

# Session 2.1

## Sketching



Online Course  
**Data Visualization  
for Professionals**



THE UNIVERSITY  
of EDINBURGH

**Benjamin Bach**

June 2020

<http://benjbach.me>

<https://datavis-online.github.io>

-- Not for external use --

# In a nutshell

1. What sketching is about?
2. Why do we need sketching for visualization?
3. What do we sketch?
4. How do we sketch?

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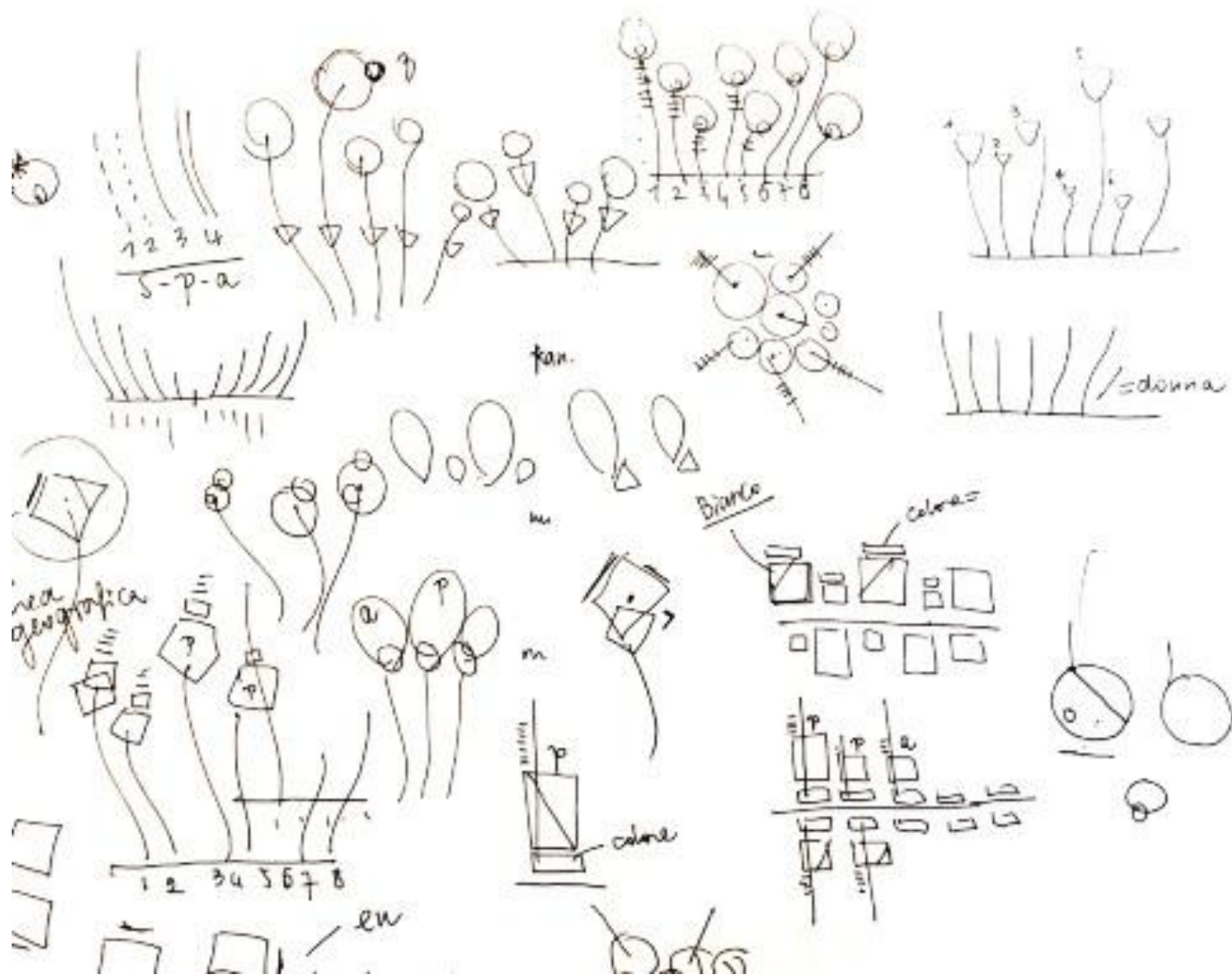
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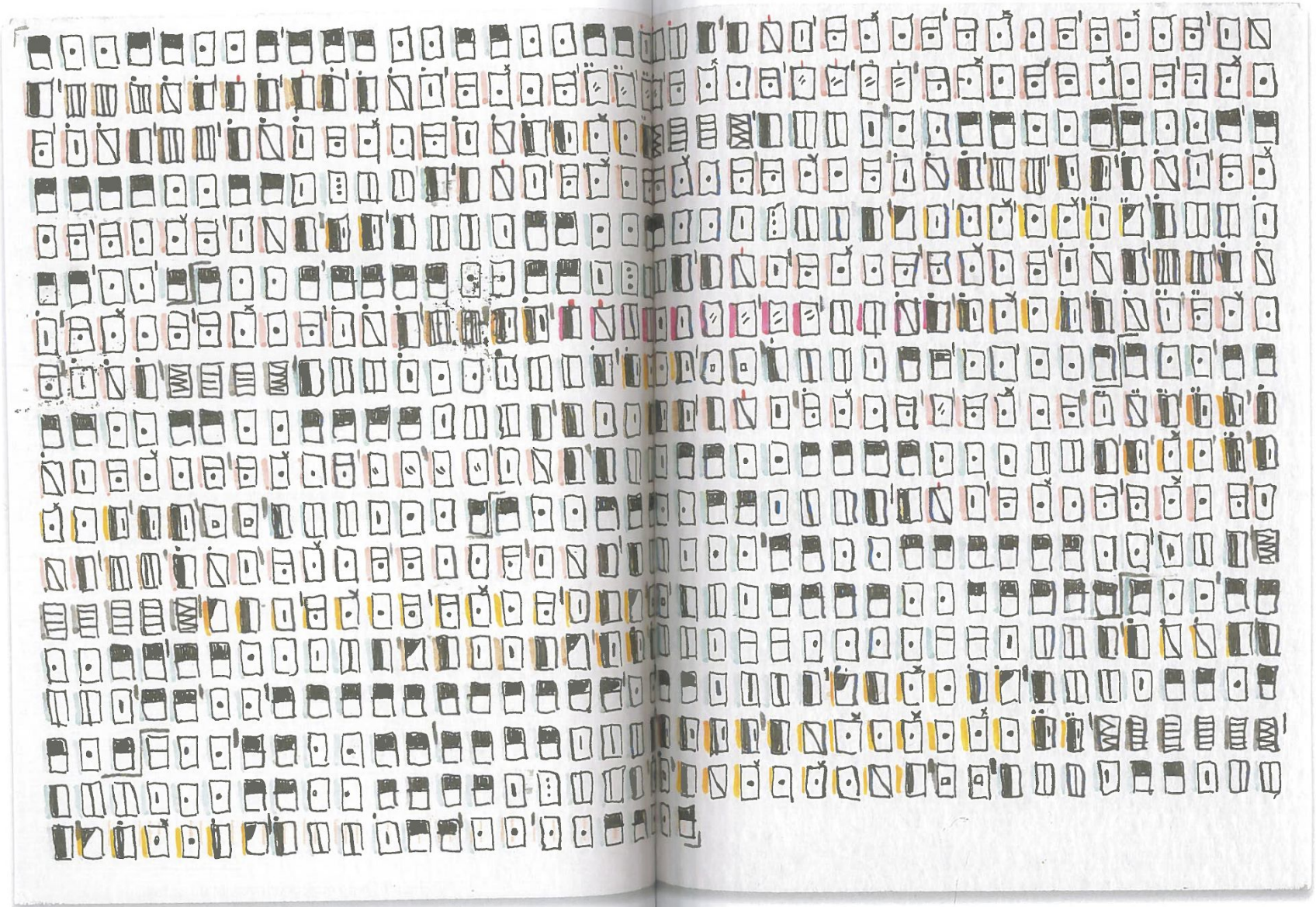
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# Idea Generation *Doodles*



