

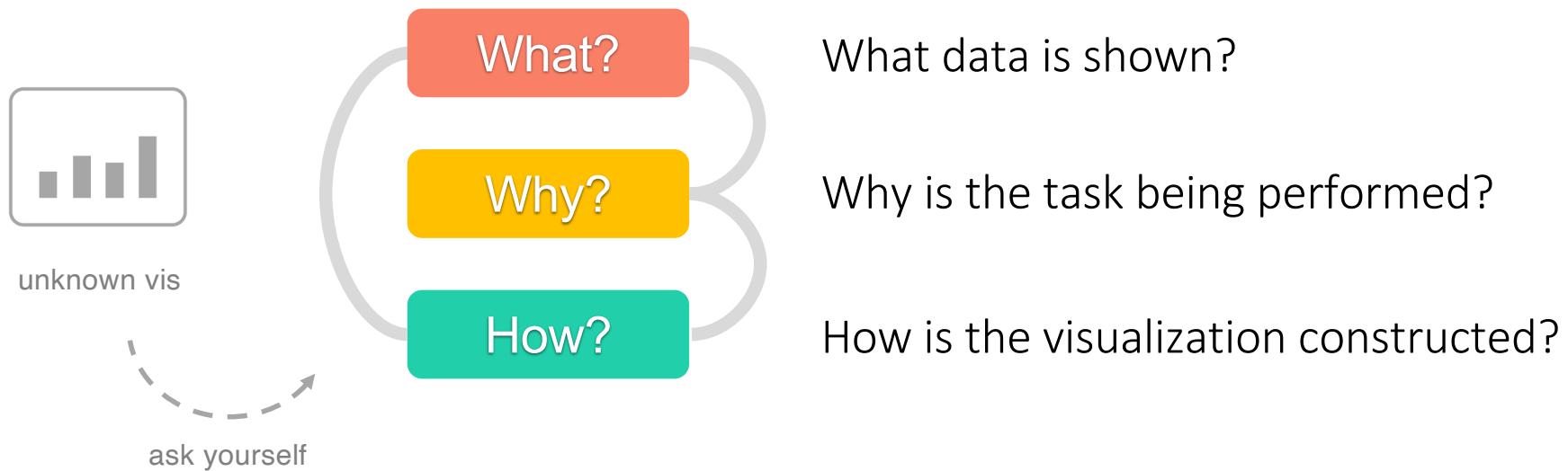
# Visual Encoding Principles

Torsten Möller

# Readings

- Munzner, “Visualization Analysis and Design”:
  - Chapter 5 (Marks and Channels)
  - Chapter 10 (Map Color and Other Channels)
- Ware, “Information Visualization – Perception for Design”:
  - Chapter 4 (Color)
  - Chapter 5 (Visual Salience and Finding Information)
- Ward, Grinstein and Keim, “Interactive Data Visualization”:
  - Chapter 3 (Human Perception and Information Processing)
  - Chapter 4 (Visualization Foundations)
- Mackinlay, “Automating the design of graphical presentations of relational information”, ACM ToG, 5(2), 110-141, 1986, doi:  
[10.1145/22949.22950](https://doi.org/10.1145/22949.22950)

# Three-part analysis framework to analyze any existing visualization



Munzner, Visualization Analysis and Design, 2014, p. 17 ff.

# Three-part analysis framework to analyze any existing visualization

What?

- What? – Data Abstraction

Why?

- Why? – Task Abstraction

How?

- How? – Visual Encoding

- Marks and channels

Examples, Channel types, Mark types, Expressiveness + Effectiveness

- Channel effectiveness

Accuracy, Discriminability, Separability, Popout

- Channel characteristics

Spatial position, Relative vs. absolute, Color (Color theory basics, Perception issues & deficiencies, Categorical, Ordinal)

## Marks and channels

Examples  
Channel types  
Mark types  
Expressiveness + Effectiveness

## Channel effectiveness

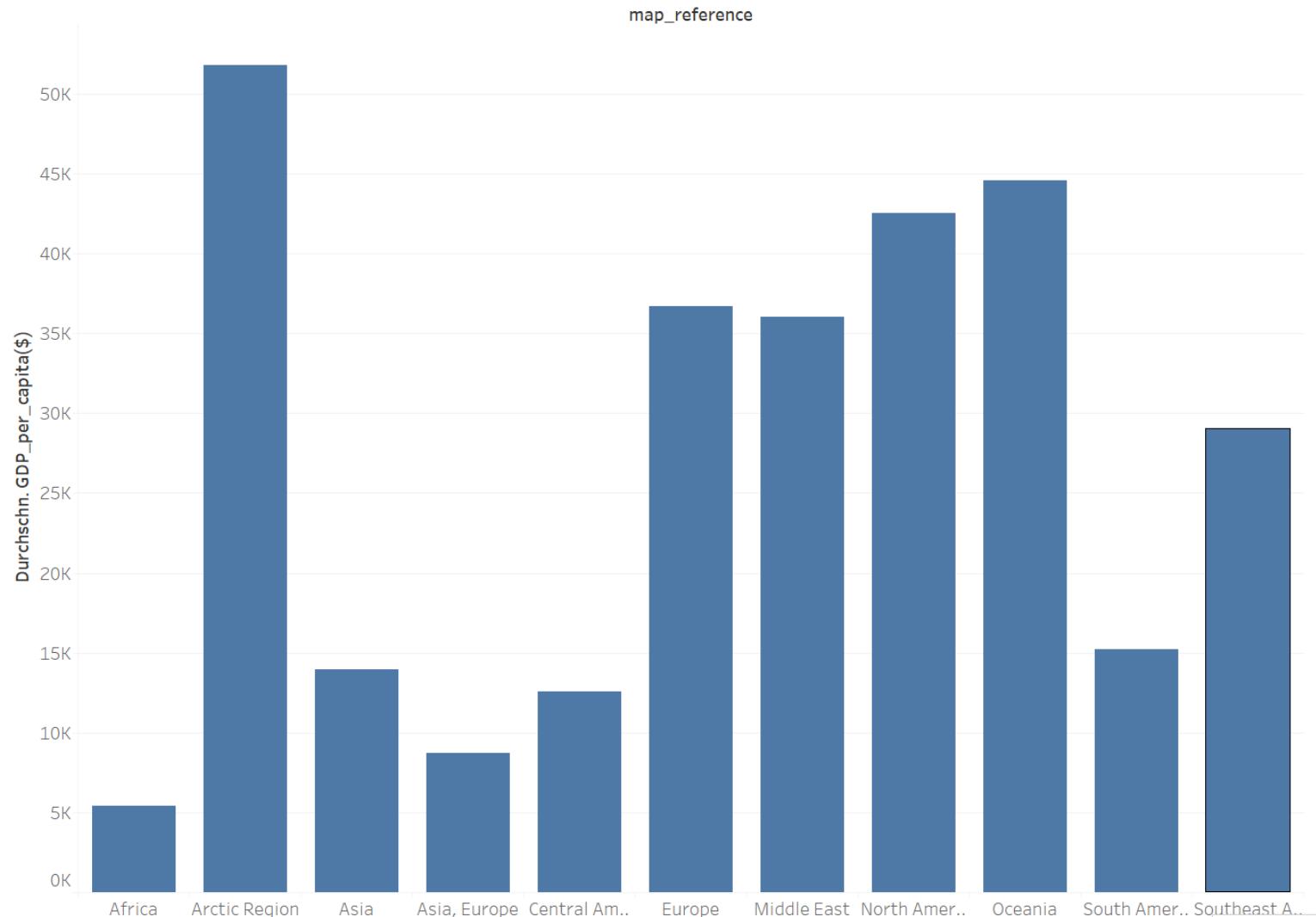
Accuracy  
Discriminability  
Separability  
Popout

## Channel characteristics

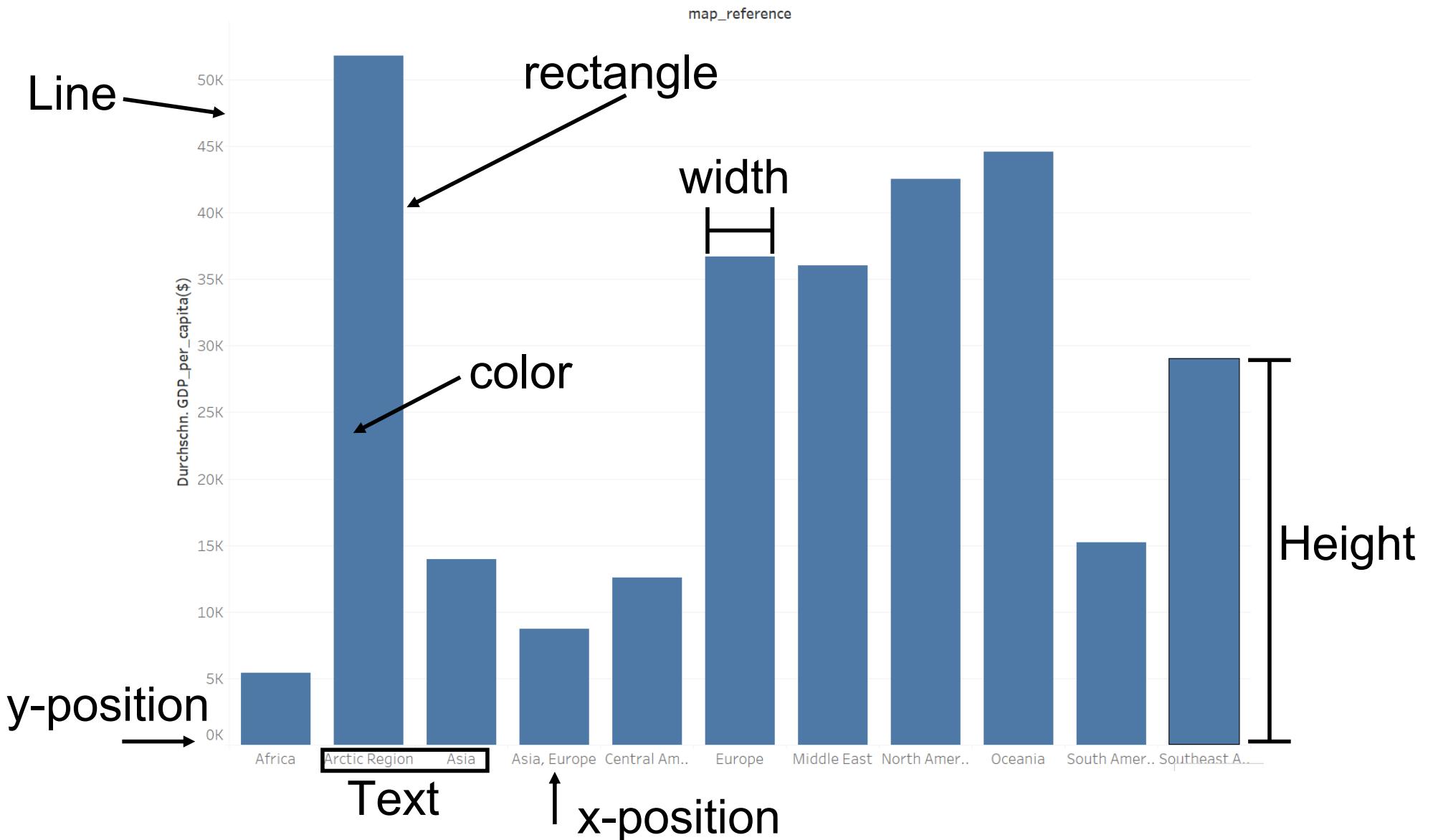
Spatial position  
Relative vs. absolute  
Color  
Perception/Color theory basics  
Perception issues & deficiencies  
Categorical/Ordinal/Quantitative

# Marks and channels

# Parts of a visualization



# Parts of a visualization



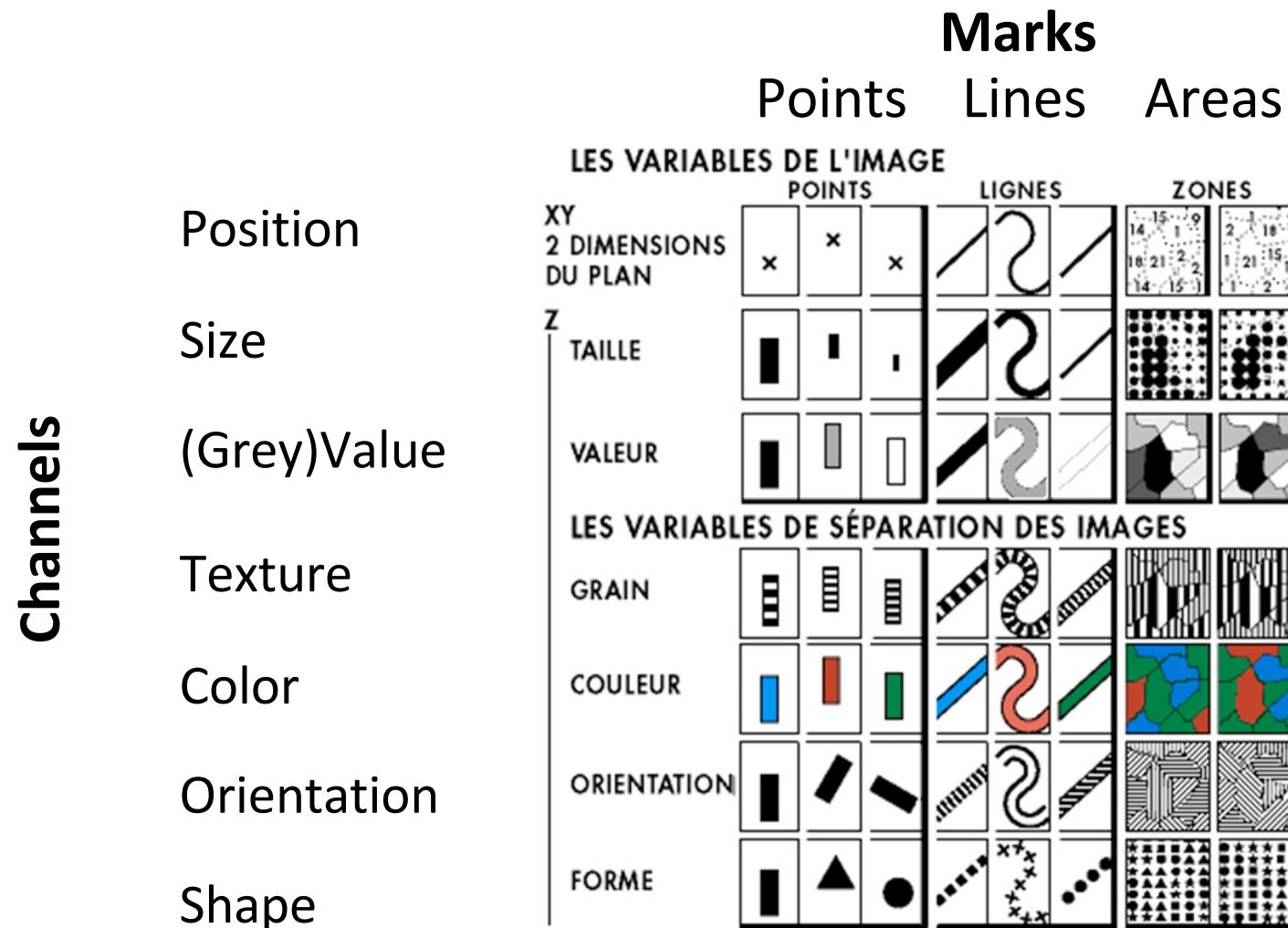
# Visual language is a sign system

- Image perceived as a set of signs
- Sender encodes information in signs
- Receiver decodes information from signs
- Jacques Bertin
  - French cartographer [1918-2010]
  - Semiology of Graphics [1967]
  - Theoretical principles for visual encodings



Bertin, Semiology of Graphics, 1983

# According to Bertin ...



Bertin, Semiology of Graphics, 1983

# Marks and Channels (Munzner)

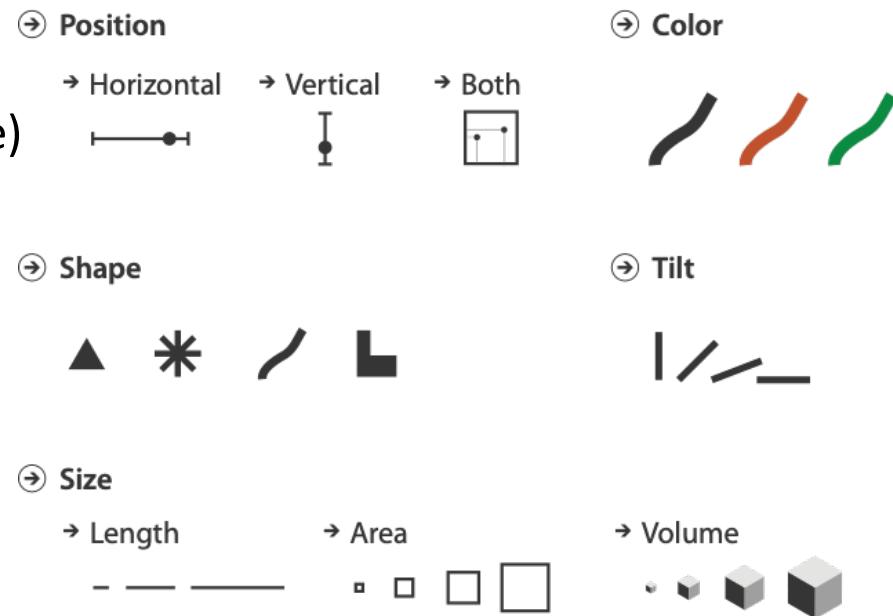
- Mark: basic graphical element / geometric primitive:

- point (0D)
- line (1D)
- area (2D)
- volume (3D)



- Channel: control appearance (of a mark)

- position
- color (hue, saturation, luminance)
- shape
- tilt / angle
- size (length, area, volume)
- curvature
- motion
- etc.



# Marks and Channels in Polaris

(predecessor to Tableau)

property	marks	ordinal/nominal mapping	quantitative mapping
shape	glyph	○ □ + △ S U	
size	rectangle, circle, glyph, text	● ● ● ●	● ● ● ● ● ● ● ● ● ●
orientation	rectangle, line, text	— — /   \ \	— — — — / / / / / / / /
color	rectangle, circle, line, glyph, y-bar, x-bar, text, gantt bar	orange blue green purple yellow magenta cyan brown black gray ...	min max 

[Stolte and Hanrahan, Polaris: A System for Query, Analysis and Visualization of Multi-dimensional Relational Databases, 2000](#)

# Marks and Channels: Tableau example

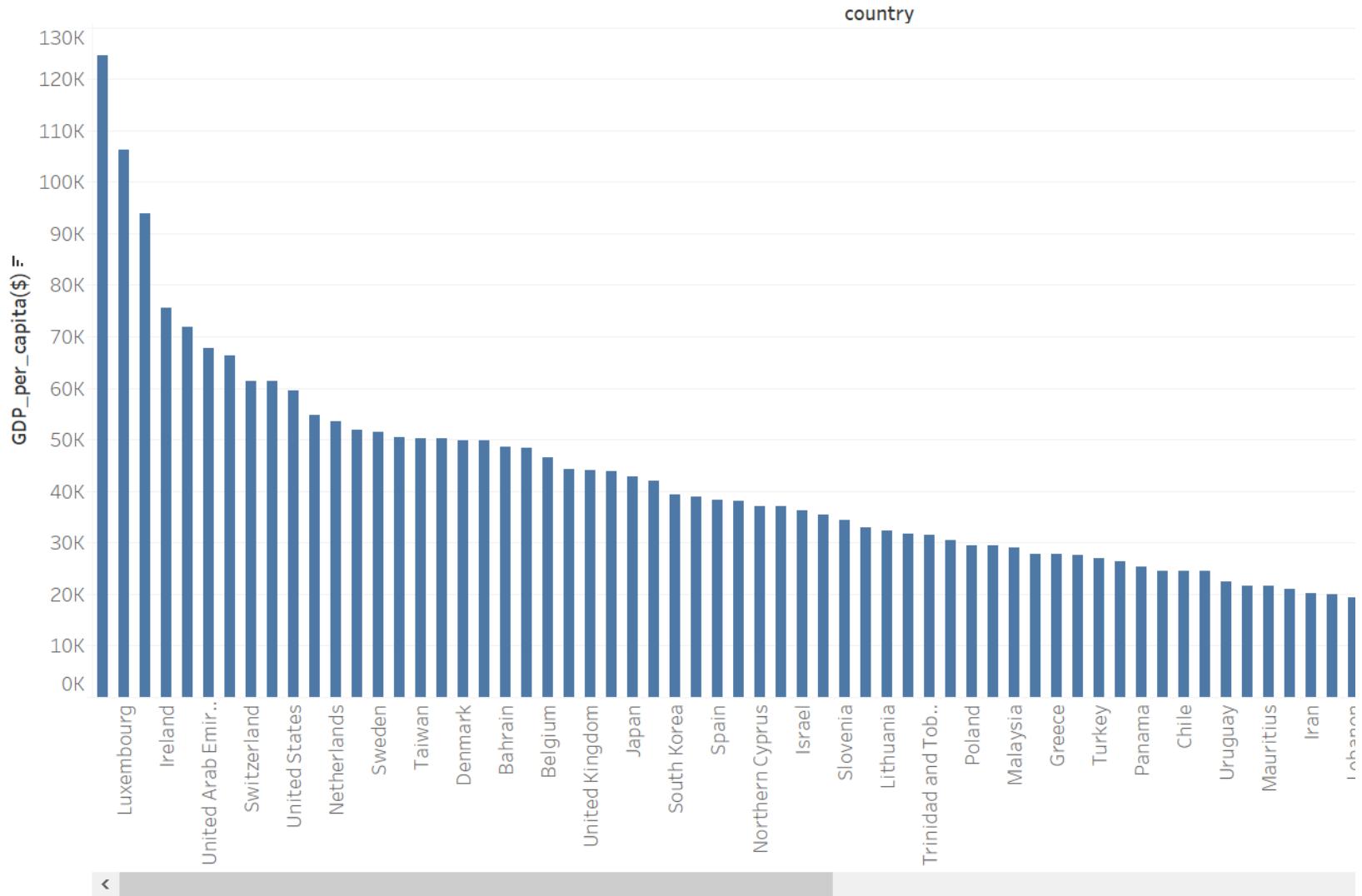
- Let us now use different visual encodings
- Dataset:
  - [World Happiness dataset \(description\)](#)  
composed from multiple sources:
    - The [World Happiness Report](#): scores based on answers to a life evaluation question, where respondents rate the quality of their current lives on a scale from 0 to 10.
    - The [CIA Factbook](#) contains almanac style information about the countries of the world, such as population, GDP family income, internet access, cell phone subscriptions, etc.
    - The [Human Development Index](#)
    - The [Inequality-adjusted Human Development Index](#)
  - Create new chart(s) using the following fields: Country, GDP per capita, Internet Access, Happiness Score, Generosity

# Marks and Channels: Tableau example

- Use a rectangle mark, length channel for GDP of each country
- Use point marks and position channels for **GDP** and **Internet Access**. Is there a correlation (visually) between the two?
- Which countries have low **Happiness** but a high **GDP**?
- Which countries have low **GDP**, but still high **Generosity**?

# Marks and Channels: Tableau example

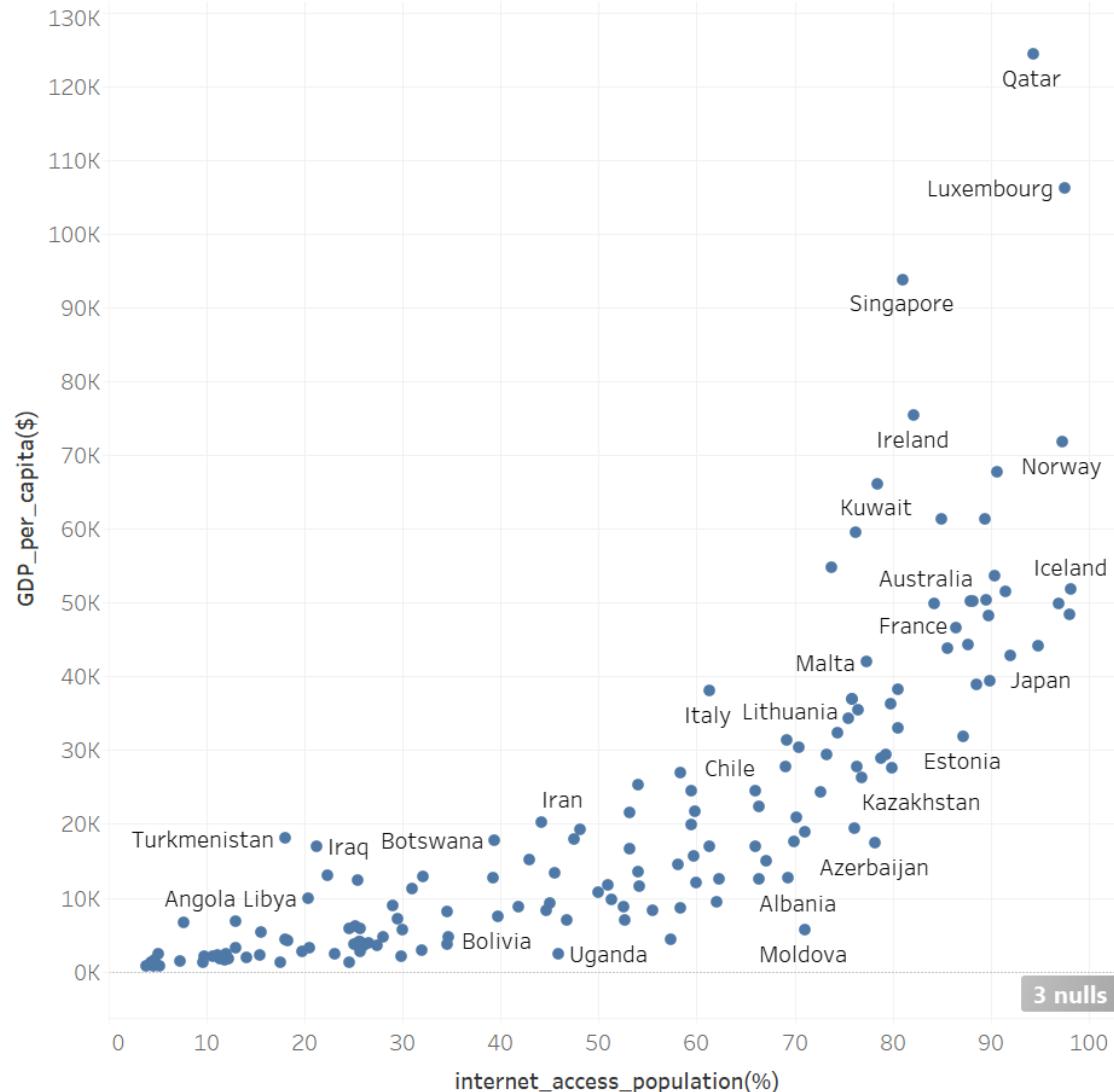
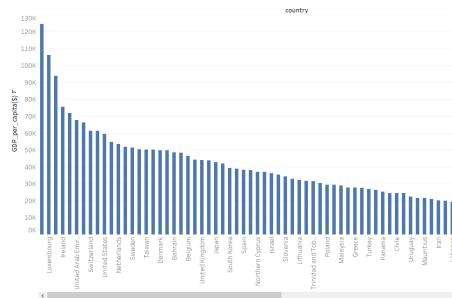
GDP per capita for all countries?



