Graphics Report – 100265937 – Thomas Rogers

**Introduction:**

Computer Graphics and data visualization are two inextricably linked concepts, the process of visualizing data on a computer requires us to render out primitives, linking them to unique data points in our datum. The benefits of this type of interactive data visualization is two-fold, first, the speed at which modern computers operate allow us to visualize data much faster than by hand, additionally, the interactions we can perform (such as highlighting, altering data etc) can be done much quicker and more efficiently. Despite this, there are some technological challenges in creating a data visualizer. There are some assumptions we have to make about our data that could be much easier to make by hand, and there are some computational requirements we must abide by – The need to store radically different primitives, for instance, for each chart.

This report intends to go over the work I have performed and the reasons for the decisions I made. I will go over the methods that I used, evaluation of these methods, and a discussion of the strengths and weaknesses of the work I performed.

**Methods:**