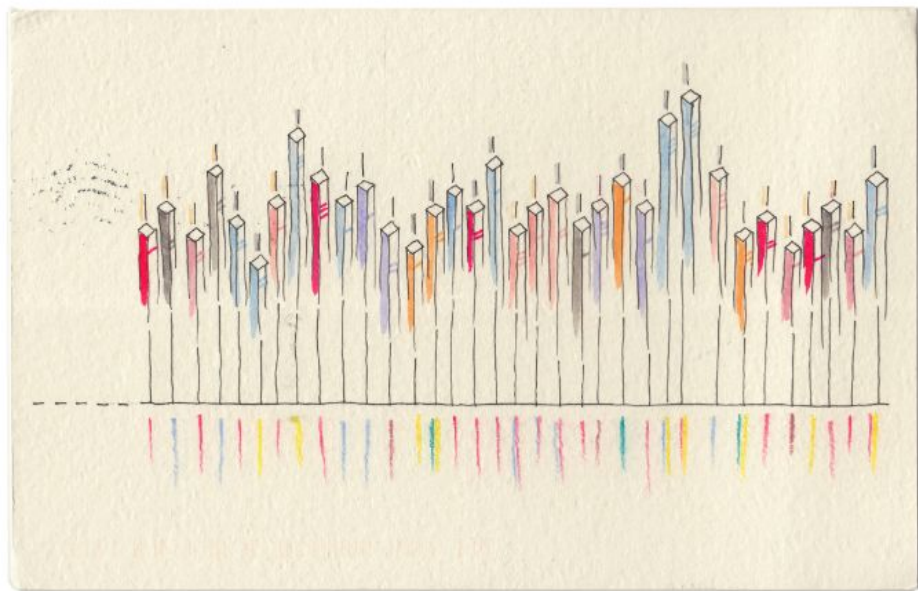


# Visual Marks & Glyphs






# Visual Language *Dear Data*



66 DEAR DATA  
WEEK 51: PRIVACY (please!)

### HOW TO READ IT:

 This week I tracked everything I did, thought or reflected upon that I would like to call, in chronological order.

↓ --- = dashed  
lines = documenting the FIRST  
MASSIVE DATA VOID in Deep  
Data = I forgot to track the  
whole Monday morning ☹️

something I thought  
 something I did  
 something I left behind  
 something I wrote about myself  
 height = level of privacy = the higher the more reserved  
 thought that tall,  
 COLOR and LINE = what was I named

bottom lines = why did I want it to be JEOPET?

- generally ashamed
- fear people's judgement
- somebody would be hurt
- I am a terrible person
- I am scared what would have happened

From :  
G. LUPI

BROOKLYN  
-NY- USA

SEND TO:

STEFANIE POSAVEC

London

-uk-

England

66 DEAR DATA  
WEEK 52 - ...GOODBYE!

### HOW TO READ IT:


This week I tracked all the "Goodbyes / Bye-byes / goodnight" I said.


Each Element is a goodbye I said, in chronological order.

SHAPE = "HOW"

$\square = \text{im. real}$


Life

 = over the phone

 = skype / hangout

☆ = in public  
(public speech)

👋 = farewell to

 - my old apartment.

\* = missed goodnight  
to my boyfriend  
I call as late as too

\* Last week of Deep Data

tracked all +

nt is a good

→ physical

→ color . p  
wh

Color of  
the Triangle =  
Mid T model.

something?

▽ = have fun

♥ = talk soon later!

📌 = thanks for...

 = 8 a c

at range  $\triangle$  early

from:  
G. LUPU

BROOKLYN  
NY - USA

SEND TO:

STEFANIE POSAVEC

LONDON

- UK -

England



# Visual Marks & Glyphs

Week Twenty-four

a week of

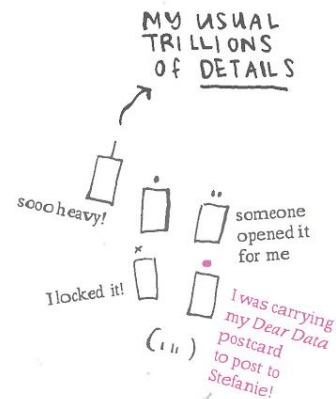
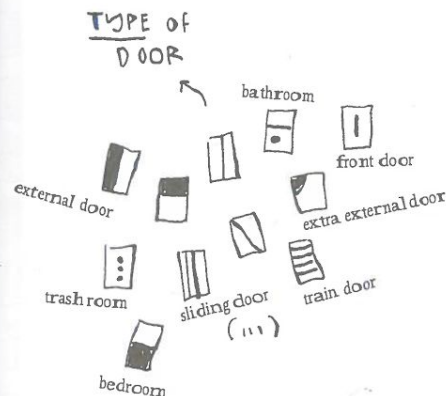
**D O O R S**

This week Georgia and Stefanie were tracking the doors they passed through. As much as it sounds an unusual dataset, it was a pretext to show each other the pace of their days through their external and internal environments.

It is a reminder that you can still see the story of a life lived, even in the most uncommon types of data tracking, if you add the right details to your gathering.



