The Grammar

scene

Changes in underlying data or in viewpoint. Movement of points, zooming and panning, etc.

The premise of the visual representation never changes

segue

Changes in visual encoding, spatial mapping, statistical transformation. Bar-to-piechart, change of axis type, etc.

The premise of the visual representation can change dramatically

gganimate

- First iteration created by David Robinson

  - Frame-as-an-aesthetic

  - Fluid transitions only with help from e.g. tweenr

- Second iteration is a complete rewrite with a new API, focusing on animation grammar