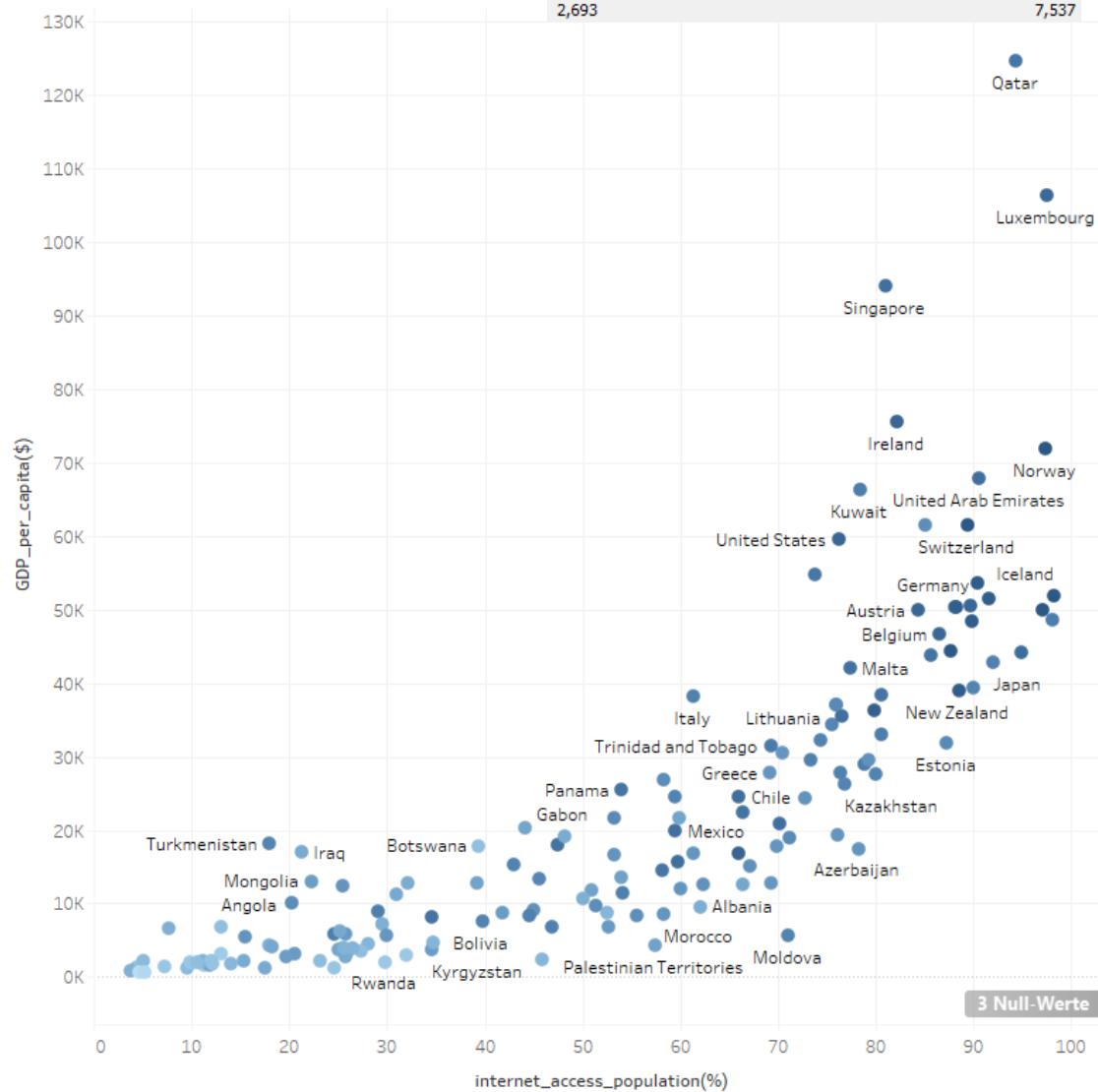
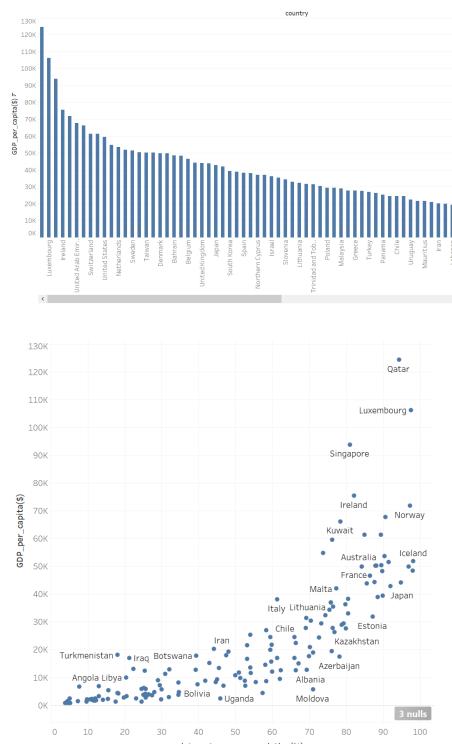
# Marks and Channels:

# Tableau example

Internet access vs. GDP?



# Marks and Channels: Tableau example



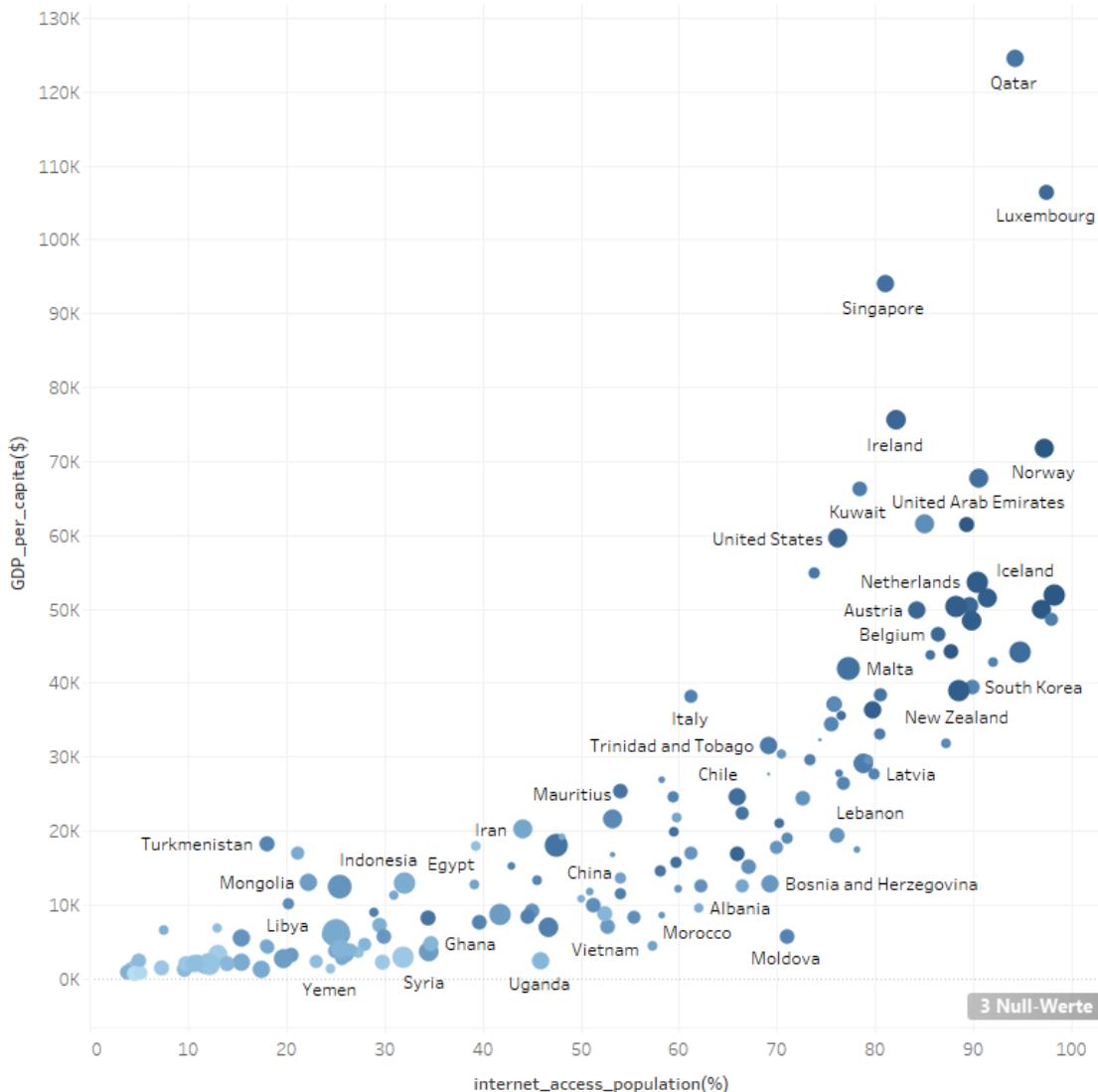
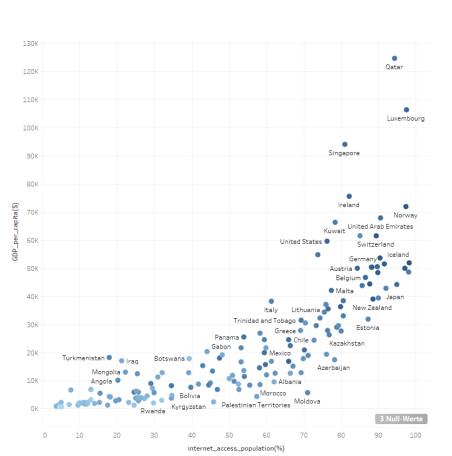
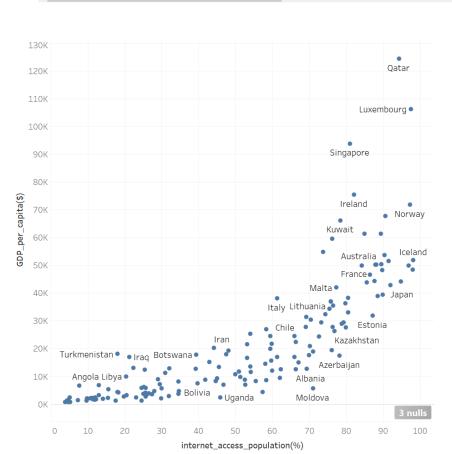
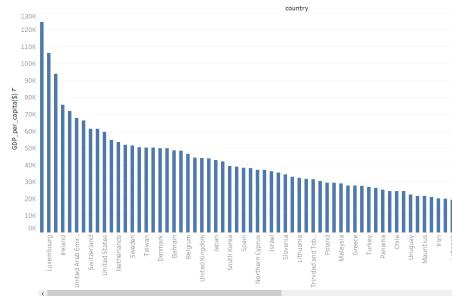
based on © Munzner/Moller et al.

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# Marks and Channels:

# Tableau example

Low GDP, high Generosity?



based on © Munzner/Möller et al.

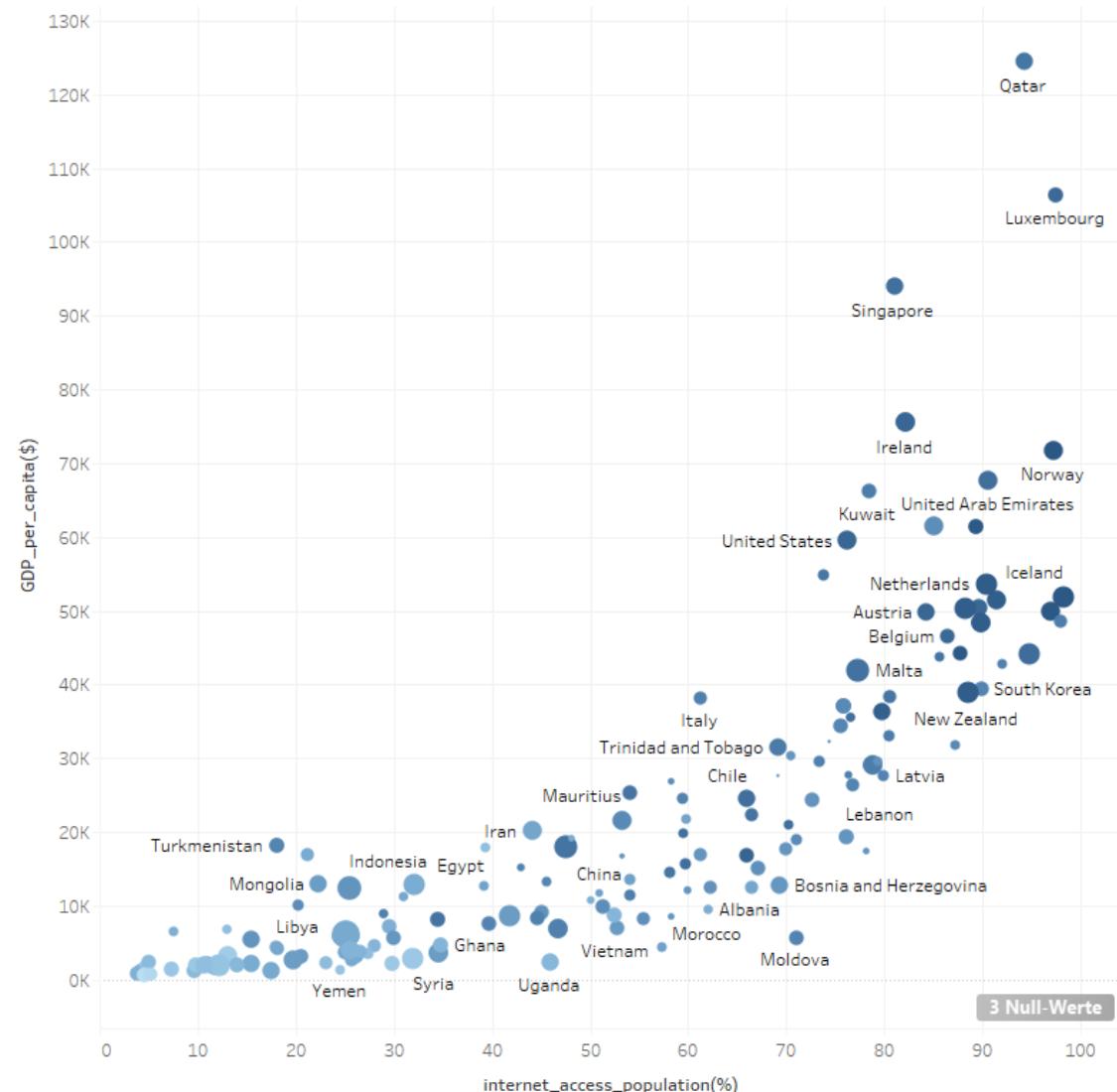
# Marks and Channels: Tableau example

## Marks:

- Circles - Countries

## Channels:

- Rows (position along y axis): GDP per Capita (\$)
- Columns (position along x axis): Internet access %
- Color (saturation/luminance): Happiness score
- Size: Generosity



# Channel types

- *What:* **categorical**
- *How Much:* **ordered** (ordinal, quantitative)

# Channel types

- *What:* **categorical**
  - shape
  - spatial region
  - color (hue)
- *How Much:* **ordered** (ordinal, quantitative)

# Channel types

- *What: categorical*
  - shape
  - spatial region
  - color (hue)
- *How Much: ordered* (ordinal, quantitative)
  - length (1D)
  - area (2D)
  - volume (3D)
  - tilt
  - position
  - color (lightness)

# Mark types

- Tables: item = point
- Network: node+link
- Link types:
  - **Connection:** relationship between two nodes
  - **Containment:** hierarchy

## Marks as Items/Nodes

→ Points



→ Lines



→ Areas



## Marks as Links

→ Containment



→ Connection

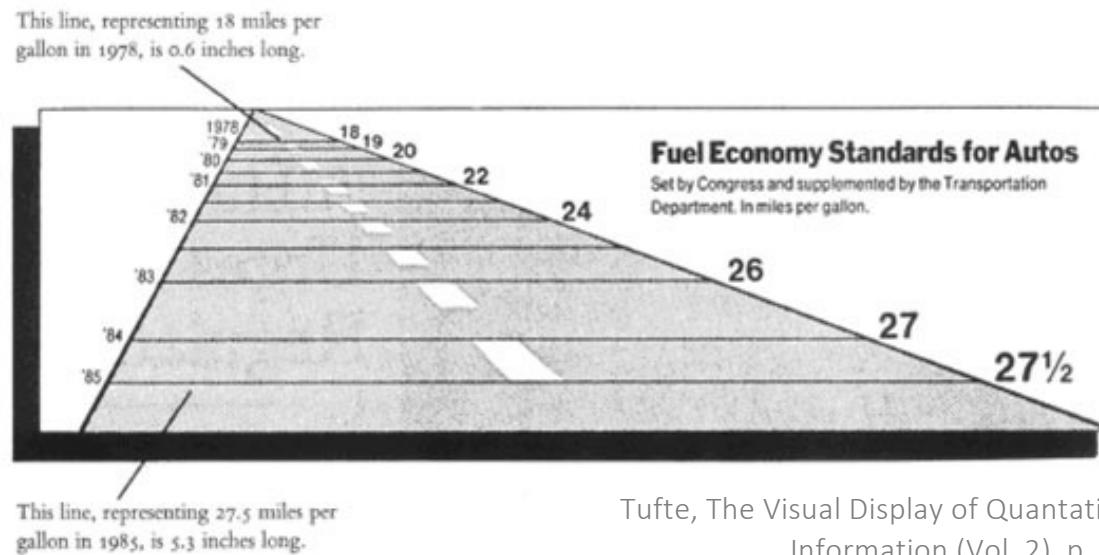


Munzner, Visualization  
Analysis and Design, 2014,  
p. 100

# Expressiveness + Effectiveness

## Expressiveness principle:

- Visual encoding should express **all of, and only**, the information in the dataset attributes
- Lie factor

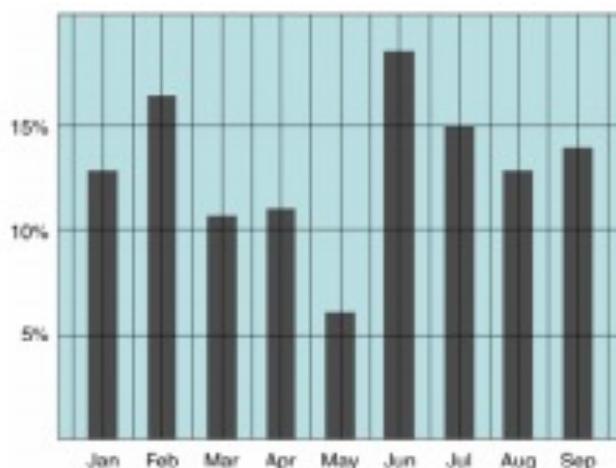


Tufte, The Visual Display of Quantitative Information (Vol. 2), p. 57

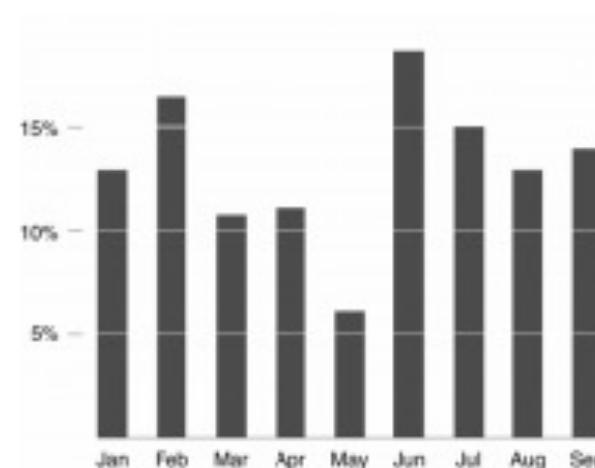
# Expressiveness + Effectiveness

Effectiveness principle:

- Importance of the attribute should match the salience of the channel
- Data-ink ratio



Low Data/Ink



High Data/Ink

## Marks and channels

Examples  
Channel types  
Mark types  
Expressiveness + Effectiveness

## Channel effectiveness

Accuracy  
Discriminability  
Separability  
Popout

## Channel characteristics

Spatial position  
Relative vs. absolute  
Color  
Perception/Color theory basics  
Perception issues & deficiencies  
Categorical/Ordinal/Quantitative

# Channel effectiveness

# Which channel is most accurate?\*

- Color
- Shape
- Curvature
- Area
- Motion
- Length
- Angle
- Position
- Depth
- Volume

\* for the task of comparing two values

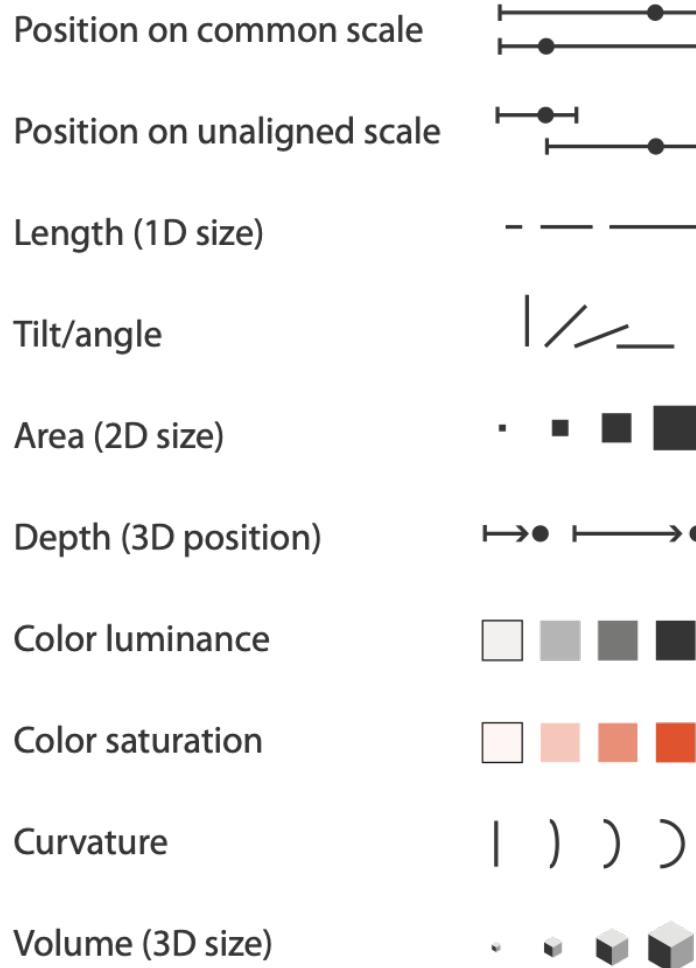
# Which channel is most accurate?\*

\* for the task of comparing two values

- Color
- Shape
- Curvature
- Area
- Motion
- **Length**      ←      Ordered attributes
- Angle
- **Position**      ←      Ordered attributes
- Depth
- Volume

# Effectiveness ranking

## ④ Magnitude Channels: Ordered Attributes

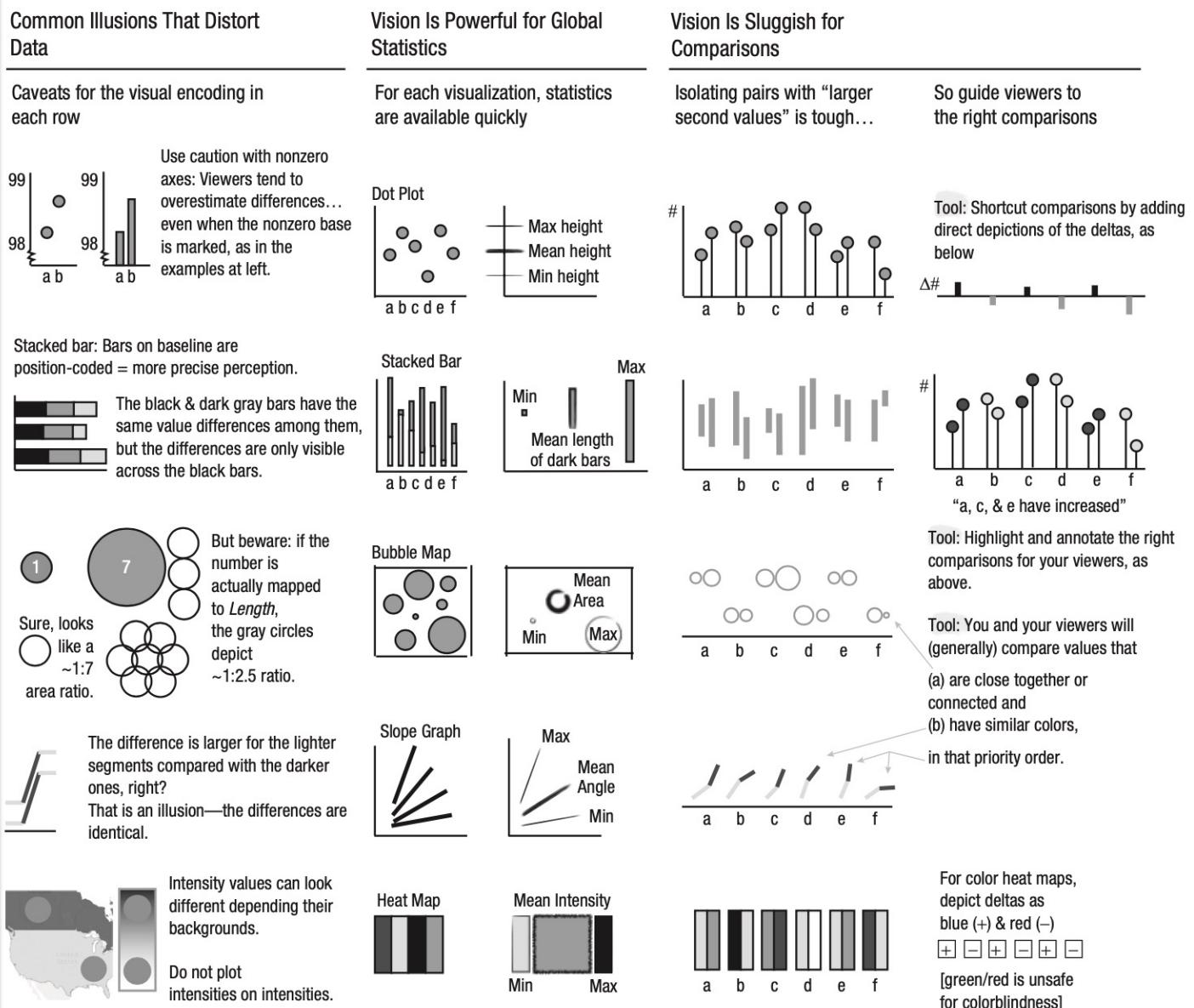
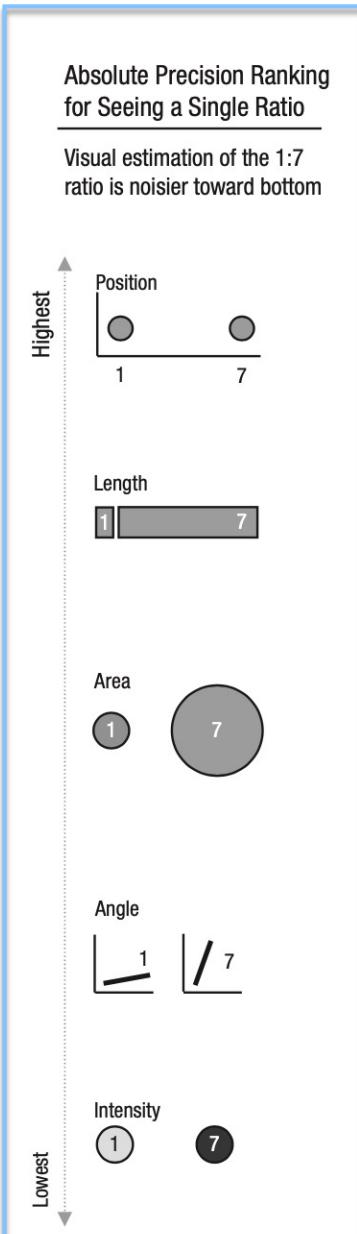


