* Cited by Chandler: “Concept and workflow for 3D visualization of atmospheric data in a virtual reality environment for analytical approaches”
  + How does it present its contribution as related to immersive analytics?
    - Uses 3D visualizations as “easy-to-understand visualizations of complex data”
    - “3D visualization allows visual evaluation and analysis of big and heterogeneous data sets”
    - “development of practical applications that support efficient analysis and science communication has to be done in cooperation with experts of relevant disciplines.”
  + Why does it cite the paper/is it cited?
    - An example of 3D visualization
  + What methodologies are used?
    - 2 case studies
      * Baden-Wurttemberg 300x300 km area
        + Specific focus on convection
      * Northern central Europe 1300 x 580 km area
        + More general
    - Data Integration
      * Very heterogeneous, coming from many different sources
    - Visualization Methods
      * 3D objects which are colored and scaled to represent info (rainfall, heat flux) and distributed over 2d map
      * Representing 3D Scalar data (like humidity over a 3d space): colored planes (called slices) or isosurface -> dependent on what you want to see
      * 3D vectors (need to rep direction, strength, height, time all at once): streamlines and color for overview, vectors on a line for height related comparison
      * Color based on domain standards (American Meteorological Society)
      * Animation, trade off between better understanding of change (changing heat values) and artificial information of moving objects (too large of time steps result in inaccurate movement of physical objects through space) -> get more time steps from simulation
  + Is the evidence convincing?
  + Are the results compelling?
    - Used to check models against collected data
      * Identify unlikely measured data
      * Identify systematic problems with models
  + Where is the paper published?
    - Environmental Earth Sciences
  + Who are the authors?
    - Carolin Helbig
    - Hans-Stefan Bauer
    - Karsten Rink
    - Volker Wulfmeyer
    - Michael Frank
    - Olaf Kolditz
    - Department of Environmental InformaticsHelmholtz Centre for Environmental Research, UFZLeipzigGermany
    - Institute of Physics and MeteorologyUniversity of HohenheimStuttgartGermany
    - Faculty of Environmental SciencesTechnical University DresdenDresdenGermany
    - Faculty of Computer Science, Mathematics and Natural SciencesUniversity of Applied Sciences LeipzigLeipzigGermany
* Cites Chandler: Blended UI Controls For Situated Analytics
  + How does it present its contribution as related to immersive analytics?
    - Focus on interaction (particularly AR)
  + Why does it cite the paper?
    - Chandler talked about “how best to support interactive visualization techniques on immersive visualization platforms.”
    - Also how “The traditional MVC can not show the required representation to support physical based interactions for areas such as Situated Analytics [9], SAR [31], [29] and **Immersive Analytics** [7] that incorporate realtime tangible interaction and interactive data representation”.
  + Blended UI Control model:
    - Based on Model-View-Controller model
    - Model:
    - Blended Controllers:
    - Blended View: