ☐ Intent
  - ☐ A.1 Exploratory
- ☐ Appearance
  - ☐ A.2 Interactive
- ☐ Other
  - ☐ A.x D3

## Result

A world map where all battleships are depicted on the spot that they have sunk.

You can see the name of the ship as well as the date that it was sunk and the number of deaths.

## Battleships sunk during 20 centu

g to mourn the men who died. Rather we should thank

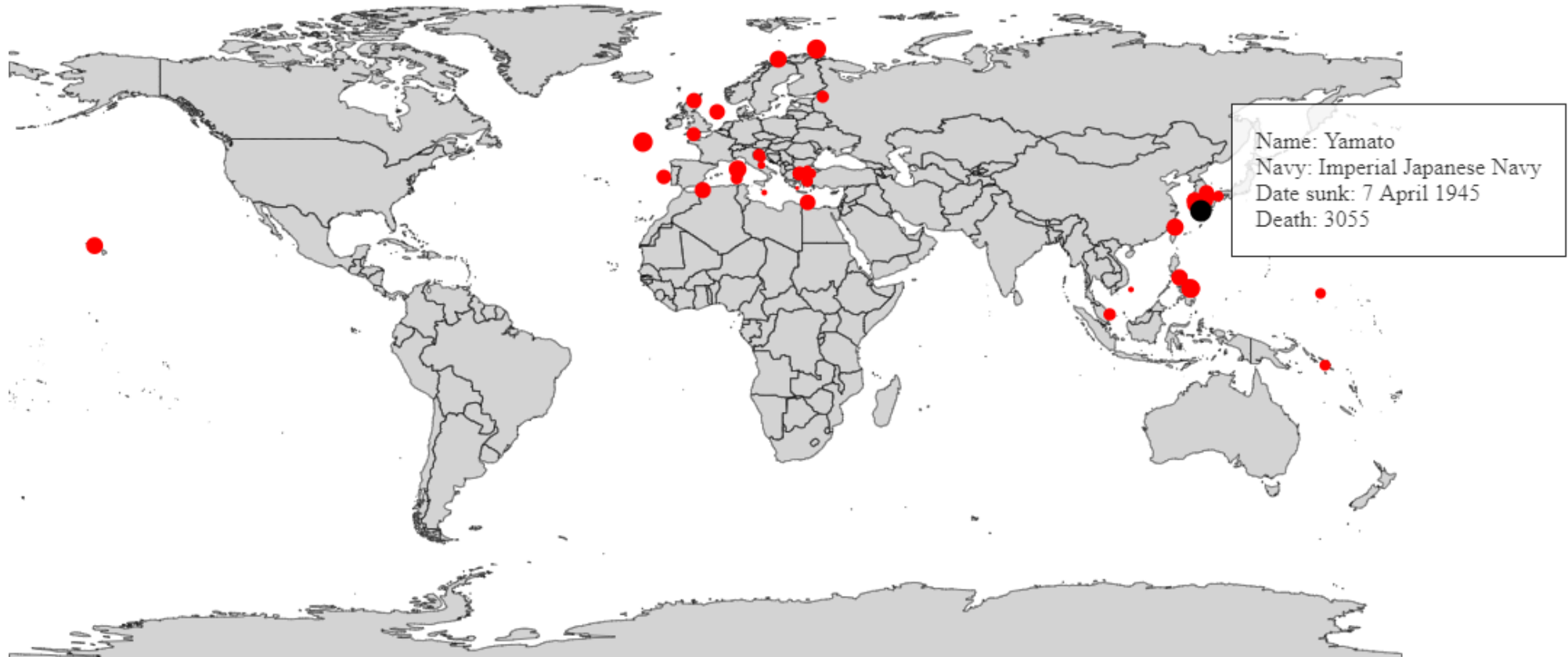
George S. Patton



# Battleships sunk during 20 century

**"It is foolish and wrong to mourn the men who died. Rather we should thank God that such men lived."**

George S. Patton





## Battleships sunk during 20 century

# FINAL VOYAGE

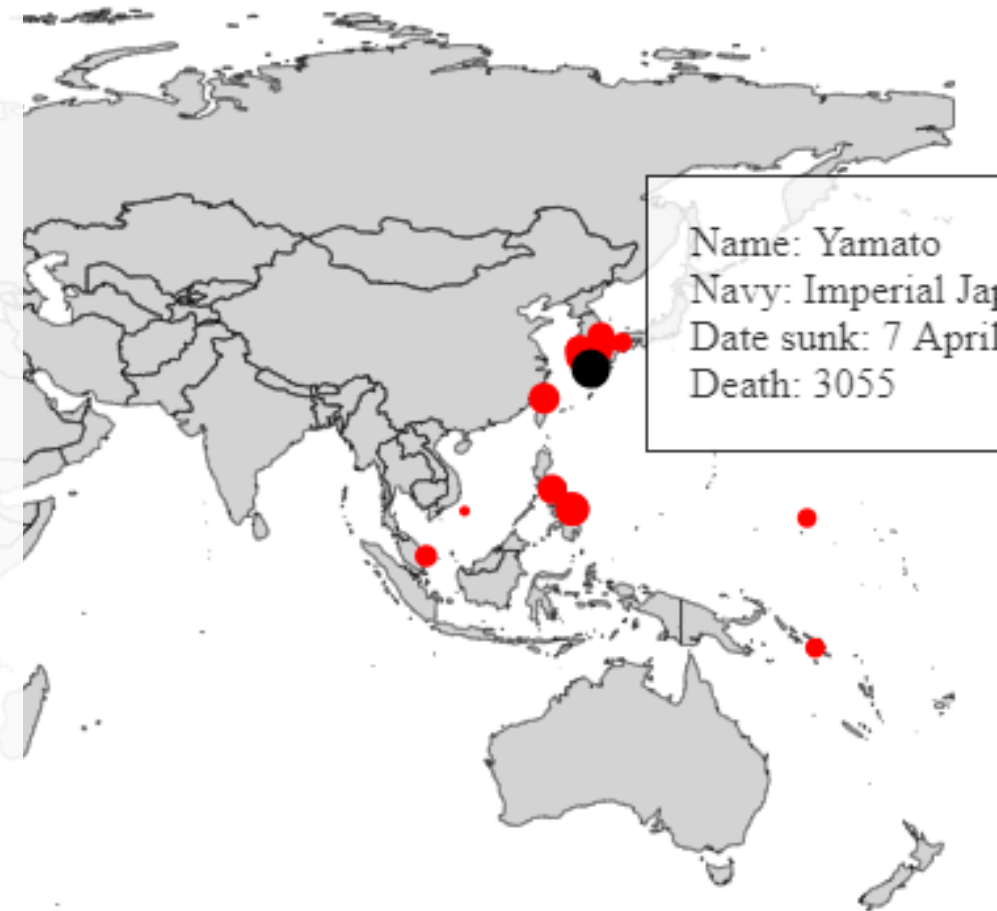
should thank God that such men lived."

