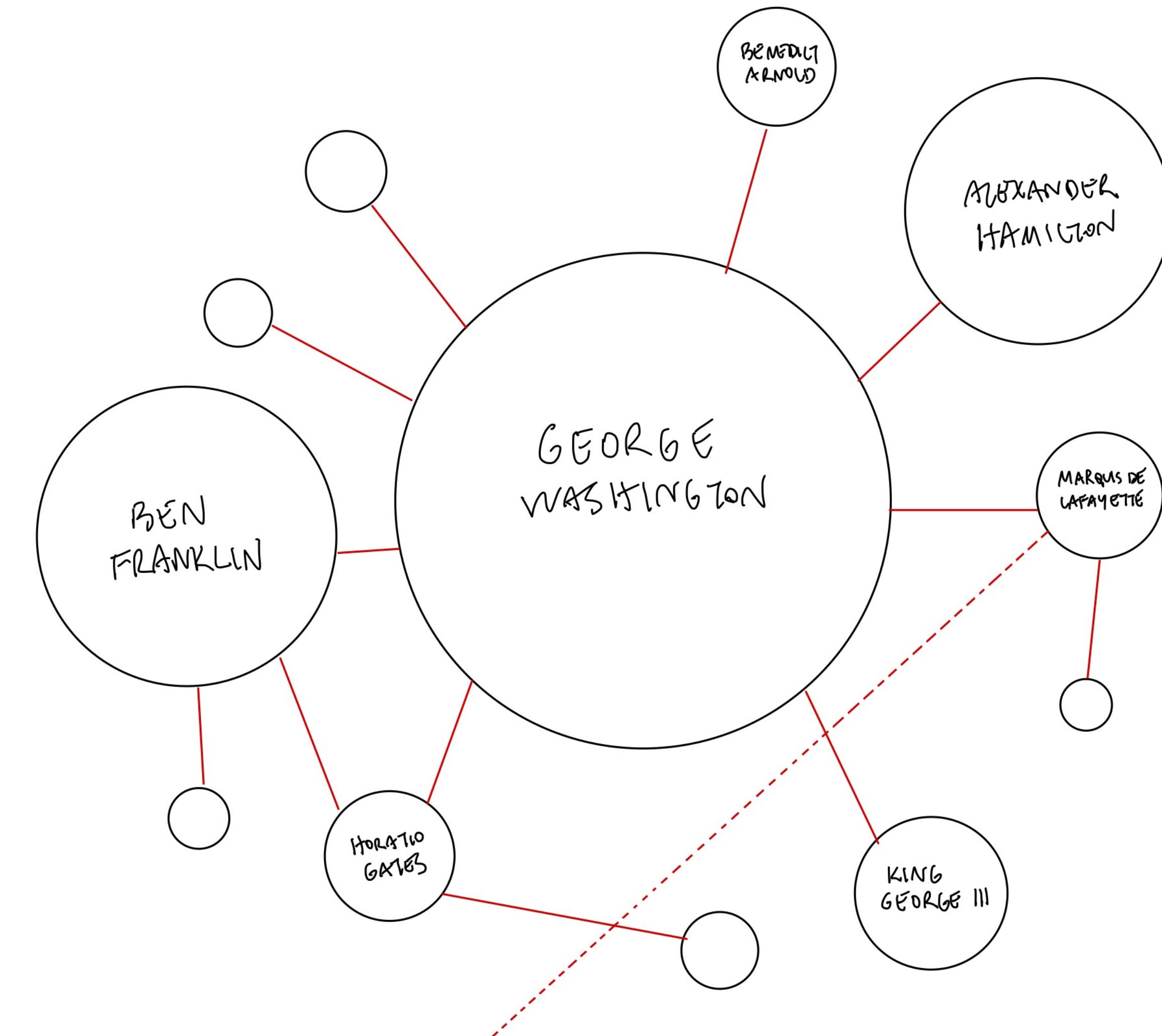


# Concepts & Sketches

Quantitative

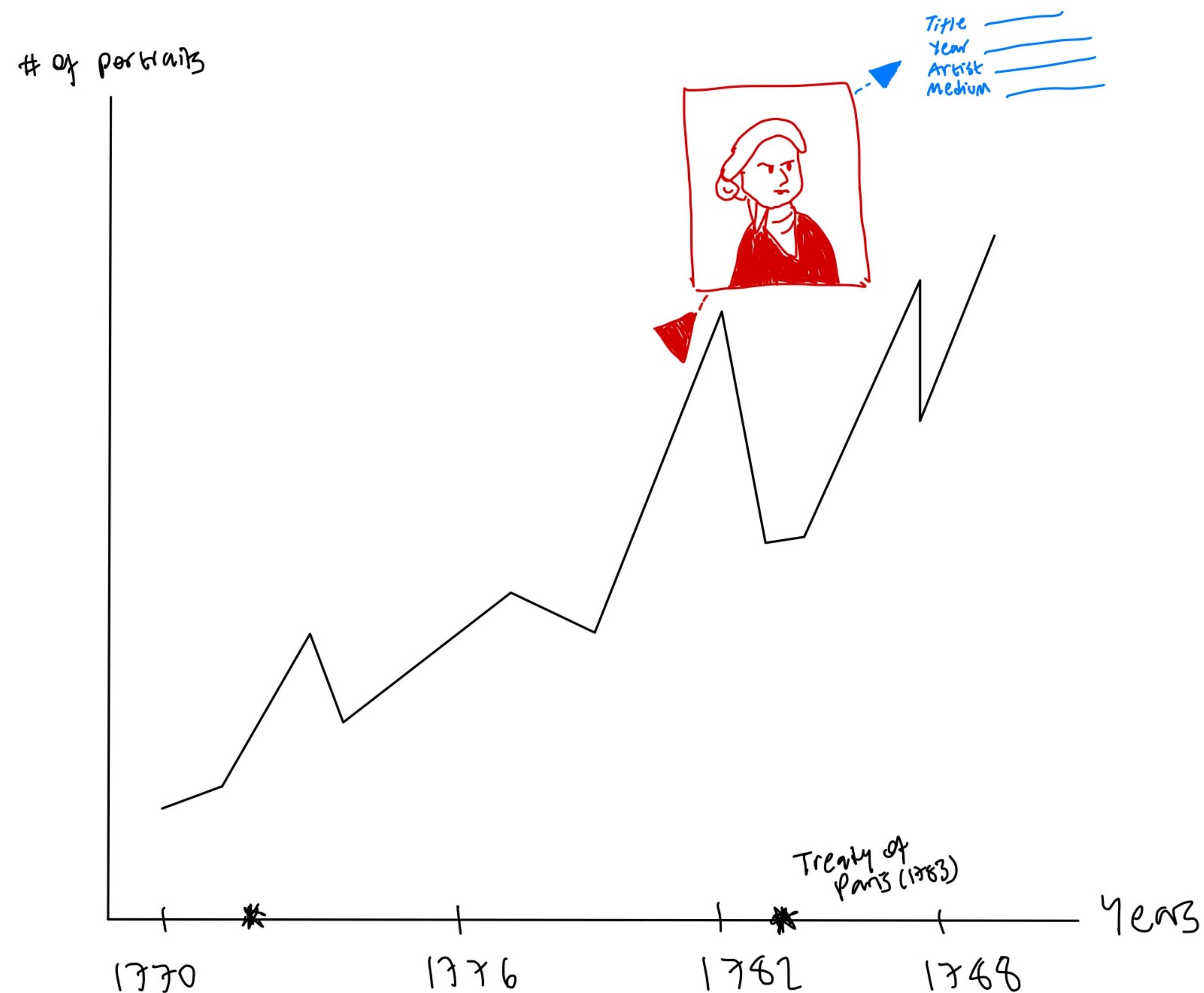
# Web of Influence

- Which individuals appear most frequently across the dataset? How are they connected to events, locations, or other people?
- Frequency counts of person-mentions and co-occurrence patterns
- Moderate number of data points (tens of central figures, dozens of connections). High relational quality but sparse beyond top names
- A radial network diagram where central figures are nodes sized by number of objects referencing them, connected by **lines** when two figures appear in the same artifact metadata.



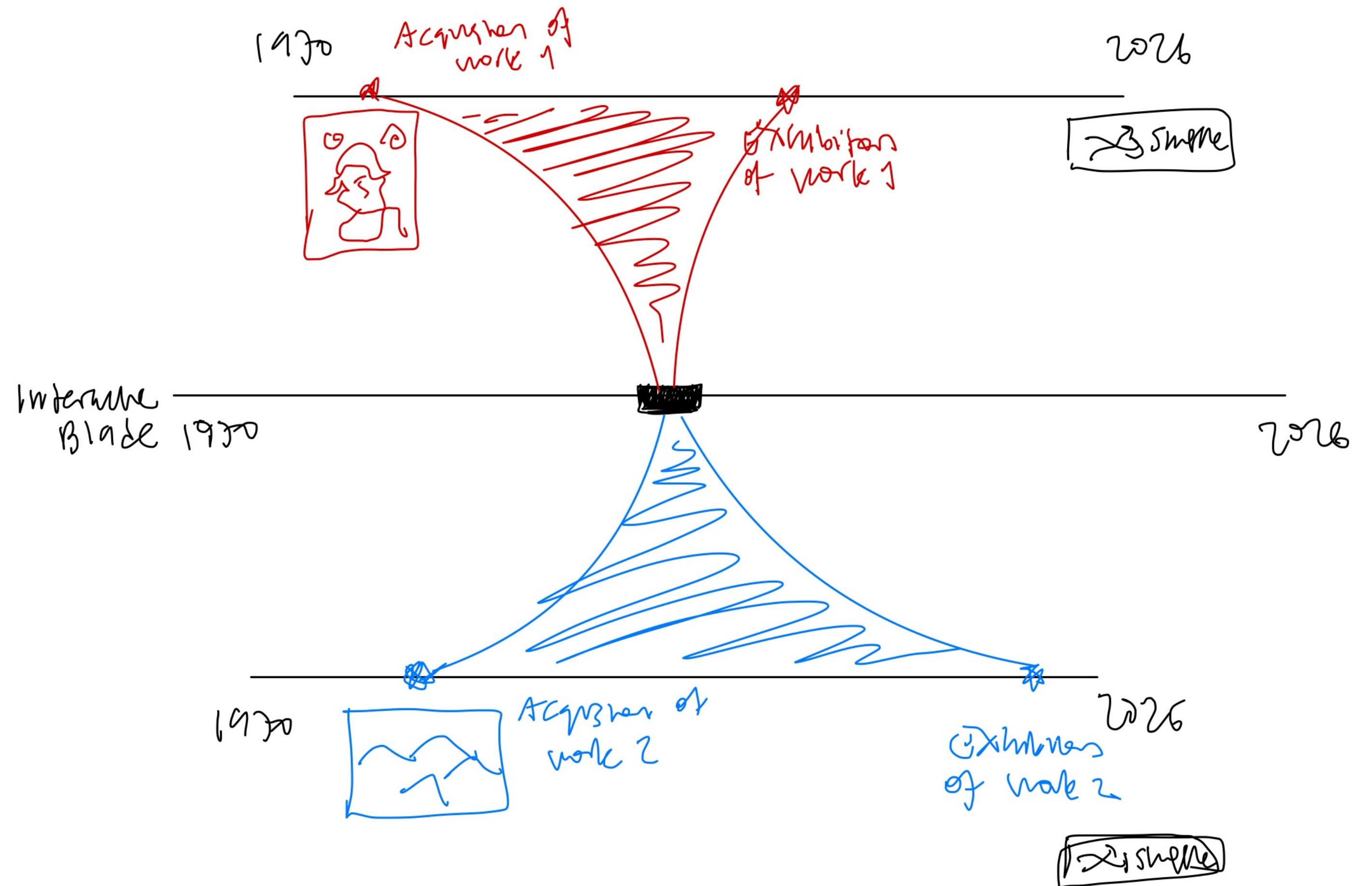
# Faces of Freedom

- How did the production of portraits rise or fall during the years? Do certain peaks in portrait-making align with major events (e.g., Treaty of Paris) and key battles?
- Number of portraits per year (cannot do decade due to data granularity)
- Medium dataset (dozens to hundreds of portraits); some precise dates, others approximate. Data likely skewed towards prominent figures
- A line graph with **portrait thumbnails** and **basic info** plotted along peaks (once clicked on), creating a timeline-gallery hybrid that shows both frequency and human faces of the Revolution