## ④ Identity Channels: Categorical Attributes



by Munzner, Visualization Analysis and Design, 2014, pp. 94  
Synthesis of

- Cleveland & McGill, Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods, 1984, doi: [10.1080/01621459.1984.10478080](https://doi.org/10.1080/01621459.1984.10478080)
- Cleveland, A Model for Studying Display Methods of Statistical Graphics, 1993, doi: [10.1080/10618600.1993.10474616](https://doi.org/10.1080/10618600.1993.10474616)
- Mackinlay, Automating the Design of Graphical Presentations of Relational Information, 1986, doi: [10.1145/22949.22950](https://doi.org/10.1145/22949.22950)
- Ware, Information Visualization: Perception for Design, 2013
- MacEachren, How Maps Work: Representation, Visualization, and Design. Guilford Press, 1995.
- Heer & Bostock, Crowdsourcing graphical perception: using mechanical turk to assess visualization design, 2010, doi: [10.1145/1753326.1753357](https://doi.org/10.1145/1753326.1753357)
- Maguire et al., Taxonomy-Based Glyph Design—with a Case Study on Visualizing Workflows of Biological Experiments, 2012, doi: [10.1109/TCVG.2012.271](https://doi.org/10.1109/TCVG.2012.271)
- Borgo et al., Glyph-based Visualization: Foundations, Design Guidelines, Techniques and Applications, 2013, doi: [10.2312/conf/EG2013/stars/039-063](https://doi.org/10.2312/conf/EG2013/stars/039-063)

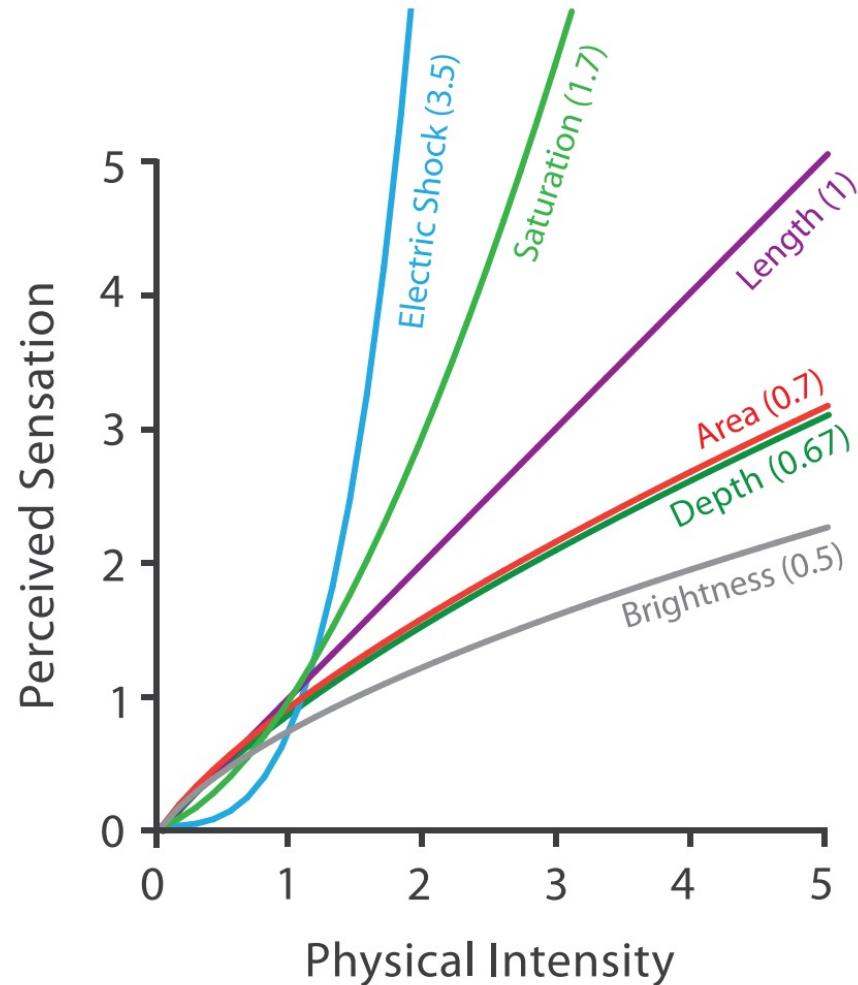


**Fig. 2.** A summary of the power and limits of visual data processing. The two columns on the left show a quick reference guide to channels that can depict data visually and common illusions for each channel. The column in the center presents a summary of how visual statistics are powerful. The two columns on the right illustrate how comparisons are severely limited and present a set of design techniques that focus viewers on the “right” ones.

From Franconeri et al., 2021. The Science of Visual Data Communication: What Works.

# Effectiveness: Accuracy

- perceptual judgement vs. stimulus
- Weber's law:  
 $S = I^n$

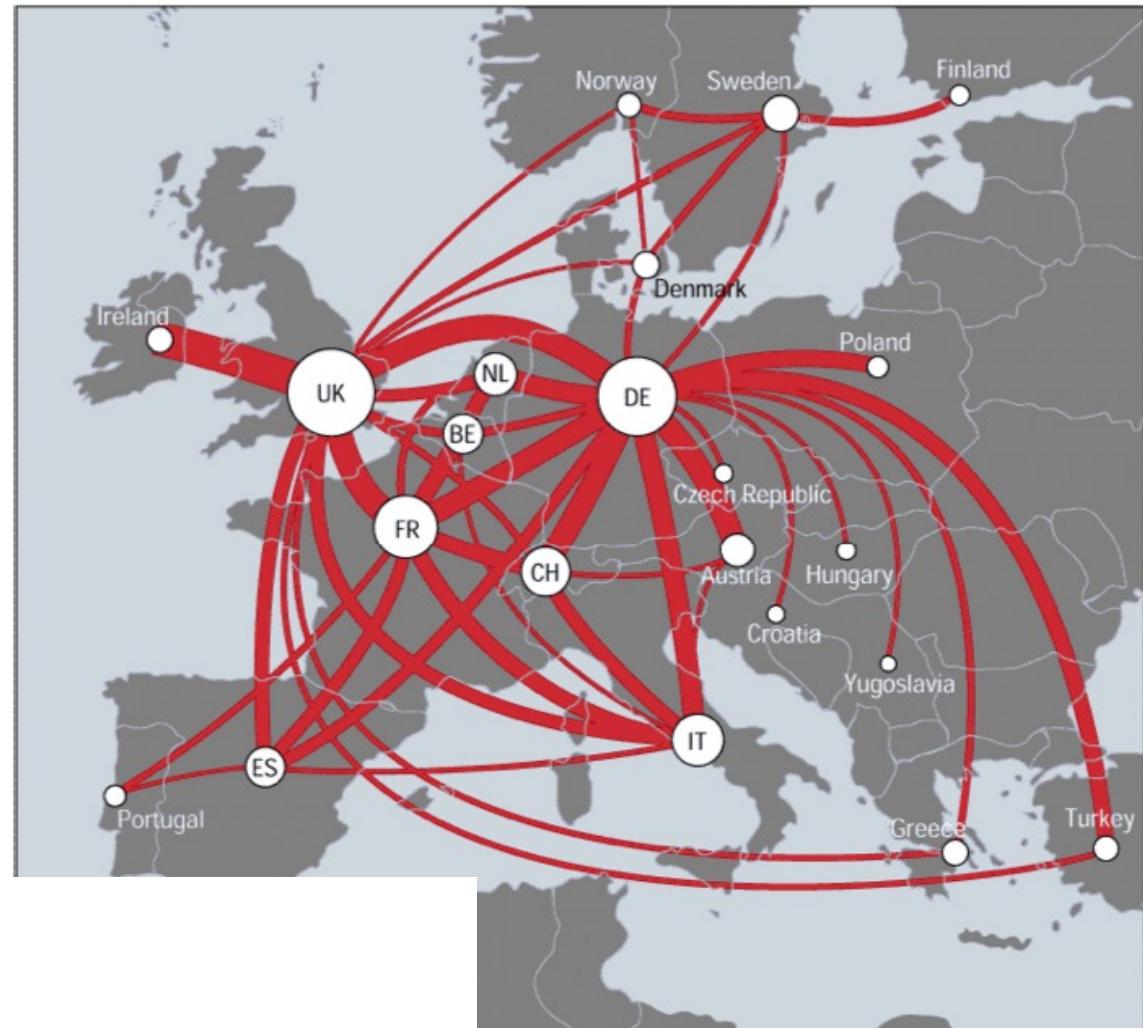


Data: Stevens, Psychophysics: introduction to its perceptual, neural, and social prospects, 1975

Figure: Munzner, Visualization Analysis and Design, 2014, p. 104 ff.

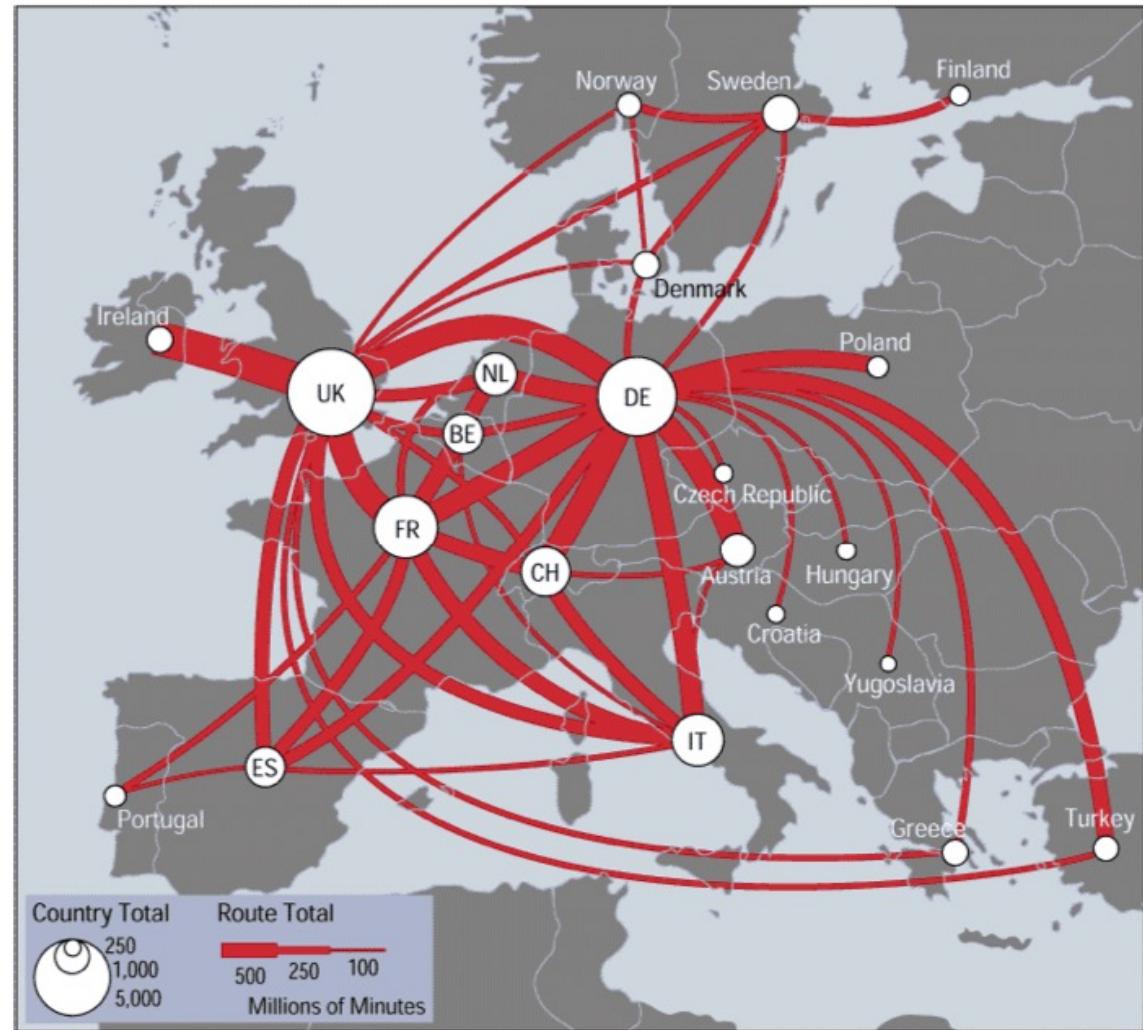
# Effectiveness: Discriminability

- How many colors can I tell apart?
- How many levels of grey etc.
- Example: line width



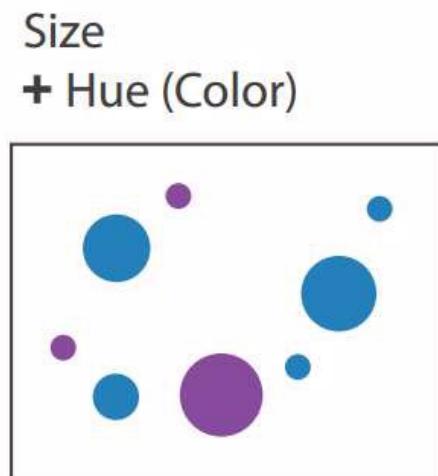
# Effectiveness: Discriminability

- How many colors can I tell apart?
- How many levels of grey etc.
- Example: line width



# Effectiveness: Separability

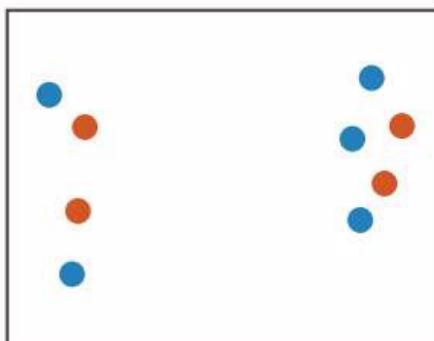
- Separable vs. integral channels



# Effectiveness: Separability

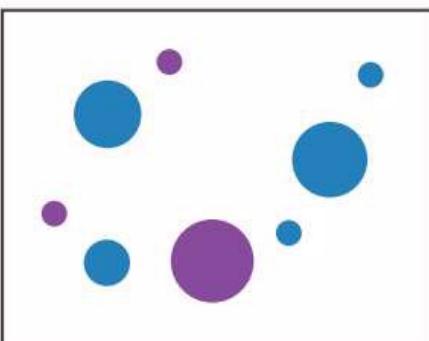
- Separable vs. integral channels

Position  
+ Hue (Color)



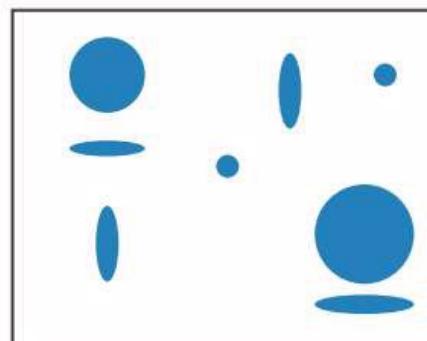
Fully separable

Size  
+ Hue (Color)



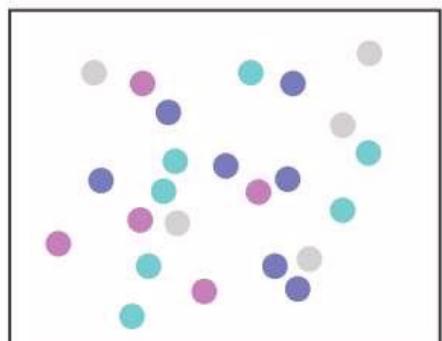
Some interference

Width  
+ Height



Some/significant  
interference

Red  
+ Green



Major interference

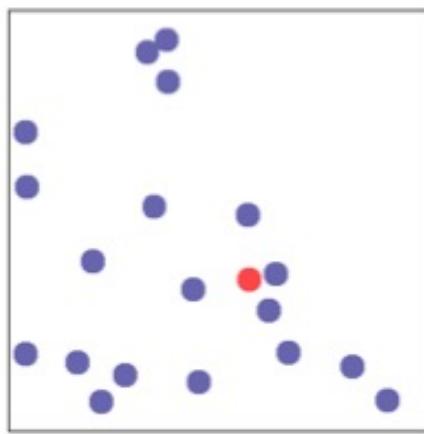
# Effectiveness: Popout

Preattentive processing

Find the red dot.

# Effectiveness: Popout

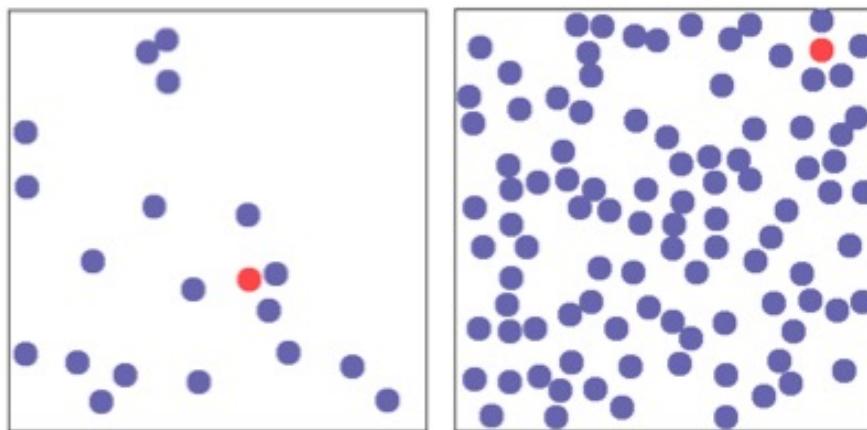
Preattentive processing



Find the red dot.

# Effectiveness: Popout

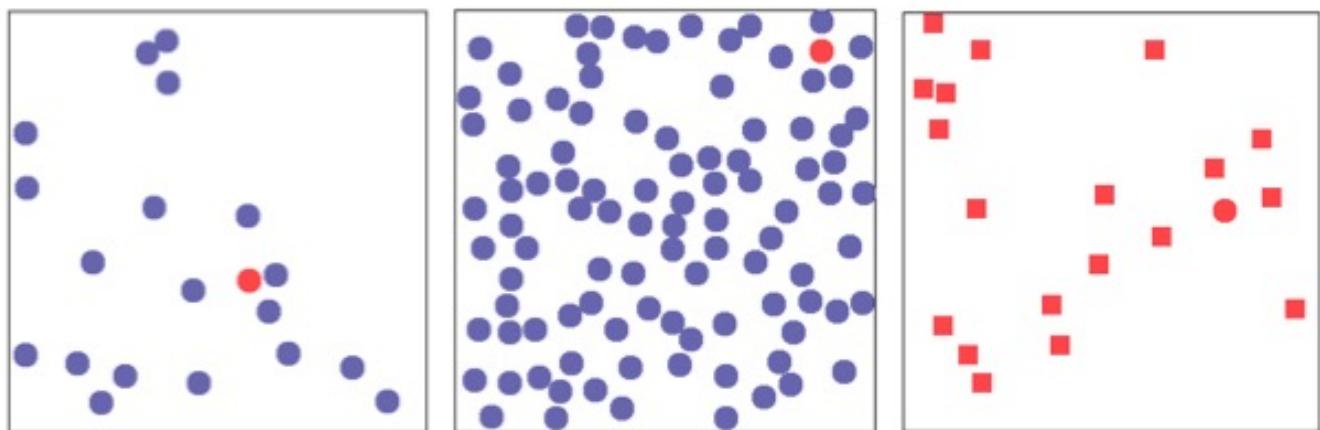
Preattentive processing



Find the red dot.

# Effectiveness: Popout

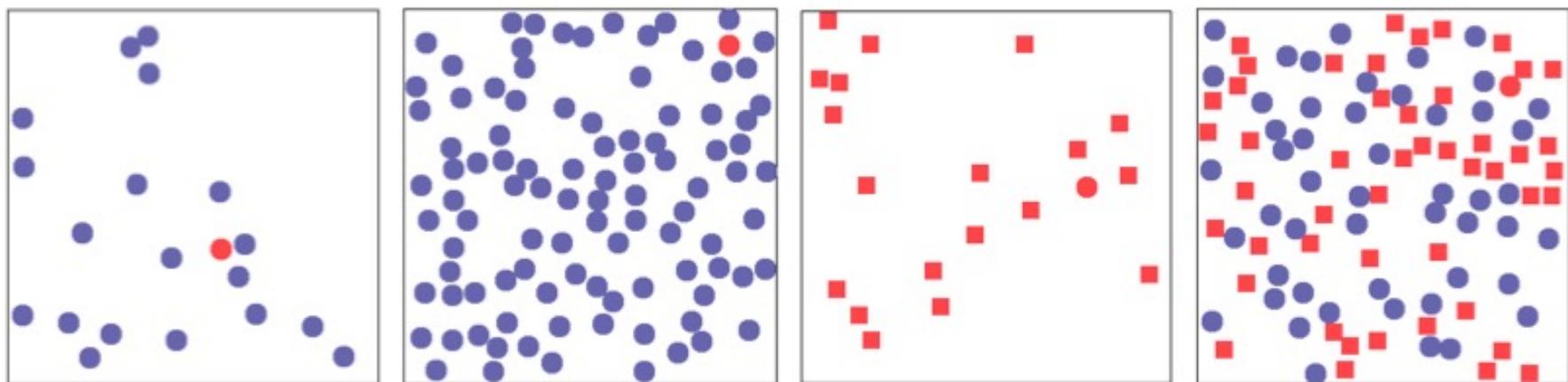
Preattentive processing



Find the red dot.

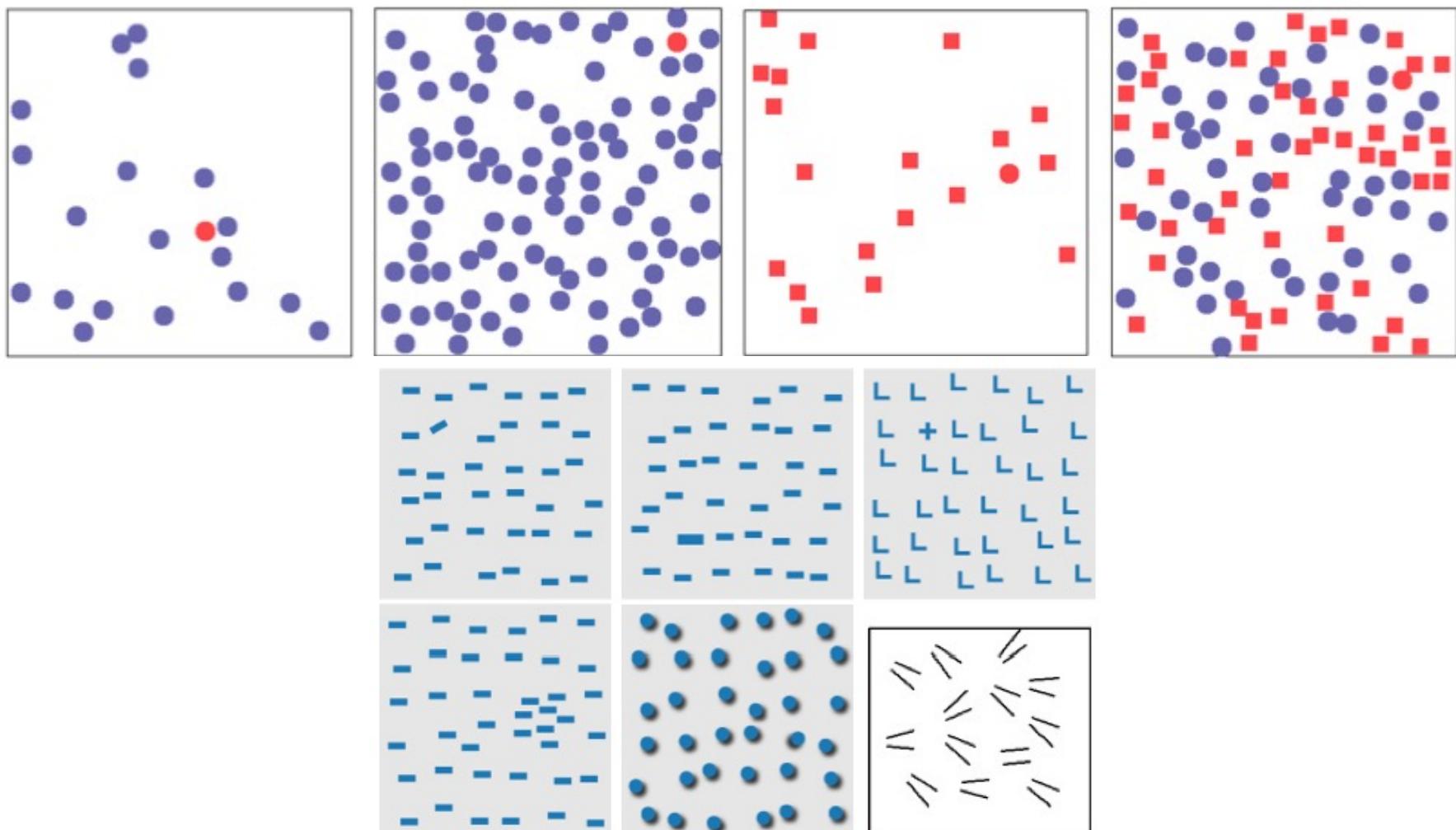
# Effectiveness: Popout

Preattentive processing



# Effectiveness: Popout

Preattentive processing



# Effectiveness: Tableau example

- Let us test such difference by comparing area and length as channels for a quantitative value
- Let's look at the **Cellular Subscriptions per continent (Map Reference)**
- We will use a Heat Map as area encoding and a bar chart as length encoding
- Which one is easier to read?

