IDEAS Focus Summer School Visualization

Welcome!

What we will do

Visualization theory & practice

- Part 1: In-depth instruction with visualization tools
 - Mornings = Lecture / Discussion / Hands-on tutorials
 - Afternoons = Independent work + "Show and Tell"
- Part 2: Independent projects
 - See Syllabus for notes on required attendance.
 - Files due to Aaron by 10am on April 25.
 - Final demos on April 25 10am noon.

Topics: Part 1

- 4/4 2D Visualization: Design + Matplotlib
- 4/5 2D Interactives with Bokeh and Plotly

• 4/11 – 2D Intro to web and interactives with D3.js

• 4/12 – 3D Interactives with ParaView and WebGL

• Optional activity: explore other software...

Additional Software

- I encourage you to explore these independently. There are walkthroughs and notebooks for many of these on our GitHub repo.
 - Volumetric Data: Vislt
 - Web-facing Tools: x3dom, Plotly, shiny, datawrapper
 - General Interactives: OpenGL, Processing, Unity
 - Artist Tools: Photoshop, Illustrator, Maya, Blender, ffmpeg, Image Magick
 - Python Tools: <u>Seaborn</u>, <u>Glue</u>
 - Mapping: GMT, NASA WorldWind, cartopy, basemap
 - R: ggplot2, Shiny
 - Other utilities: WebPlotDigitizer, Fiji

Project: Part 2

• **Objective:** apply the skills you learn from this course to a visualization project of your choice (ideally related to your research).

Important Dates:

- April 18 Project proposals (informal 1-on-1 with Aaron)
- April 18 22 Work ~40 hrs on your visualization project
- April 25 Project files due to Aaron by 10am
- April 25 Final demos 10am noon

Submission Material:

- 1-page description (e.g., a README file)
- Pictures / videos / website showing your work
- Any necessary files / materials

Demos – NOT POWERPOINT PRESENTATIONS !! :

- 10 minutes each = 7 + 3 for questions

GitHub

Clone my repo with our class materials:

```
git clone --recursive https://github.com/ageller/IDEAS_FSS-Vis
```

If/when there are updates:

```
git pull --recurse-submodules
```