(111)

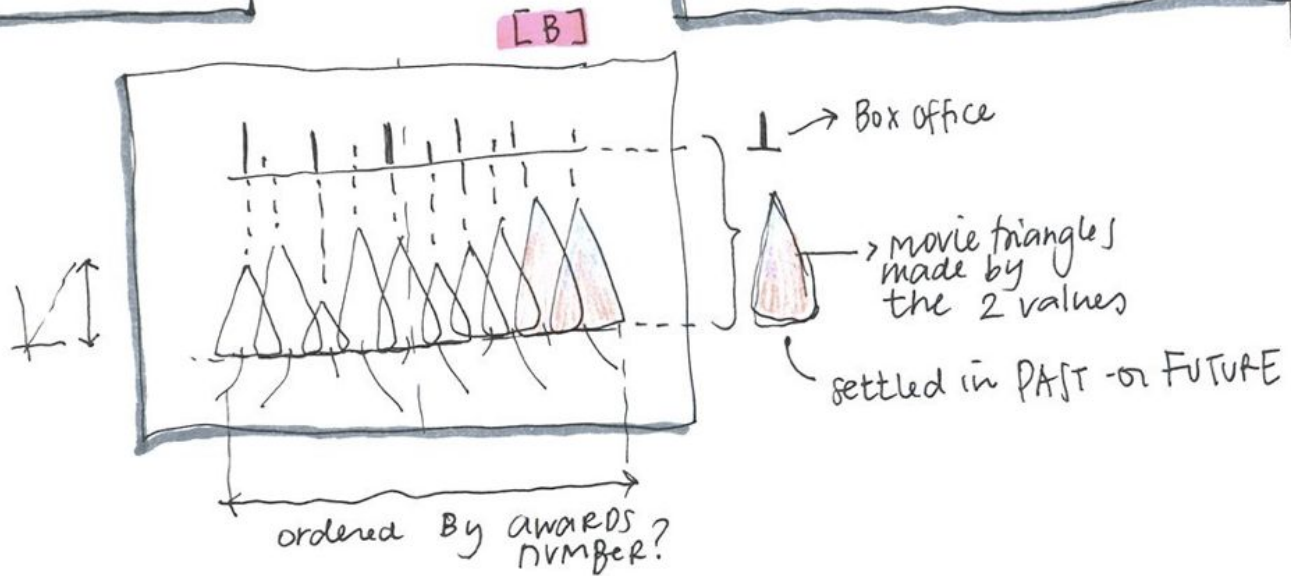
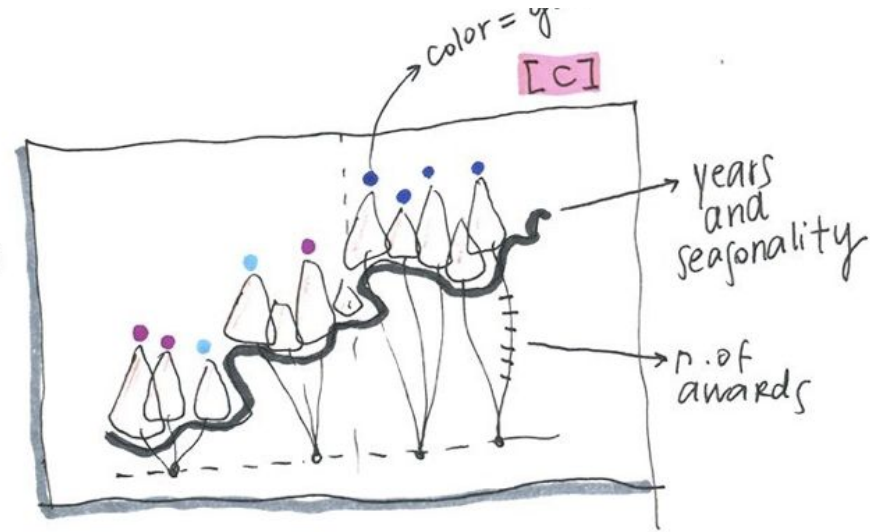
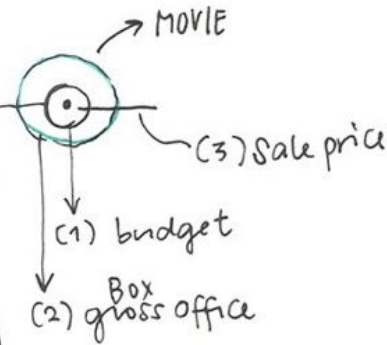
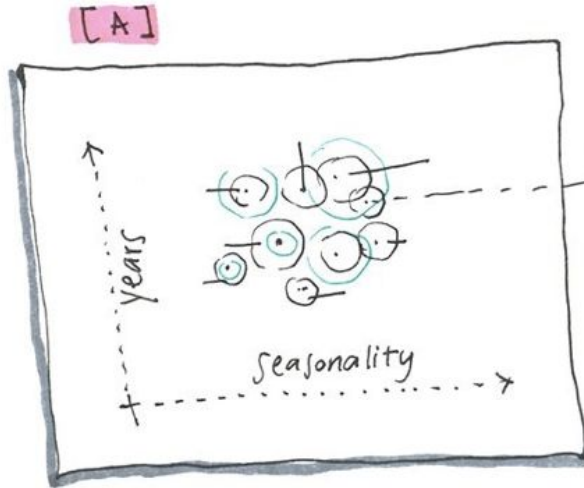


Why can't I help ooooooooooverdetailing my data collections???