# Effectiveness: Tableau example

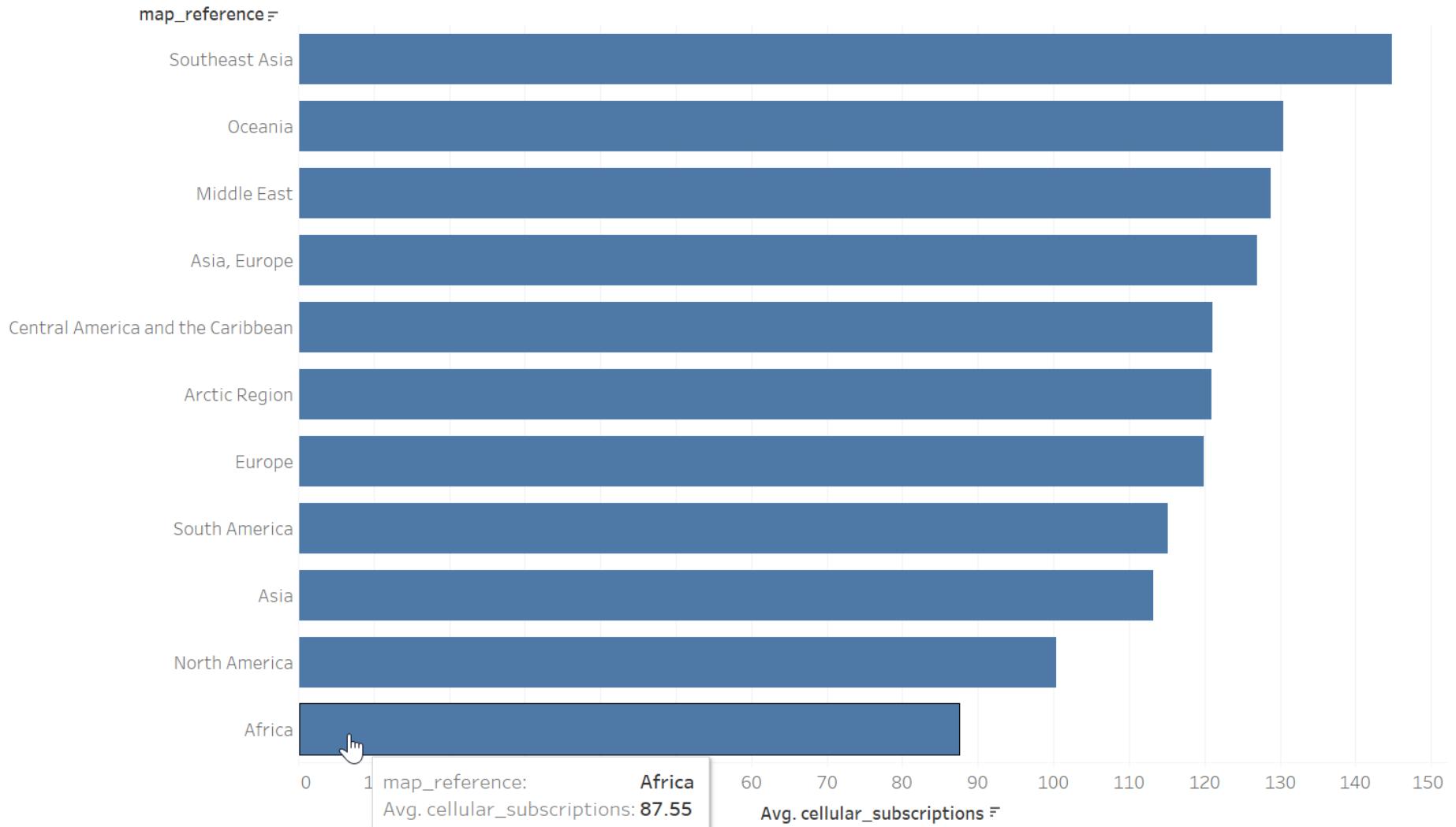


# Effectiveness: Tableau example

- On the right side is a **Show Me** button, there you can easily change the encoding

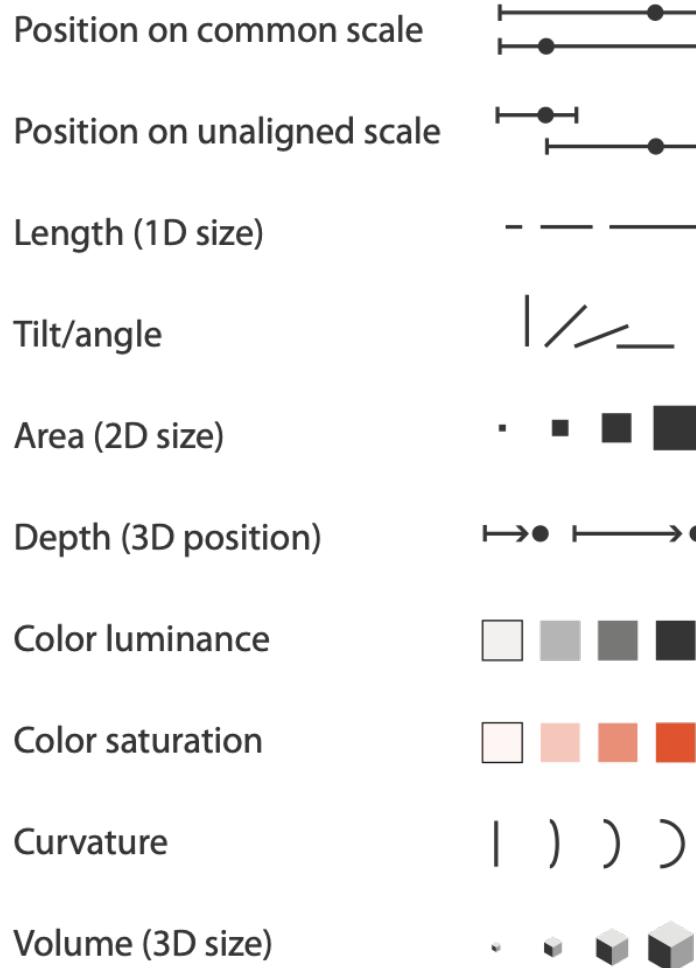


# Effectiveness: Tableau example



# Effectiveness ranking

## ④ Magnitude Channels: Ordered Attributes



## ④ Identity Channels: Categorical Attributes



by Munzner, Visualization Analysis and Design, 2014, pp. 94  
Synthesis of

- Cleveland & McGill, Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods, 1984, doi: [10.1080/01621459.1984.10478080](https://doi.org/10.1080/01621459.1984.10478080)
- Cleveland, A Model for Studying Display Methods of Statistical Graphics, 1993, doi: [10.1080/10618600.1993.10474616](https://doi.org/10.1080/10618600.1993.10474616)
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- Borgo et al., Glyph-based Visualization: Foundations, Design Guidelines, Techniques and Applications, 2013, doi: [10.2312/conf/EG2013/stars/039-063](https://doi.org/10.2312/conf/EG2013/stars/039-063)

## Marks and channels

Examples  
Channel types  
Mark types  
Expressiveness + Effectiveness

## Channel effectiveness

Accuracy  
Discriminability  
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## Channel characteristics

Spatial position  
Relative vs. absolute  
Color  
Perception/Color theory basics  
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# Channel characteristics

# Available Channels

# How Much?

What?

## → **Magnitude Channels: Ordered Attributes**

- Position on common scale

Position on unaligned scale

Length (1D size)

Tilt/angle

Area (2D size)

Depth (3D position)

Color luminance

Color saturation

Curvature

Volume (3D size)

interact with others

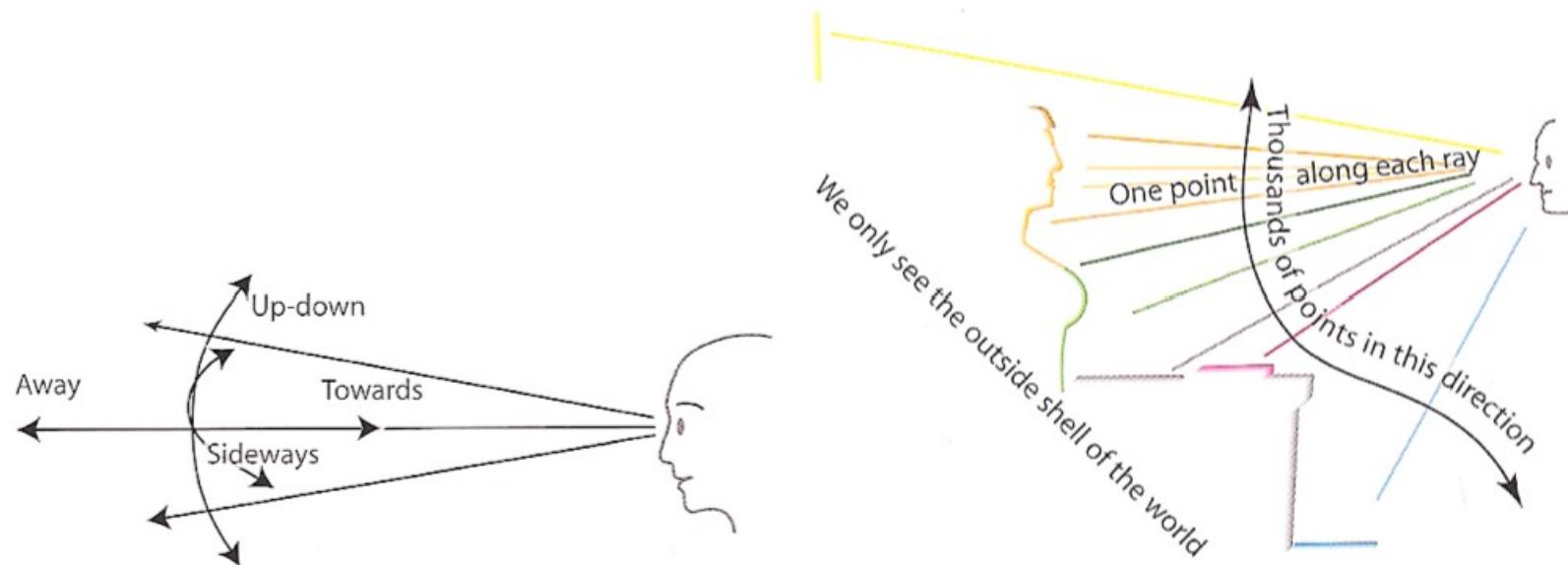
## → Identity Channels: Categorical Attributes

- |                 |  |
|-----------------|--|
| Spatial region  |  |
| Color hue       |  |
| Motion          |  |
| Shape           |  |
| Stipple/Texture |  |

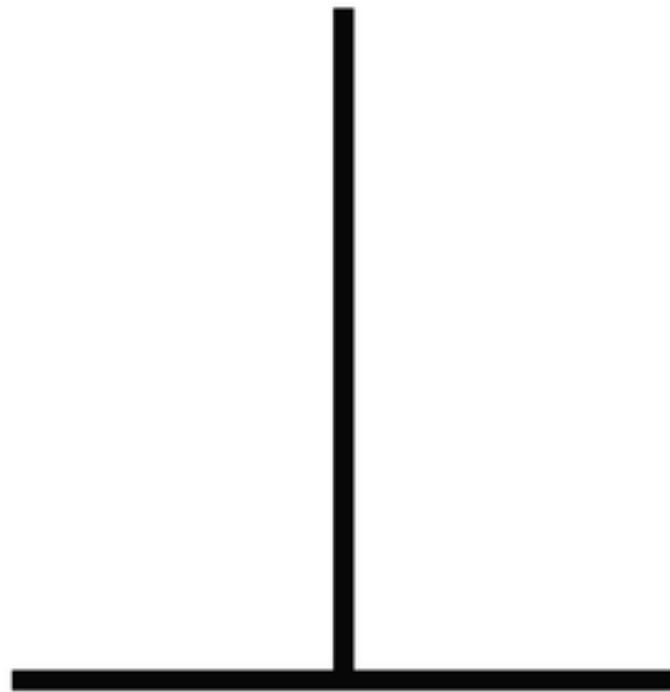
Munzner, Visualization Analysis and Design, 2014, p. 94

# Spatial position

- Most effective for all data types
- But: only in left/right and up/down direction
- We only see in „2.05D“



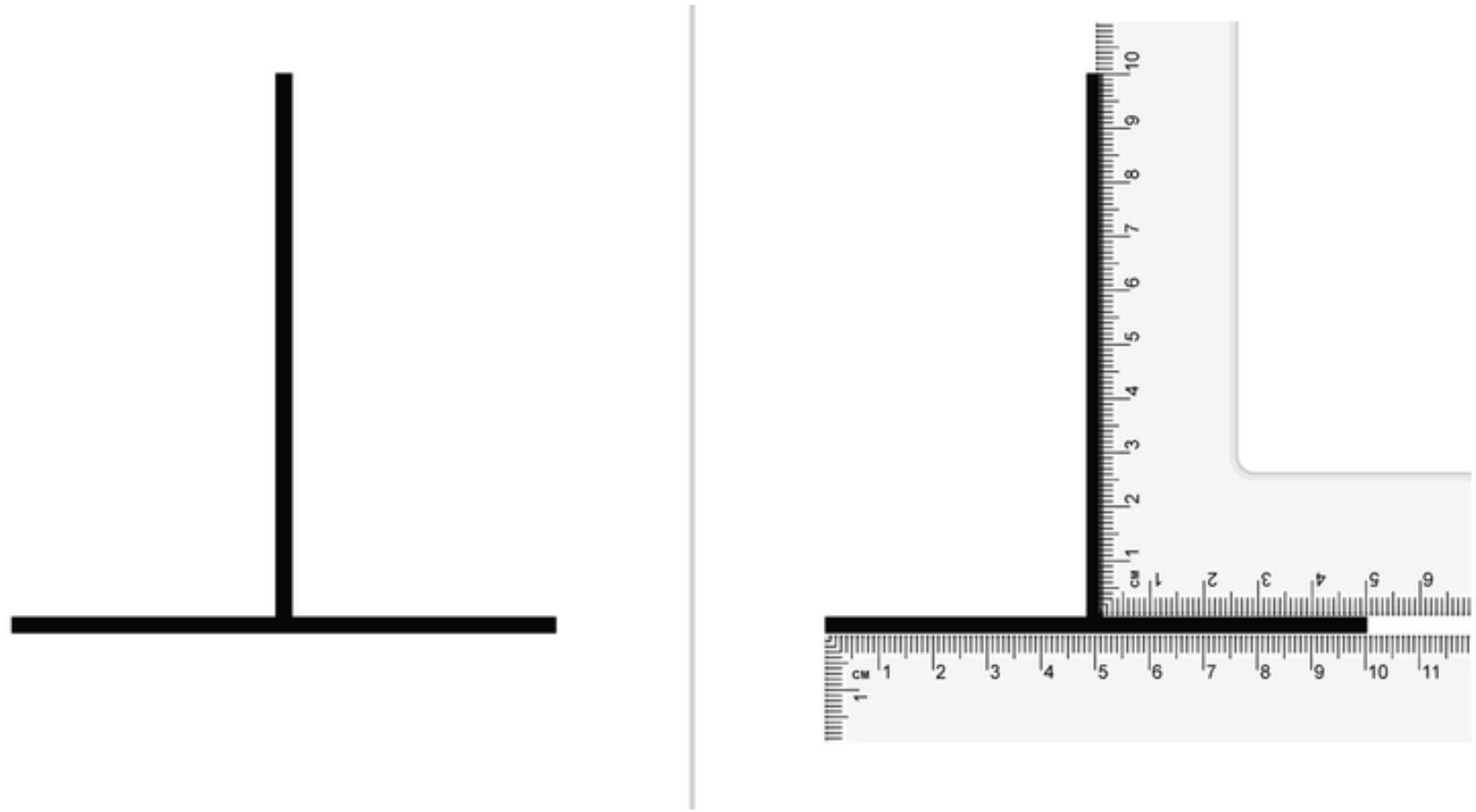
# Which bar is longer?



- Horizontal
- Vertical
- Both have the same length



# Vertical-horizontal illusion

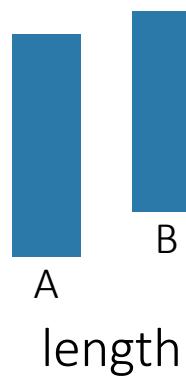


[https://en.wikipedia.org/wiki/Vertical–horizontal\\_illusion](https://en.wikipedia.org/wiki/Vertical–horizontal_illusion)

# Relative vs. absolute judgement

- Weber's law says that everything is relative, i.e. the "intensity" depends on the background signal

unframed,  
unaligned



# Relative vs. absolute judgement

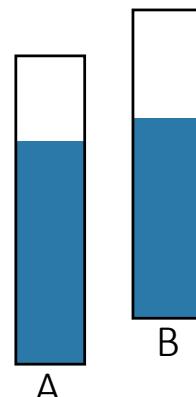
- Weber's law says that everything is relative, i.e. the "intensity" depends on the background signal

unframed,  
unaligned



length

framed,  
unaligned



position along  
unaligned  
common scale

# Relative vs. absolute judgement

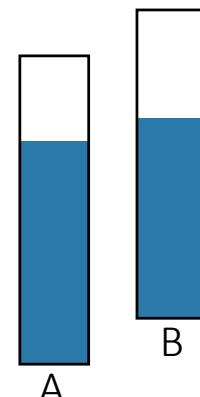
- Weber's law says that everything is relative, i.e. the "intensity" depends on the background signal

unframed,  
unaligned



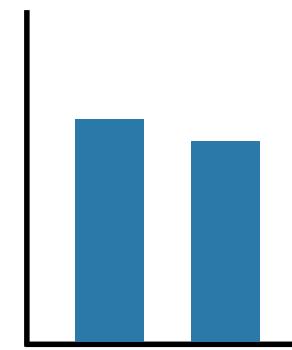
length

framed,  
unaligned



position along  
unaligned  
common scale

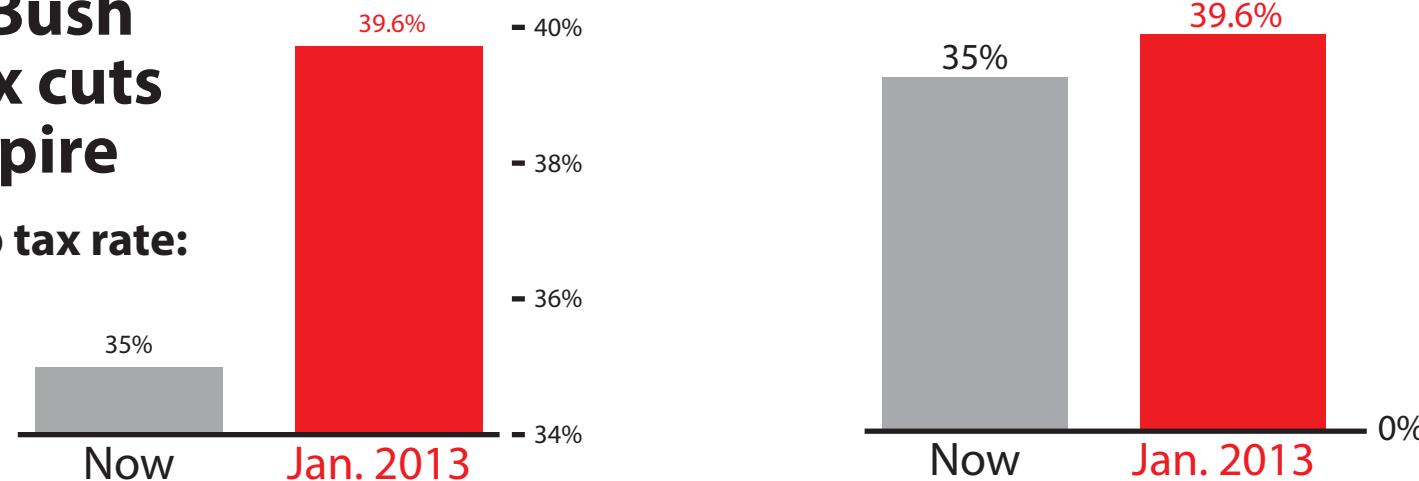
unframed,  
aligned



position along  
aligned scale

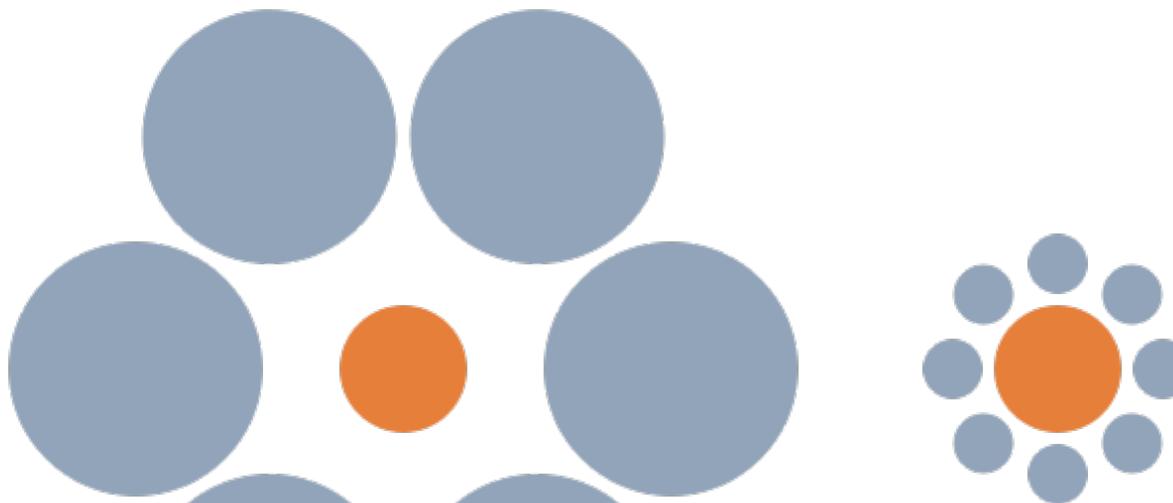
# Relative vs. absolute judgement

**If Bush  
tax cuts  
expire**



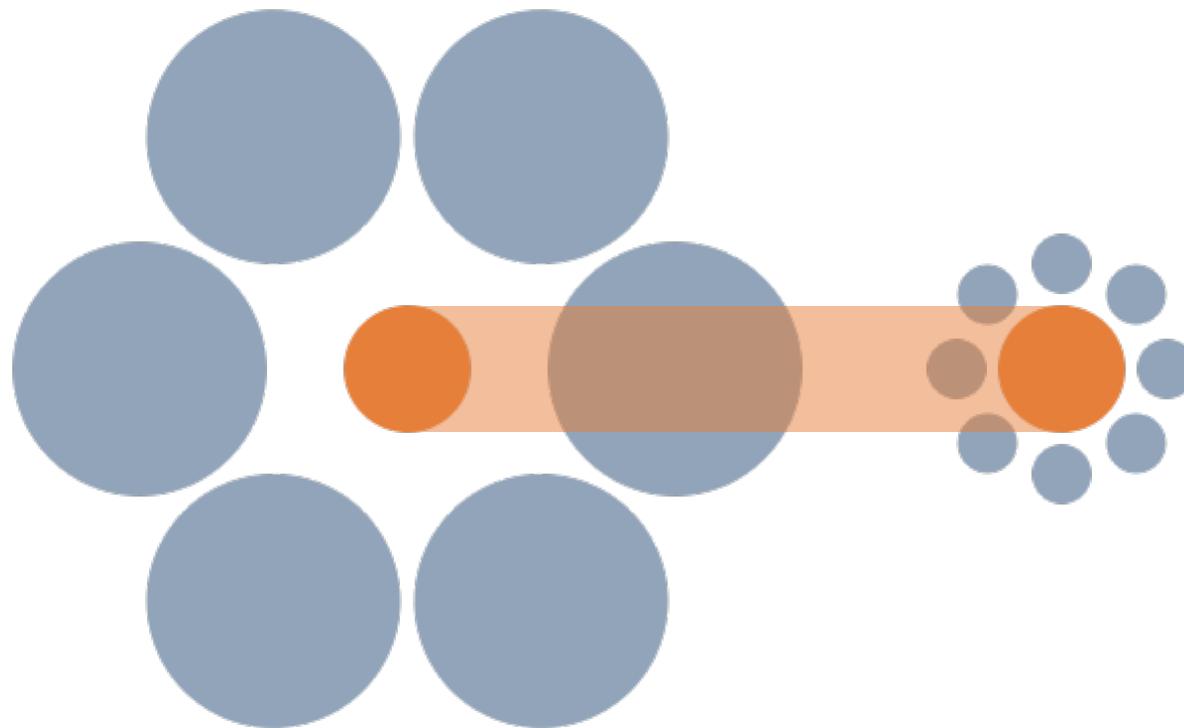
From Alberto Cairo, HOW CHARTS LIE

# Which orange circle is larger?



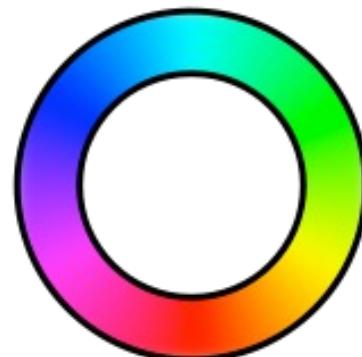
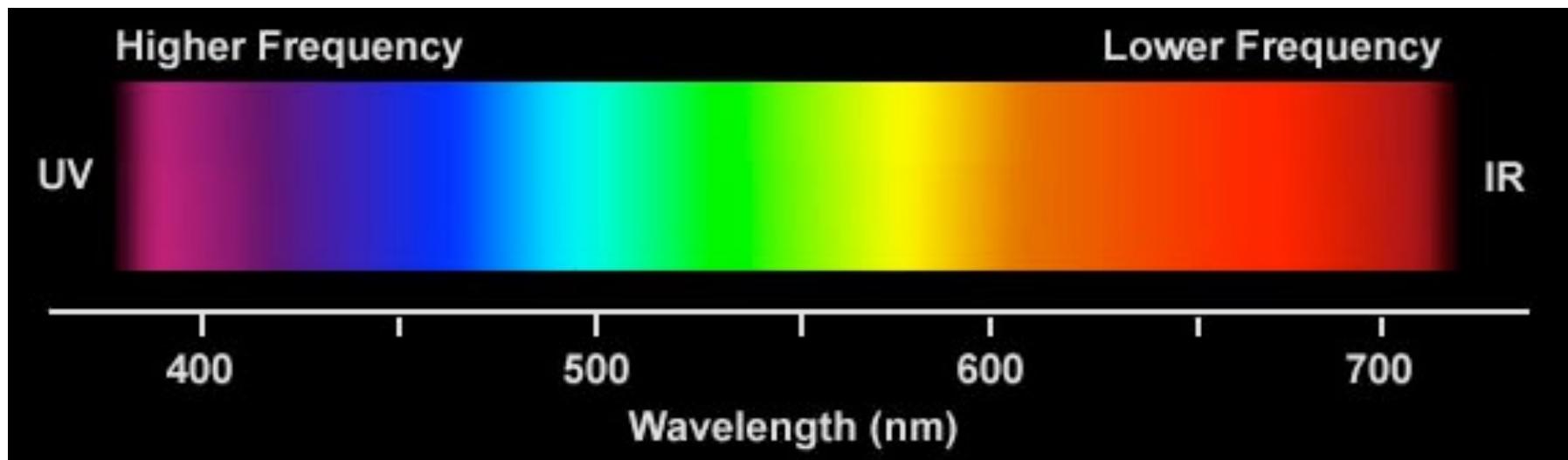
- Left
- Right
- Both are the same size