# Waiting Room (for Hirshhorn)

- How long do works in the Hirshhorn wait between acquisition and their first exhibition? How do two randomly chosen works compare when sliced through the same moment in time?
- Accession year and first exhibition year (or proxy if missing), with wait time measured in years between the two and recalculated dynamically against a draggable timeline blade
- Medium dataset (hundreds to thousands of works with strong accession metadata but uneven exhibition records; variation ranges from <1 year to several decades)
- Curved connectors linking acquisition to exhibition, a draggable “blade” cuts through both timelines to show how long each had waited by that year, a shuffle button for new random pairings for comparison

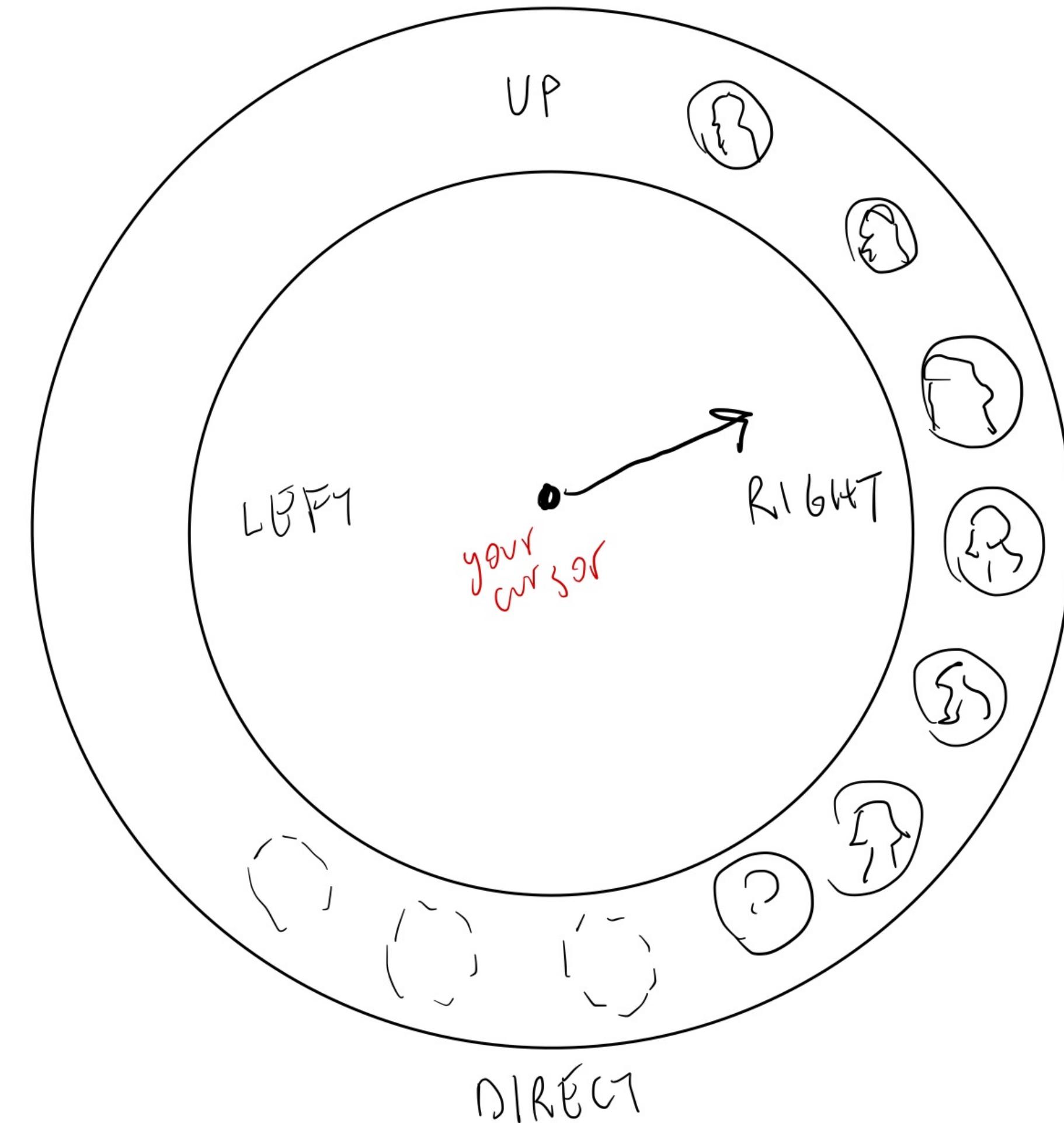


# Concepts & Sketches

Qualitative

# Gaze Compass

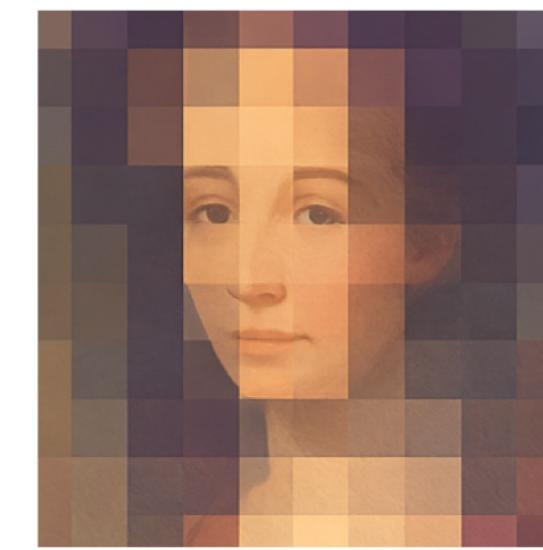
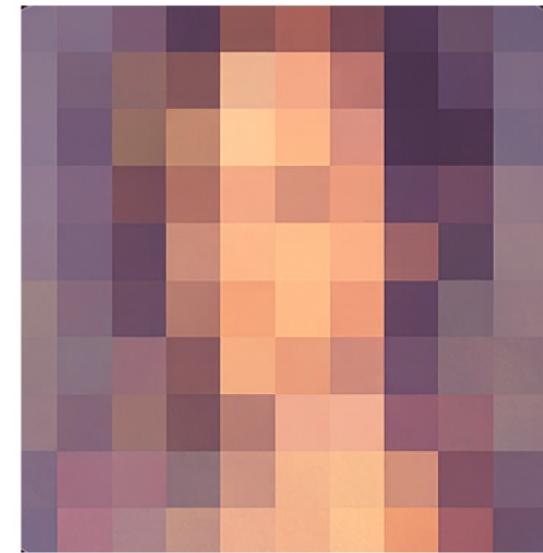
- Who meets the viewer head-on vs. looks away? Do women face us differently than men? Do artists depict elite sitters with a steadier stare?
- Circular area where each sitter is positioned by their direction of gaze
- Cursor-controlled compass sets an angle; portraits that fall within a narrow band ( $\approx \pm 15^\circ$ ) light up while the rest fade
- **Gaze direction** (angle in degrees) per portrait plus a coarse **gaze bucket** (left/right/up/down/direct), optional gender or date tag
- Manually coded subset of ~80-120 portraits for reliability



# Guess Who

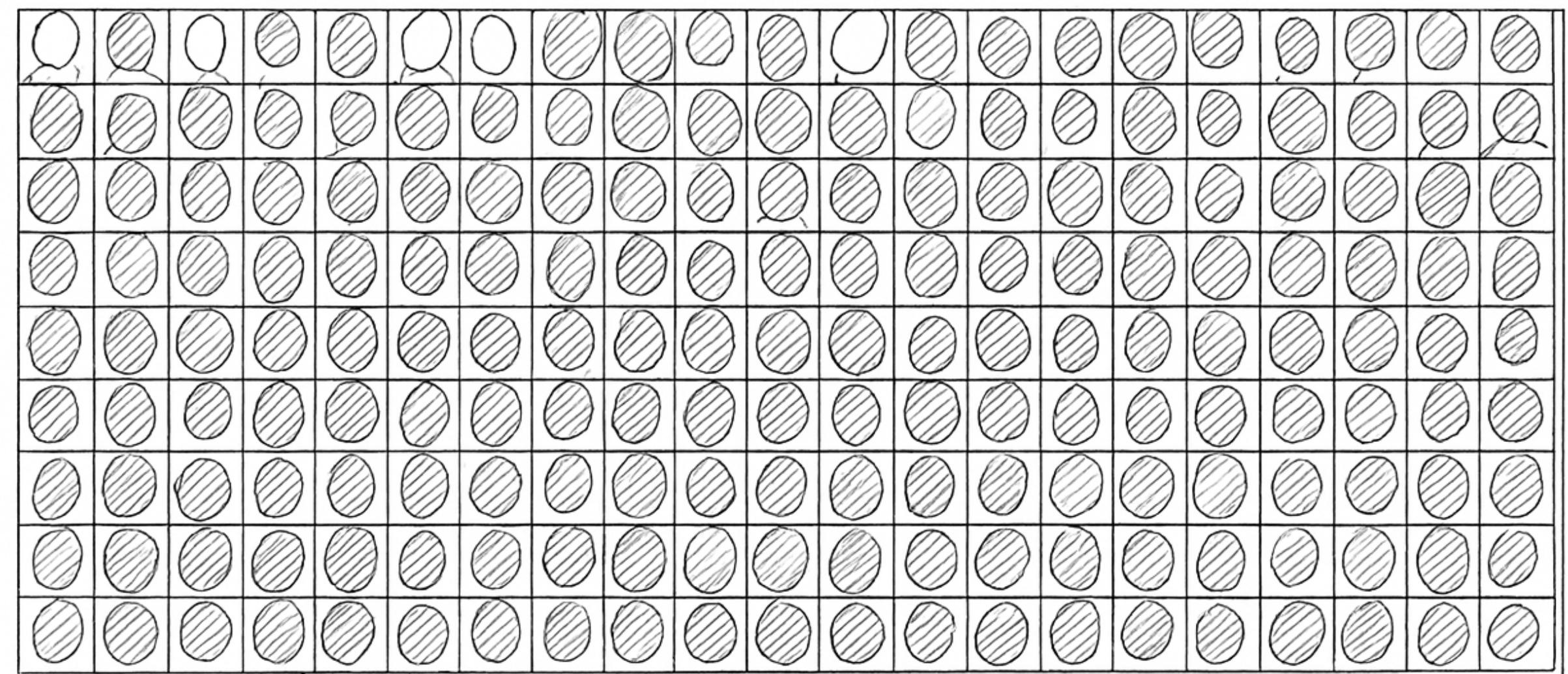
- Can we identify gender or status through texture and colour alone? How do we visualise bias?
- Gamified reveal that hides portraits behind pixelated or colour-averaged versions
- Viewer must guess whether each sitter was male/female based purely on visual cues
- Clicking de-pixelates the image to reveal truth + metadata
- Same portraits, but each encoded into pixel blocks (colour clusters, edge density, texture maps)
- Small sample (maybe 30–40 portraits max for interactivity)

Do you think the sitter is a woman?



# Revolutionary Palette

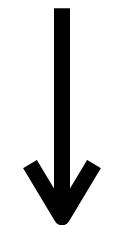
- What do freedom's colours actually look like? Do men and women get painted in different palettes? Can colour hint at hierarchy or proximity to power?
- Each portrait is reduced to its dominant colours, so no faces
- Four (4) dominant per portrait, extracted computationally
- About 250 portraits, laid out like tiles snapped onto a grid (d3.scaleSequential)



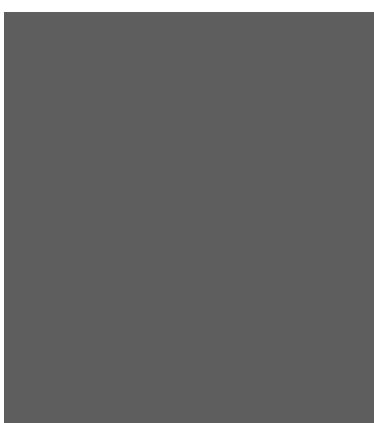
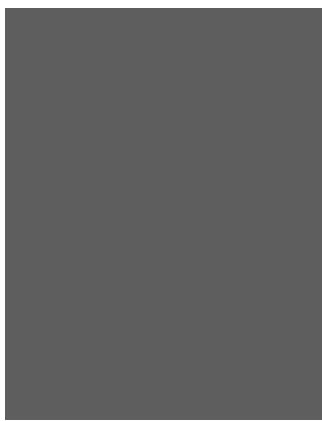
# Concepts & Sketches

Interactive

You've seen the trends. Now try spotting them yourself.  
First, guess the category. Then pick the portraits that fit.  
If you get stuck, the hints will nudge you.