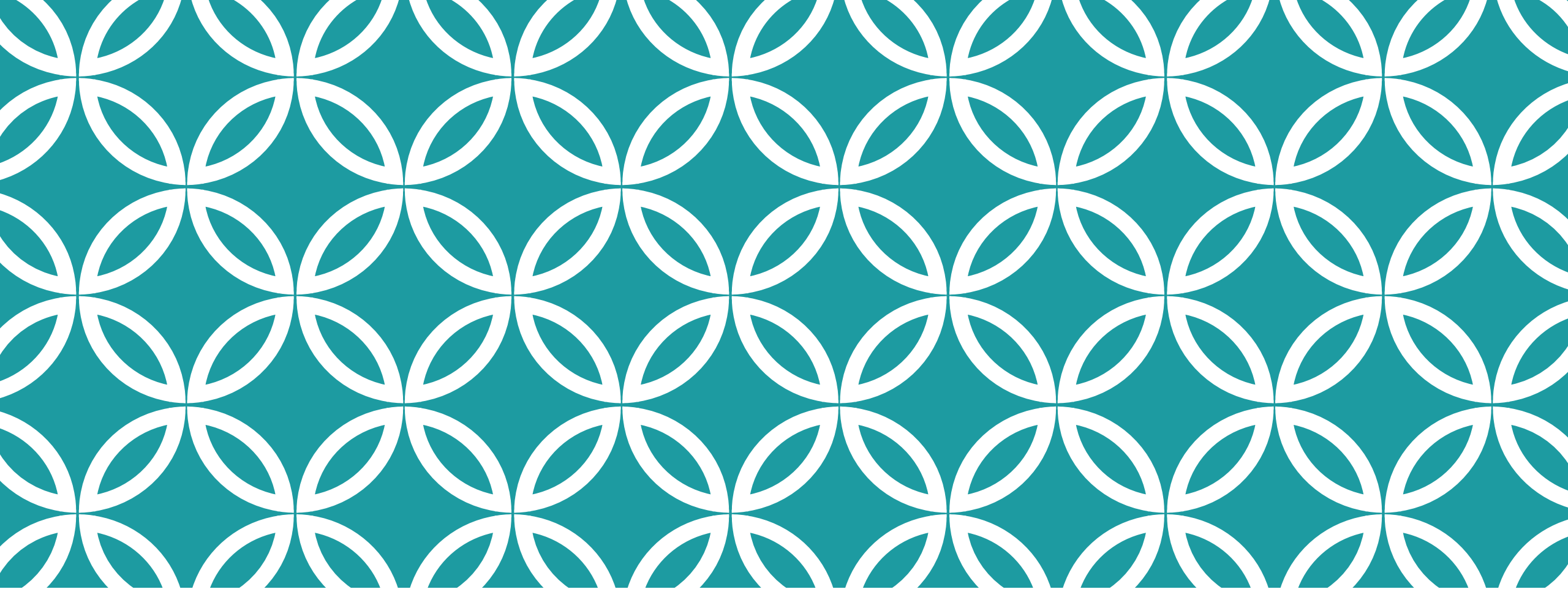
George S. Patton

### Process

I have a great interest in the 2nd World War. Not only do the thoughts bring up tears for all victims but also a certain admiration for the engineering accomplishment every country has accomplished.

At this time a country was not measured on the basis of how large their army was but how many battleships they had. So I wanted to make a data visualization around battleships.