# Ebbinghaus illusion

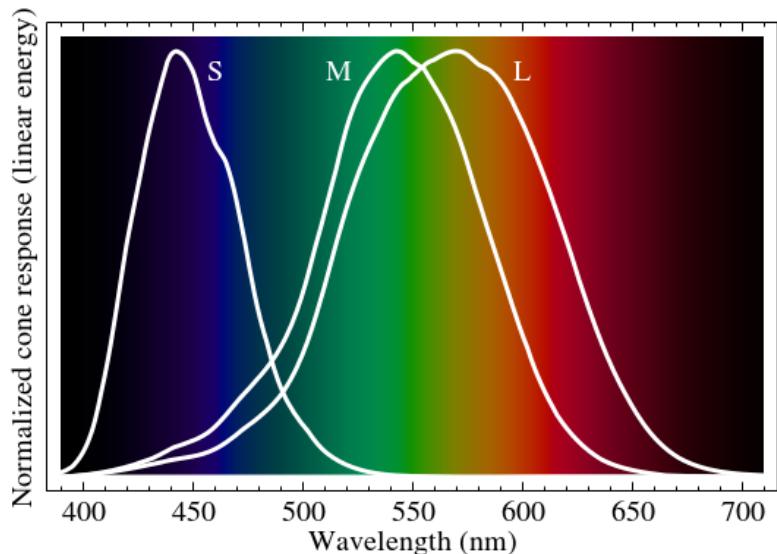


[https://en.wikipedia.org/wiki/Ebbinghaus\\_illusion](https://en.wikipedia.org/wiki/Ebbinghaus_illusion)

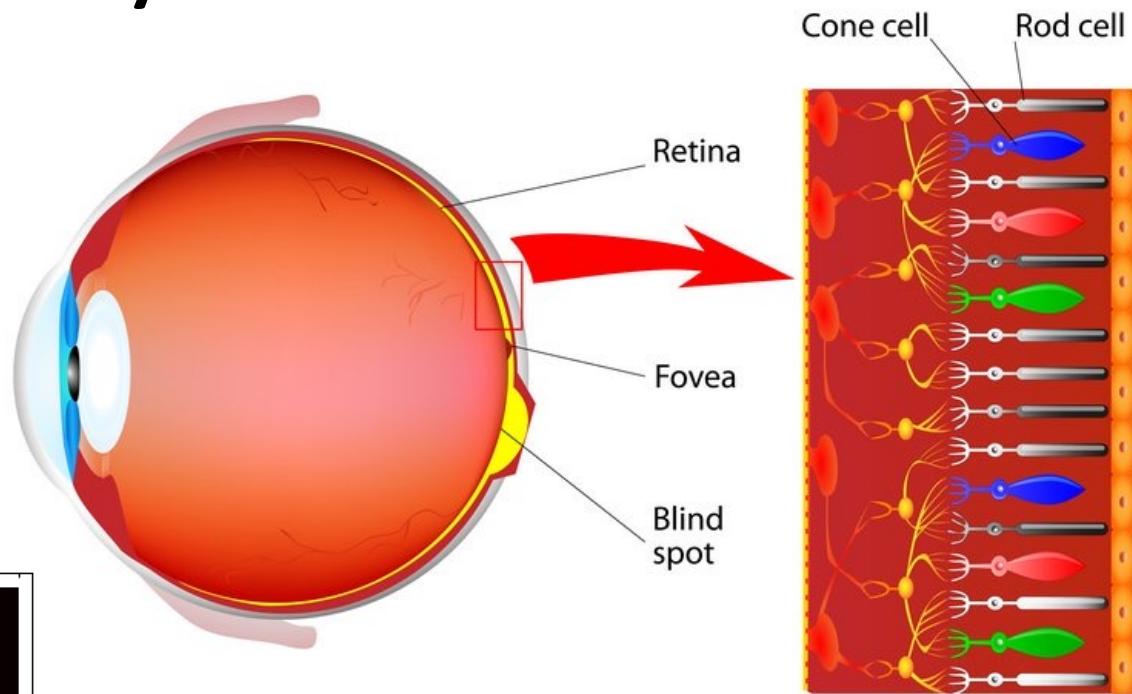
# Perception/Color theory basics



# Perception/Color theory basics: Human visual system

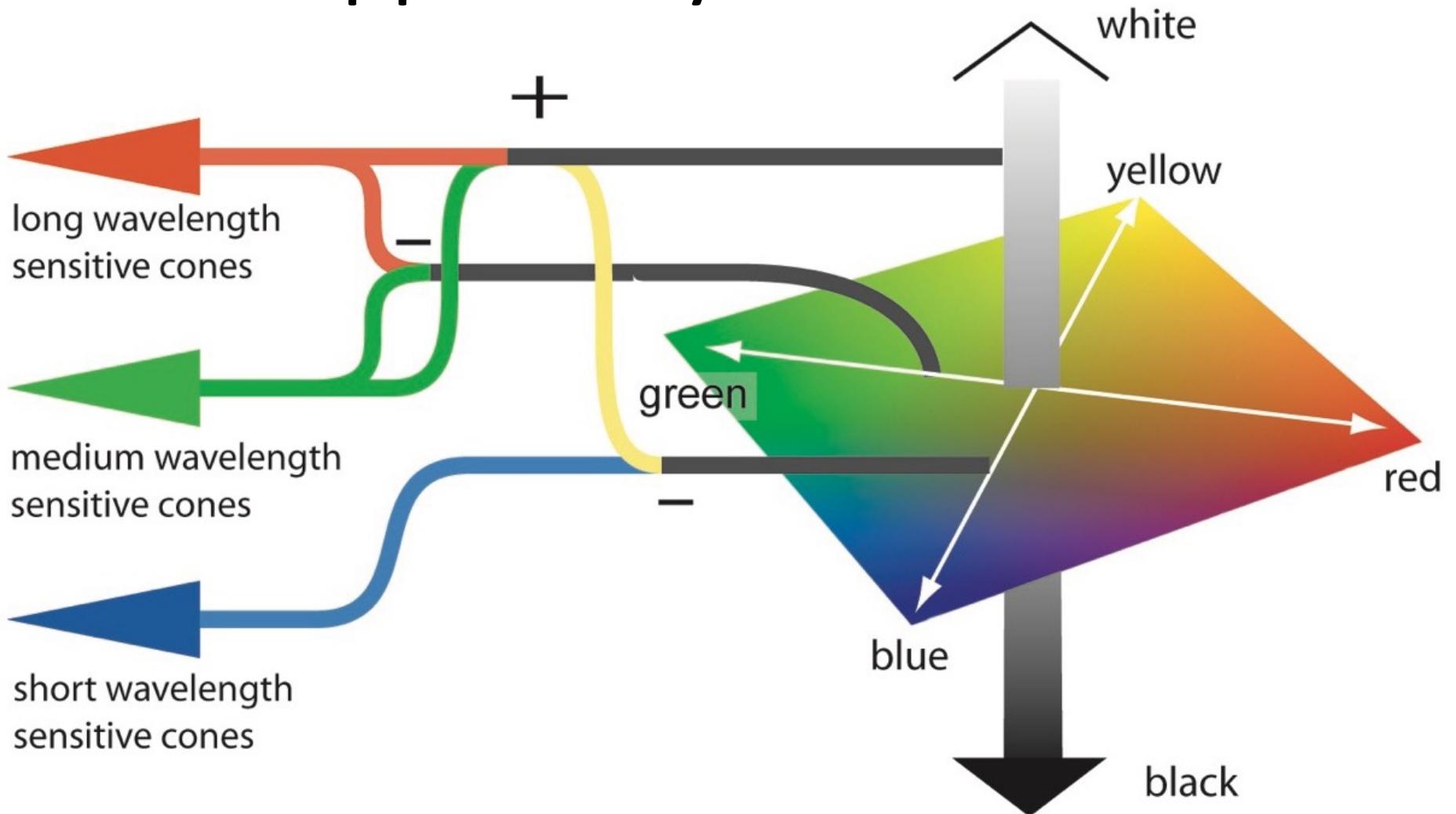


[https://en.wikipedia.org/wiki/Color\\_vision](https://en.wikipedia.org/wiki/Color_vision)



<https://www.webrn-maculardegeneration.com/rods-and-cones.html>

# Perception/Color theory basics: Color opponency

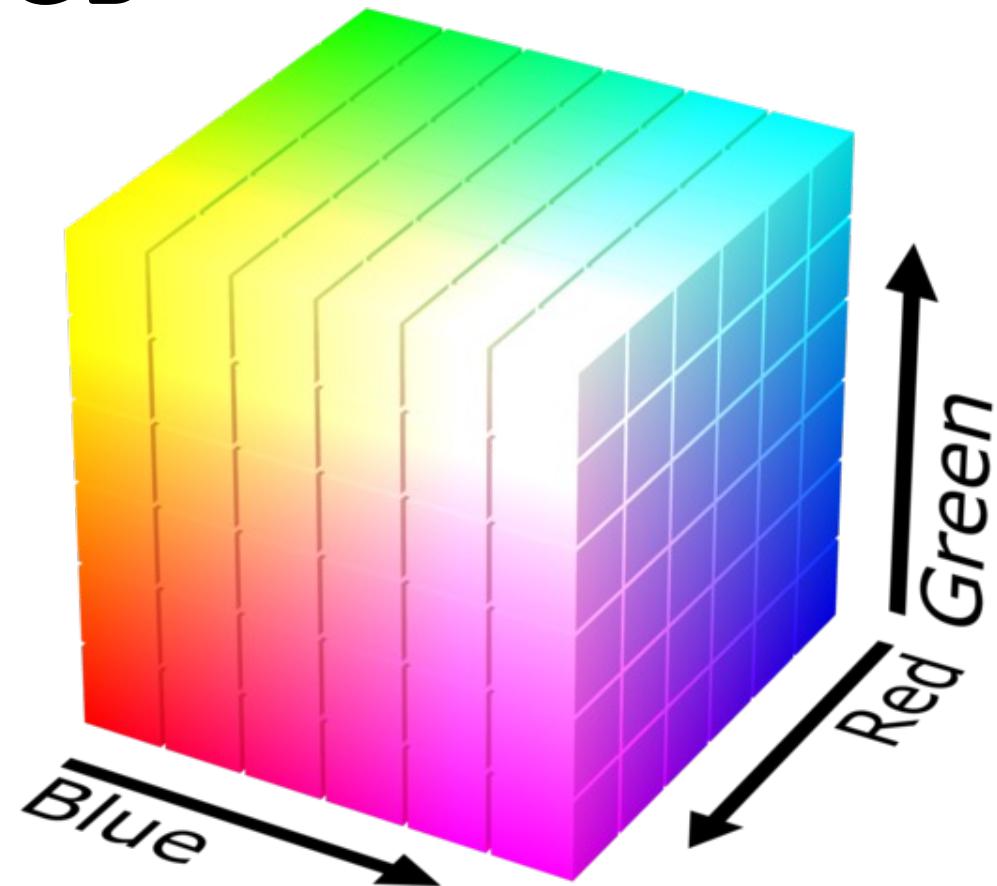


Ware, Visual thinking for design

## Perception/Color theory basics

# Color models: RGB

- Additive system
- Colors that can be represented by computer monitors
- Not perceptually uniform



[https://en.wikipedia.org/wiki/RGB\\_color\\_model](https://en.wikipedia.org/wiki/RGB_color_model)

# Perception/Color theory basics

## Color models: HSL/HSV

- Hue
- Saturation (Chroma)
- Lightness (Value)
- Not perceptually uniform

Corners of the RGB color cube



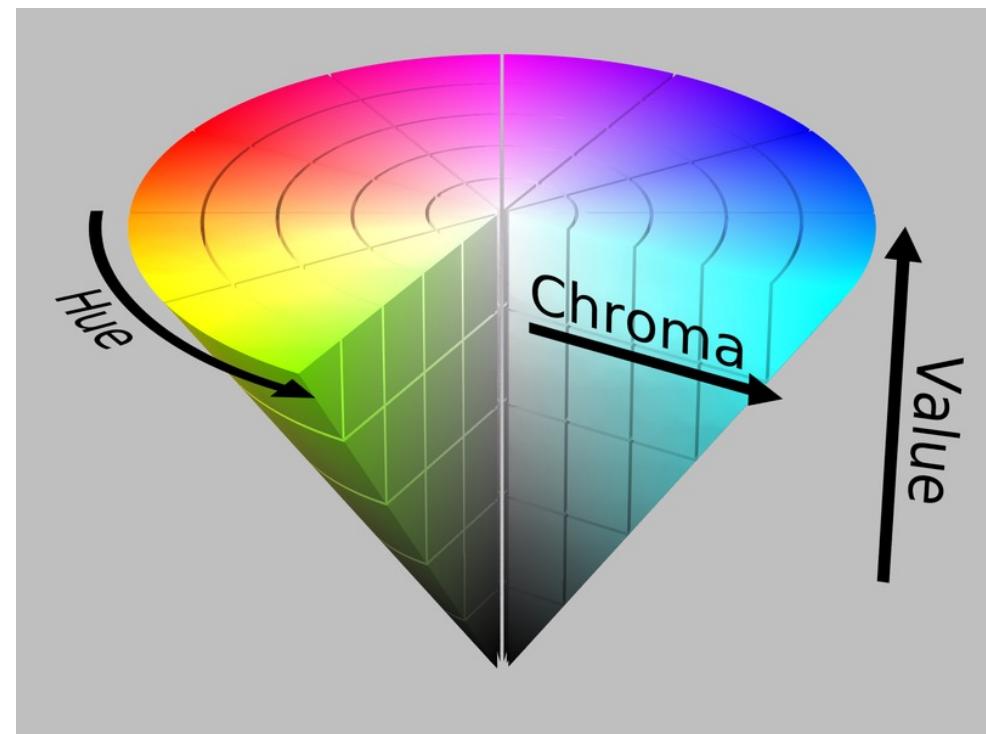
L from HSL  
**All the same**



Luminance



Munzner, Visualization Analysis and Design, p. 221



[https://en.wikipedia.org/wiki/HSL\\_and\\_HSV](https://en.wikipedia.org/wiki/HSL_and_HSV)

## Perception/Color theory basics

# Luminance, Saturation, Hue

- Luminance



- *How Much* channel
- discriminability: ~2-4 bins
- contrast important

- Saturation



- *How Much* channel
- discriminability: ~3 bins

- Hue



- *What* channel
- discriminability: ~6-12

Color: Perception issues + deficiencies

Order of the squares?



Color: Perception issues + deficiencies

Do all boxes have the same color?



- Left is different
- Center is different
- Right is different
- All are exactly the same

Color: Perception issues + deficiencies

What do you see?



Thanks to Moritz Wustinger  
Smiley based on [http://upload.wikimedia.org/wikipedia/commons/b/bd/A\\_Smiley.jpg](http://upload.wikimedia.org/wikipedia/commons/b/bd/A_Smiley.jpg)

Color: Perception issues + deficiencies

Do all boxes have the same color?



Left is different!

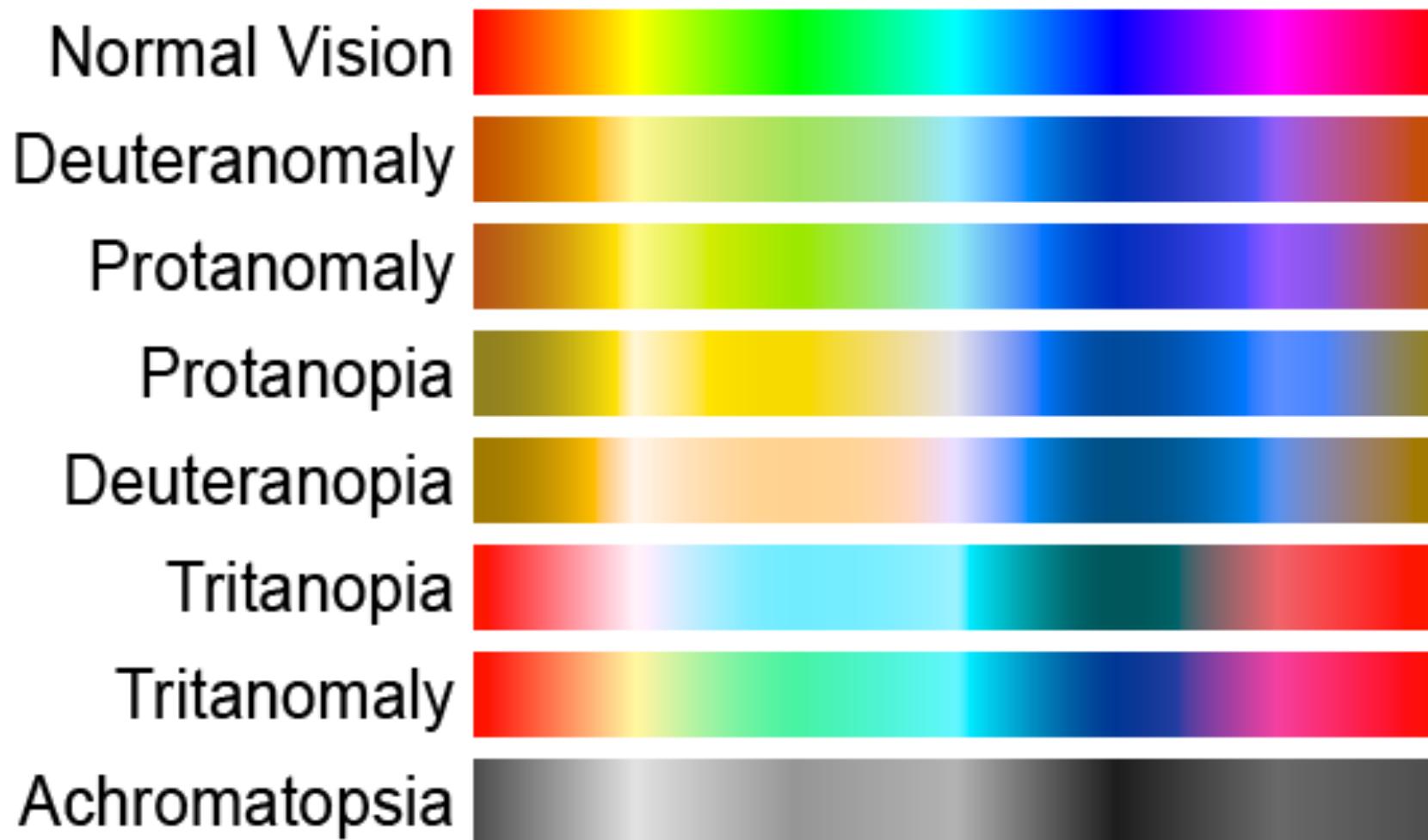
Color: Perception issues + deficiencies

# Color blindness

- Affects opponent color processing
  - Red-green (deutanopia, protanopia)
  - Blue-yellow possible (tritanopia)
  - Luminance channel (Monochromacy, Achromatopsia)
- Prevalence ~8% male, ~0.5% female
- Can be simulated
  - Brettel et al., Computerized simulation of color appearance for dichromats, 1997, doi: [10.1364/josaa.14.002647](https://doi.org/10.1364/josaa.14.002647)
  - Online Tools:
    - <https://www.toptal.com/designers/colorfilter>
    - <https://www.color-blindness.com/coblis-color-blindness-simulator/>
    - <https://pilestone.com/pages/color-blindness-simulator-1>

Color: Perception issues + deficiencies

# Color blindness



[https://en.wikipedia.org/wiki/Color\\_blindness](https://en.wikipedia.org/wiki/Color_blindness)

Color: Perception issues + deficiencies

# Color blindness

Source: M. Stone



Protanope  
(no L-cones)

Deuteranope  
(no M-cones)

Tritanope  
(no S-cones)