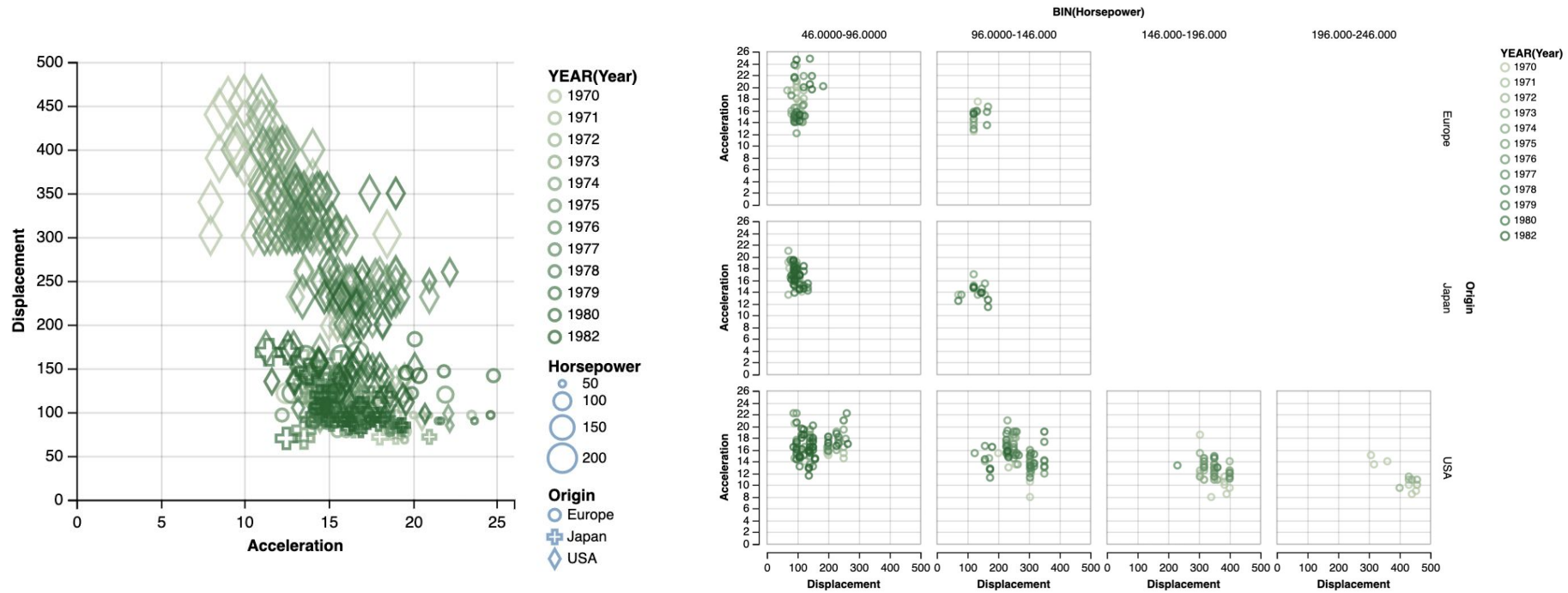
g o o

o o

# Visualizations



# Visualizations: *Complex vs. multiples?*



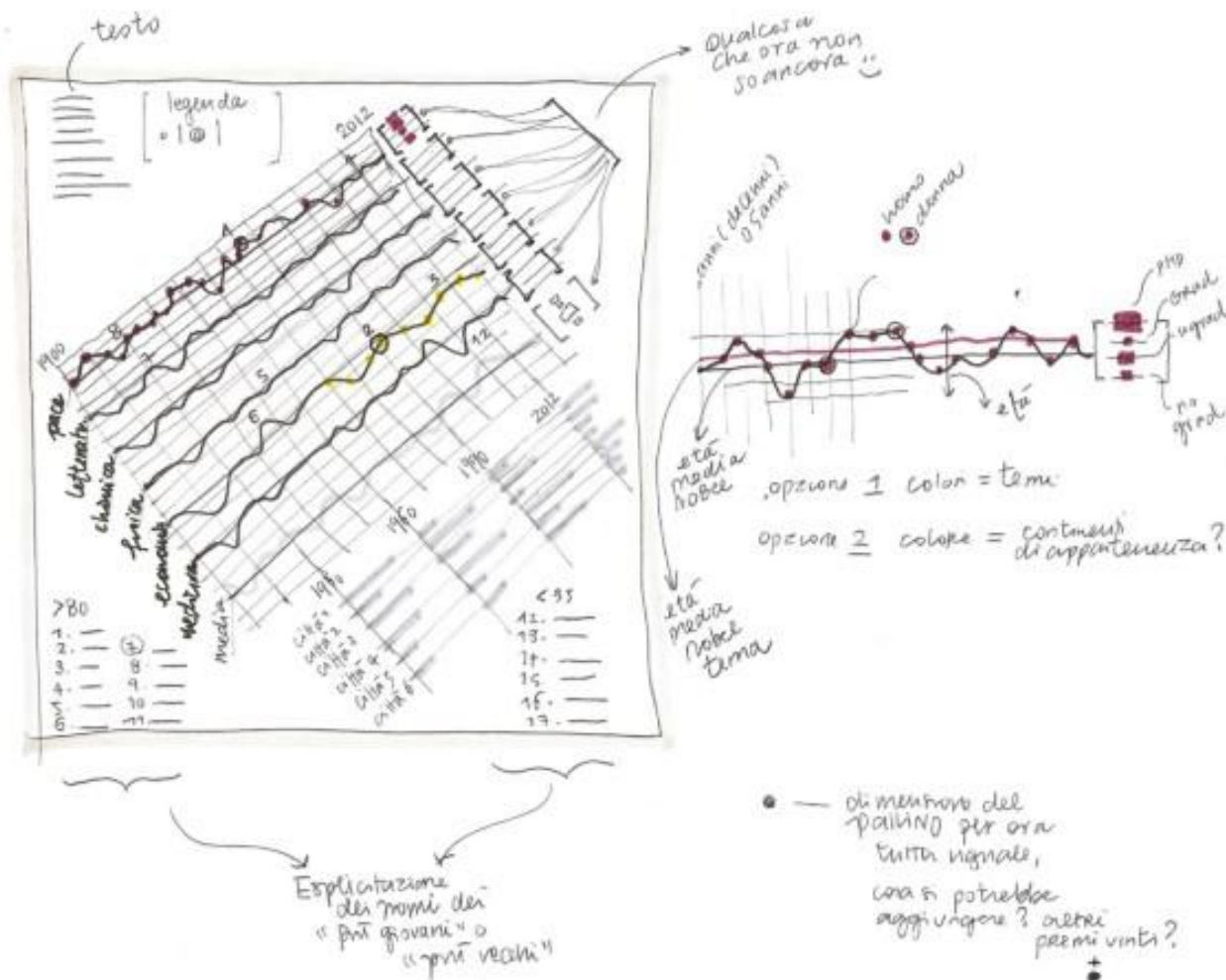
High



Low

Information density

