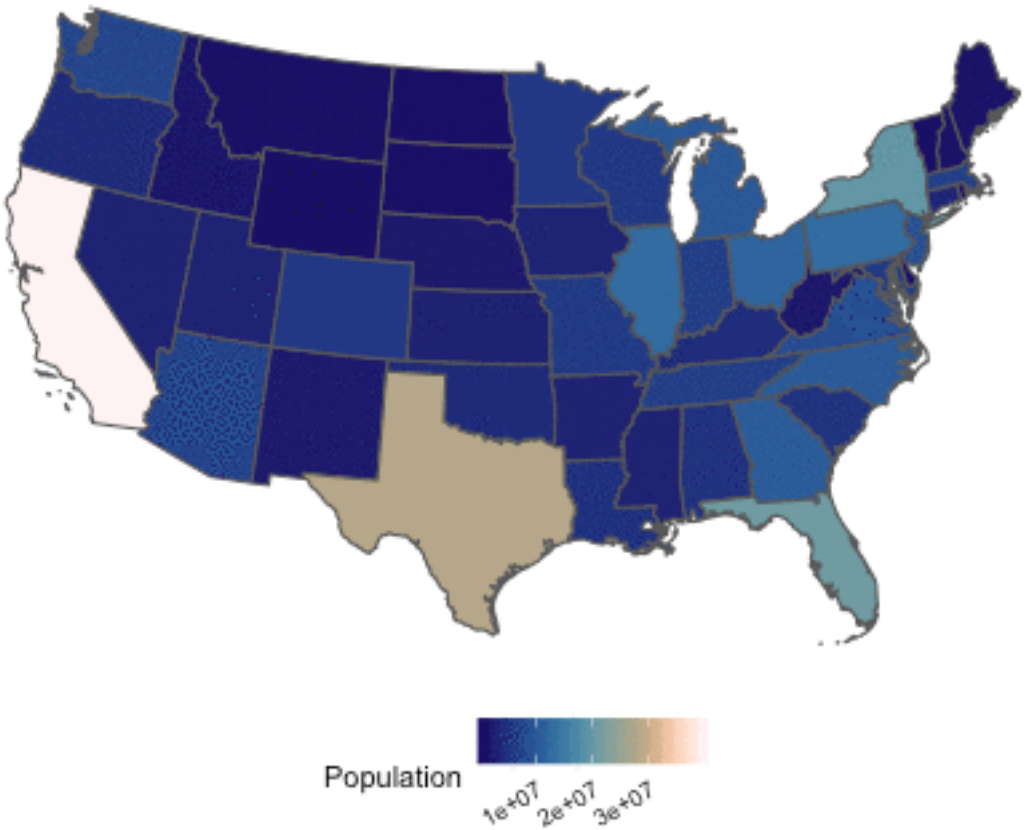
Showing Original



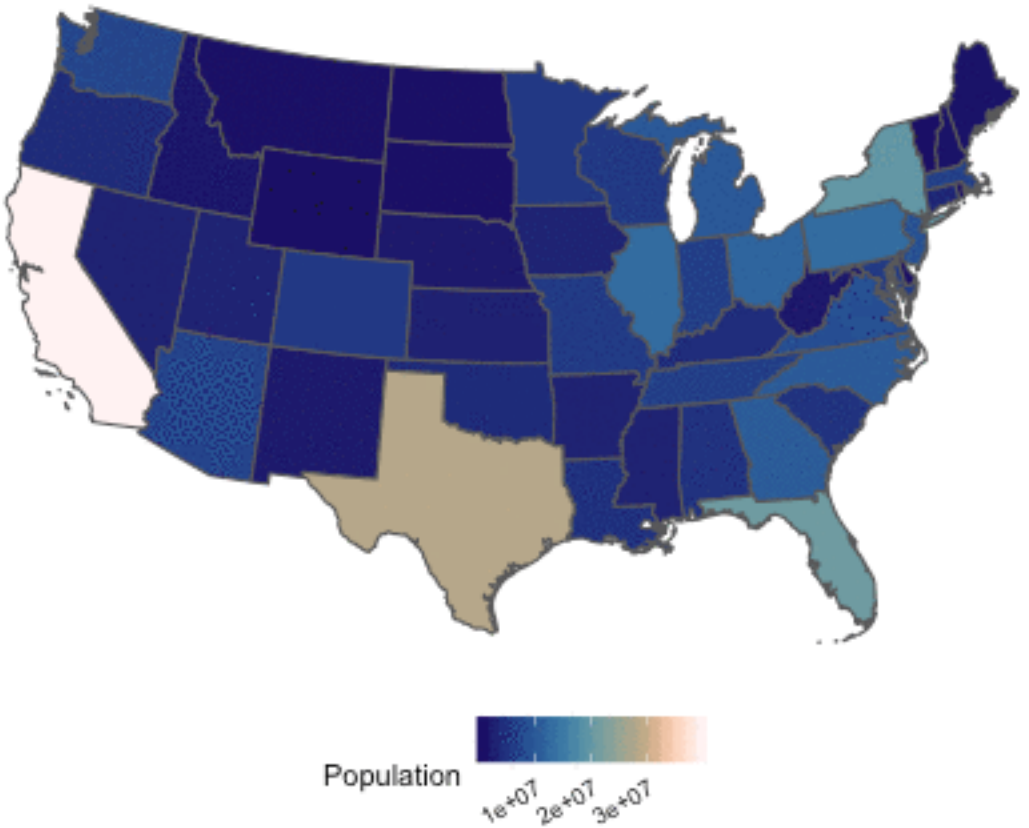
Shape transitions

```r
us$type <- 'Original'
us_hex$type <- 'Cartogram Weigted by
Population'
us_ca$type <- 'Hexagonal Tiling'
us_sq$type <- 'Square Tiling'

us_all <- rbind(
  us,
  us_hex[, names(us)],
  us_ca[, names(us)],
  us_sq[, names(us)]
)

(p %+% us_all) +