red / green  
deficiencies

blue / yellow  
deficiency

# Color: Perception issues + deficiencies

## Small areas

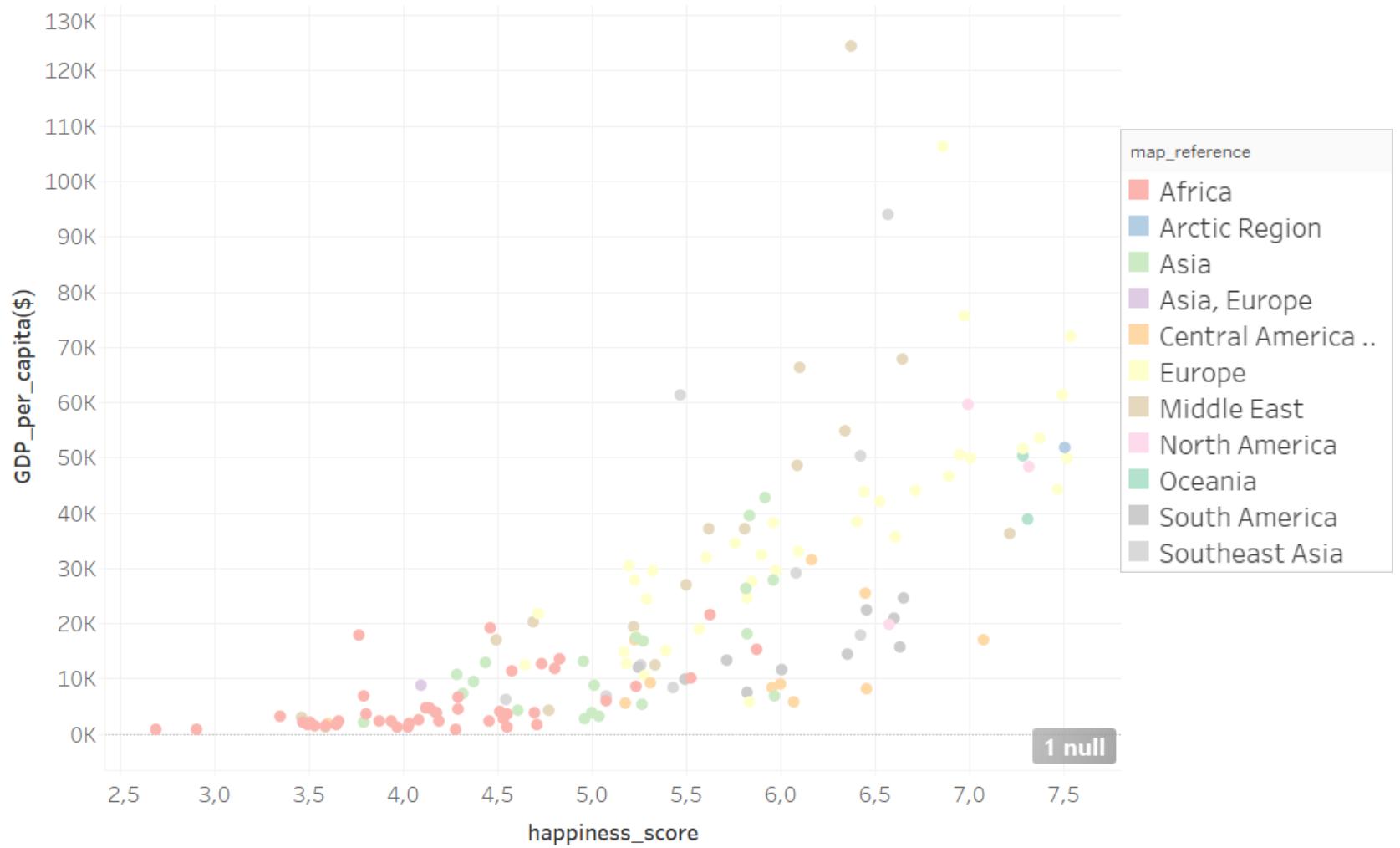


Tableau Software

# Color: Perception issues + deficiencies

## Small areas

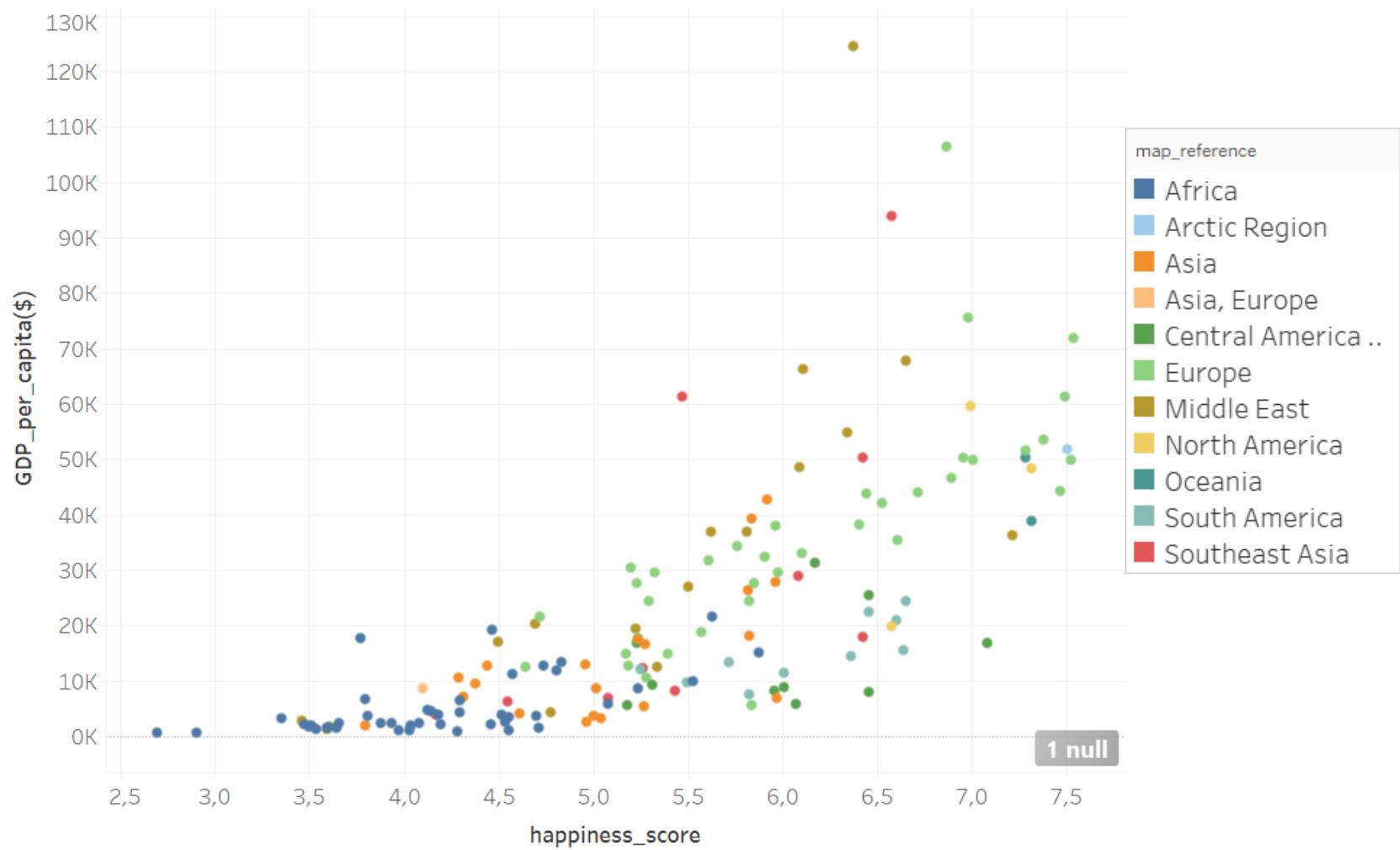
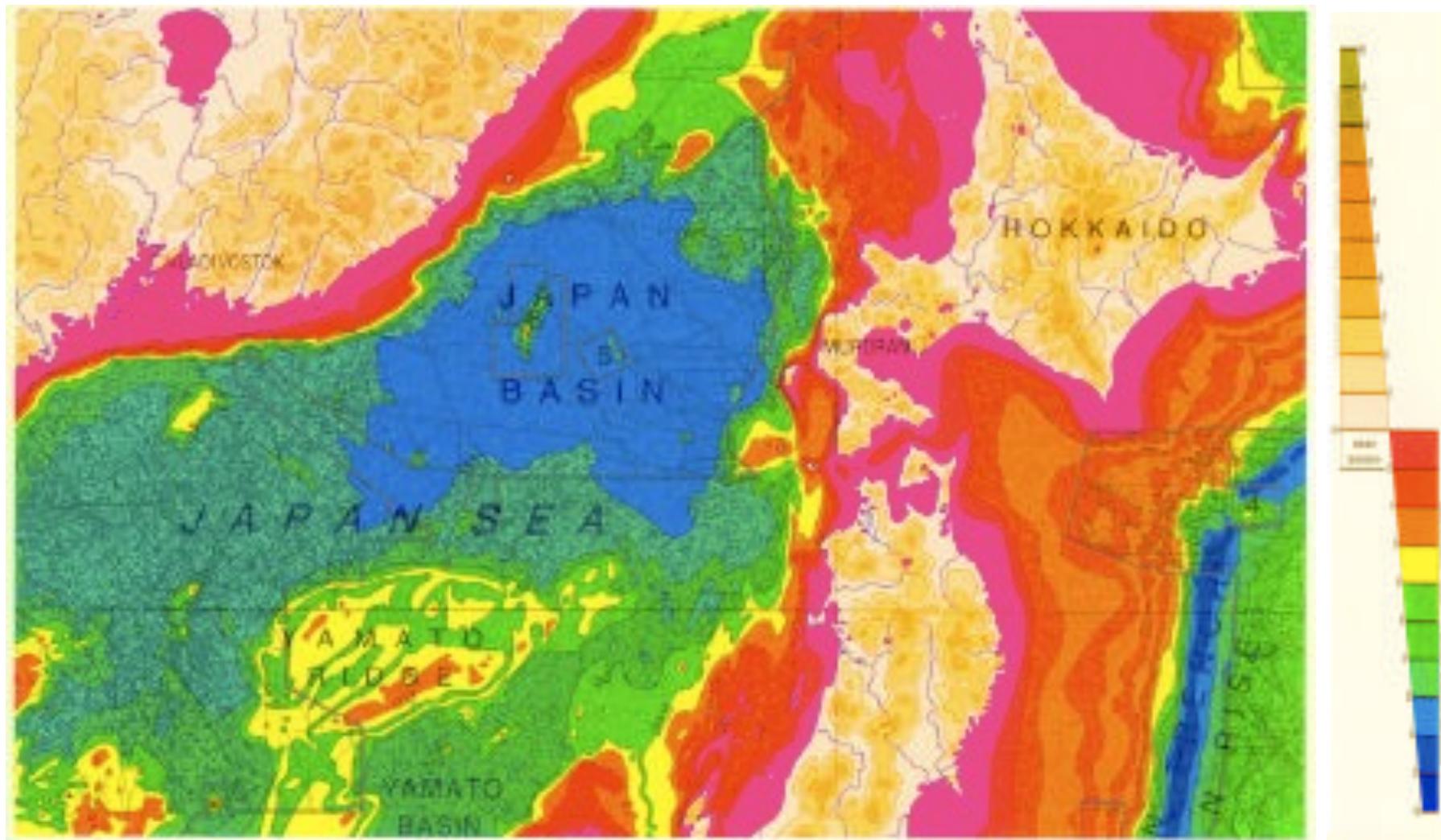


Tableau Software

Color: Perception issues + deficiencies

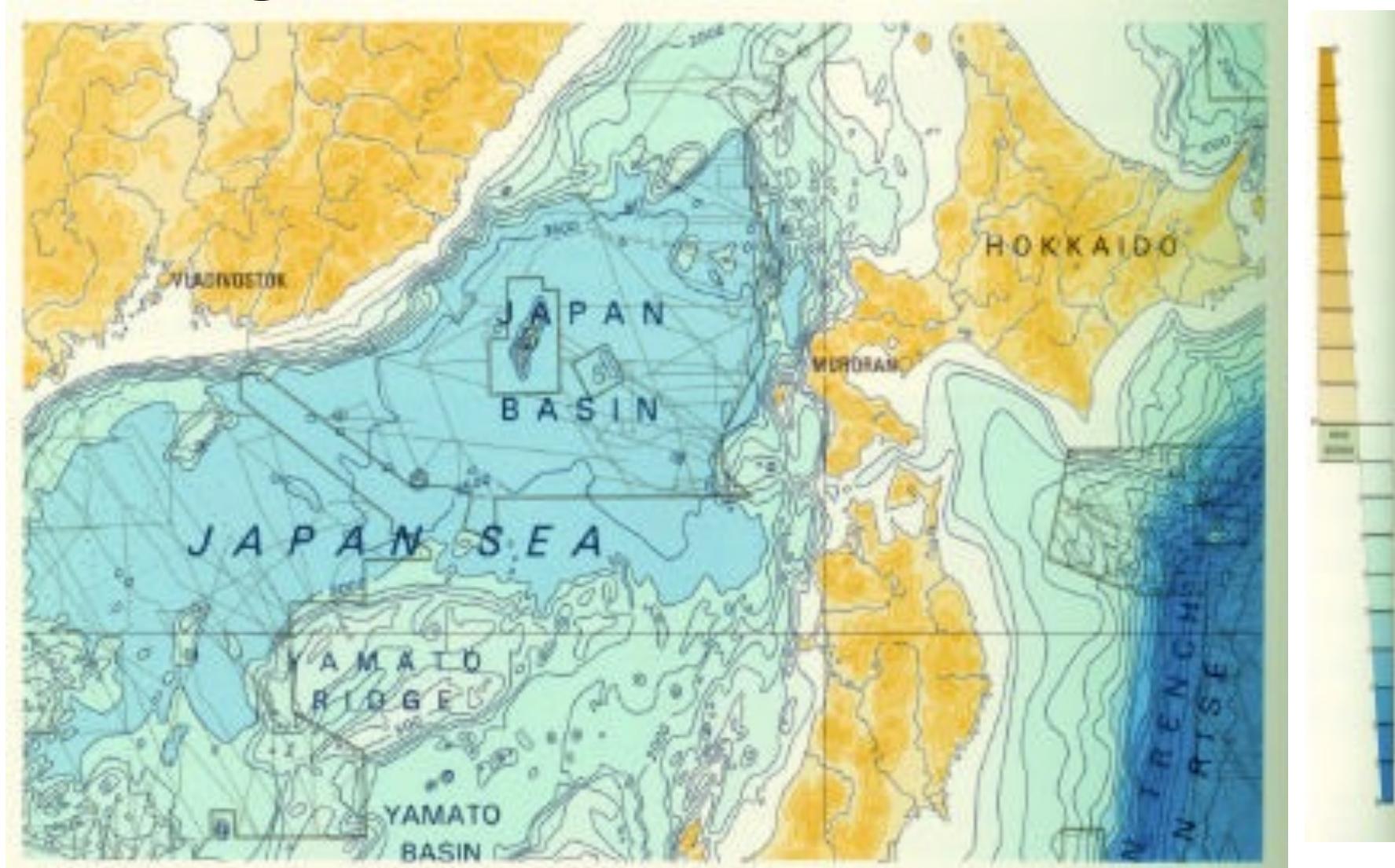
# Large areas



Tufte, The Visual Display of Quantitative Information (Vol. 1), p. 77

Color: Perception issues + deficiencies

# Large areas

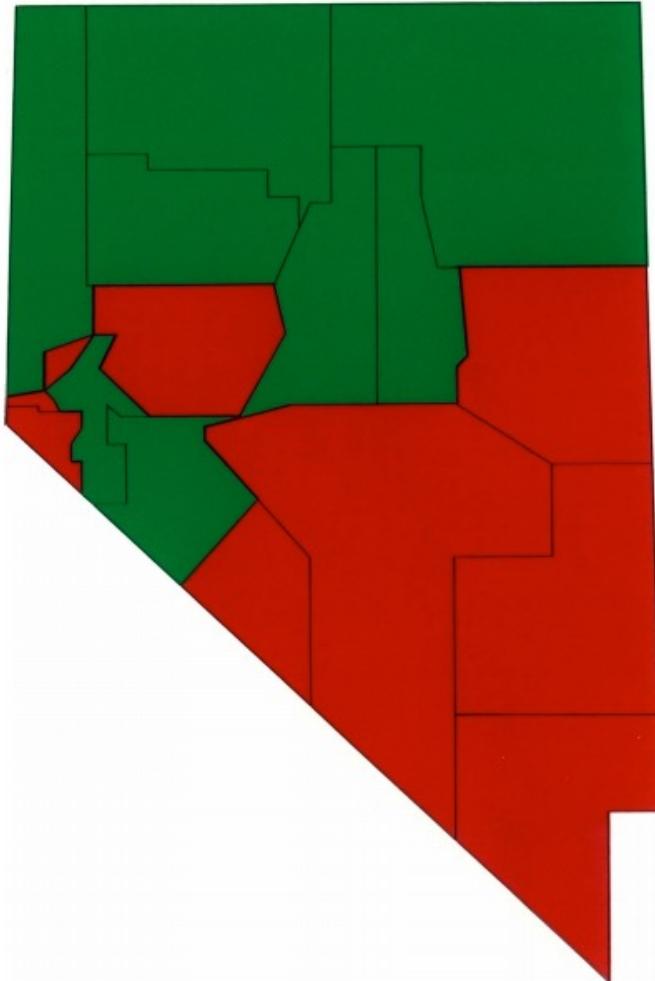


Tufte, The Visual Display of Quantitative Information (Vol. 1), p. 77

based on © Munzner/Möller et al.

76

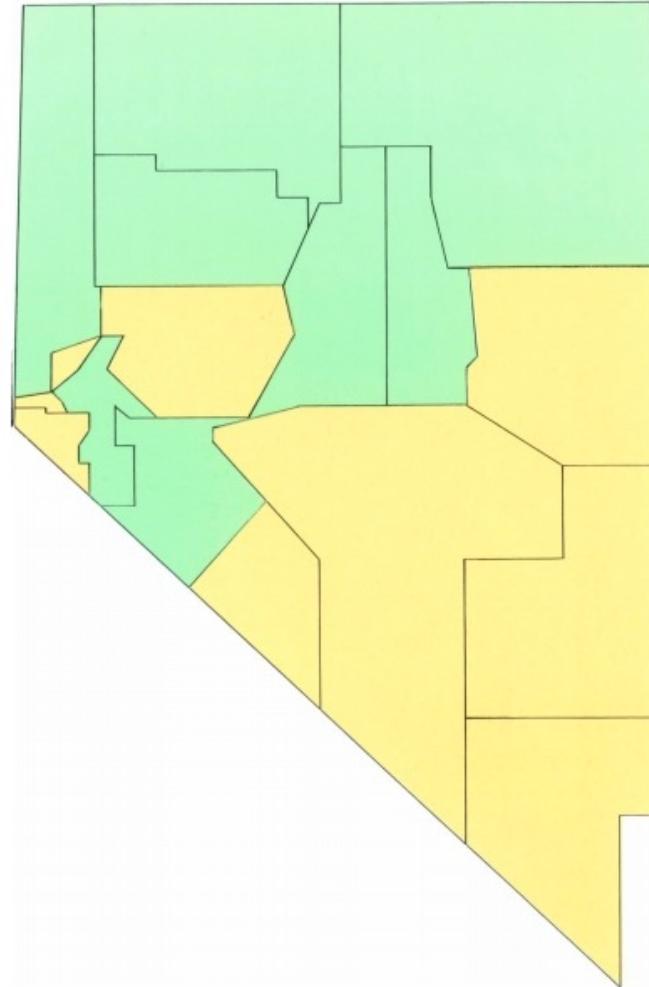
# Which area is larger?



- Red is bigger
- Green is bigger
- Both are the same size

Color: Perception issues + deficiencies

# Color size illusion



Cleveland & McGill, A Color-Caused Optical Illusion on a Statistical Graph, 1983,  
doi: [10.1080/00031305.1983.10482720](https://doi.org/10.1080/00031305.1983.10482720), [link](#)

# Color: Perception issues + deficiencies

## Maps



Ware, Visual Thinking for Design

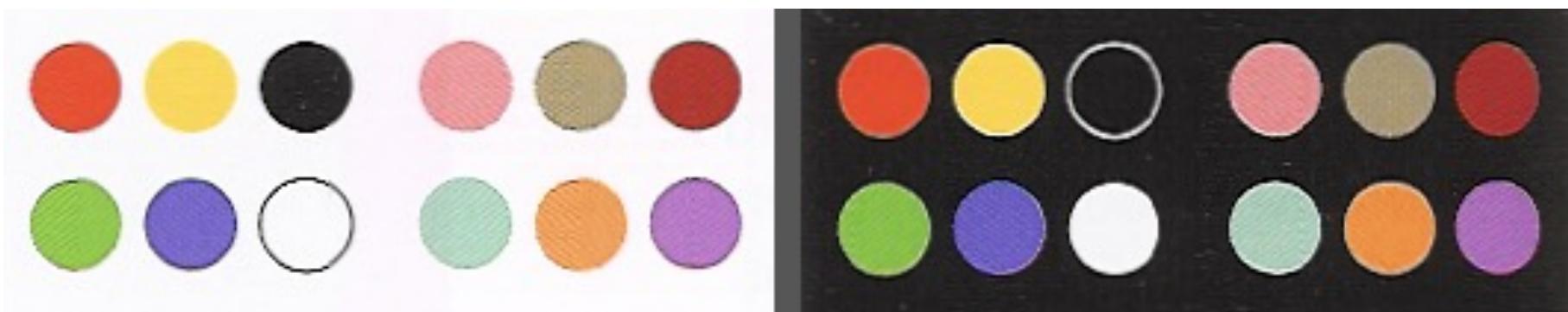
## Color: Perception issues + deficiencies

# Take-home message

- Test charts for discoloration / color blindness issues
- Color in small regions difficult to perceive  
→ Use bright, saturated colors for small regions
- Large areas in some saturated colors appear bigger  
→ Use low saturation, pastel colors for large regions and backgrounds

# Color: Categorical data

- *What* channel
- Limited distinguishability (8-14)
  - Best with Hue
  - Also vary Luminance and/or Saturation to address perception deficiencies



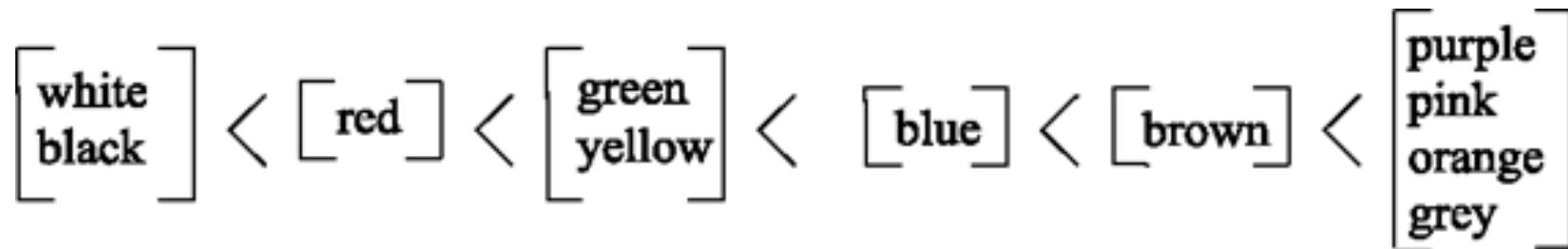
Ware, Information Visualization: Perception for Design

Color: Categorical data

# Basic Colors

The evolution of basic color terms is remarkably consistent across cultures

Berlin & Kay's (1969) implicational hierarchy:



Source: Dowman, Explaining Color Term Typology With an Evolutionary Model, 2010, doi: 10.1080/03640210709336986.

Color: Categorical data

## Take-home message

- Only a small number of colors can be used effectively as categorical labels
- Ideally use less than eight colors
- Also vary luminance/saturation to address deficiencies
- Use low saturation / gray backgrounds

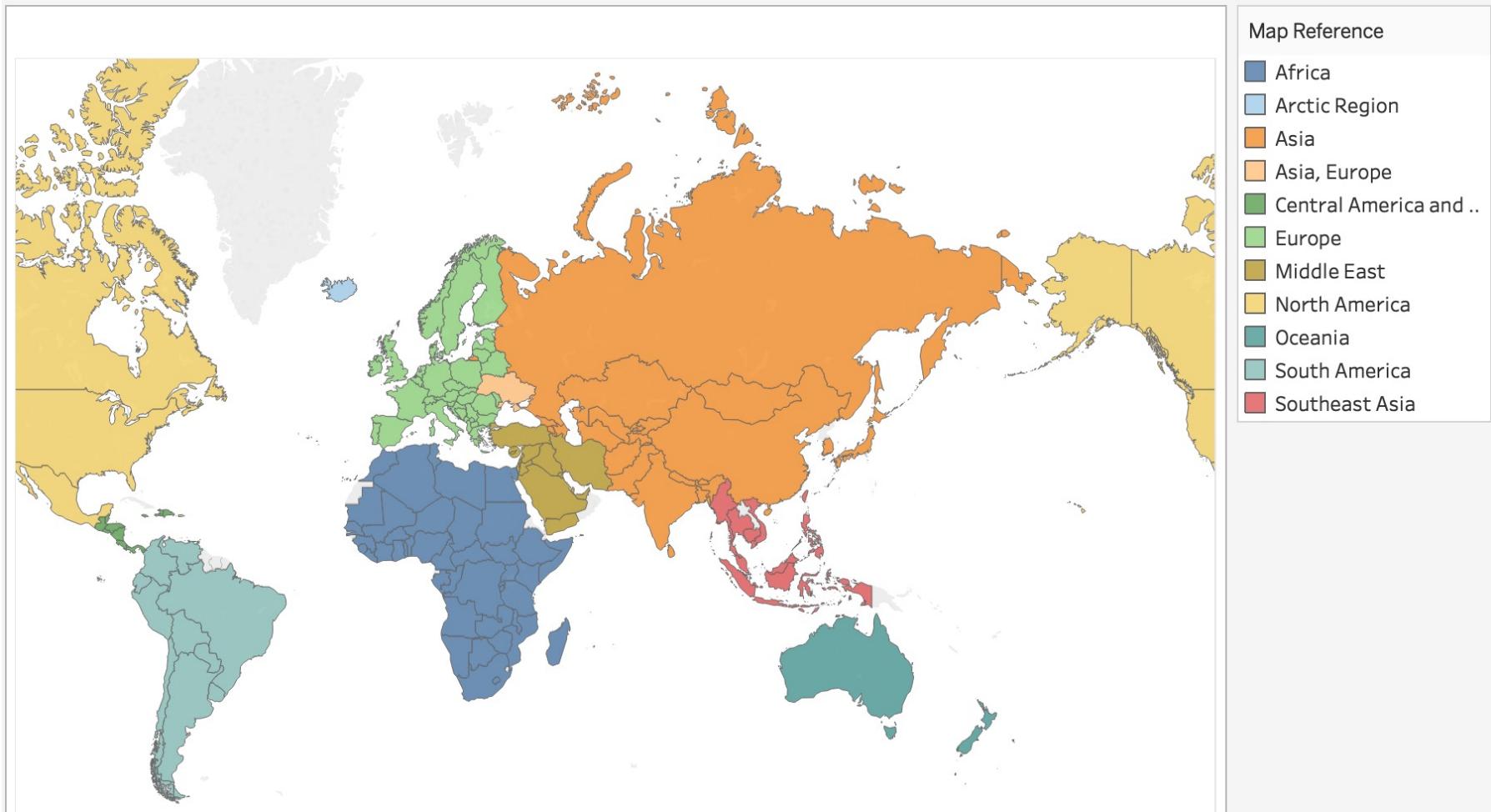
Color: Categorical data

## Tableau example

- Let us use our map to test this!
- Try to use **Map Reference** or **Biggest official Language** as color for our map.
- What works and doesn't work?