# **ASSIGNMENT 3**

2018 - 2019

# CAN YOU SPOT IT?

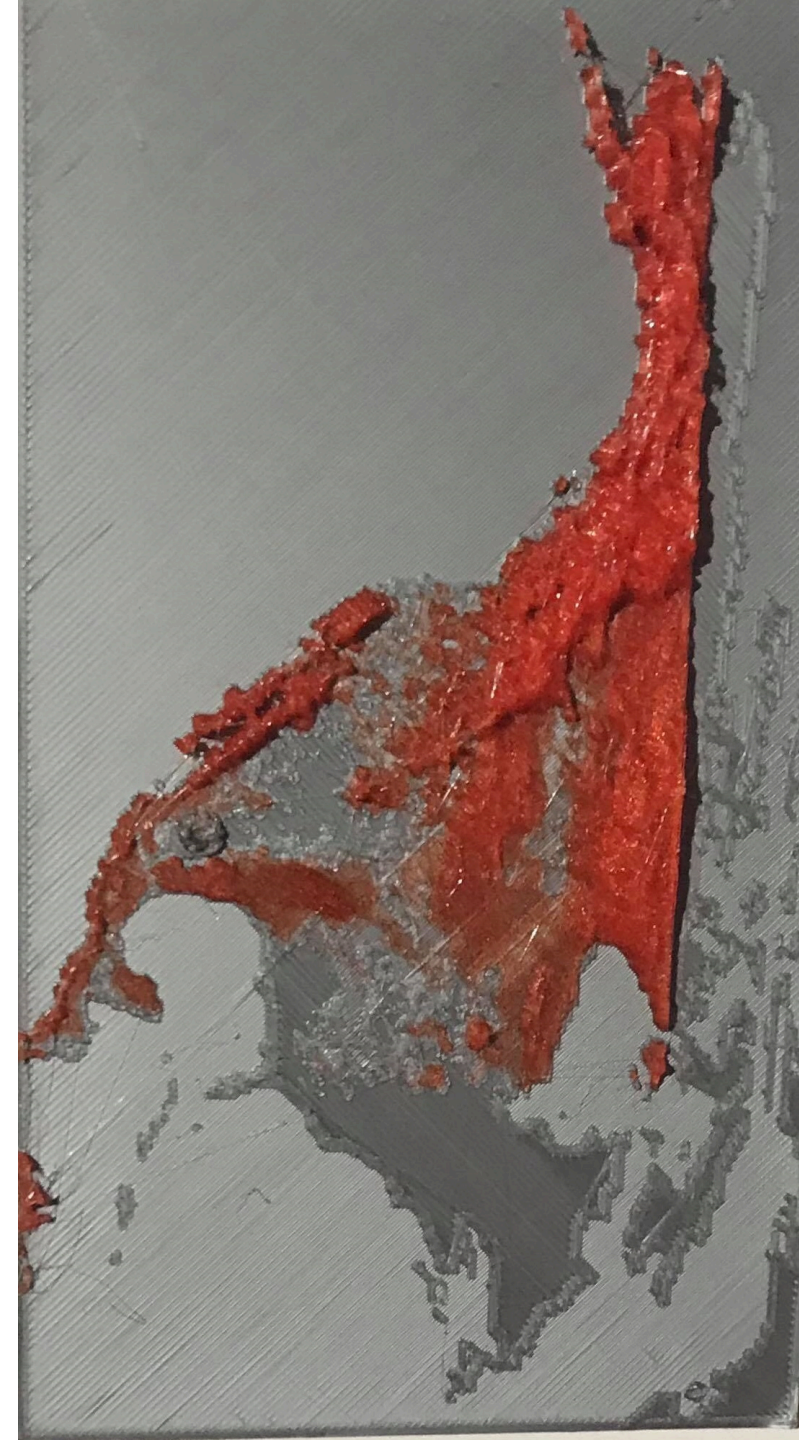
## Properties

- ☐ Intent
  - ☐ A.1 Exploratory
- ☐ Media
  - ☐ B Physical
- ☐ Appearance
  - ☐ A.2 Static
- ☐ Other
  - ☐ A.x 3D

## Result

A 3D printed map of North America where you can see on the basis of encounters where you can come across a brown bear.

The height correlates how likely it is that you encounter a brown bear.