# Structure

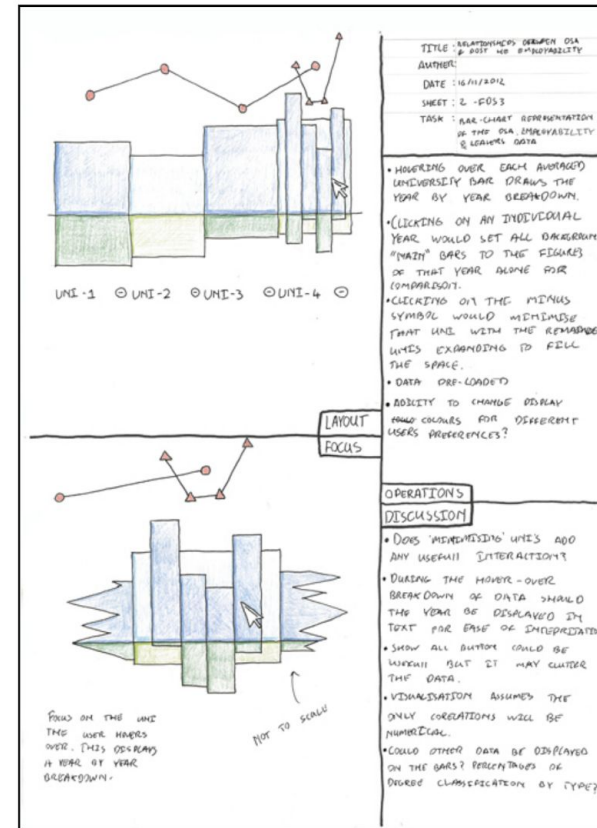
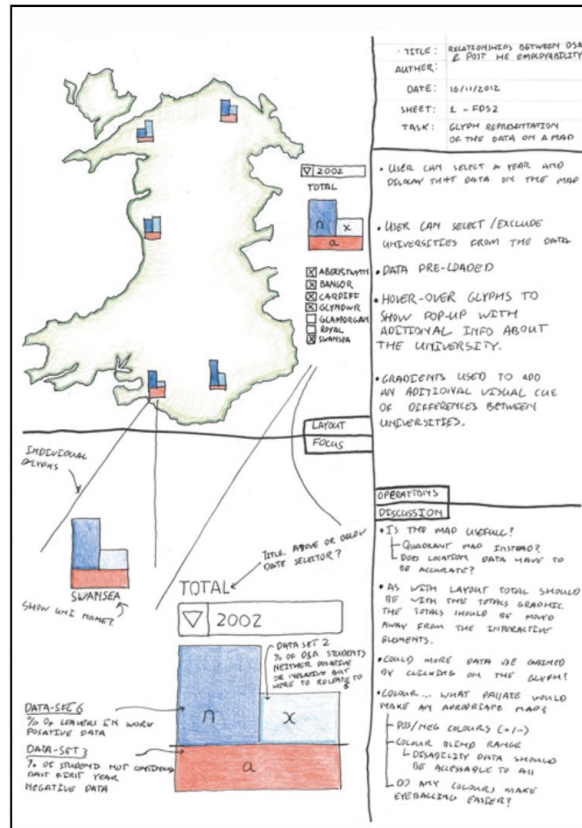
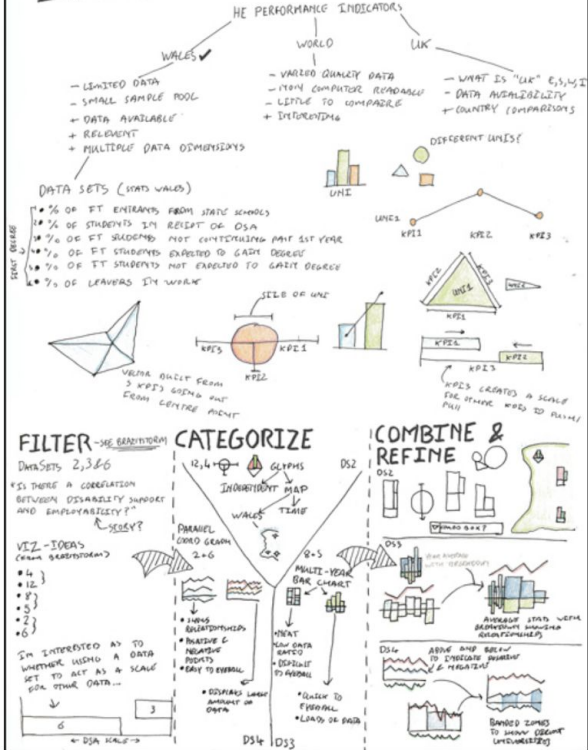


- Visualizations
- Space
- Layout
- Titles
- Legends
- Text
- Color schemes
- Pictures
- ...