Strike count here (0/5)

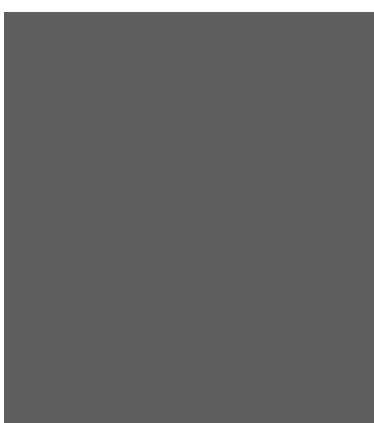
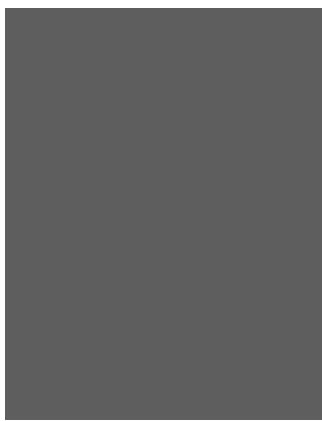


16 cards load at random face up.

Only 4 belong to the hidden category.

User tries to figure out the connection  
and pick those 4.

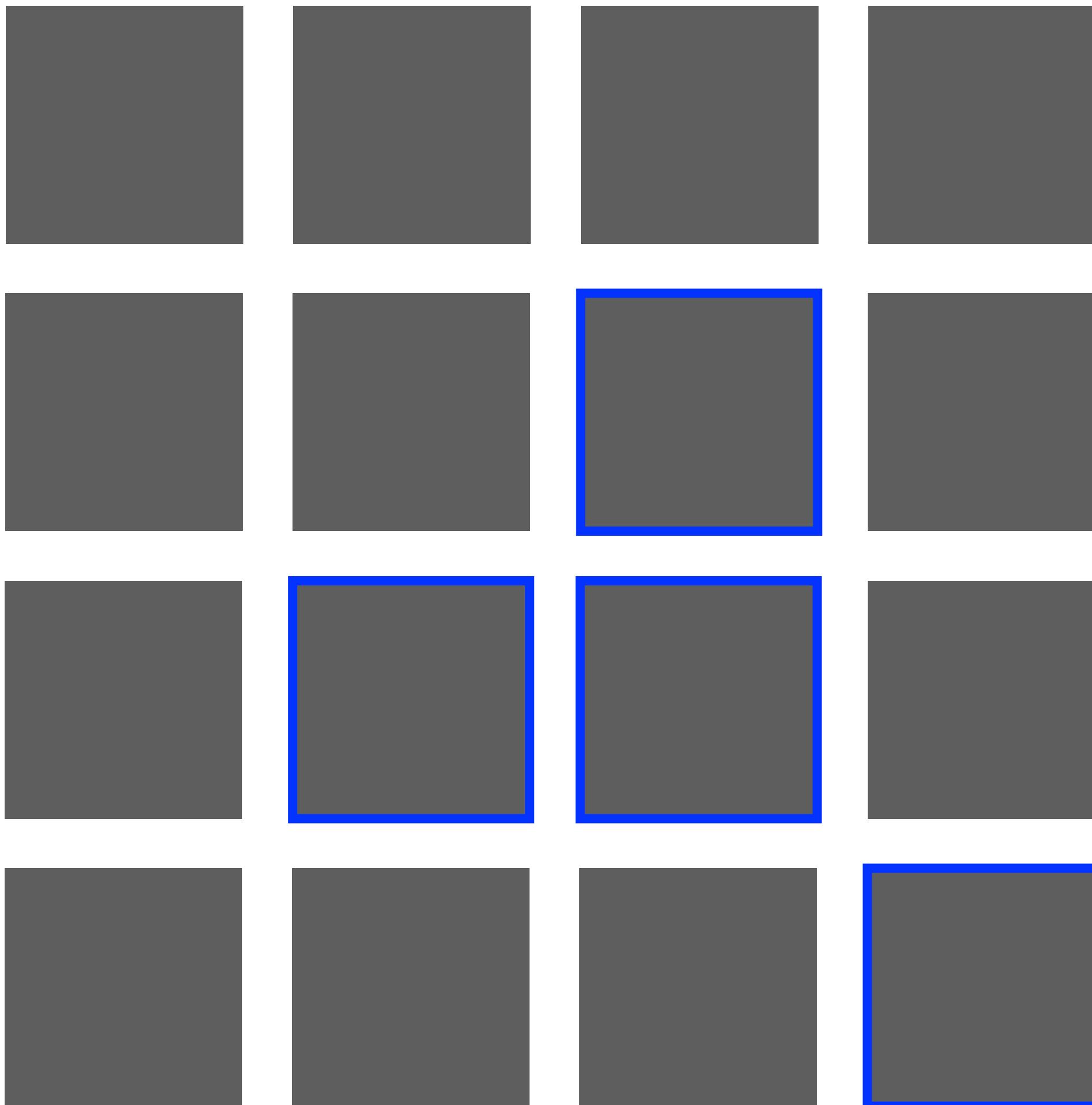
Strike count here (0/5)



“Sometimes the easiest model to paint  
is the one who’s always available.”

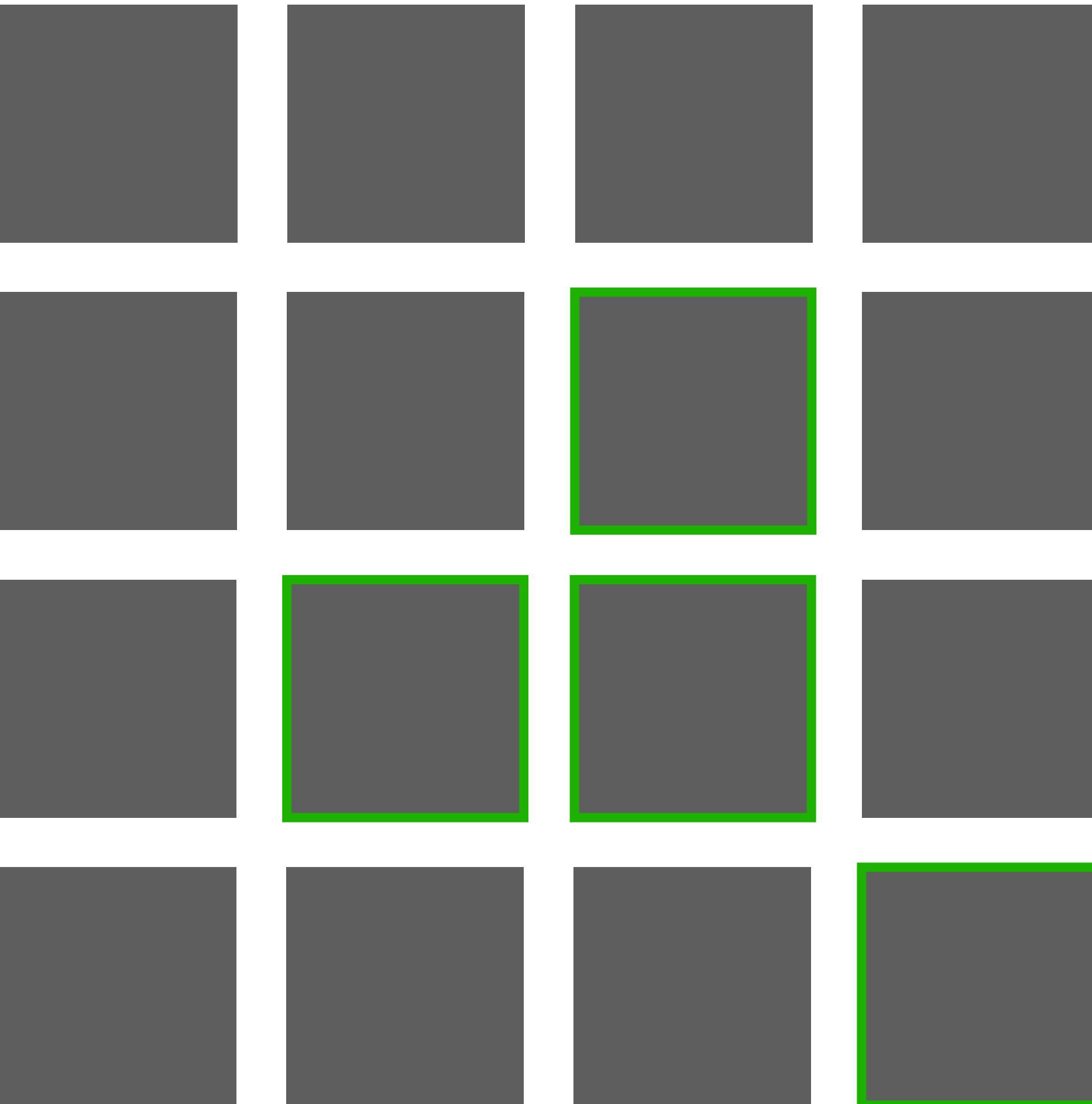
Category hint is always revealed.

Strike count here (1/5)



User makes the 1st attempt.

Strike count here (1/5)



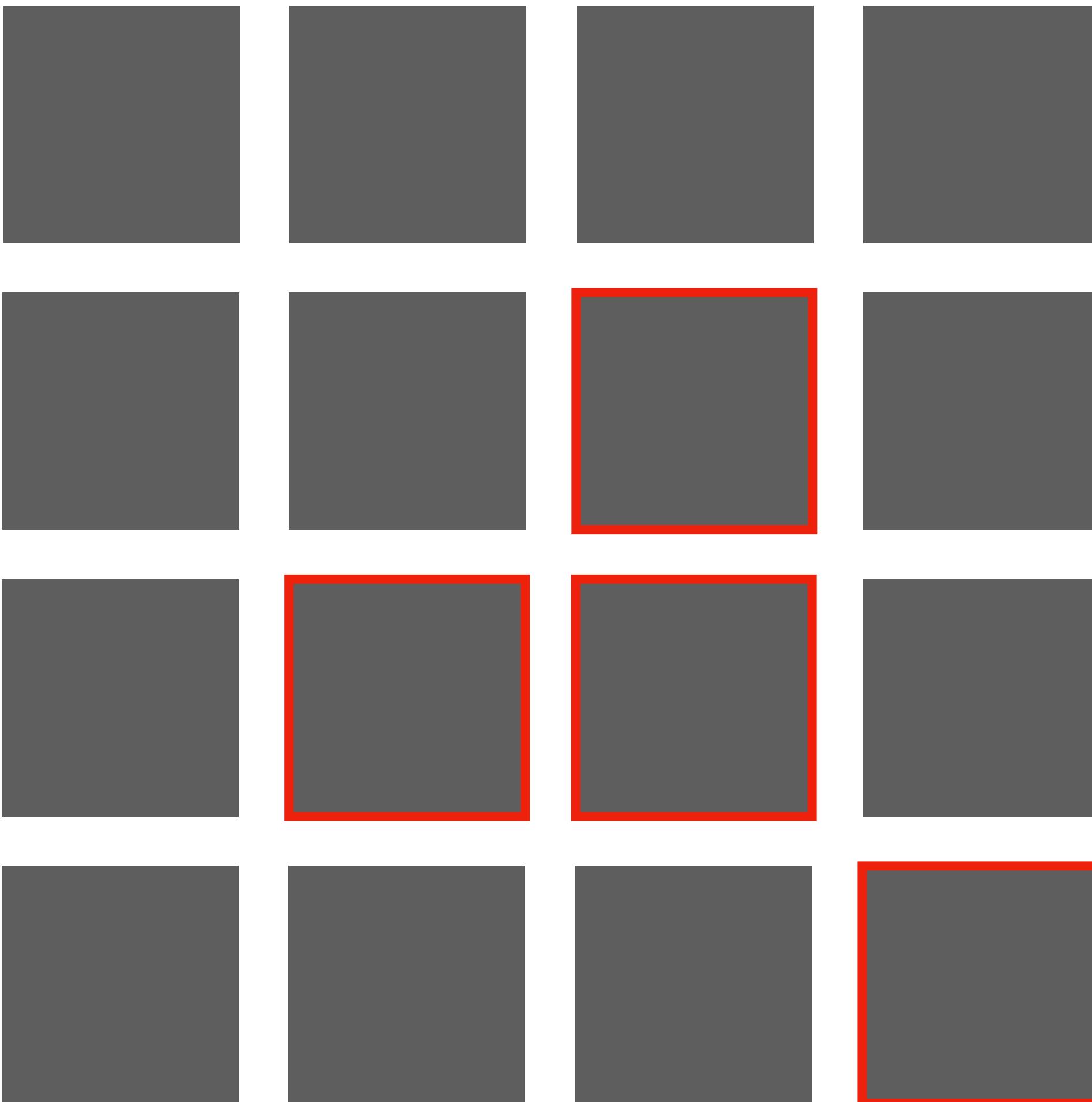
If the attempt is right, the user wins the game.

