Graphics HW1

I chose to visualize Dirk Nowitzki's shooting data throughout his career because I am a huge fan of Dirk Nowitzki. I chose to use scatterplots for the majority of the visualization as I could scale the dots with other data. It also made sense because I could portray data with a linear path, and as you can see in Dirk's total points that there is a trend where he scores more in the middle of his career and starts to drop off. I then chose to use parallel coordinates as I wanted to see if there was a trend between winning games and how Dirk performed as he is their star player and has been for most of his career. Surprisingly I did not see a large trend either way. I could also not find any data online saying what Dirk's maximum three point games were, so I decided to code that myself. I believe that my implementation was well done. I am proud of how I read the data and manipulated it ahead of showing the maximums.