# Views and Layouts

## IDEAS



# Quantity, Alternatives, & Iteration



① Ring | Race | Spiral | Explosion

② Wrap | Pier | Subunit | Dead Ring

③

① Concentric order

① Radial order

③ Length or thickness

④ Length or angle swept

⑥ Connection

⑦ Size

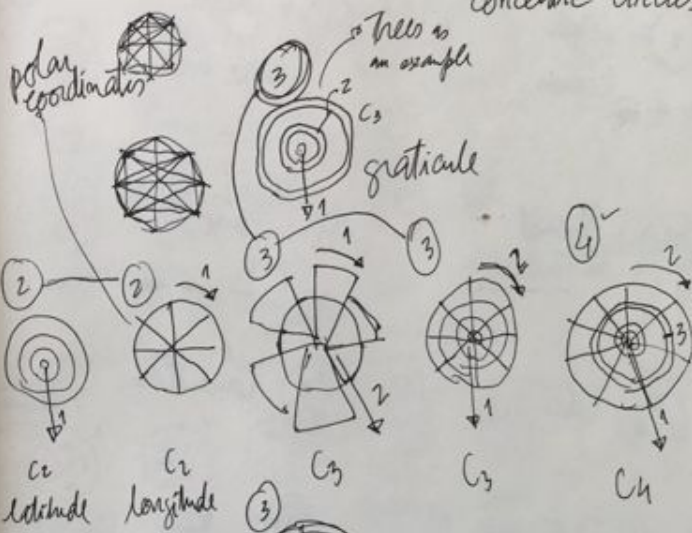
⑧ Color

⑨ Pictograms & Illustrations

⑤ Placement based on Graticule



evenly spaced concentric circles



C1 latitude

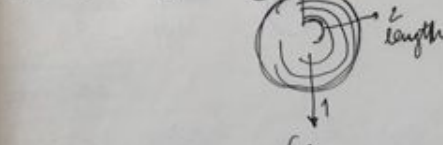
C2 longitude

C3

C3

C3

C4



V1 radius order

V2 radial order

V3 angle swept or height

V4 height or thickness

V5 connection

V6 size

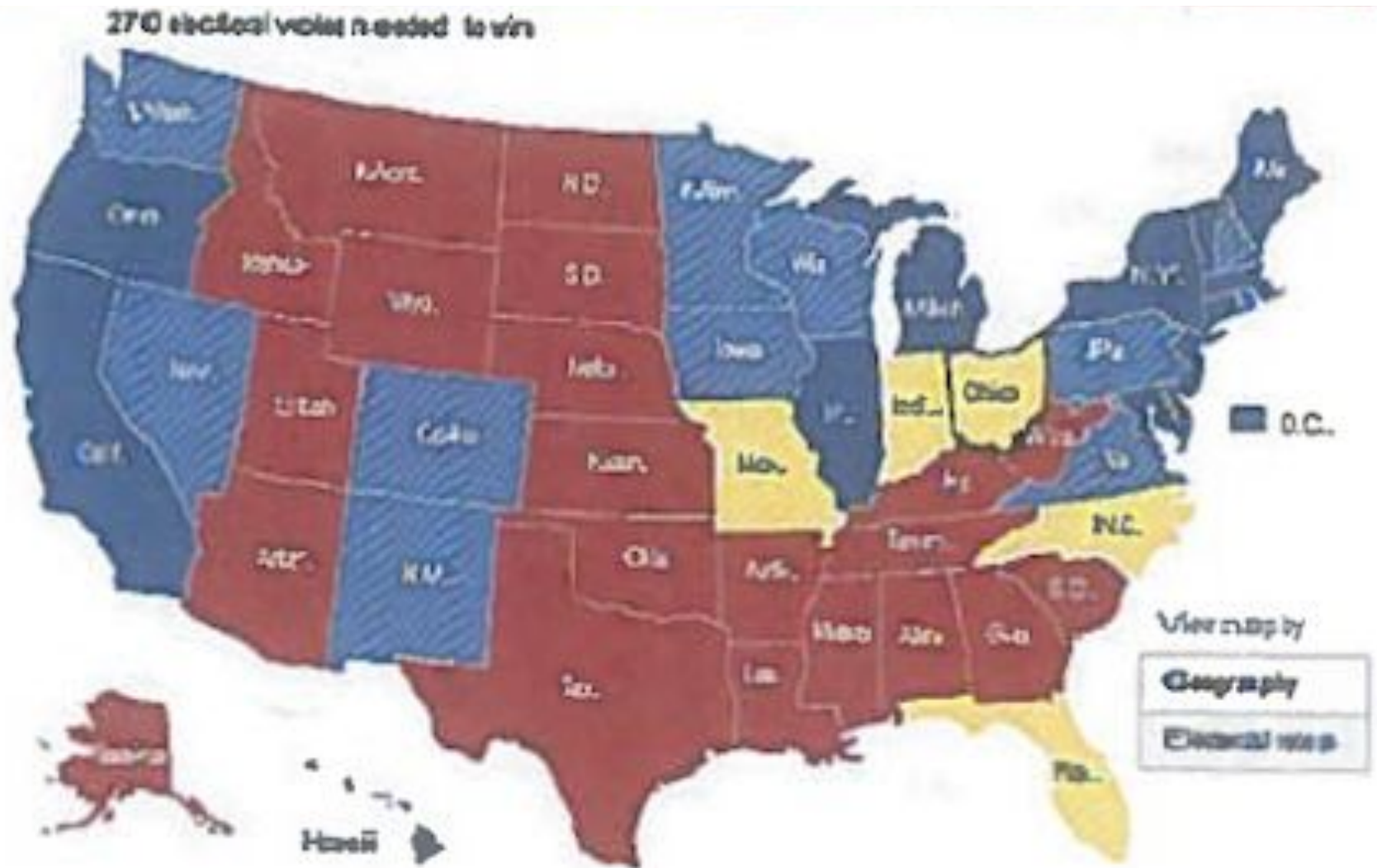
V7 Placement Coordinates between V1 & V2