Strike count here (1/5)



You've Won!

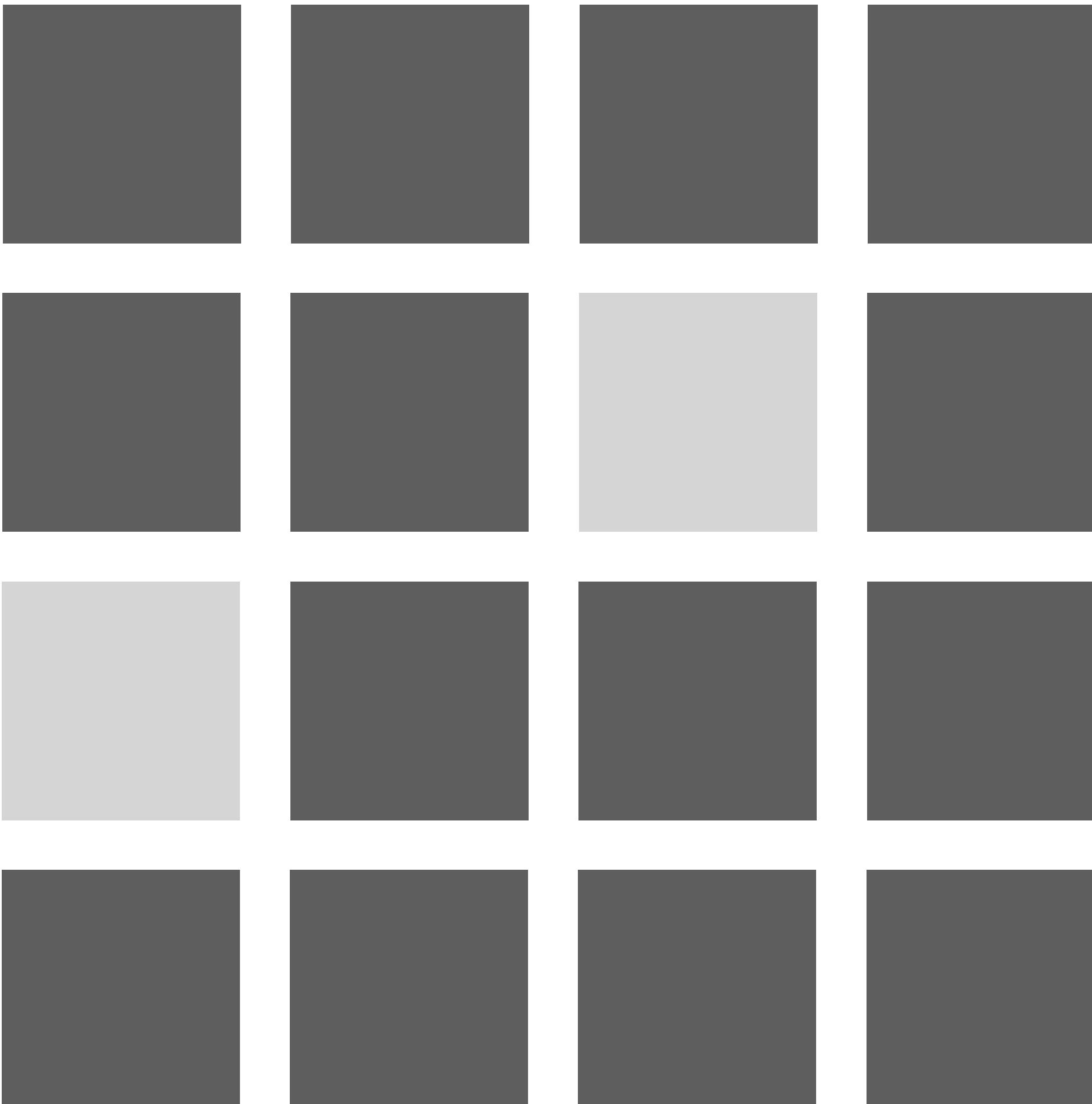
## Strike count here (1/5)



If the attempt is wrong, another hint is revealed.

“When the gaze feels deliberate, almost confrontational, it usually means the painter is looking straight into a mirror.”

## Strike count here (1/5)

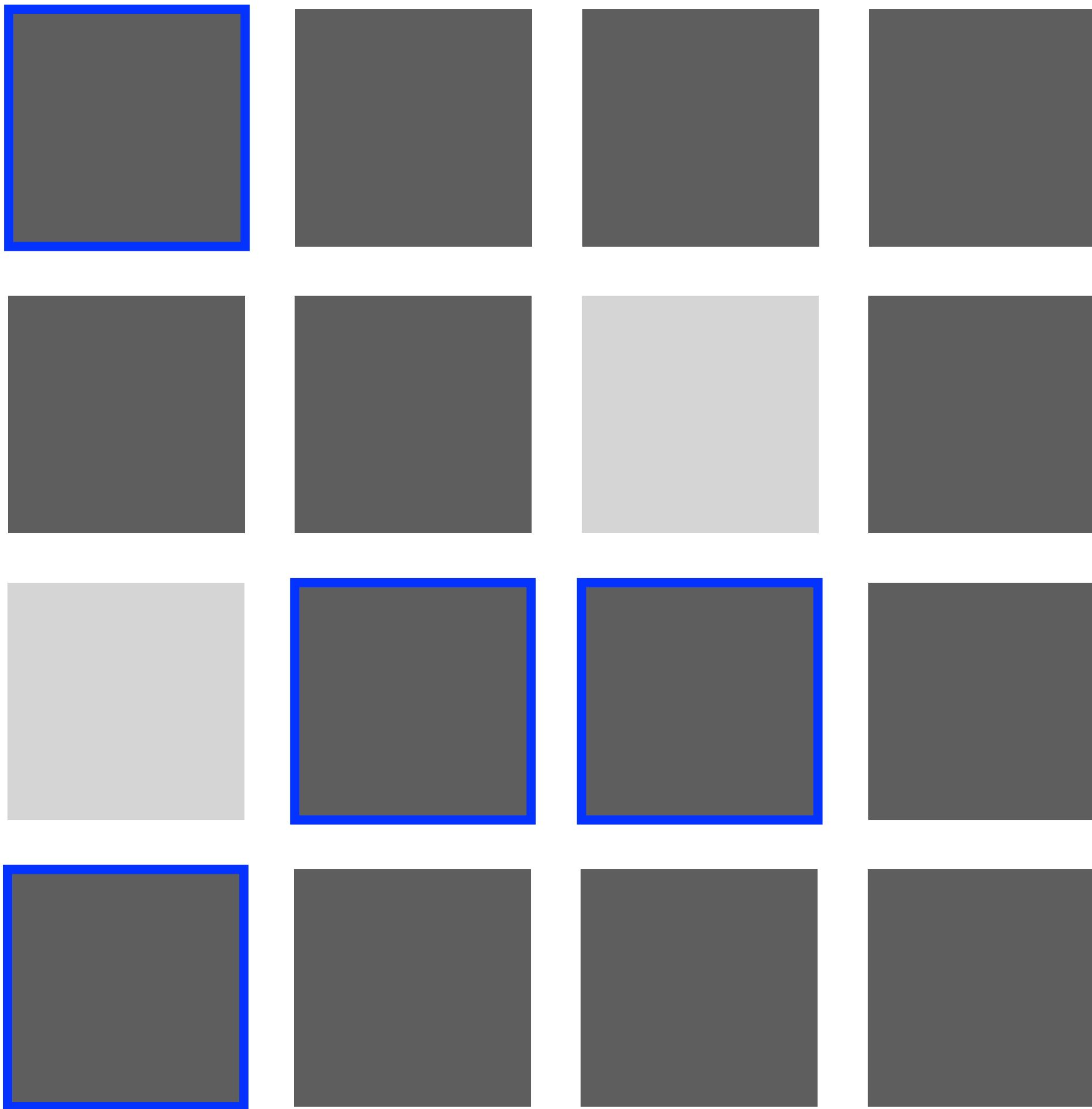


If the attempt is wrong, another hint is revealed.

**“When the gaze feels deliberate, almost confrontational, it usually means the painter is looking straight into a mirror.”**

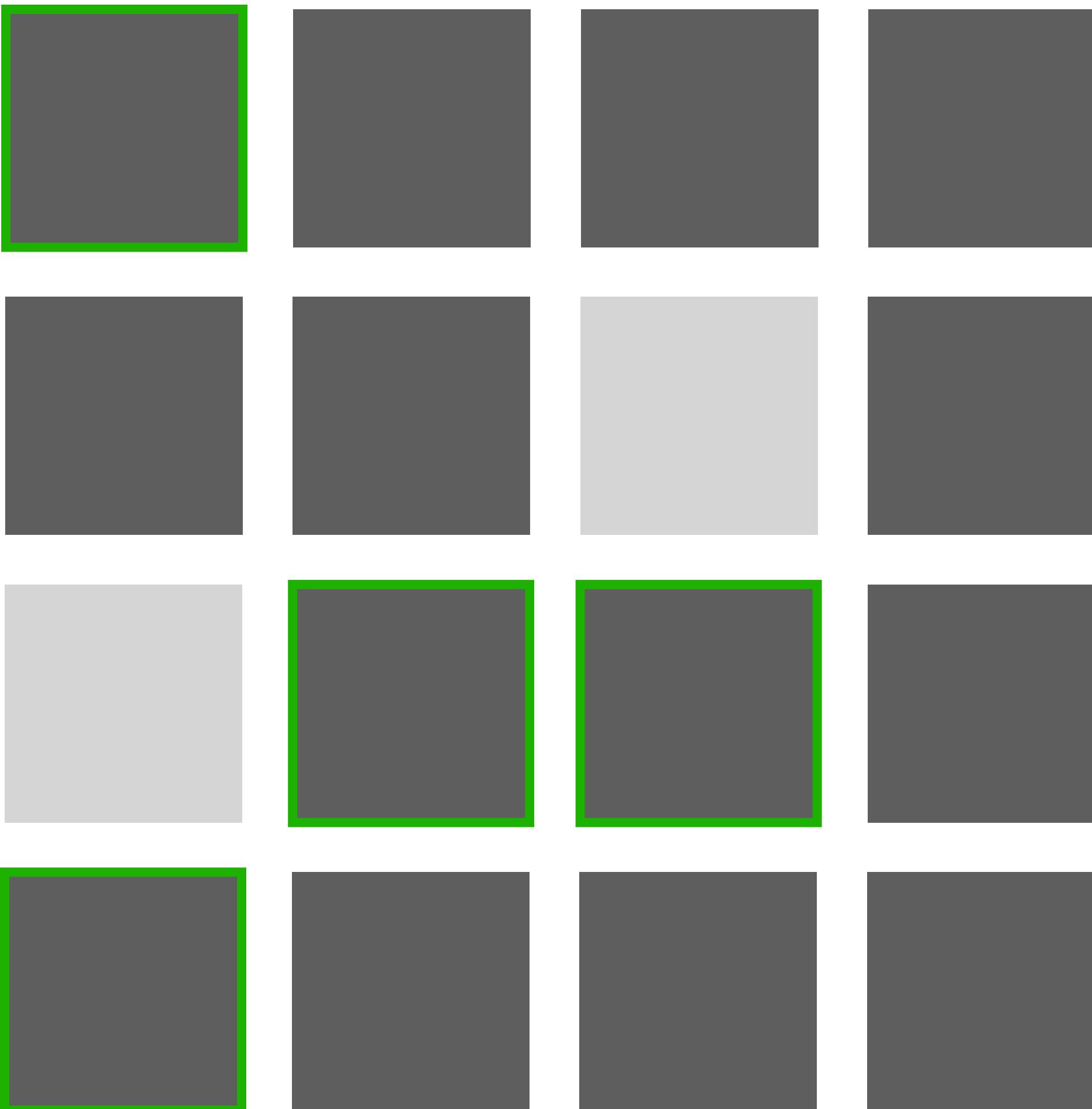
2 incorrect cards disappear from the board to narrow the field.