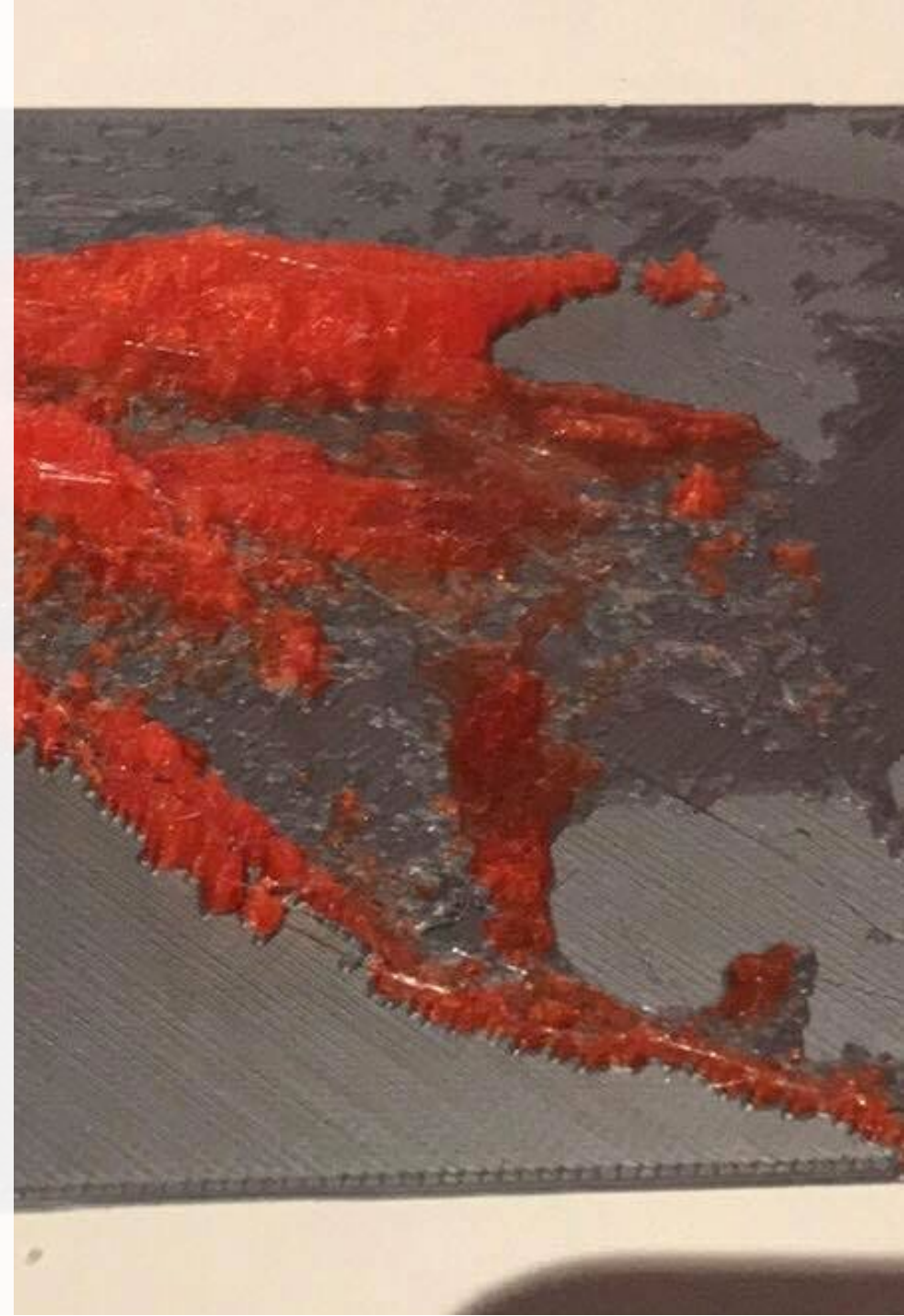


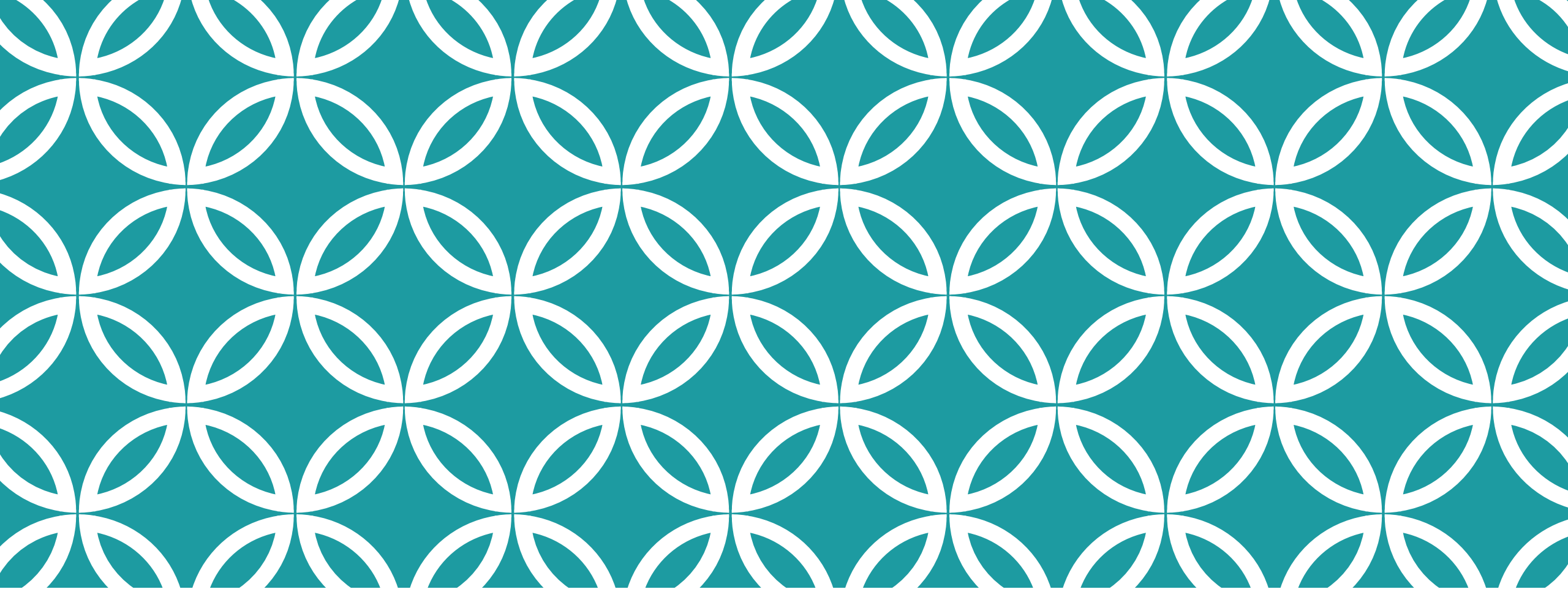
# CAN YOU SPOT IT?

## Process

I found a project from someone who generated 3d maps with a view of where you encounter a certain kind of deer.

It looks like such a cool idea that you can generate multiple models with a few lines of code. The code is written in R, with this I can generate multiple models.





