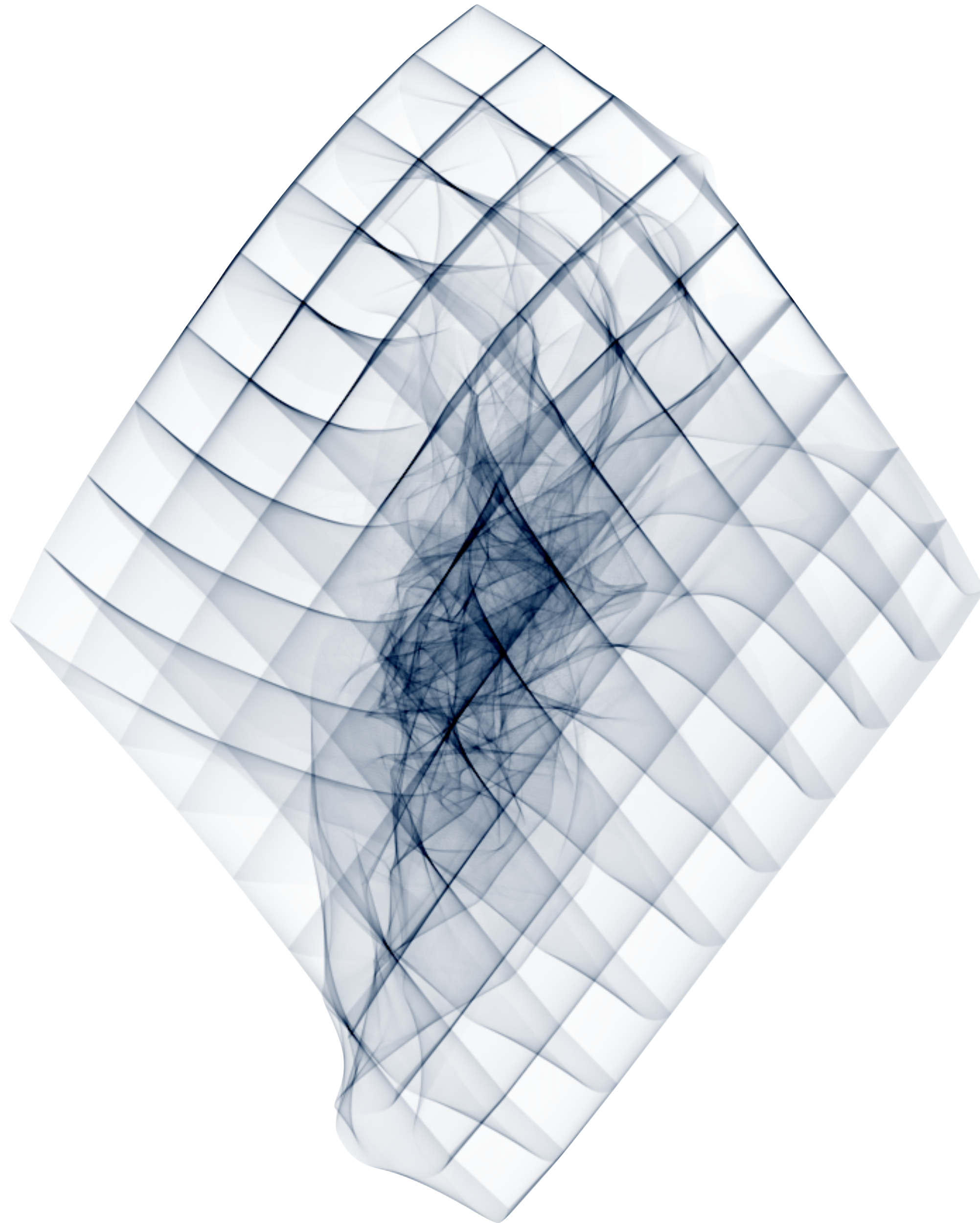
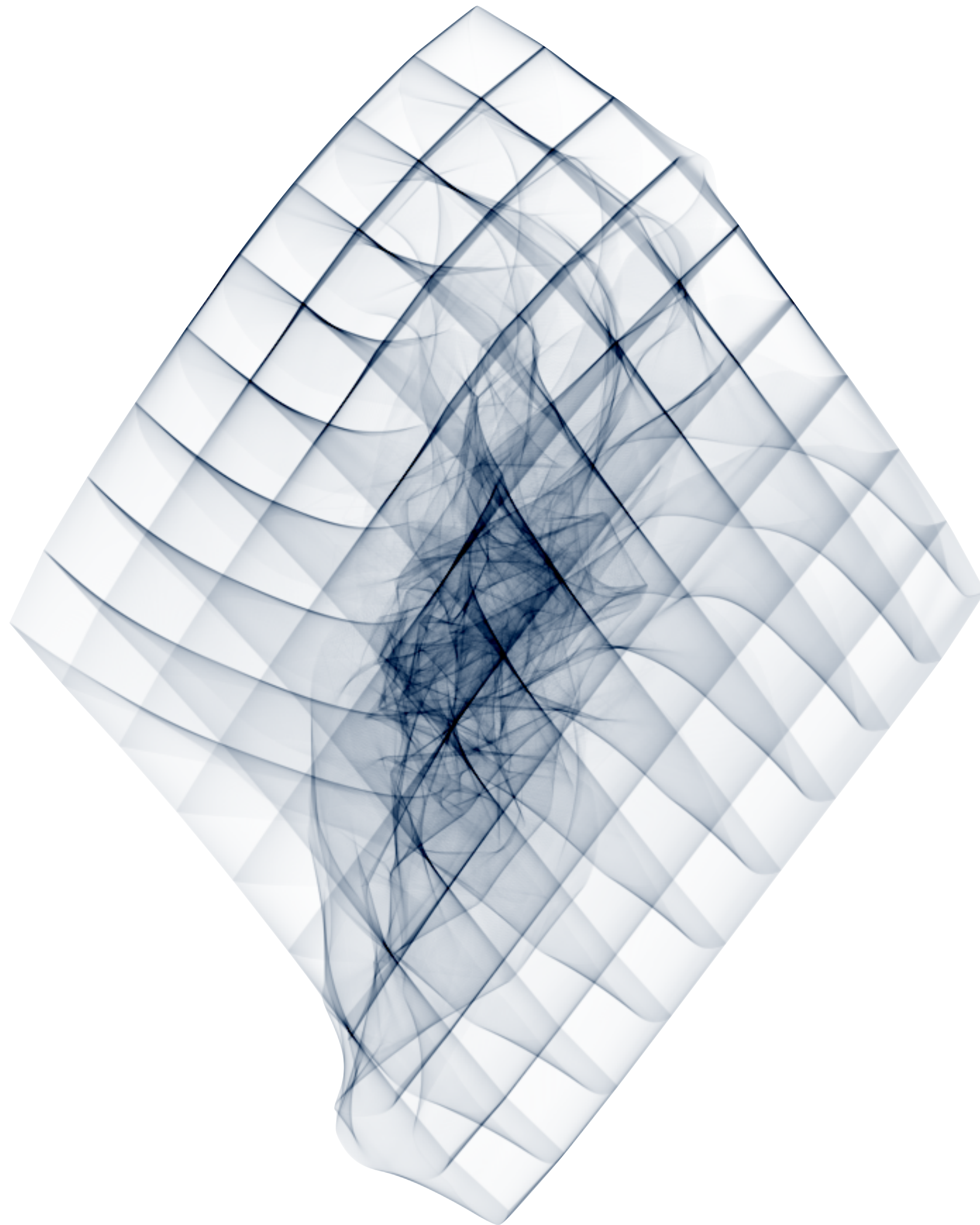


UNFOLD09

- Express my vision in terms of code
- Learn about particle simulation
- Learn how to implement a quad-tree and do Barnes-Hut approximation (in C++)
- Understand d3-force enough to rewrite it in R
- Figure out how to blend 100s of frames
- Experiment with settings



UNFOLD09



Having Fun? No!

Enjoying myself? Yes!