<https://blanghamm.github.io/>

When planning this piece of work I began looking a different artists and popular companies that shared their data, one of those being SpaceX. The SpaceX api has a large amount of data relating to their launches. The next step was to think of a way that I could display this data in bite sized chunks, this also in combination with a small amount of user interaction.

This led me to my final idea which allowed the user to reveal data on launches between a specific date range by hovering their mouse over a rocket which would trigger a “if” statement which would subsequently display information from the api. I kept the amount of data concise even though the amount of data present in the api was vast.

The three artists/projects that I looked at all varied in their presentation of information, the first two mainly consisting of just visual data without any user interaction. Aaron Koblin’s work was the first piece I looked at and visualises data in a different way to my piece as it is fundamentally a visual piece and has no readable data in a linear sense. I liked the way Koblin made data solely visual and did not have a gui or any kind of user interactions. I decided that this solely visual experience was not something I could achieve with the type of data I had; it needed to be presented in a linear sense. Jonathan Harris uses a combination of visuals and text to display data, I liked the way that he used an artistic way to display information in graphs. I felt that this piece was more suited to the idea I was trying to create f by using a combination of visuals and text to create an interactive piece that isn’t just a huge amount of data. The third piece titled “Daily Routines” also uses a combination of visual cues and text, usings a number of colours as a key to breakdown the daily routines. This on it’s own would be static and uninteresting, however by adding a layer of interactiveness the overall piece is a lot more enjoyable. This was my overall object when creating my piece, having certain elements remain static whilst others could be triggered by user interaction to add some dynamics.

When creating the work I ran into a few problems, trying to split the different pieces of information up to correctly show up once the mouse was hovering over the corresponding area was difficult. This was due to overlap with functions present in p5, I had also faced problems due to the fact my main aim had been to present a static piece with a few user interaction triggers. However, trying to accomplish this with the noLoop and Loop function was difficult as certain elements needed to loop and others did not.

Future upgrades to this project would include a map section that would show a heatmap of launch locations to add another visual element. I would also change the lines so they would draw once the user hovers their mouse over the rockets. This would help smooth the transitions between elements and add an overall polish to the work.

Koblin, A 2010*, Flight Patterns [*ONLINE*]* Availableat: <http://www.aaronkoblin.com/project/flight-patterns/>

Harris, J 2006*, WeFeelFine [*ONLINE*]* Availableat: <http://number27.org/wefeelfine>

Podio, 2014*, Daily Routines [*ONLINE*]* Availableat: <https://podio.com/site/creative-routines>