  labs(
    title = 'Showing {closest_state}'
  ) +
  transition_states(type, 2, 1)
```

Showing Original



Shape transitions

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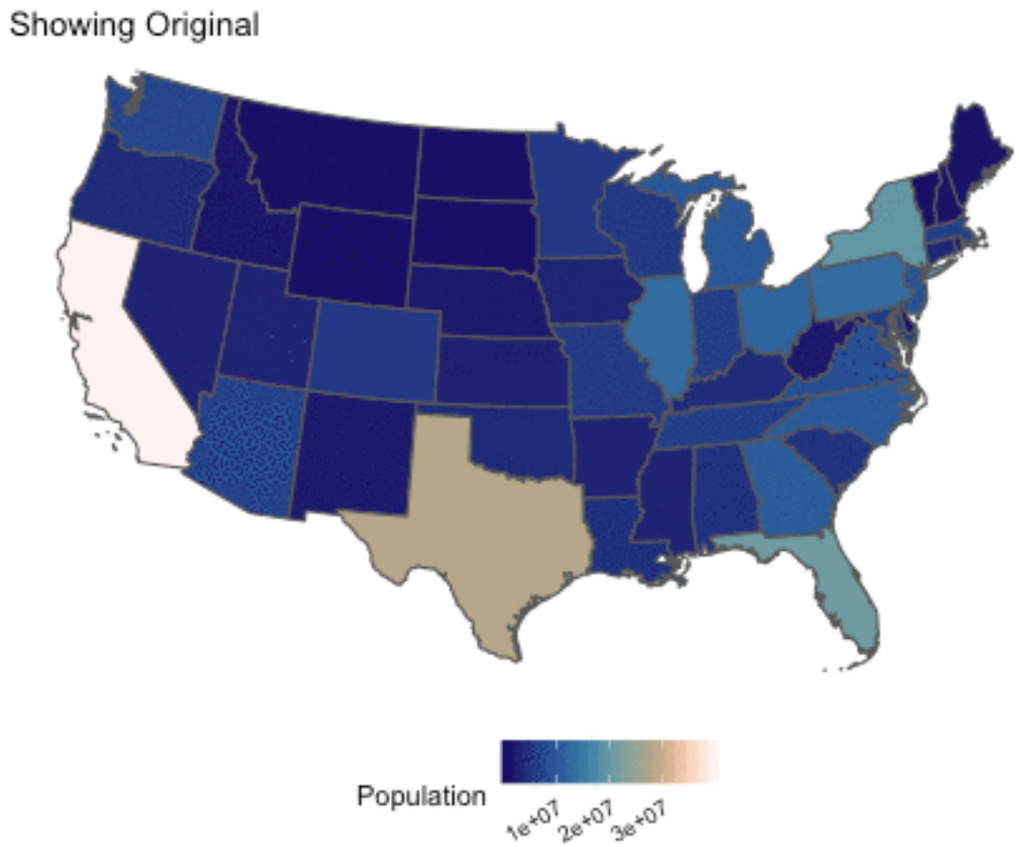
us$type <- 'Original'
us_hex$type <- 'Cartogram Weigted by
Population'
us_ca$type <- 'Hexagonal Tiling'
us_sq$type <- 'Square Tiling'