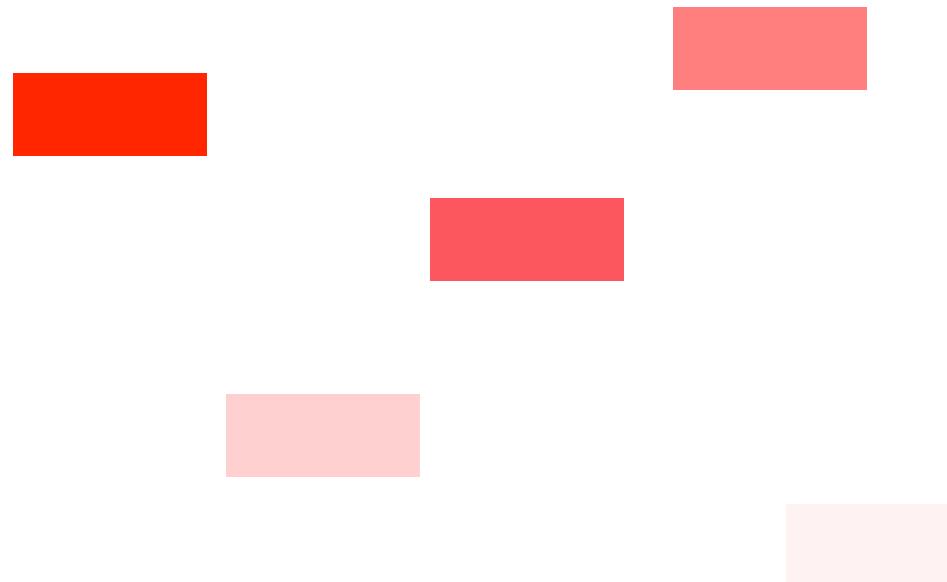
Color: Categorical data

# Tableau example



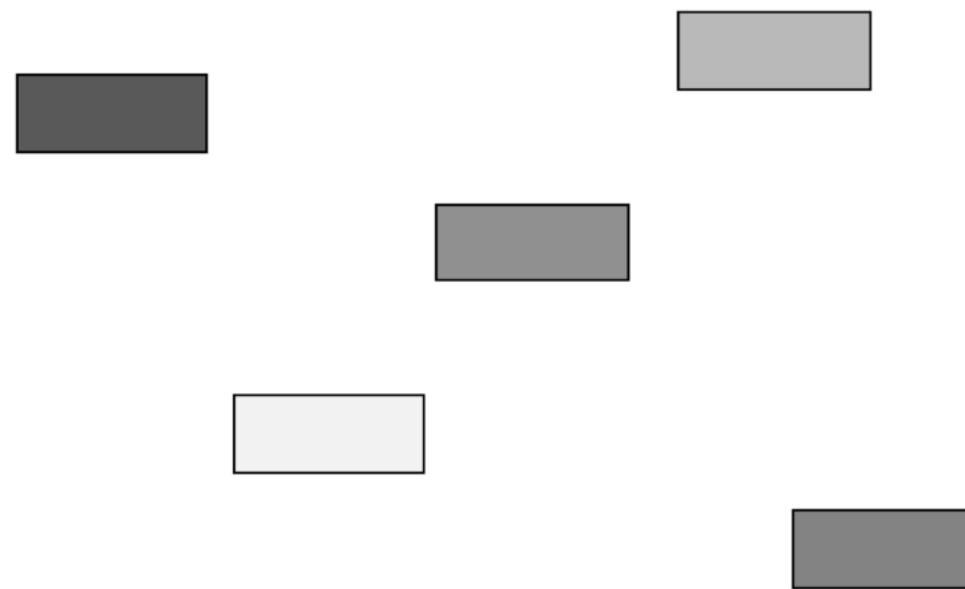
Color: Ordinal data

Order these colors



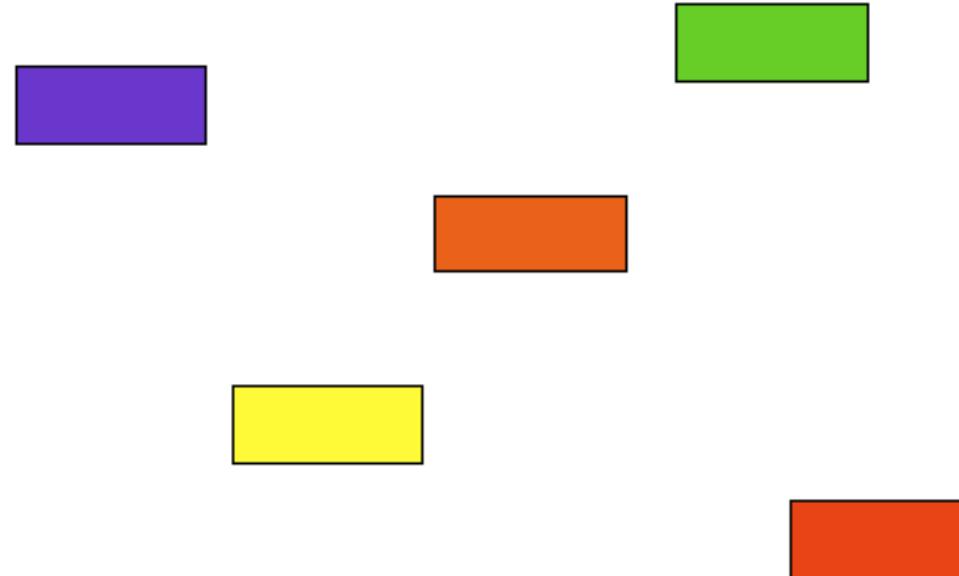
Color: Ordinal data

Order these colors



Color: Ordinal data

Order these colors



Color: Ordinal data

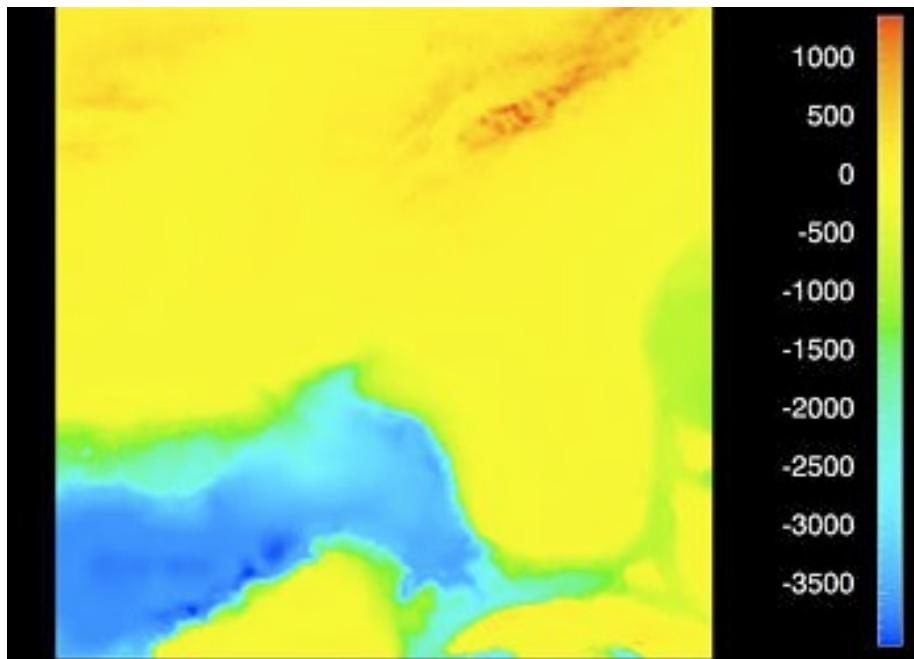
## Take-home message

- Lightness and saturation are effective for ordinal data because they have an implicit perceptual ordering
- Show ordinal data with a discrete set of color values that change in lightness or saturation

# Color: Quantitative data

# Rainbow color map

*How Much* channel



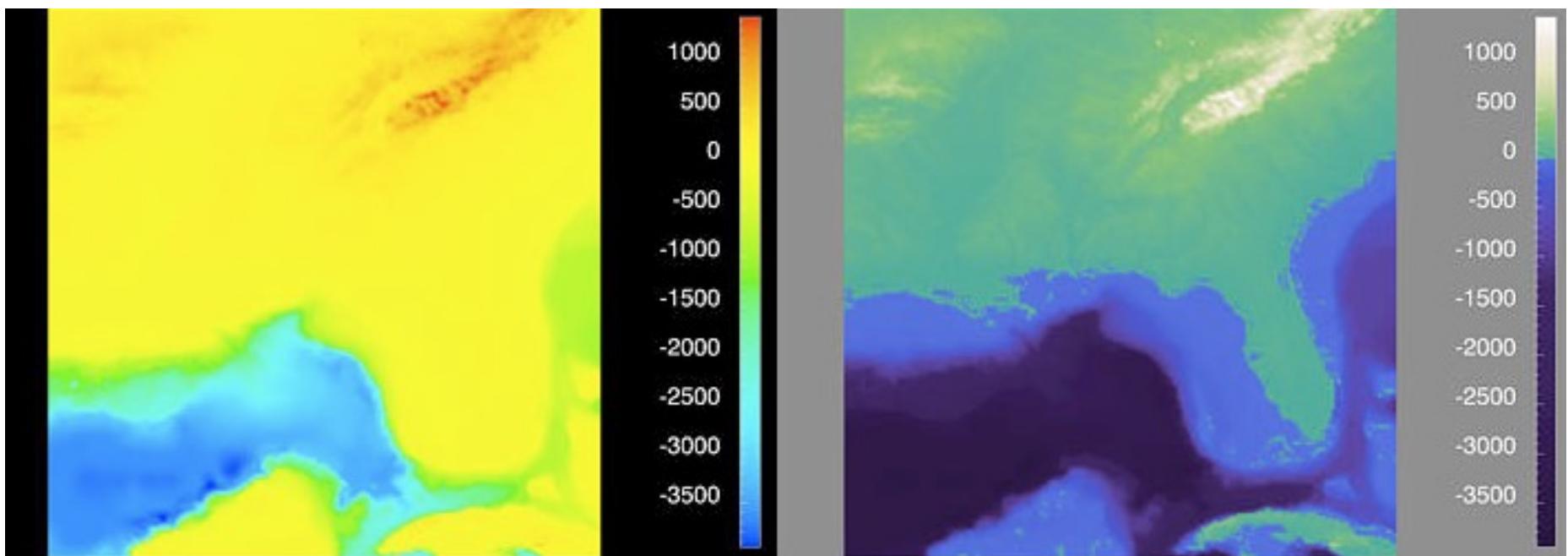
Which part of the world is visible here?

[Rogowitz and Treinish, „Data Visualization: The End of the Rainbow“ / “Why should engineers and scientists be worried about color?”](#)

# Color: Quantitative data

## Rainbow color map

*How Much* channel



[Rogowitz and Treinish, „Data Visualization: The End of the Rainbow“ / “Why should engineers and scientists be worried about color?”](#)

Color: Quantitative data

# Rainbow color map

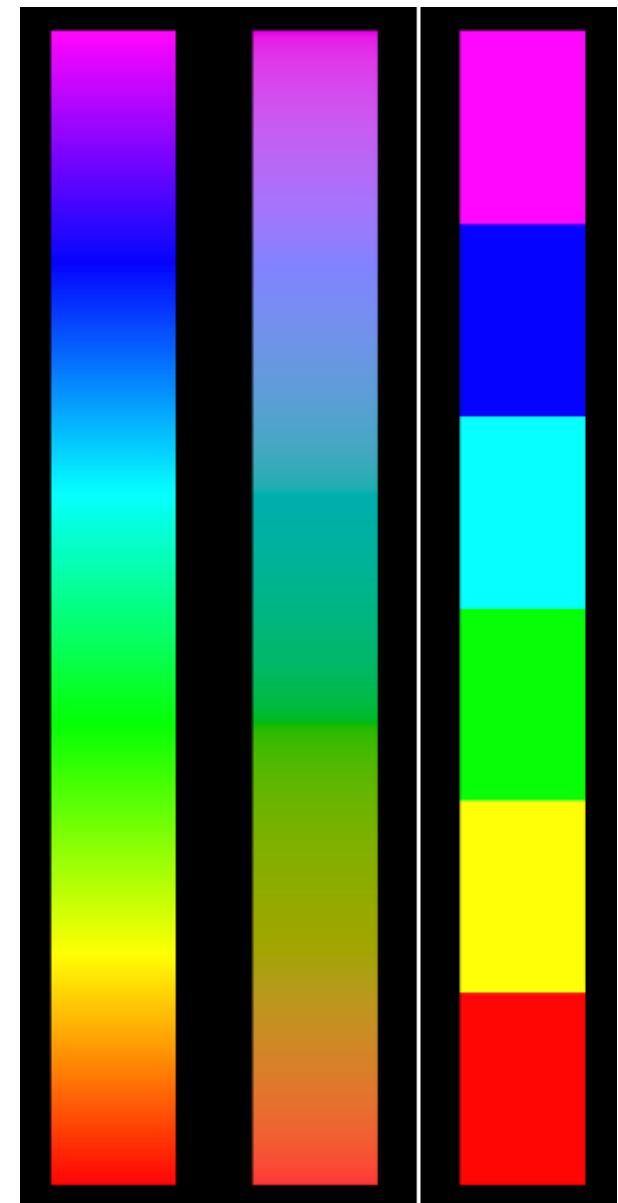
- Hue not ideal for ordinal data
- Not perceptually linear: Equal steps in the continuous range are not perceived as equal steps
- Not good for colorblind people



Color: Quantitative data

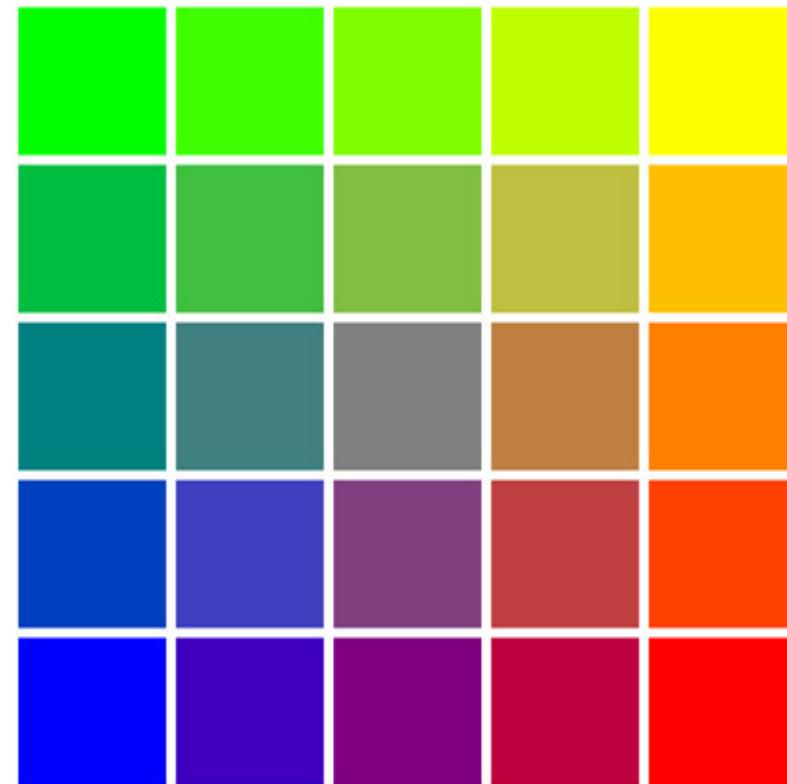
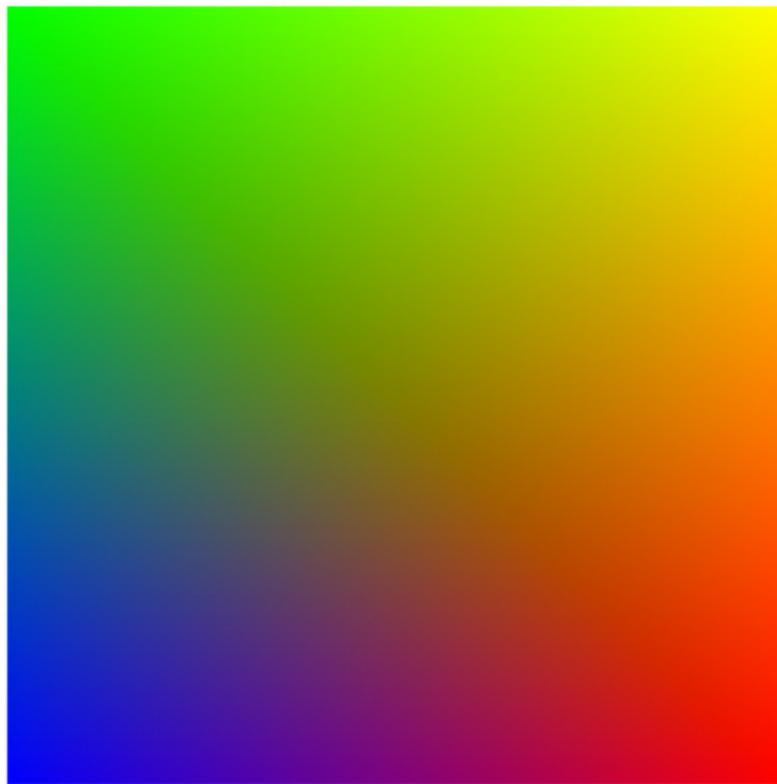
# Rainbow color map

- Learned order
- Visually segmented
- Better:
  - Perceptually uniform colormaps  
(e.g. isoluminant rainbow)
  - Discretize colormap



Color: Quantitative data

# Color segmentation



Ware, Visual Thinking for Design, 2010.

Color: Quantitative data

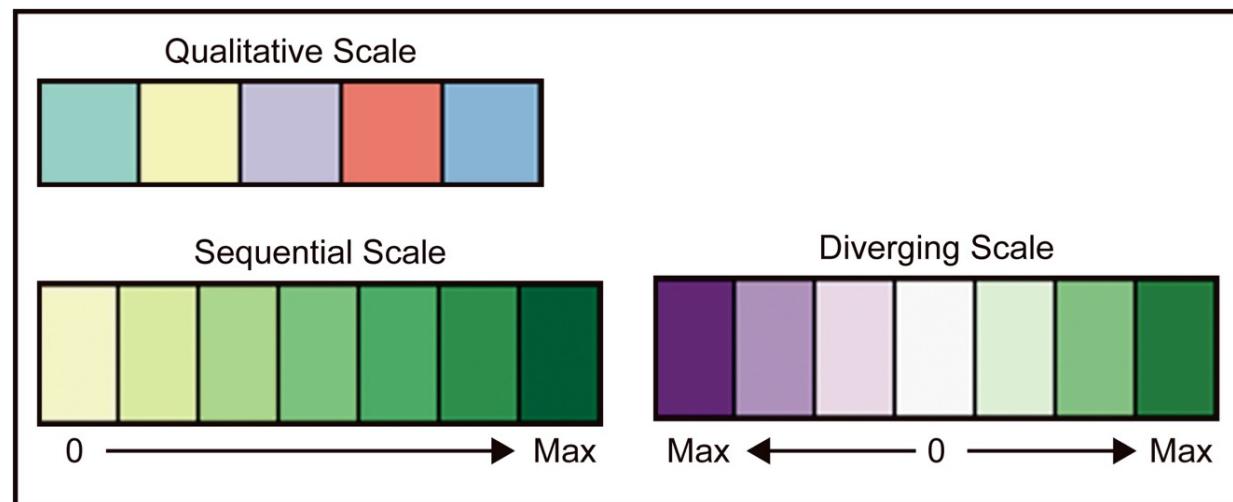
## Take-home message

- Quantitative data can be shown with a discrete or continuous colormap
- Use colormaps with a limited hue palette and redundantly vary lightness and saturation
- Use discrete colormaps for accuracy

# Brewer scales

Nominal  
(Categorical)

Ordinal



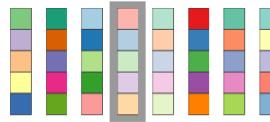
[Brewer, Color Use Guidelines for Data Representation, 1999](#)

# ColorBrewer

<https://colorbrewer2.org/#type=qualitative&scheme=Pastel1&n=5>

Number of data classes: 5    how to use | updates | downloads | credits

Nature of your data:  
 sequential    diverging    qualitative

Pick a color scheme:  


Only show:  
 colorblind safe  
 print friendly  
 photocopy safe

Context:  
 roads  
 cities  
 borders

Background:  
 solid color  
 terrain

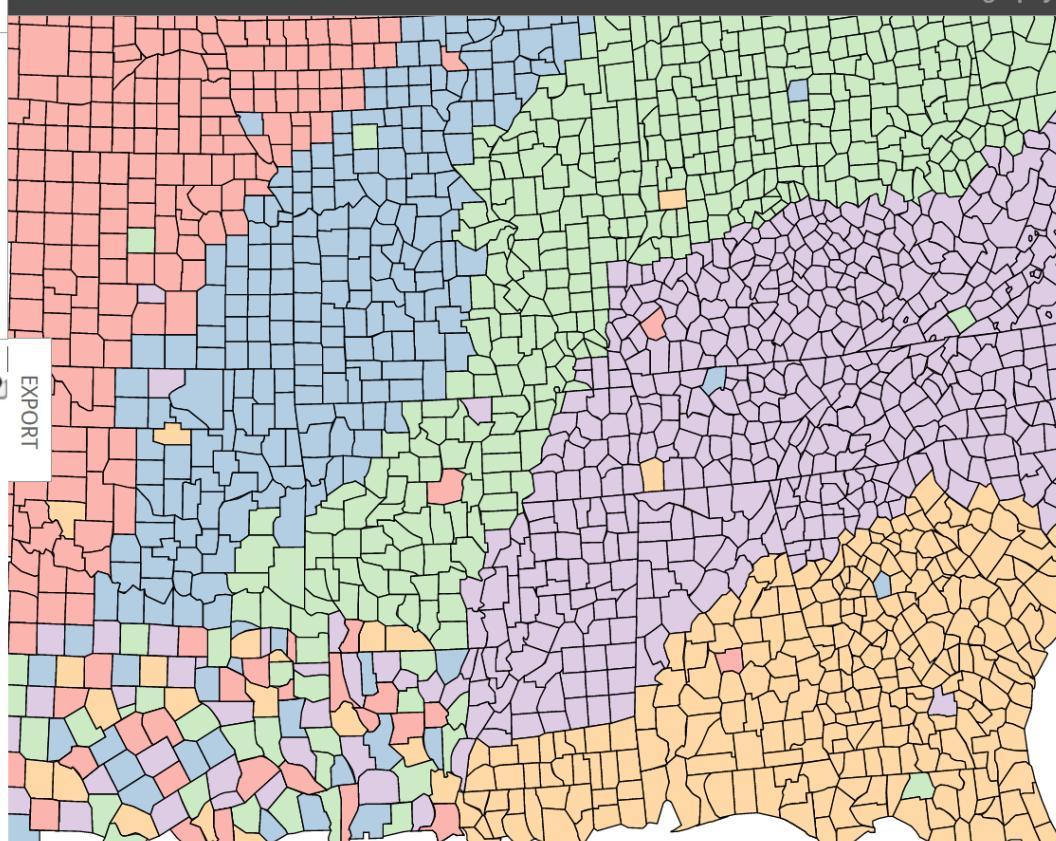
color transparency

5-class Pastel1  
EXPORT  
HEX  

#fbba4ae
#b3cde3
#ccebc5
#decbe4
#fed9a6

© Cynthia Brewer, Mark Harrower and The Pennsylvania State University  
[Source code and feedback](#)  
[Back to Flash version](#)  
[Back to ColorBrewer 1.0](#)





Qualitative color schemes for categorical data  
(*What* channel)

<https://colorbrewer2.org>

based on © Munzner/Möller et al.

# ColorBrewer

<https://colorbrewer2.org/#type=sequential&scheme=BuGn&n=3>

Number of data classes: 3    how to use | updates | downloads | credits

Nature of your data:  
 sequential  diverging  qualitative

Pick a color scheme:  
Multi-hue:    Single hue:

Only show:  
 colorblind safe  
 print friendly  
 photocopy safe

Context:  
 roads  
 cities  
 borders

Background:  
 solid color  
 terrain

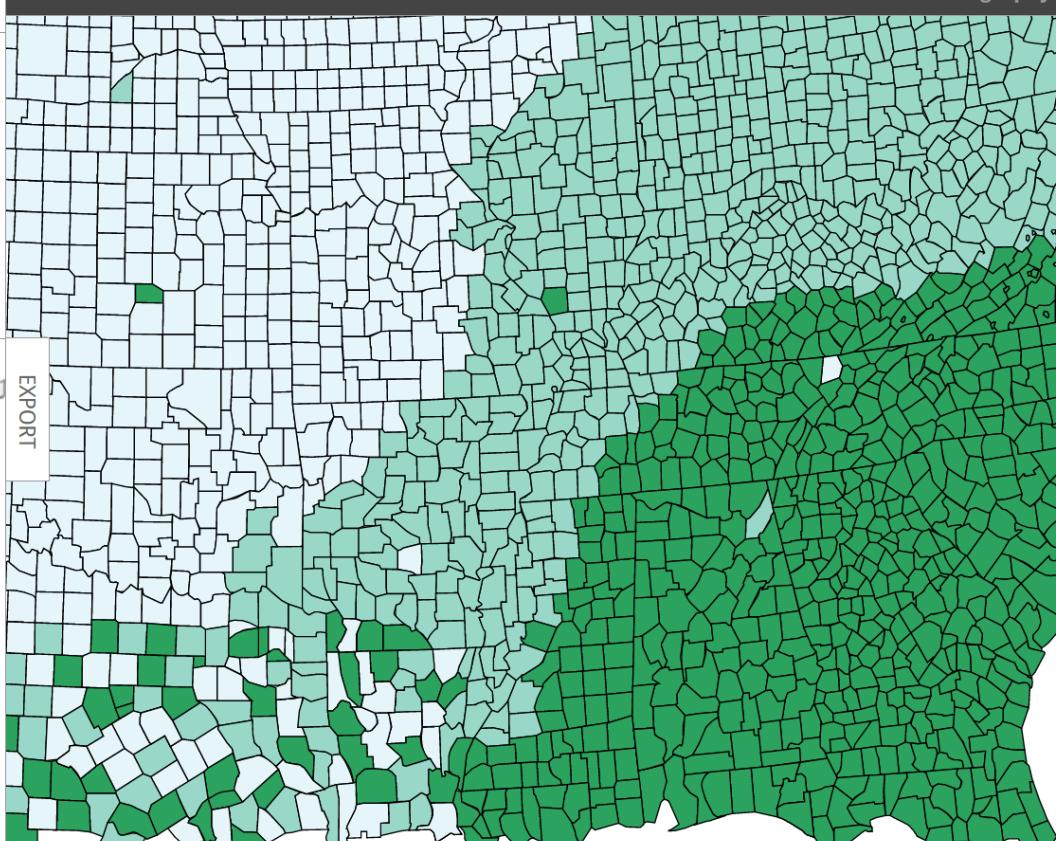
color transparency

3-class BuGn

EXPORT

HEX

#e5f5f9  
#99d8c9  
#2ca25f



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[Source code and feedback](#)  
[Back to Flash version](#)  
[Back to ColorBrewer 1.0](#)

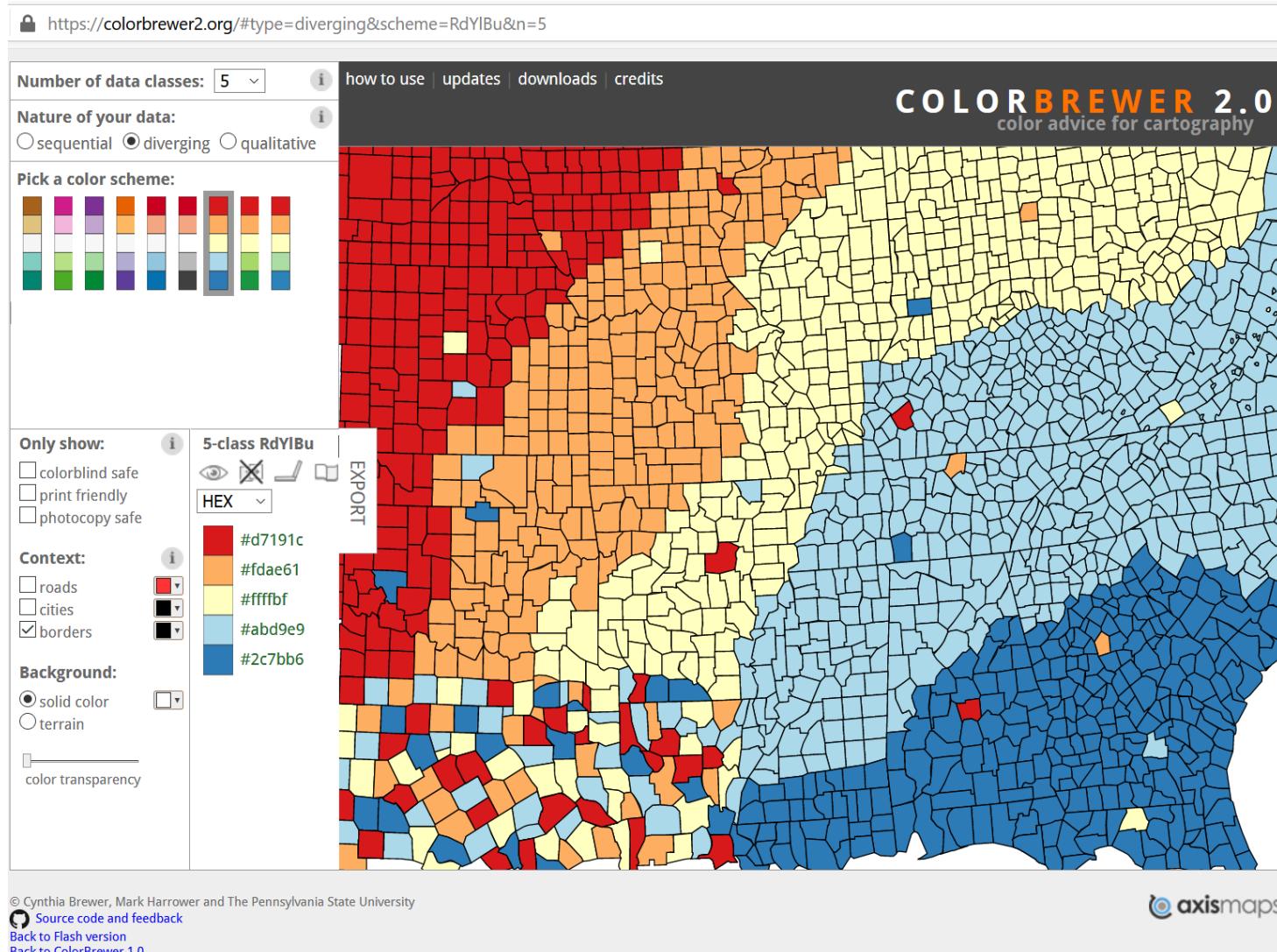
axismaps

Sequential color schemes for ordinal/continuous data  
(*How-much* channel)

<https://colorbrewer2.org>

based on © Munzner/Möller et al.