Strike count here (2/5)



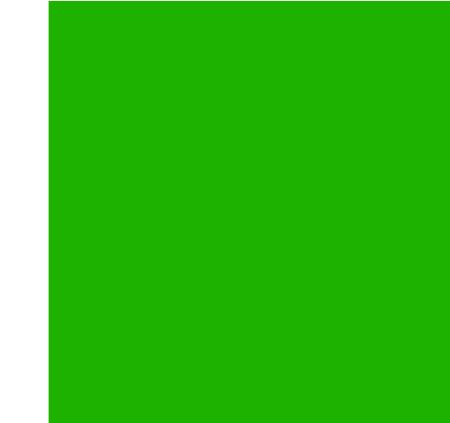
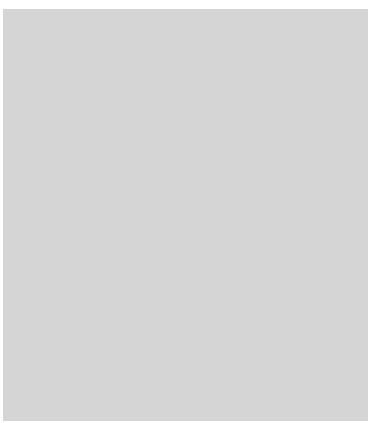
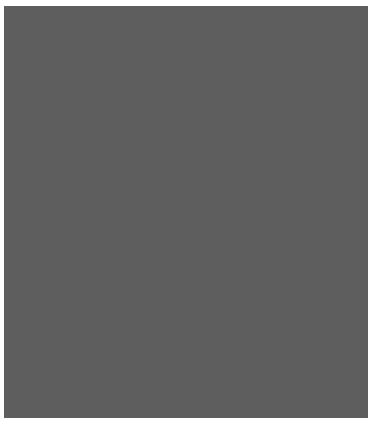
User makes the 2nd attempt.

## Strike count here (2/5)



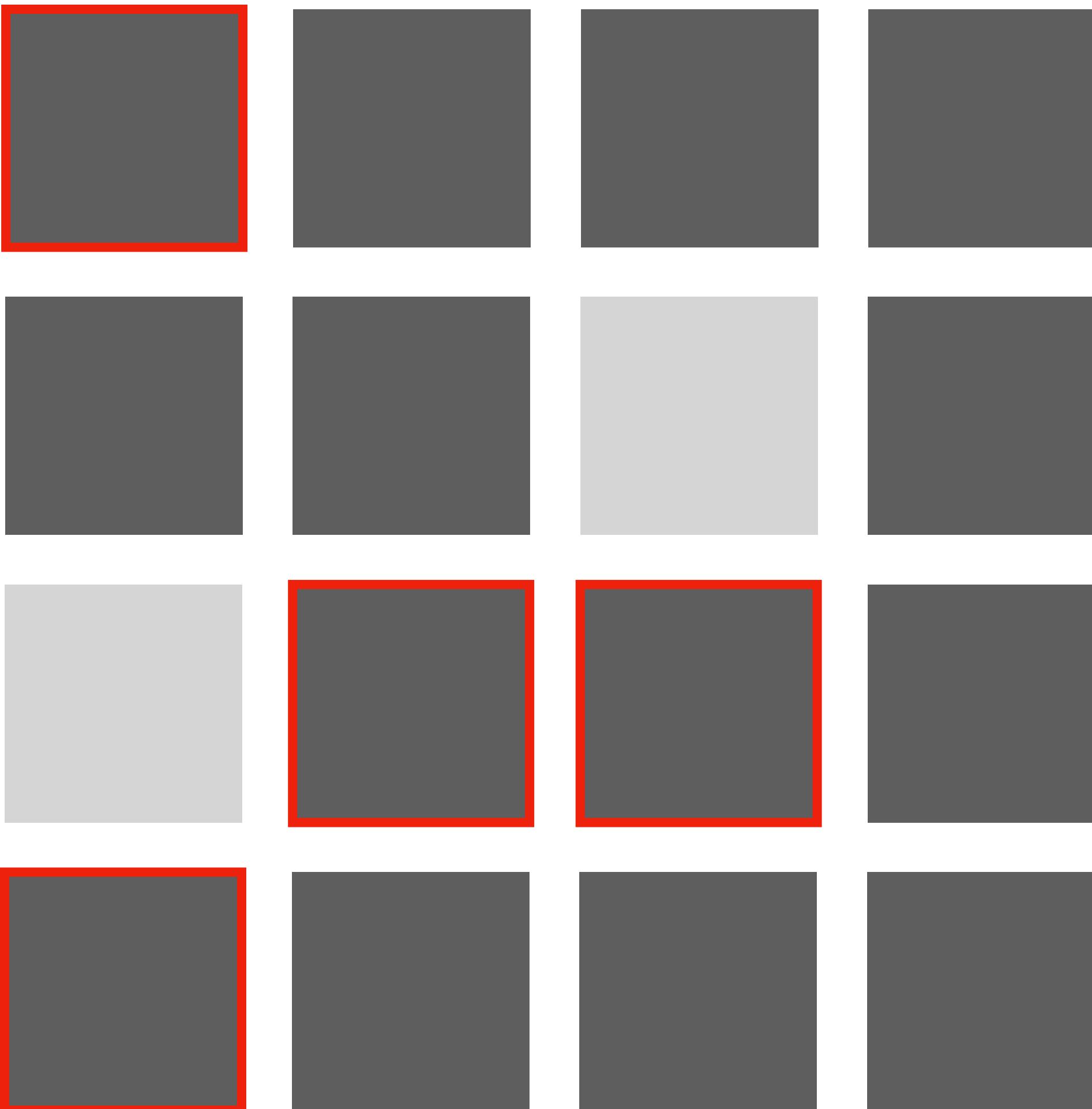
If the attempt is right, the user wins the game.

Strike count here (2/5)



You've Won!

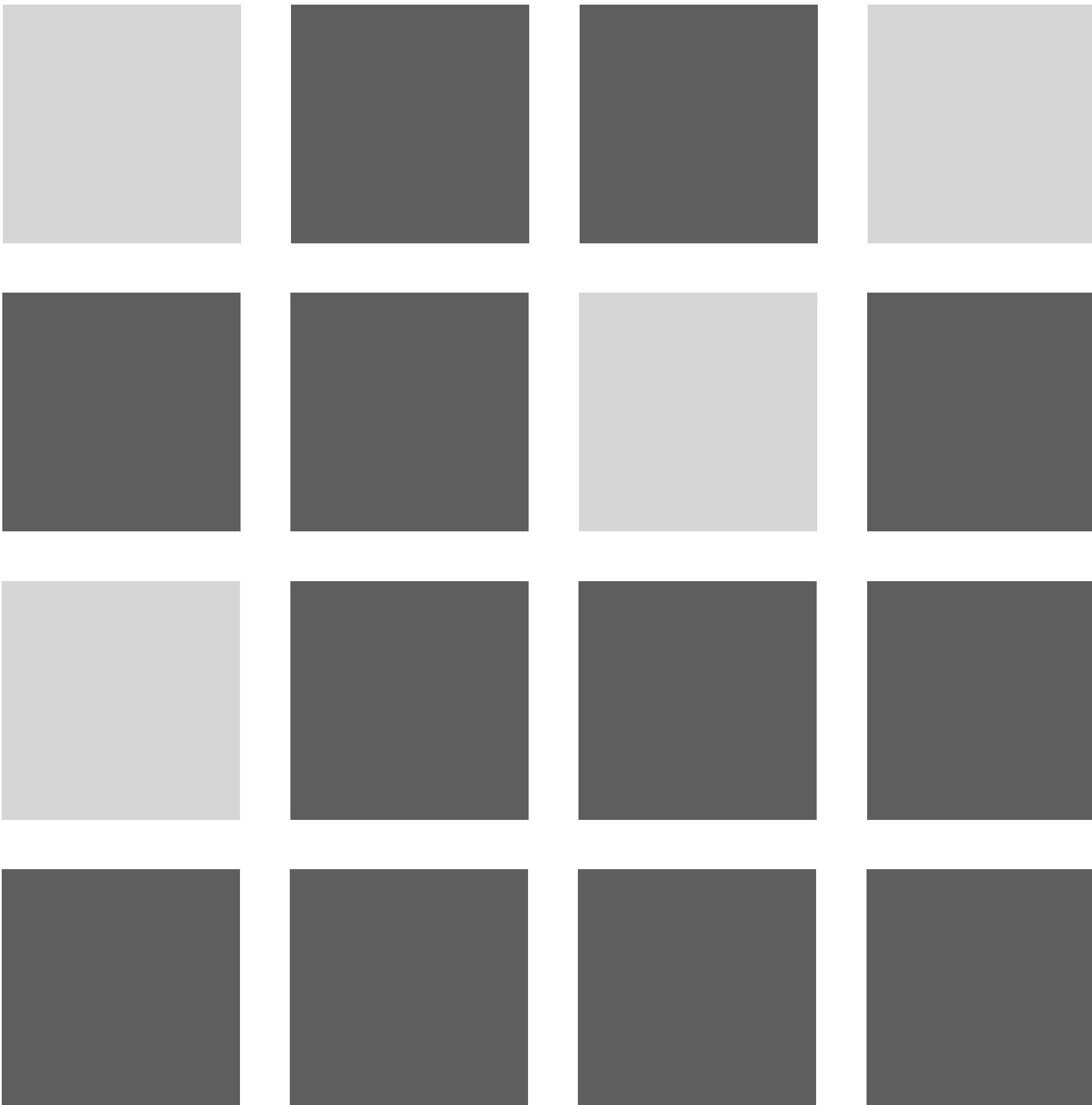
## Strike count here (2/5)



If the attempt is wrong, another hint is revealed.

“Look for sitters dressed more plainly than usual. Artists often painted themselves in simple clothes.”