# **ASSIGNMENT 4**

2018 - 2019

# FAIRYTALE OF NEW YORK

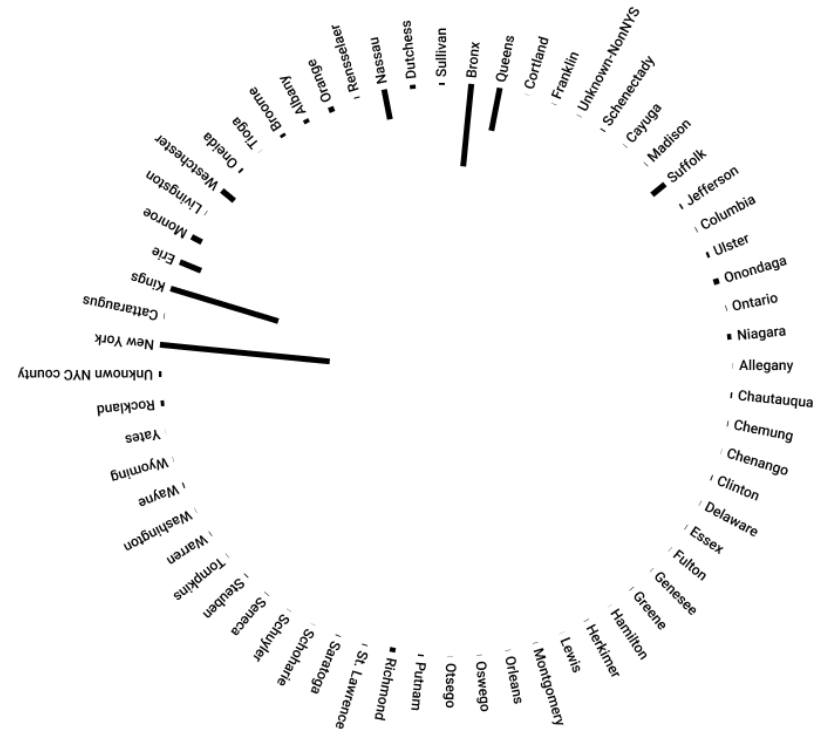
## Properties

- ☐ Intent
  - ☐ A.1 Exploratory
- ☐ Appearance
  - ☐ A.2 Linear
- ☐ Other
  - ☐ A.x Node-Based

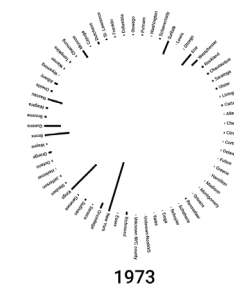
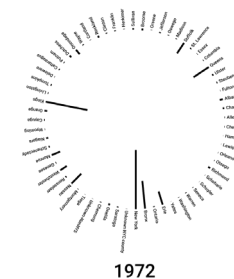
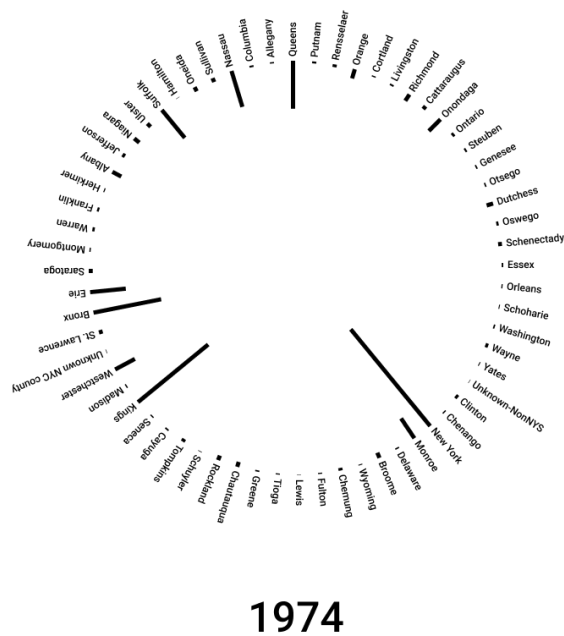
## Result

Assignment 4 is a video, which shows everything arrests of each year, starting 1970 up until 2017.

And compares the amount of arrests of each county.



1970



# FAIRYTALE OF NEW YORK

## Process

The dataset I used contains the number of people arrested in the counties of New York.

These were dated from 1970 to 2017.

I was wondering if this amount was increasing or not so I made a video of it with nodebox and premierePro.