us_all <- rbind(
  us,
  us_hex[, names(us)],
  us_ca[, names(us)],
  us_sq[, names(us)]
)

(p %+% us_all) +
  labs(
    title = 'Showing {closest_state}'
  ) +
  transition_states(type, 2, 1)
```



Future Work

Performance

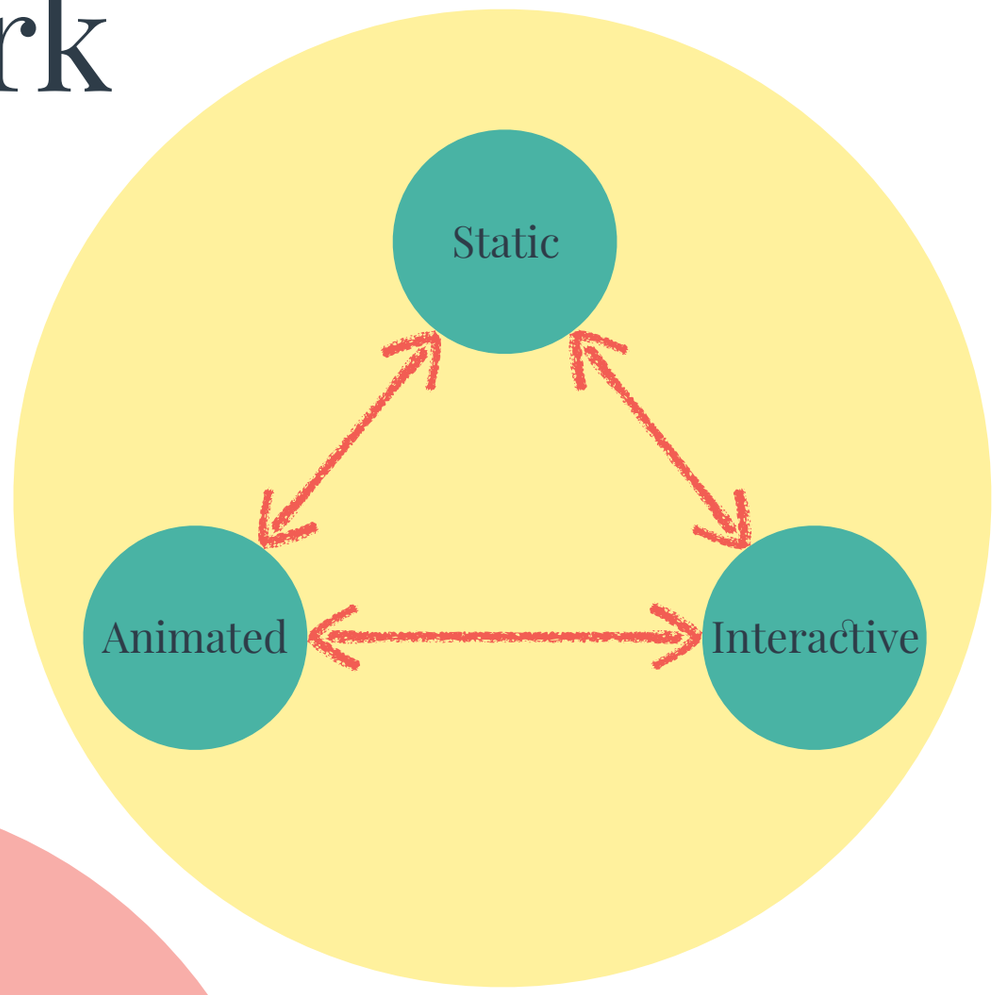
The goal is real time rendering!

Requires improvements to the whole rendering stack:

ggplot2

grid

graphic devices



Segue

Changing scales and coordinate systems are most pertinent.

Change encodings are nice for show-off but less useful, and very hard