## Strike count here (2/5)

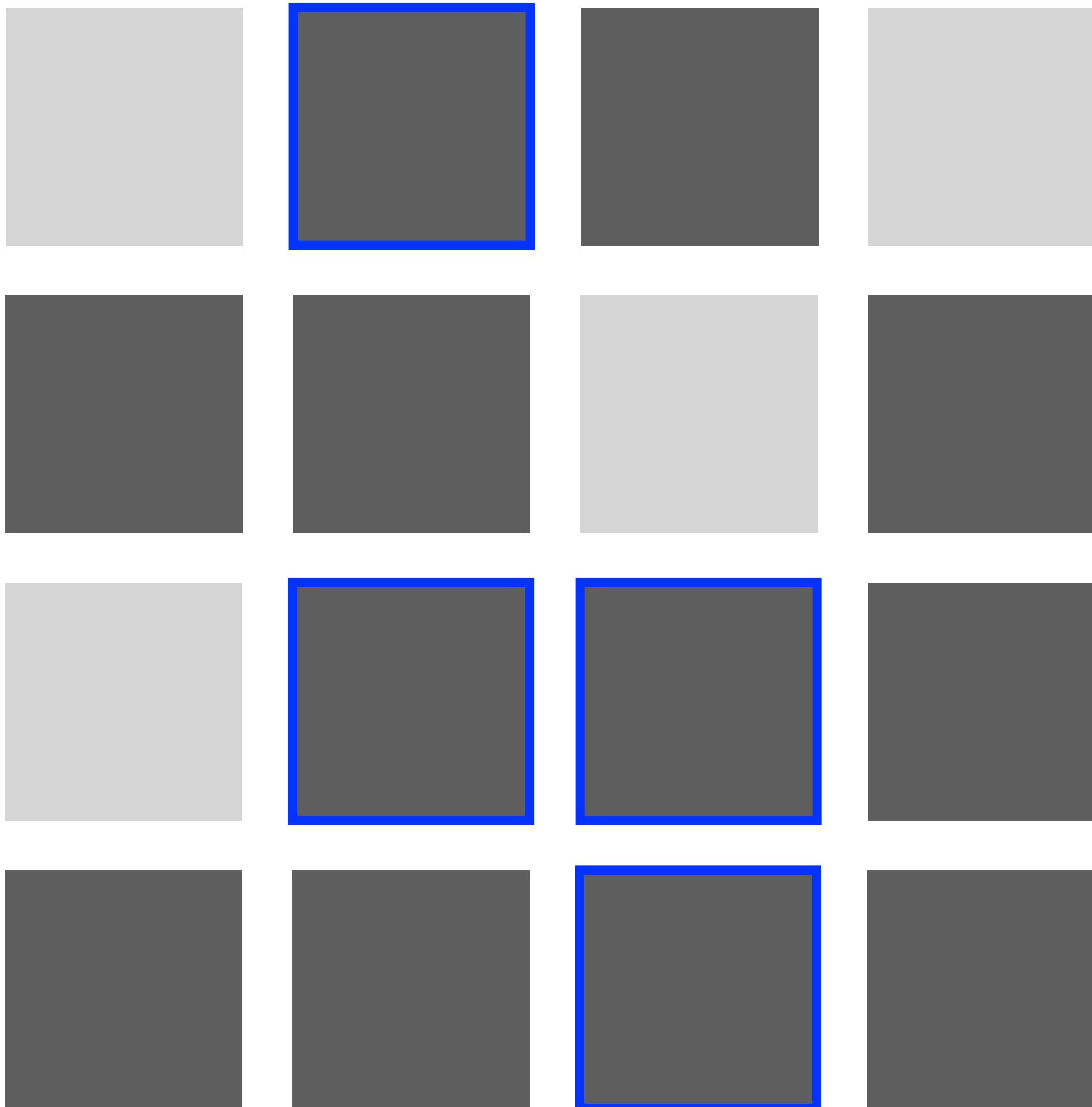


If the attempt is wrong, another hint is revealed.

**“Look for sitters dressed more plainly than usual. Artists often painted themselves in simple clothes.”**

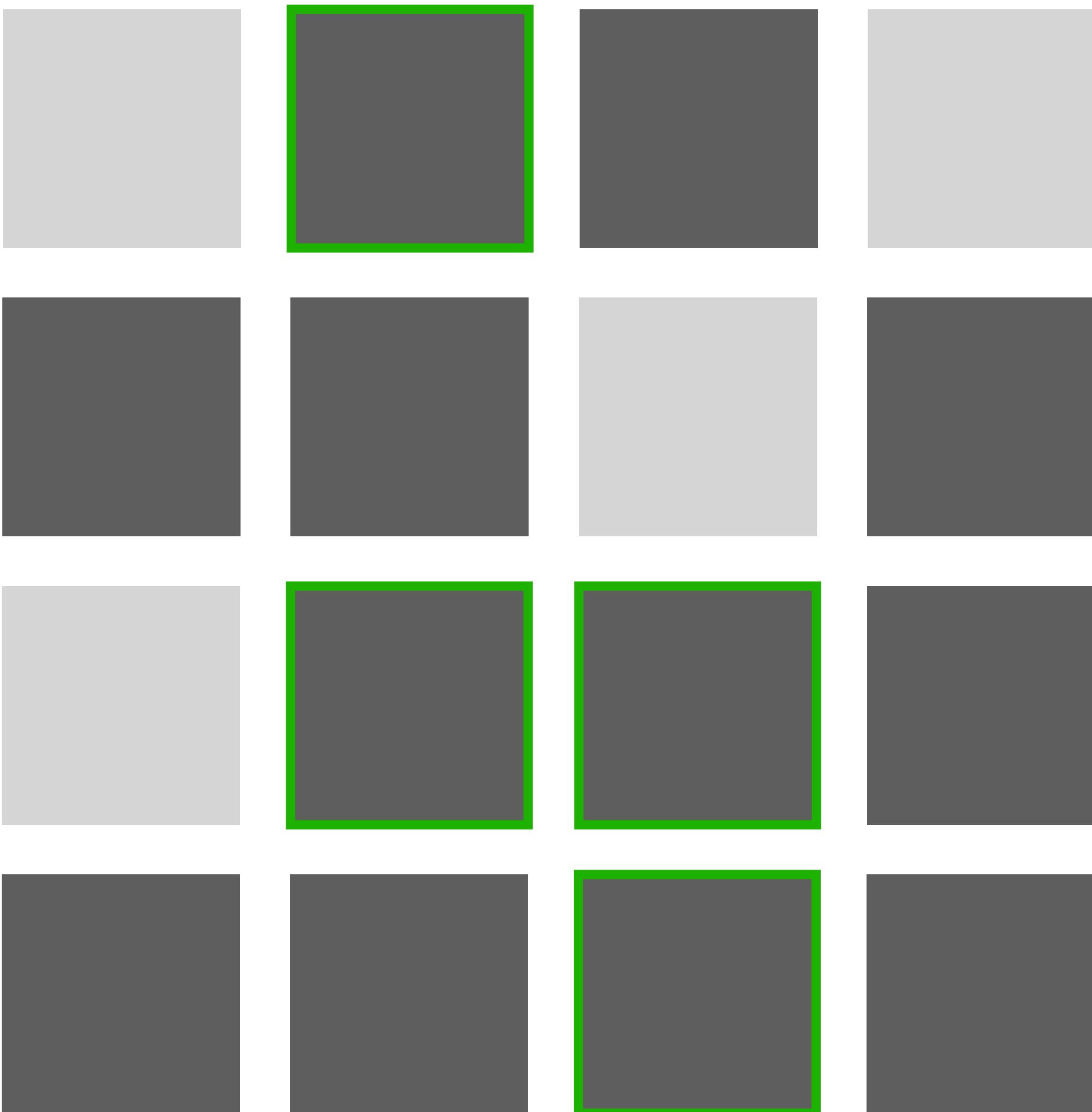
2 incorrect cards disappear from the board to narrow the field.

Strike count here (3/5)



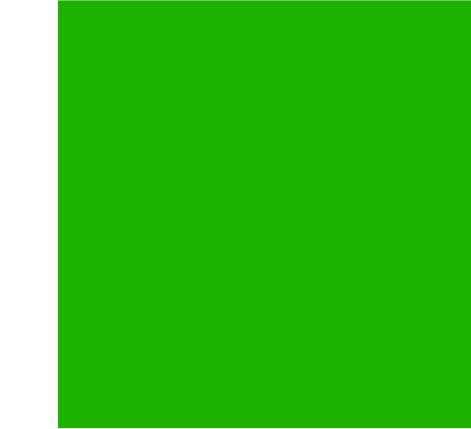
User makes the 3rd attempt.

## Strike count here (3/5)



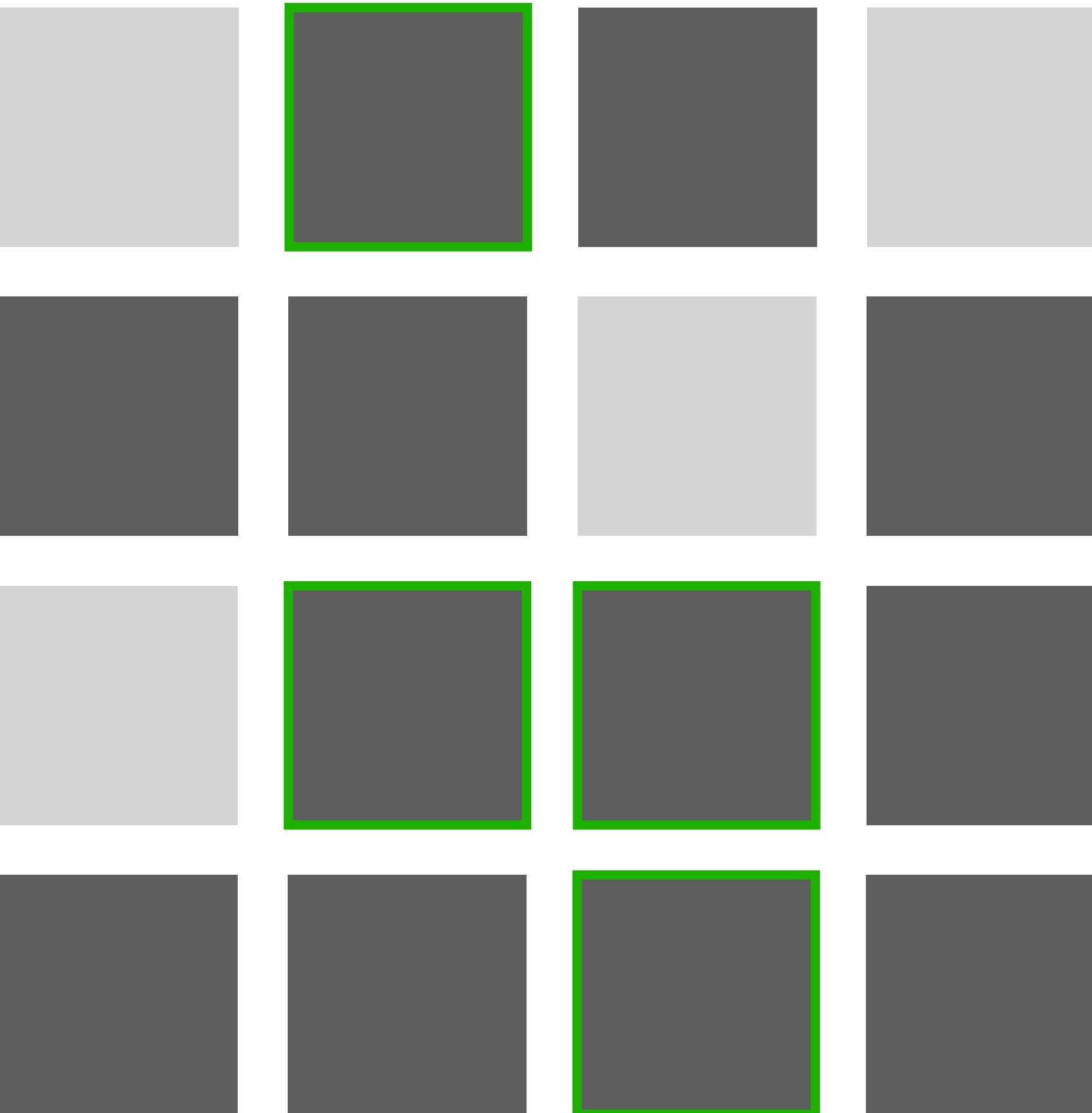
If the attempt is right, the user wins the game.

