CHANGE ME The title for your project.

CHANGE ME Your Name(s) Here

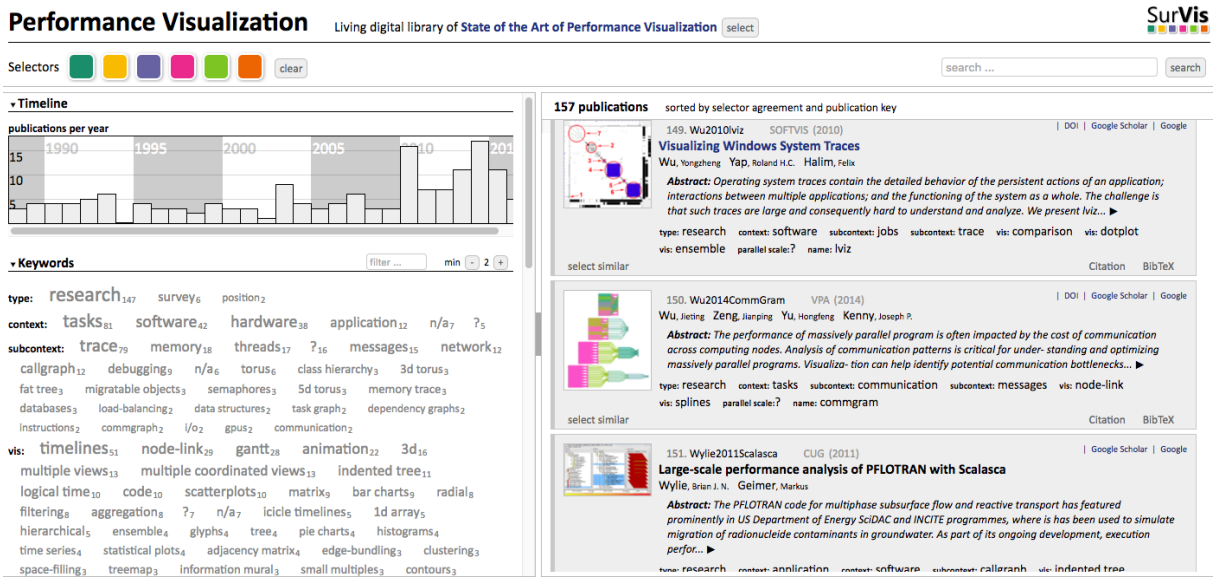

Fig. 1. CHANGE ME: Some of you may want a big teaser figure.

Abstract—
CHANGE ME: Abstract goes here. It should briefly explain the problem, the big picture of what was done to solve it, and the highlights of the results.

1 Introduction

CHANGE ME: There is not a canonical way to organize the paper – we've seen different styles during this course. You may alter the order to match your project. Depending on the project, you may want to split the sections into multiple parts.

Strongly motivate your work in this section.

Summarize the problem, why it is important, the highlights of what you have done, and what your contributions are. If someone is only reading the introduction, what is it that they should know?

Our main contributions are:

- a taxonomy of tasks performed in the visual analysis of octopi
- a novel algorithm for calculating octopi correlation
- a validated visual design supporting the visual analysis of octopi

2 Background - Possibly Rename to something domain specific like 'Octopus Analysis'

Expand on the problem domain if necessary to adequately describe the problem and the solution. If the problem domain is not visualization, describe enough about it so non-experts (those whose expertise is in visualization and not the problem domain) can understand the problem and the design choices made. Consider what information is needed to apply your solution to other similar problems.

If you have task and data abstractions, you may want to describe them here and thus would describe the data here. General assumptions about the data format and character should be described somewhere but the choice is up to you. Details of a specific dataset might go into case studies, but the general assumptions about the data should go elsewhere, perhaps here.

Don't be afraid of using figures here if they would help the reader.

3 Related Work

Discuss the work related to your project – include both visualization and domain-specific references to the problem you're trying to solve. What do these solutions do and in what ways are they insufficient for the problem you are trying to solve. Do you build on any of these? If so, how?

For example, if my work has to do with Perfopticon [3] or comparing request flows [5], I would want to cite them. ACM Digital Library makes it easy to get bib files for final.bib and there are guides online for citing books [6], theses [1], journal articles [2], and conference proceedings [4].