V8 Pictograms

V9 Color

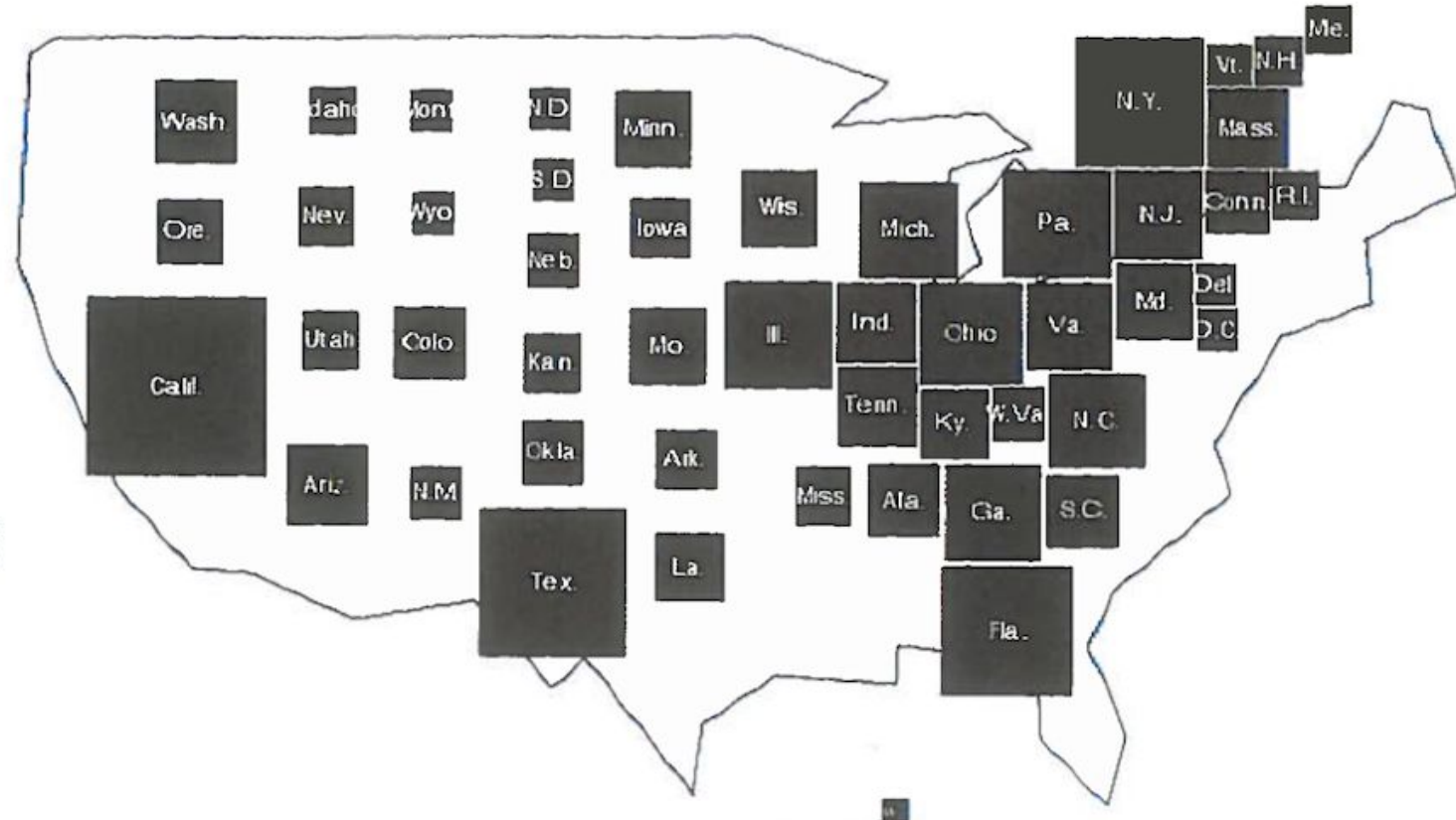
V10 Pictograms

# Idea Evolution





# Idea Evolution

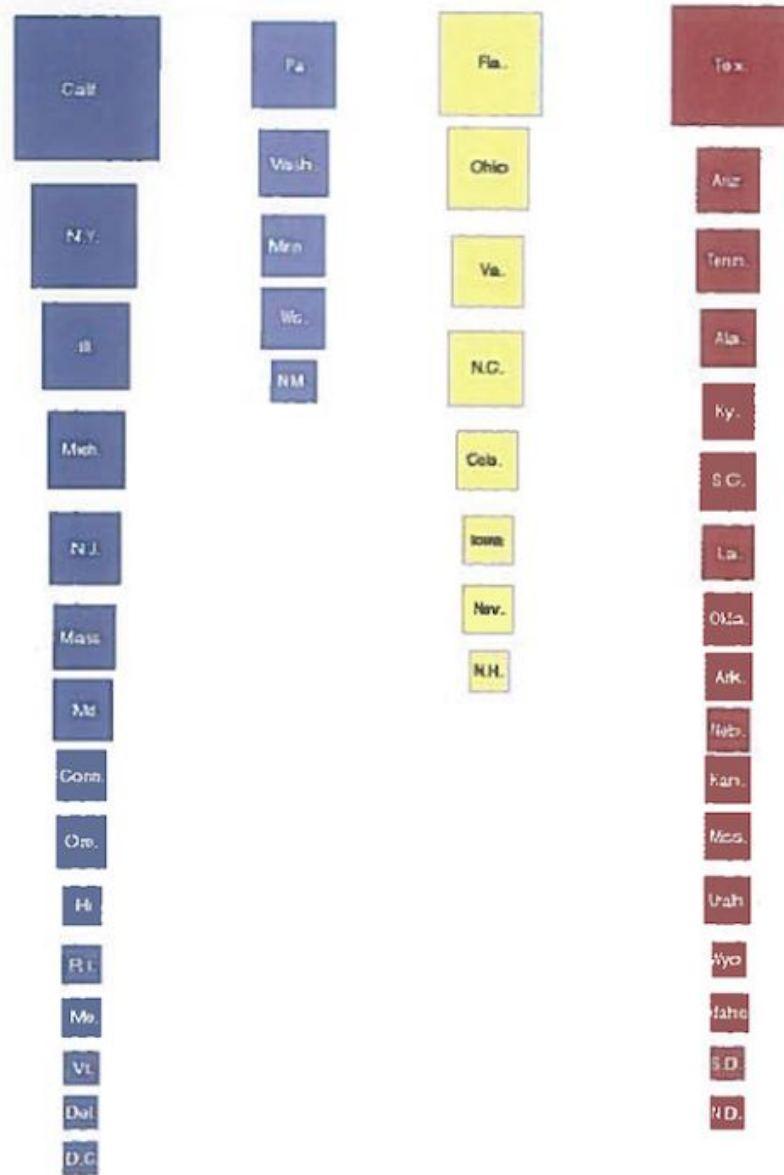




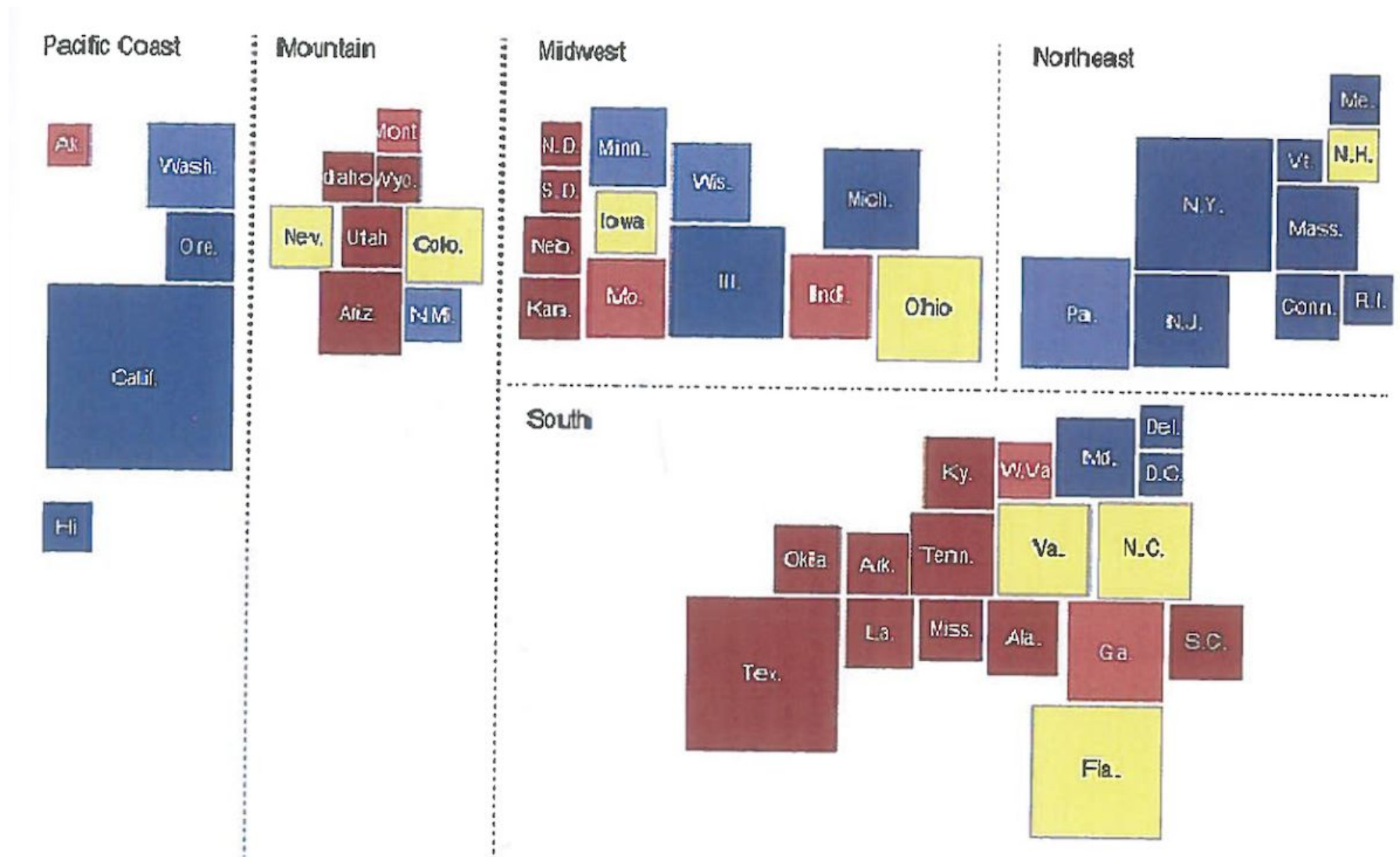
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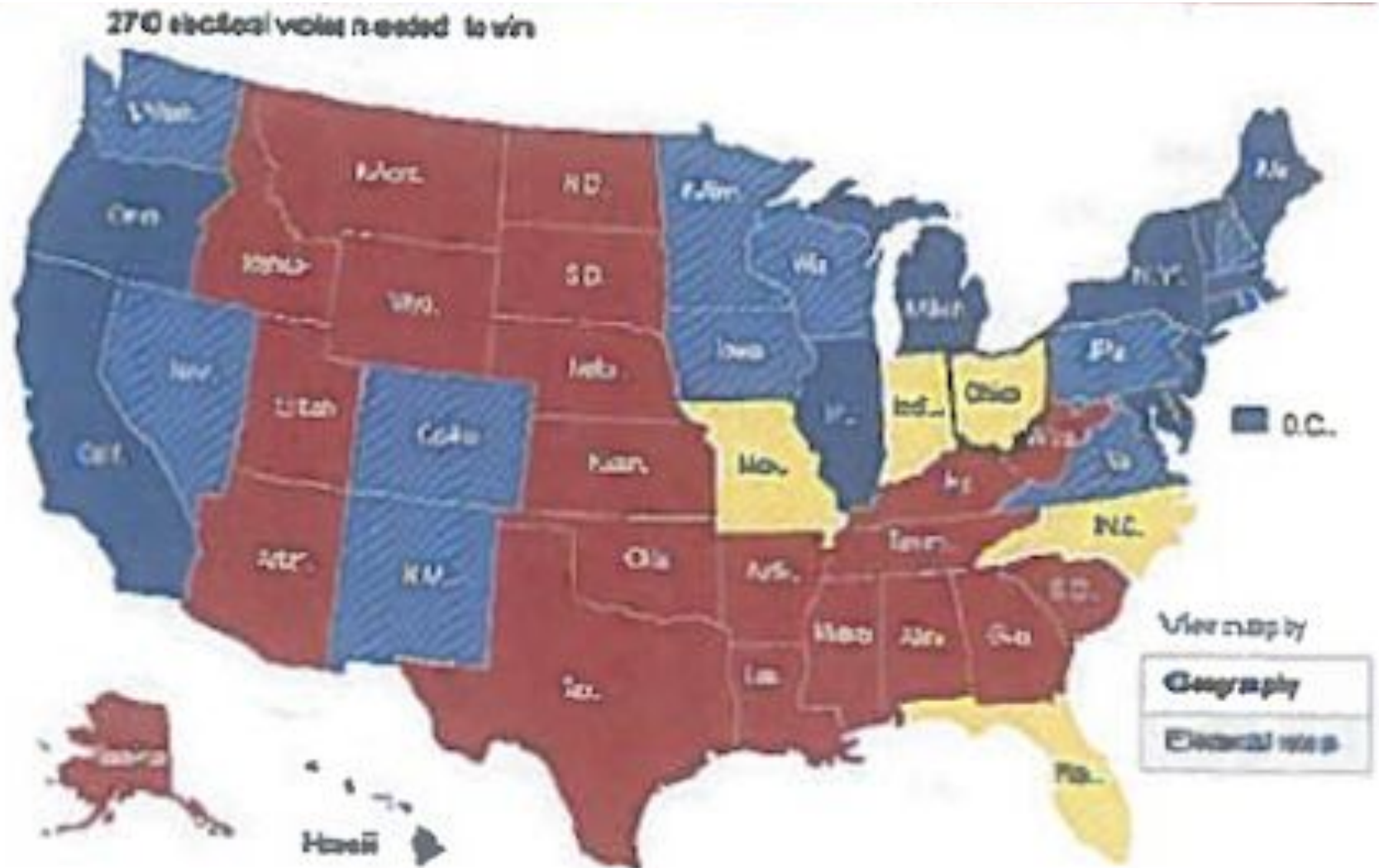
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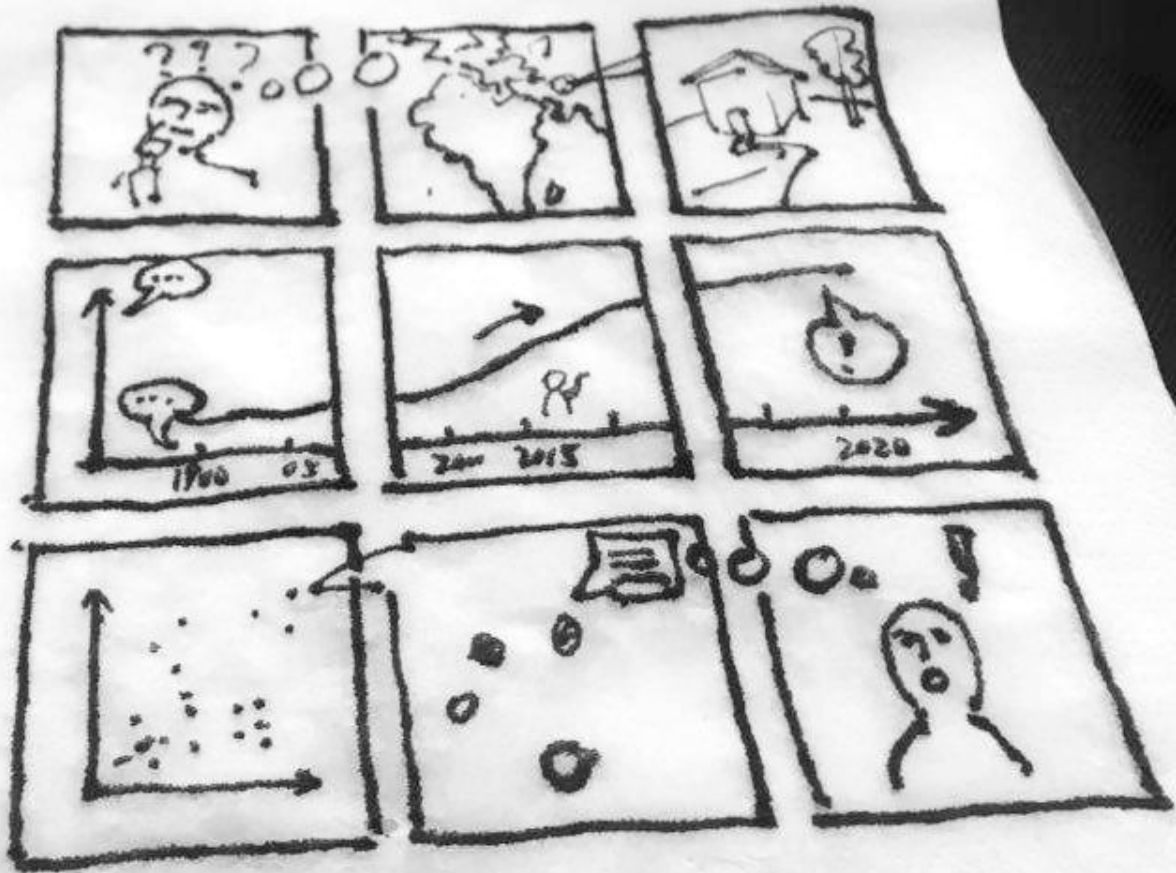


# Idea Evolution





# Storyboarding



# Sketching in a nutshell

## Why:

- Idea generation
- Explore visual marks, structures, layouts
- Communication
- Reflection

## What:

- Fake data or real data
- Visualization types
- Visual patterns

## How:

- Doodles & iterations
- Visualization types & visual variables,
- Layouts and page structures
- Views and complexity

