2021 IDEAS FSS-Vis Syllabus

Jan. 19 - Feb. 1, Zoom and Slack

Instructor: Aaron Geller: a-geller@northwestern.edu

Materials available on Aaron's GitHub site: https://github.com/ageller/IDEAS_FSS-Vis

Course Schedule Summary:

Part 1 (Jan. 19 – 25) : Instructor led learning (required attendance)

- 10am 12pm : lecture / discussion / hands-on tutorials
- 1pm 4:30pm: independent work and (short) "show and tell"

Part 2 (Jan. 25 – 29): Independent projects

- 10am 12pm : Zoom check-ins, required attendance
- 1pm 4:30pm: open Zoom, only partial days required

Feb. 1, 3pm – 5pm: Final Demos = 10 minutes per student, including questions

Part 1 Schedule Detail:

Tuesday Jan. 19 : Introduction, Creating an effective graph, & matplotlib

- 10:00 10:15 : Course introduction
- 10:15 11:15: Introduction to visualization design + How to create an effective graph (Adam Miller)
- 11:15 12:00 : Hands-on python+matplotlib
- 12:00 1:00 : Break
- 1:00 2:00 : Hands-on python+matplotlib, continued
- 2:00 3:00 : Student projects with python+matplotlib
- 3:00 4:30 : Students "show and tell", and discussion

Wednesday Jan. 20: 2-D interactive visualizations with **Bokeh** and **Plotly**

- 10:00 12:00: Introduction to and hands-on with Bokeh and Plotly
- 12:00 1:00 : Break
- 1:00 3:00 : Student projects with Bokeh or Plotly
- 3:00 4:30 : Students "show and tell", and discussion

Thursday Jan. 21 : 2-D interactive visualizations with D3.js

- 10:00 12:00 : Introduction to web and D3
- 12:00 1:00 : Break
- 1:00 3:00 : Student projects with D3
- 3:00 4:30 : Students "show and tell", and discussion

Friday Jan. 22 : 3-D Interactive visualizations with ParaView and WebGL (using three.js)

- 10:00 11:00 : Introduction to ParaView
- 11:00 12:00 : Introduction to WebGL and three.js
- 12:00 1:00 : Break
- 1:00 3:00 : Student projects with ParaView or WebGL
- 3:00 4:00 : Students "show and tell", and discussion
- 4:00 4:30 : Discuss expectations of final project

Optional weekend activity for independent exploration: Survey of other useful visualization software

- There are walkthroughs and/or notebooks on our GitHub repo for many of these. Check them out!
 - o Volumetric Data: Vislt
 - Web-facing Tools: x3dom, shiny, datawrapper
 - o General Interactives : OpenGL, Processing, Unity
 - o Artist Tools: Photoshop, Illustrator, Maya, Blender, ffmpeg, Image Magick
 - o Python Tools: Seaborn, Glue
 - Mapping: GMT, NASA WorldWind, cartopy, basemap
 - o R: ggplot2
 - o Other utilities: WebPlotDigitizer, Fiji

Part 2 Schedule Detail (required hours in red):

Monday Jan. 25 : Student project proposals

• 10:00 – 12:00 : Propose projects to Aaron / work on project

• 12:00 - 1:00 : Break

• 1:00 – 3:00 : Students "show and tell", and discussion

• 3:00 – 4:30 : students work independently, AG available for questions

Tuesday Jan. 26 : Continue working on visualization projects

10:00 – 12:00: AG meets 1-on-1 with students to check in; students work independently

• 1:00 – 4:30 : students work independently, AG available for questions

Wednesday Jan. 27: Half of visualization project must be completed before end of day

• 10:00 - 12:00 : AG meets 1-on-1 with students to check in; students work independently

• 1:00 – 4:30 : students work independently, AG available for questions

Thursday Jan. 28 : Continue working on visualization projects

• 10:00 - 12:00: AG meets 1-on-1 with students to check in; students work independently

• 1:00 – 4:30 : students work independently, AG available for questions

Friday Jan. 29 : Final day before demos

• 10:00 – 4:30 : AG meets 1-on-1 with students to discuss demos; students work independently

Monday Feb. 1 : Final Demos

2:00 : Final Products due to AG (1-page description + picture/video/website + all files)
3:00 - 5:00 : Final Demos on Zoom: 5 to 7 minutes + 3 minutes for questions, per student