4 The Work: CHANGE ME – might be 'Visual Design' or 'Experimental Design'

Describe what you have done here. You may want to break this up into multiple sections. If you are doing a design study, describe the methodology leading to your design, not just the design itself.

Describe your proposed work here. You may refer to other sections so as not to repeat yourself – for example, referencing Section 2.

You may want to use figures to illustrate your point, such as Figure 2.

- *CHANGE ME: Your Name 1 and Your Name 2 are graduate students at the University of Arizona. E-mail:[your NetID1,your NetID2]@email.arizona.edu.*

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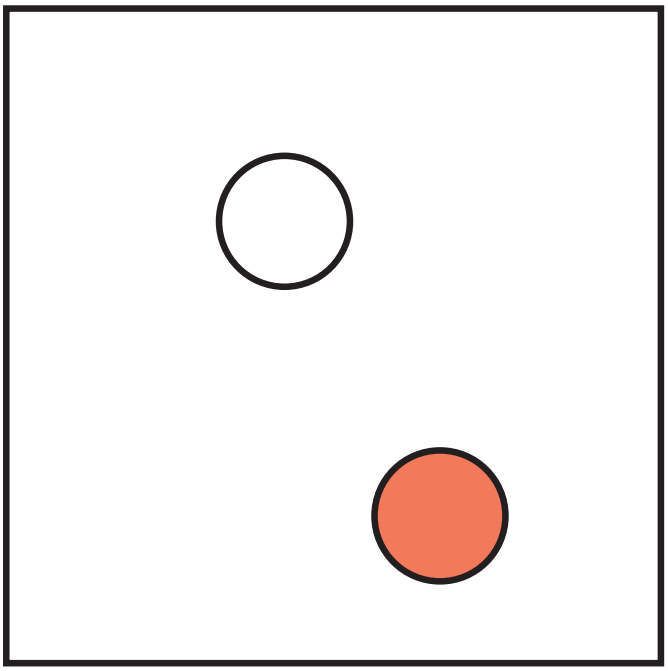

Fig. 2. Figure illustrating some component of your design.

5 Evaluation: CHANGE ME – might be 'Case Studies' or 'User Studies' or 'Results' (if a controlled experiment) or just 'Evaluation'

Describe your evaluation and/or results here.

5.1 Usage Scenario

This subsection is where we deviate from the format so the instructor has a better idea of what you've done – if designing a new visualization, describe a usage scenario here. If your project is an experiment, an earlier section should describe what you intend the users to do and/or what the users did in your pilot study. You should still describe your ideal plan for evaluation below. If you have case studies or user studies, put this subsection in the visual design section instead.

5.2 Evaluation Plan

You may not have gotten to this portion of the project – in that case, describe what the evaluation plan would be for this project.

6 Discussion

Reflection upon the project, the results, and what was learned goes here. What recommendations for other researchers do you have based on your work?

7 Conclusion and Future Directions

Re-iterate the main points of the work and describe future directions.

References

[1] M. Levoy. *Display of Surfaces from Volume Data*. PhD thesis, University of North Carolina at Chapel Hill, USA, 1989.

[2] W. E. Lorensen and H. E. Cline. Marching cubes: A high resolution 3D surface construction algorithm. *SIGGRAPH Computer Graphics*, 21(4):163–169, Aug. 1987. doi: 10.1145/37402.37422

[3] D. Moritz, D. Halperin, B. Howe, and J. Heer. Perfopticon: Visual query analysis for distributed databases. In *Proceedings of the 2015 Eurographics Conference on Visualization*, EuroVis '15, pp. 71–80. Eurographics Association, Aire-la-Ville, Switzerland, Switzerland, 2015. doi: 10.1111/cgf.12619

[4] G. M. Nielson and B. Hamann. The asymptotic decider: Removing the ambiguity in marching cubes. In *Proc. Visualization*, pp. 83–91. IEEE Computer Society, Los Alamitos, 1991. doi: 10.1109/VISUAL.1991.175782

[5] R. Sambasivan, I. Shafer, M. Mazurek, and G. Ganger. Visualizing request-flow comparison to aid performance diagnosis in distributed systems. *IEEE Transactions on Visualization and Computer Graphics*, 19(12):2466–2475, 2013. doi: 10.1109/TVCG.2013.233

[6] C. Ware. *Information Visualization: Perception for Design*. Morgan Kaufmann Publishers Inc., San Francisco, 2nd ed., 2004. doi: 10.1016/B978-155860819-1/50001-7