Strike count here (3/5)



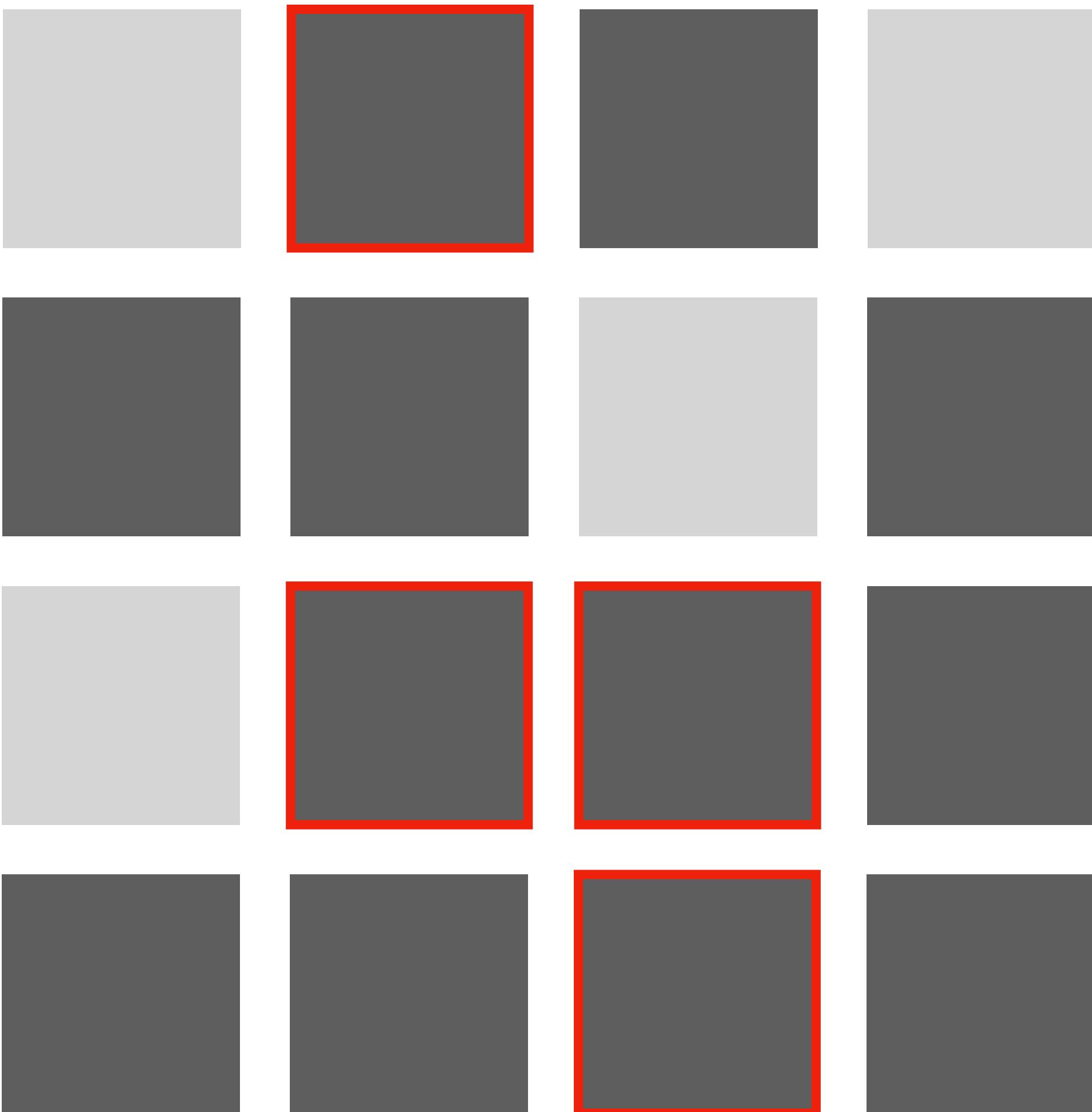
You've Won!

Strike count here (3/5)



You've Won!

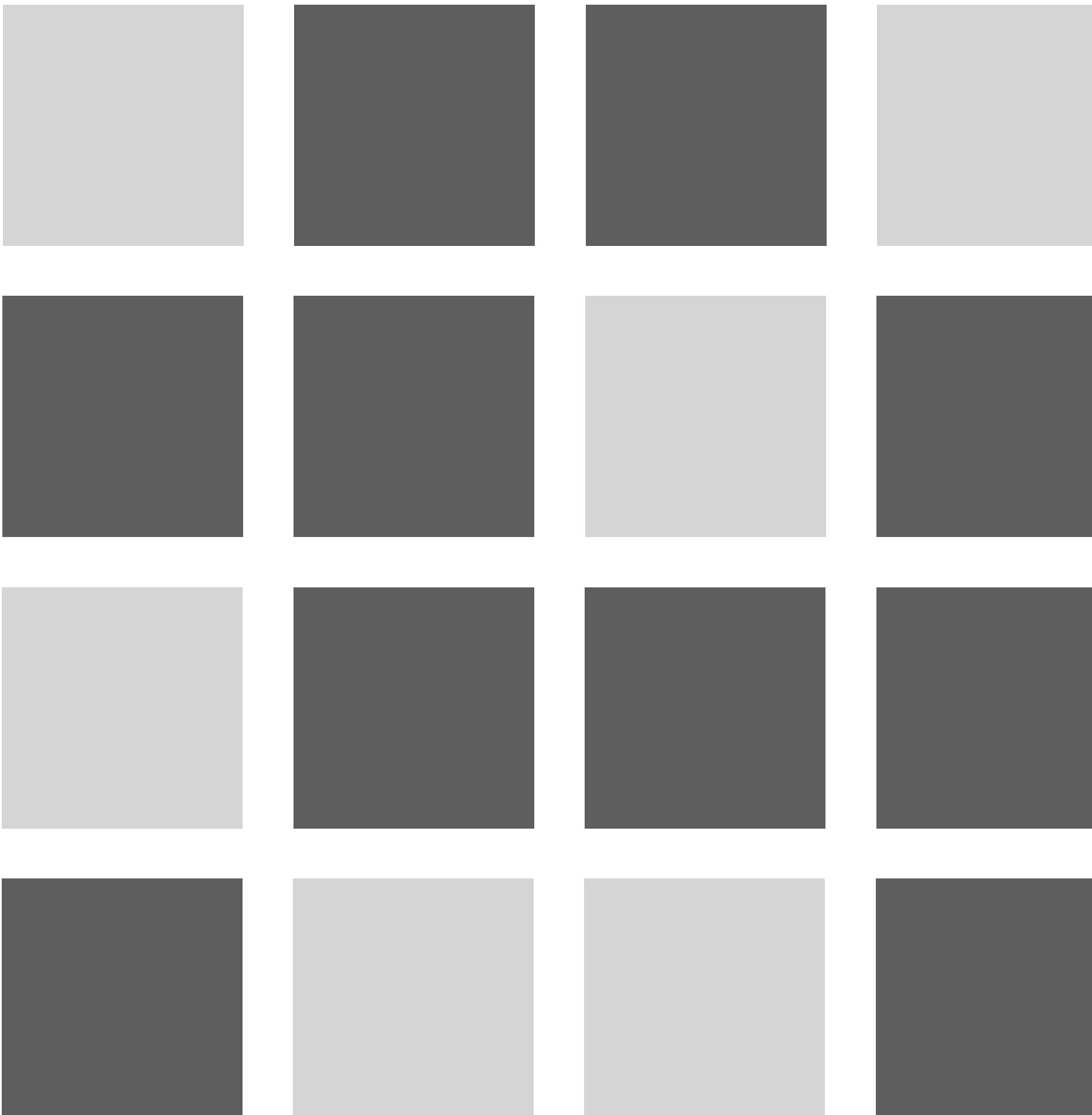
## Strike count here (3/5)



If the attempt is wrong, another hint is revealed.

“Check for faces lit from one side. The light often comes from a studio window or mirror setup.”

## Strike count here (3/5)

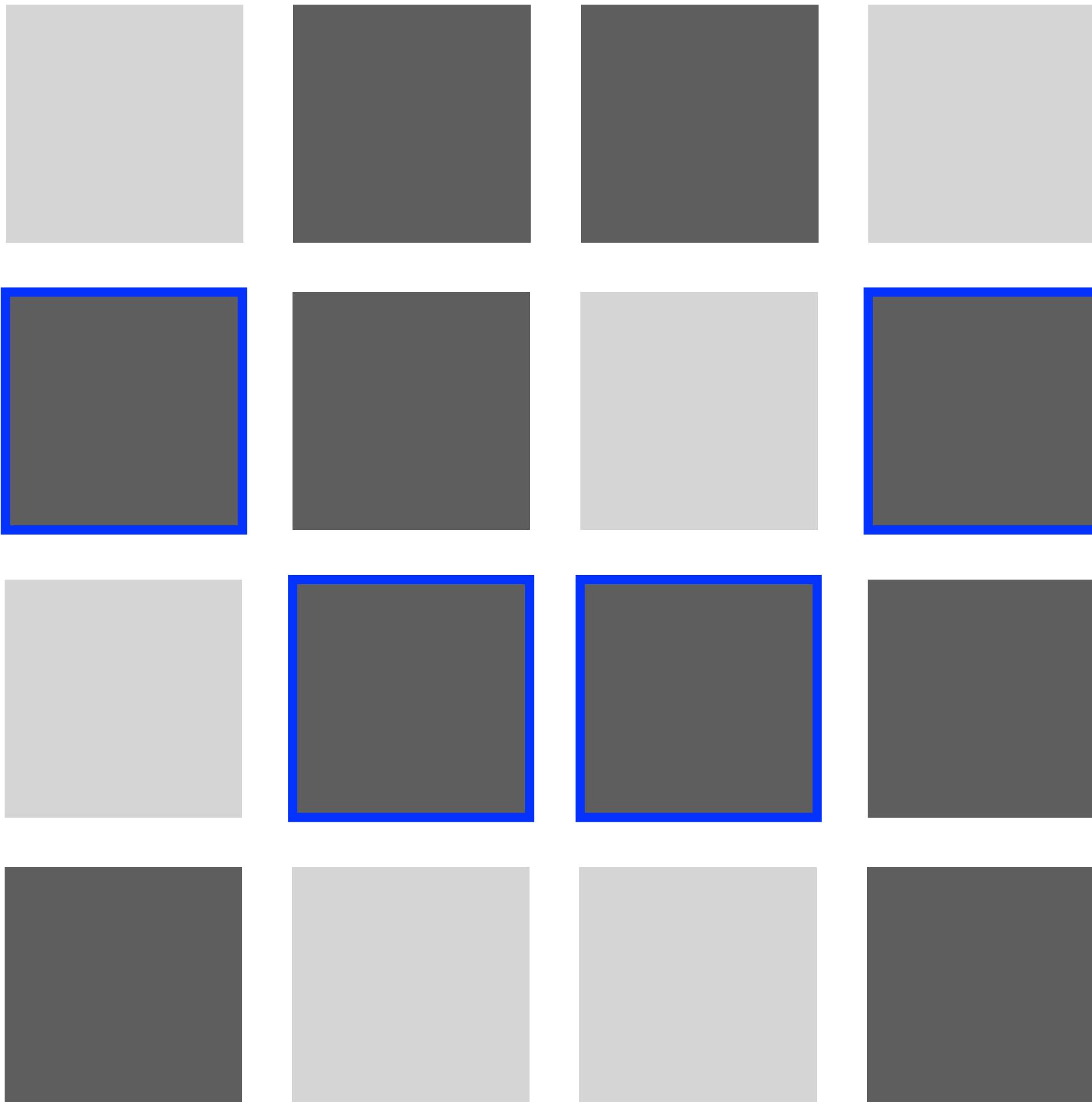


If the attempt is wrong, another hint is revealed.