# ColorBrewer



Diverging color schemes for ordinal/sequential data  
diverging from a central value (*How-much* channel)

<https://colorbrewer2.org>

based on © Munzner/Möller et al.

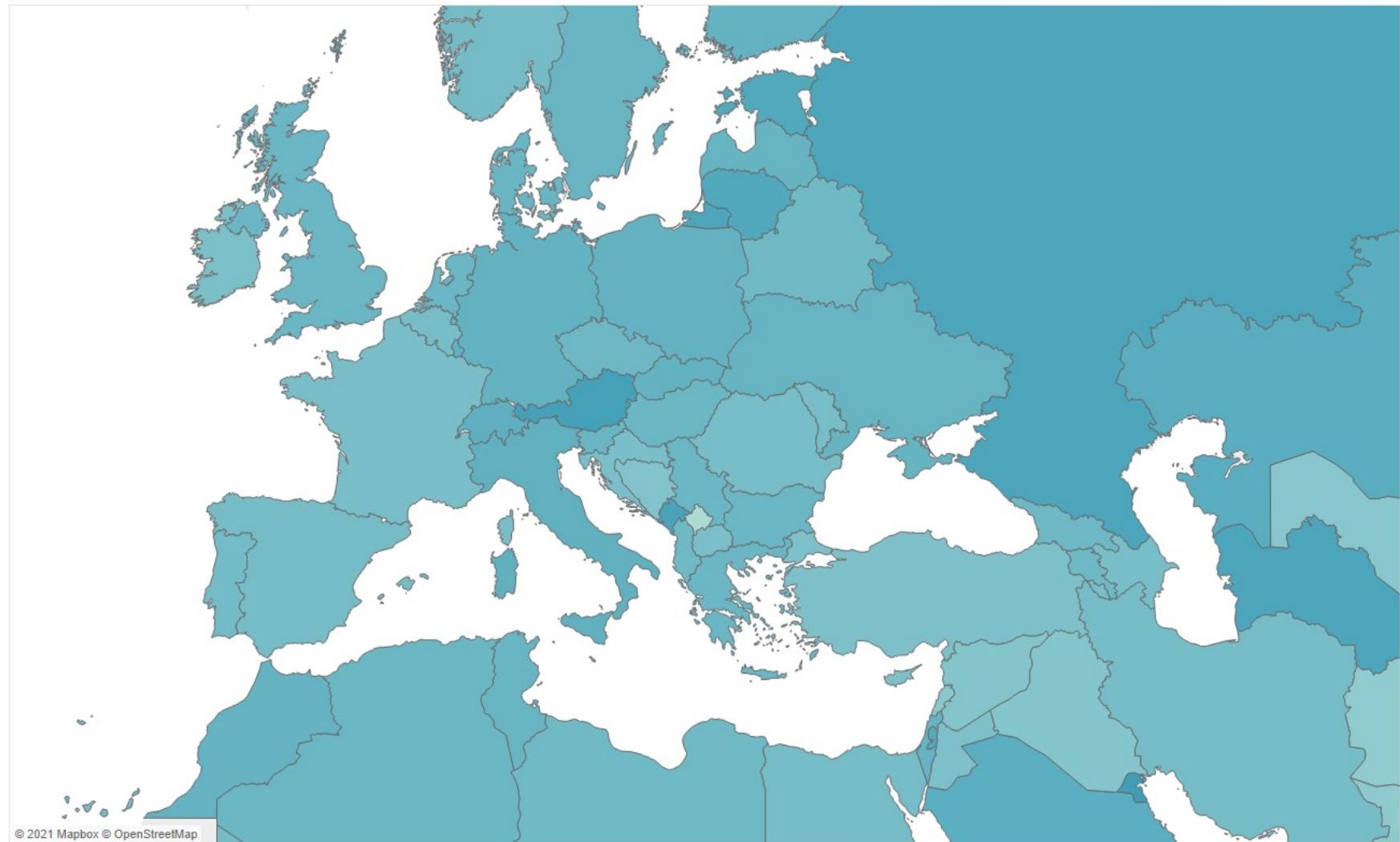
Color: Quantitative data

## Tableau example

- Let us use a map to test different color scales by using **Cellular Subscriptions** as color
- Compare
  - A continuous color scale
  - To a discrete (stepped) color scale

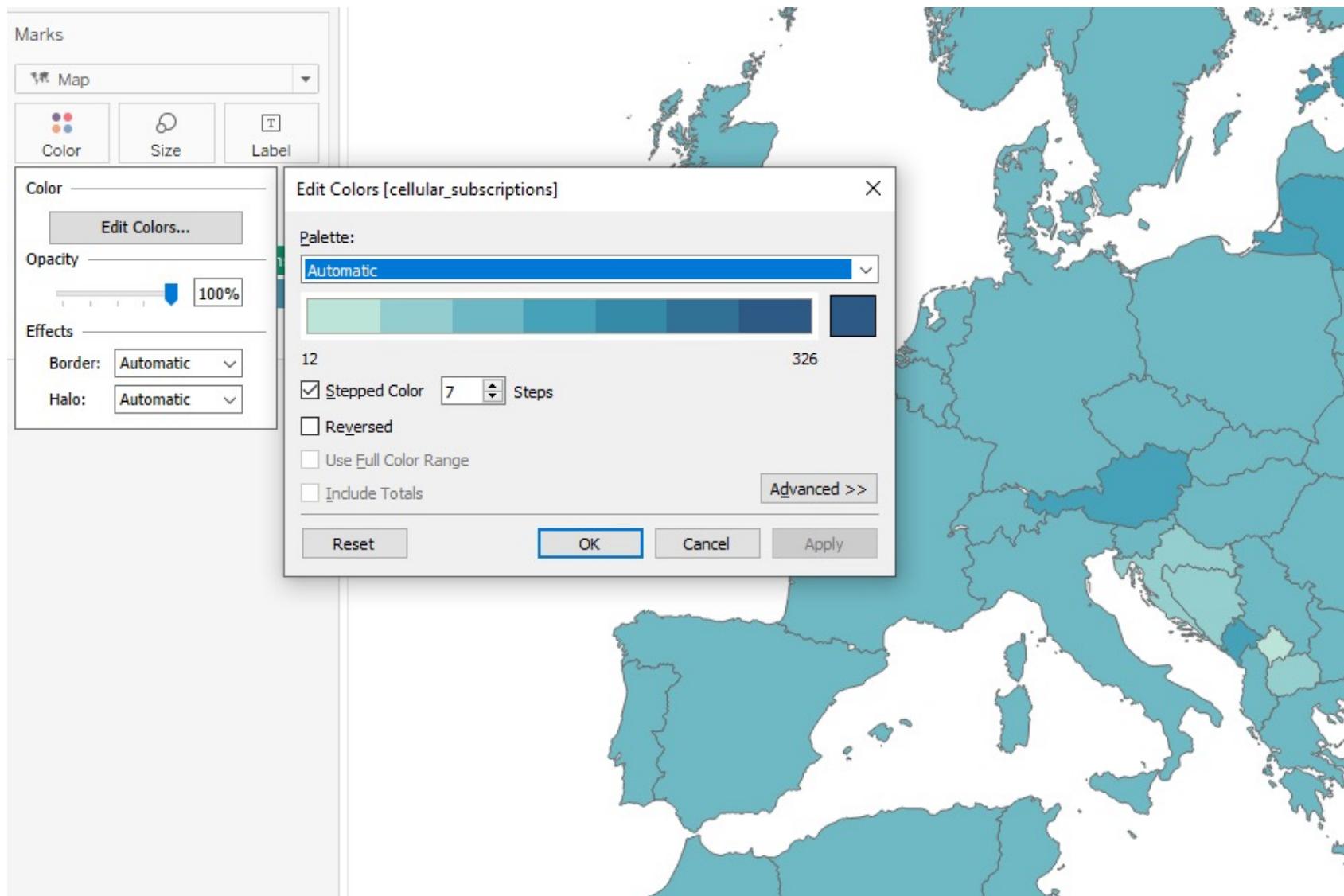
Color: Quantitative data

# Tableau example



# Color: Quantitative data

## Tableau example

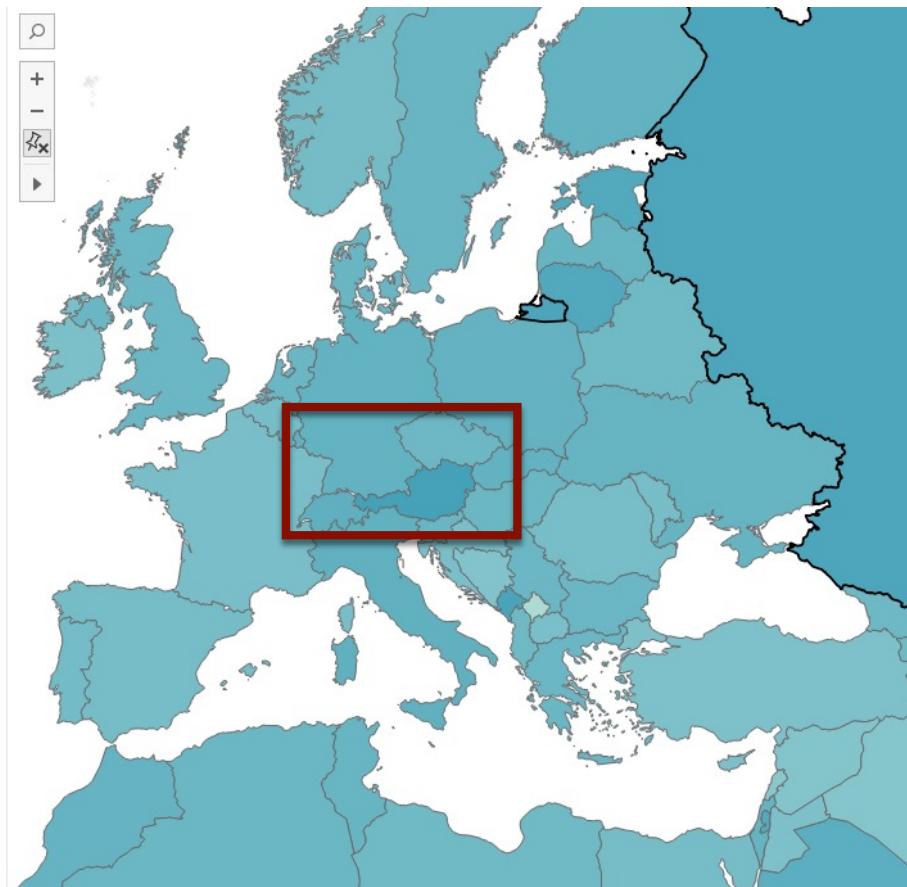


based on © Munzner/Möller et al.

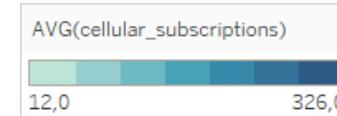
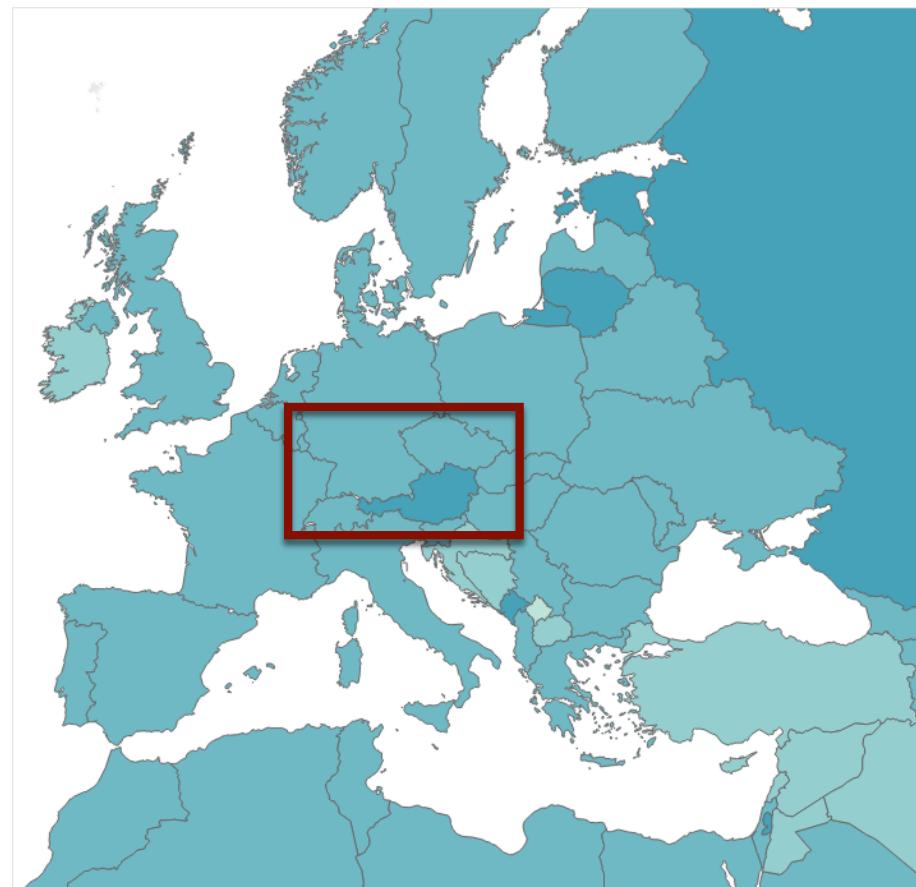
# Color: Quantitative data

## Tableau example

Continuous



Stepped



based on © Munzner/Möller et al.

Color aesthetics:

DANGER!

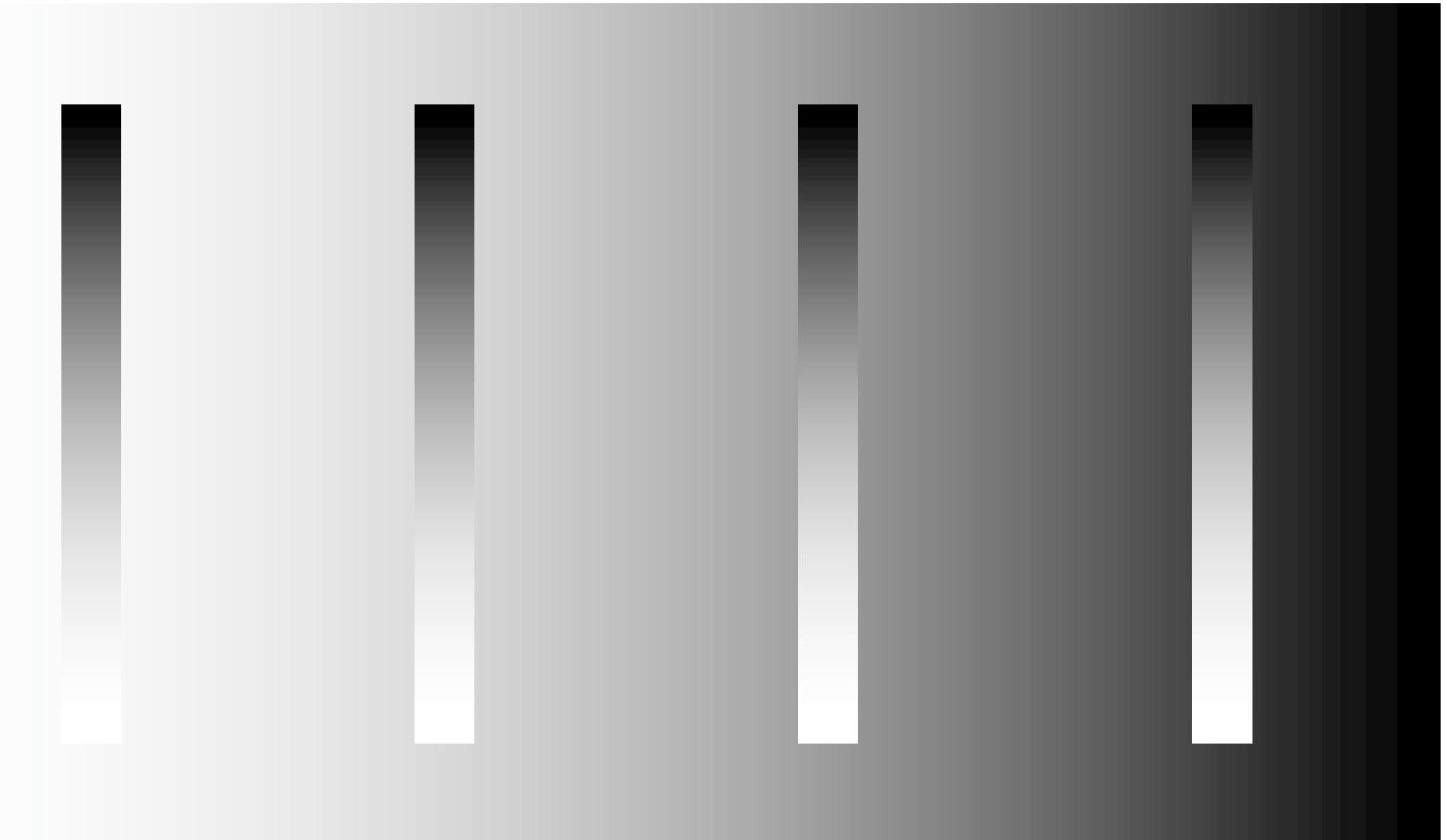
- ? Inappropriate use of color can be disastrous to the application

Color aesthetics:

# Why should we care?

- Poorly designed color is confusing
  - Creates visual clutter
  - Misdirects attention
- Poor design devalues the information
  - Visual sophistication
  - Evolution of document and web design
- Don Norman:  
“Attractive things work better”

# Optical illusions: Contrast crispening



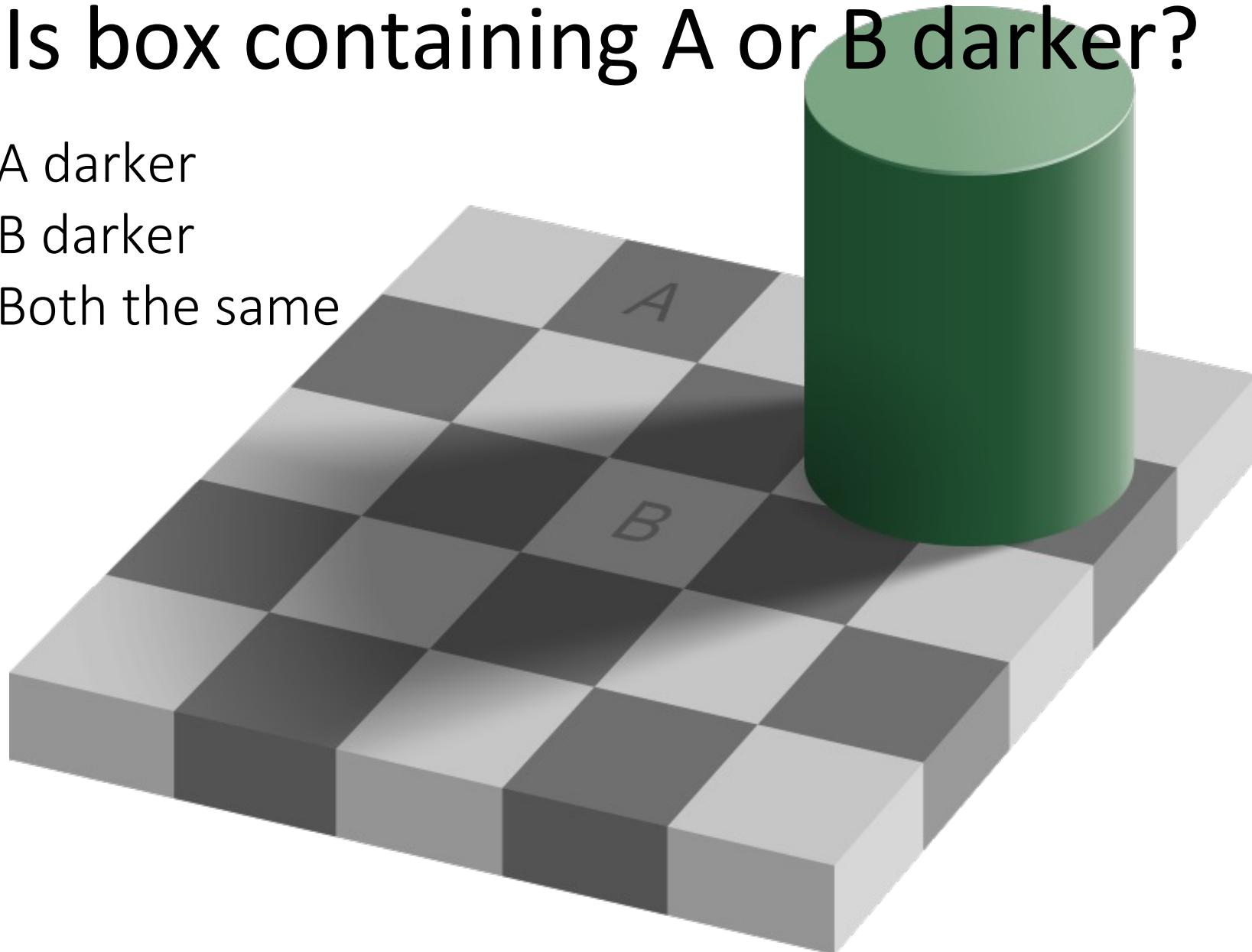
Ware, Information Visualization Perception for Design, p. 90

# Is box containing A or B darker?

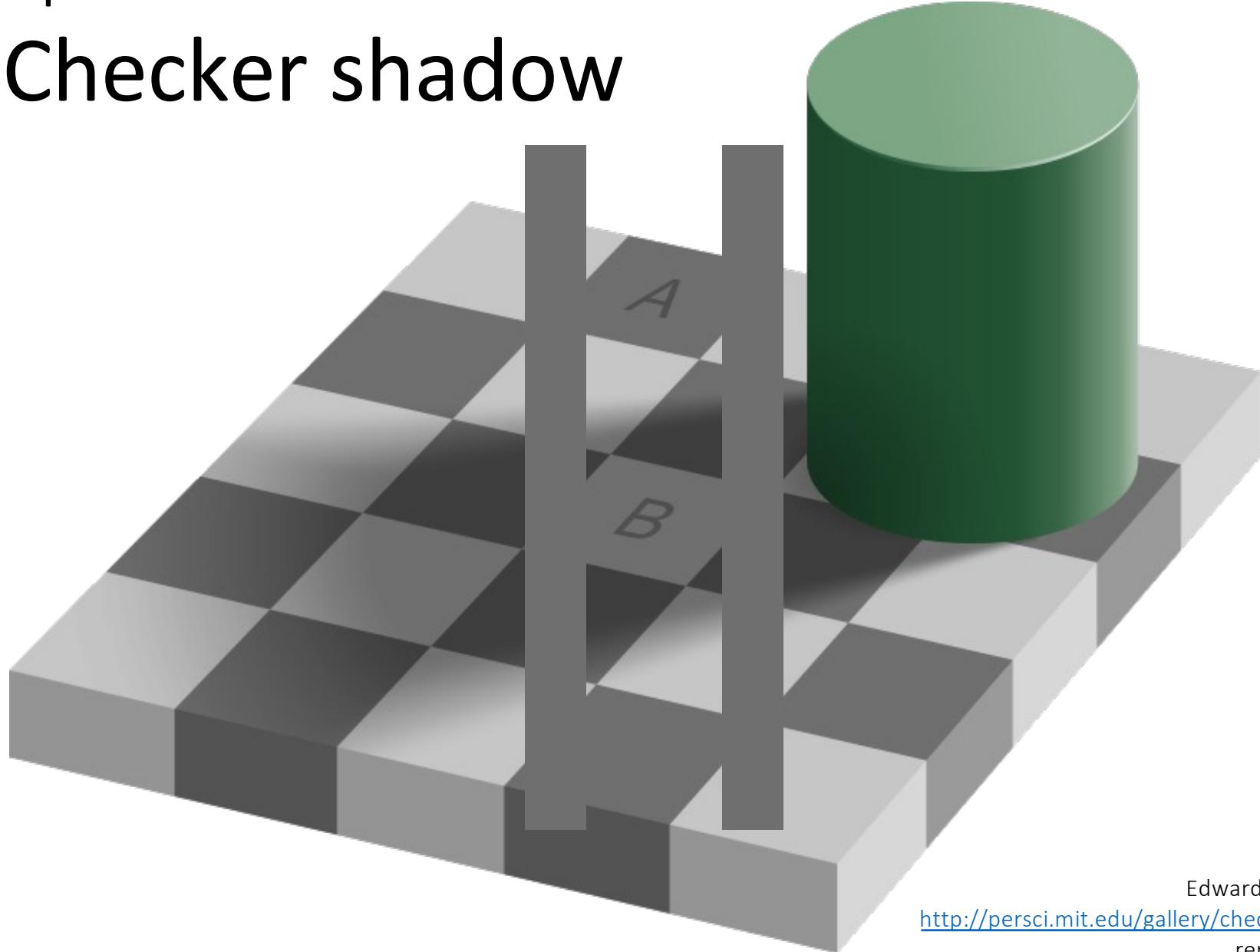
A darker

B darker

Both the same



# Optical illusions: Checker shadow



Edward H. Adelson,  
<http://persci.mit.edu/gallery/checkershadow>,  
reproduced by  
[https://en.wikipedia.org/wiki/Checker\\_shadow\\_illusion](https://en.wikipedia.org/wiki/Checker_shadow_illusion)

# In conclusion

- Visualizations are broken down into
  - Marks (elements), and
  - Channels (parameters)
  - Data is linked to the channels
- Take care in choosing channels:
  - Expressiveness: Encode all of, and only, information in dataset
  - Effectiveness: Most important data with most accurate channel
  - Which and how many channels (discriminability & separability)
- Be aware of channel characteristics, such as
  - Position
  - Relative vs. absolute judgement
  - Colors (Perceptual issues, e.g. color deficiencies, Aesthetics)