**“Check for faces lit from one side. The light often comes from a studio window or mirror setup.”**

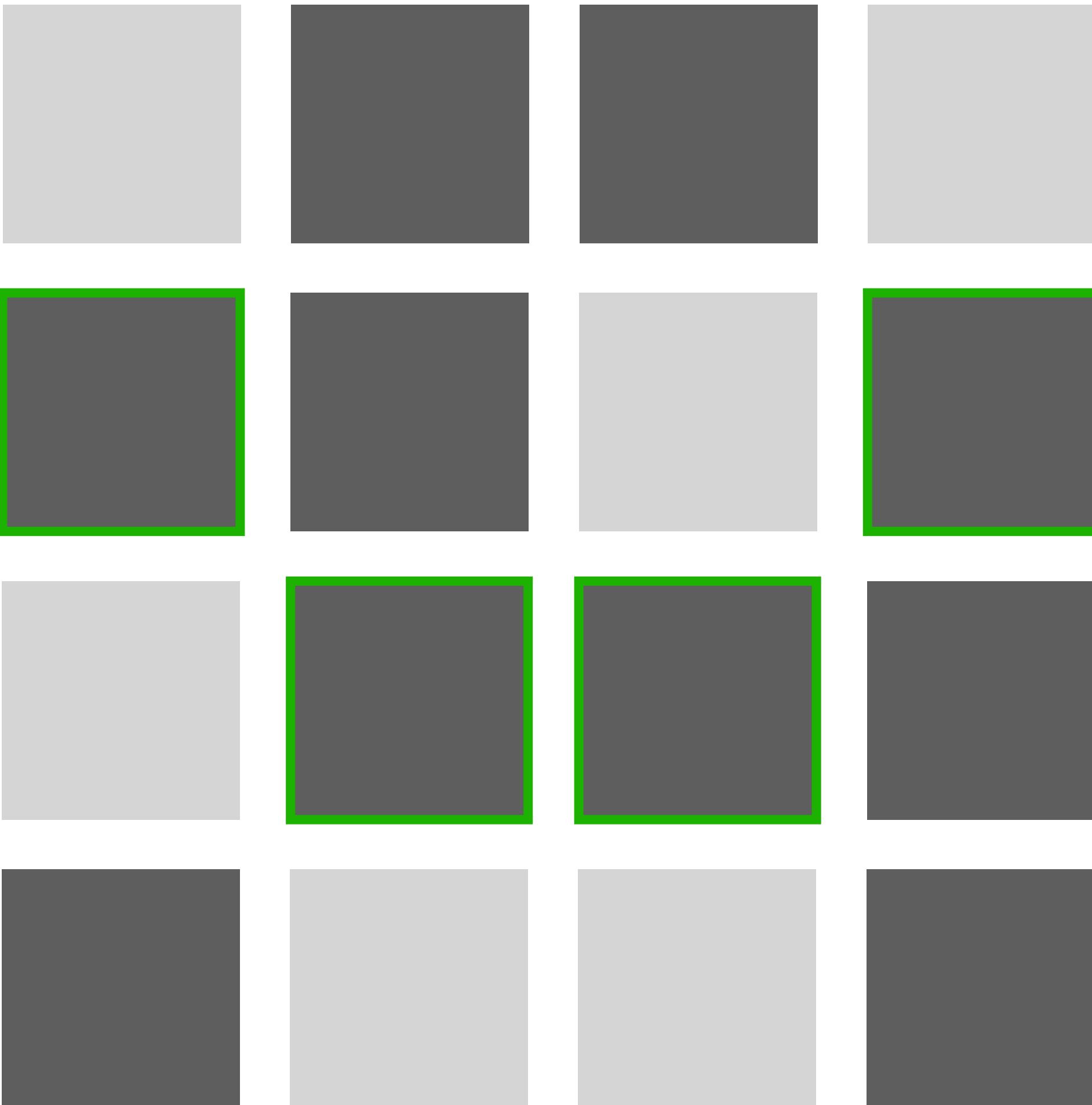
2 incorrect cards disappear from the board to narrow the field.

Strike count here (4/5)



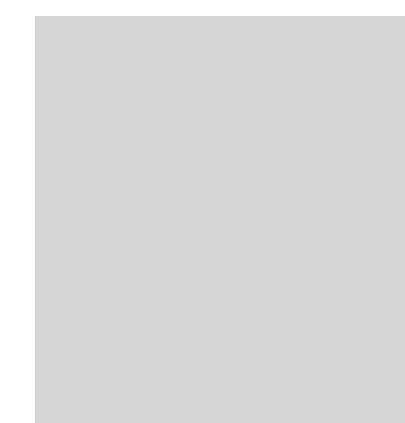
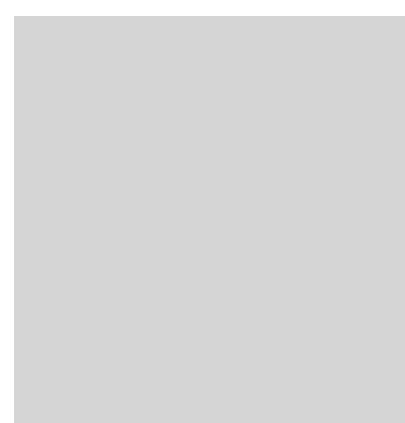
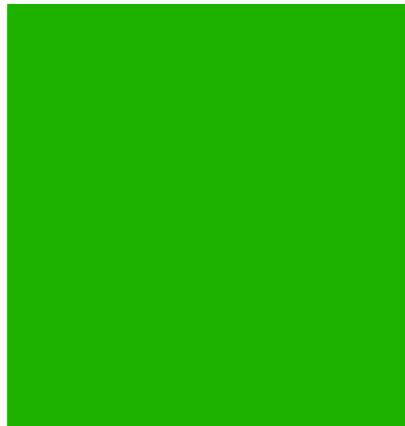
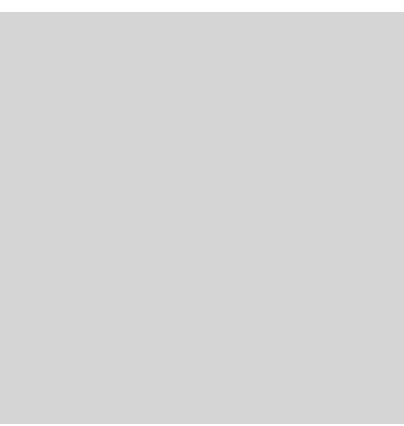
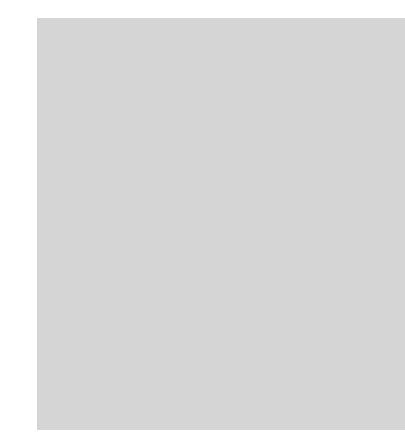
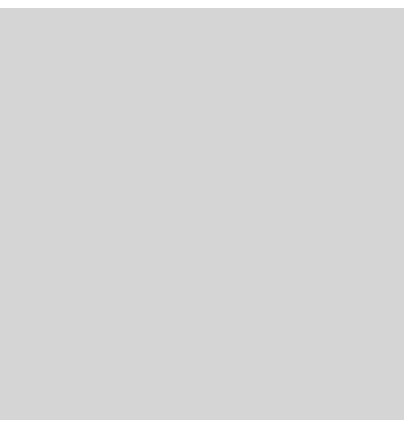
User makes the 3rd attempt.

Strike count here (4/5)



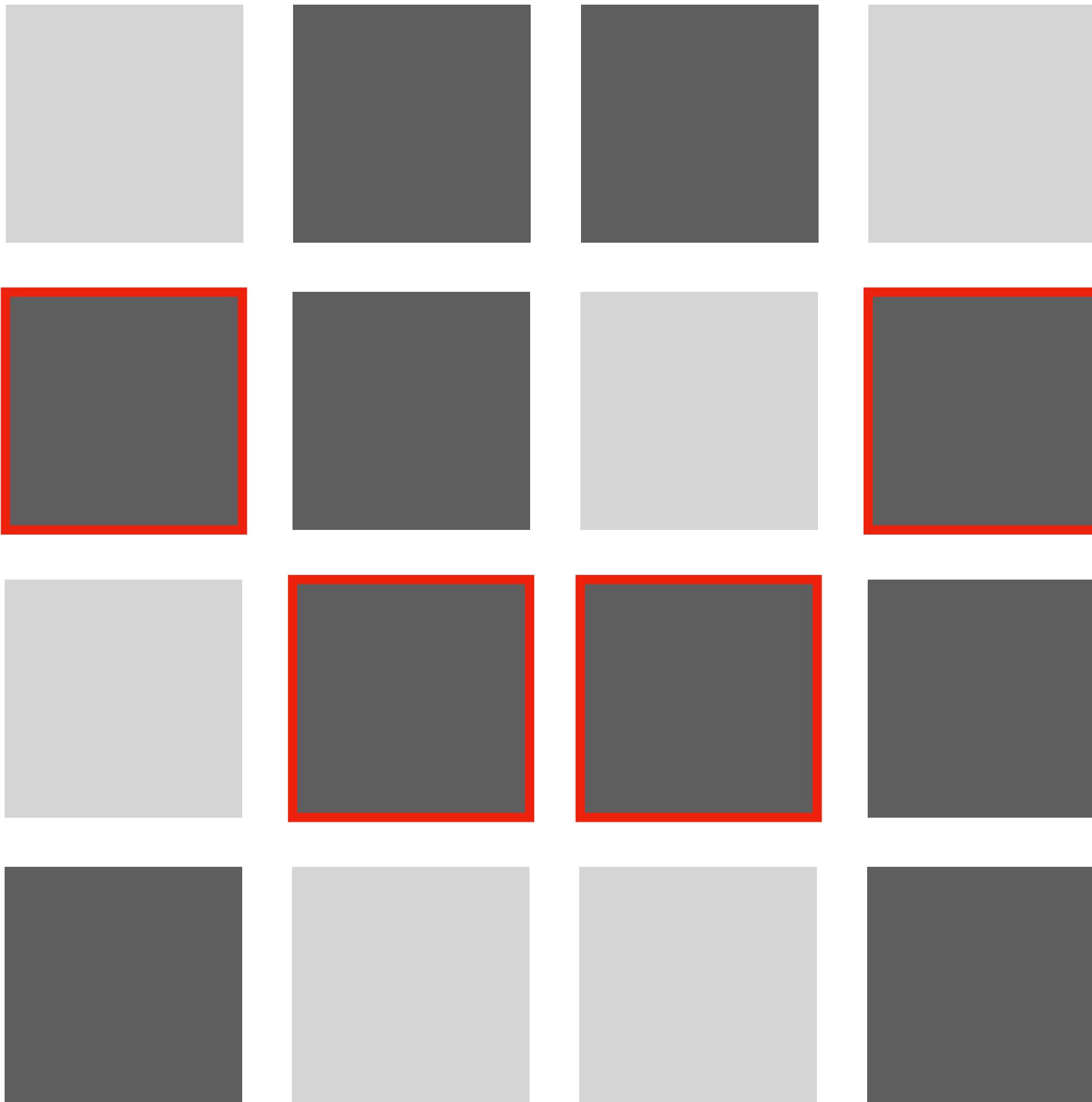
If the attempt is right, the user wins the game.

Strike count here (4/5)



You've Won!

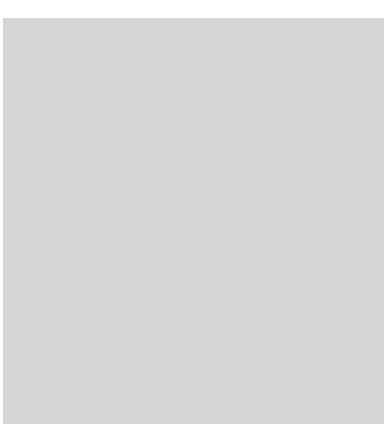
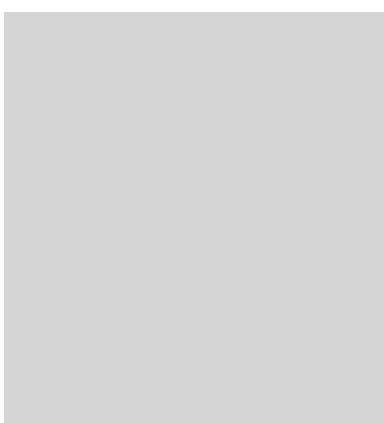
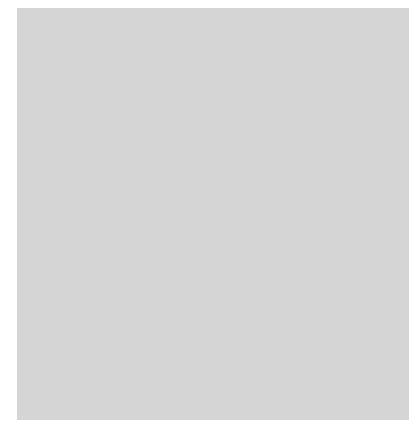
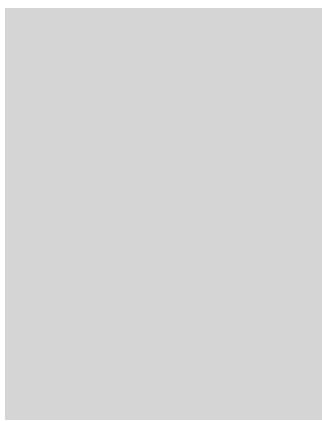
## Strike count here (4/5)



If the attempt is wrong, a final hint is revealed.

**“Not all of these were studio scenes.  
One sits out in the open.”**

## Strike count here (4/5)

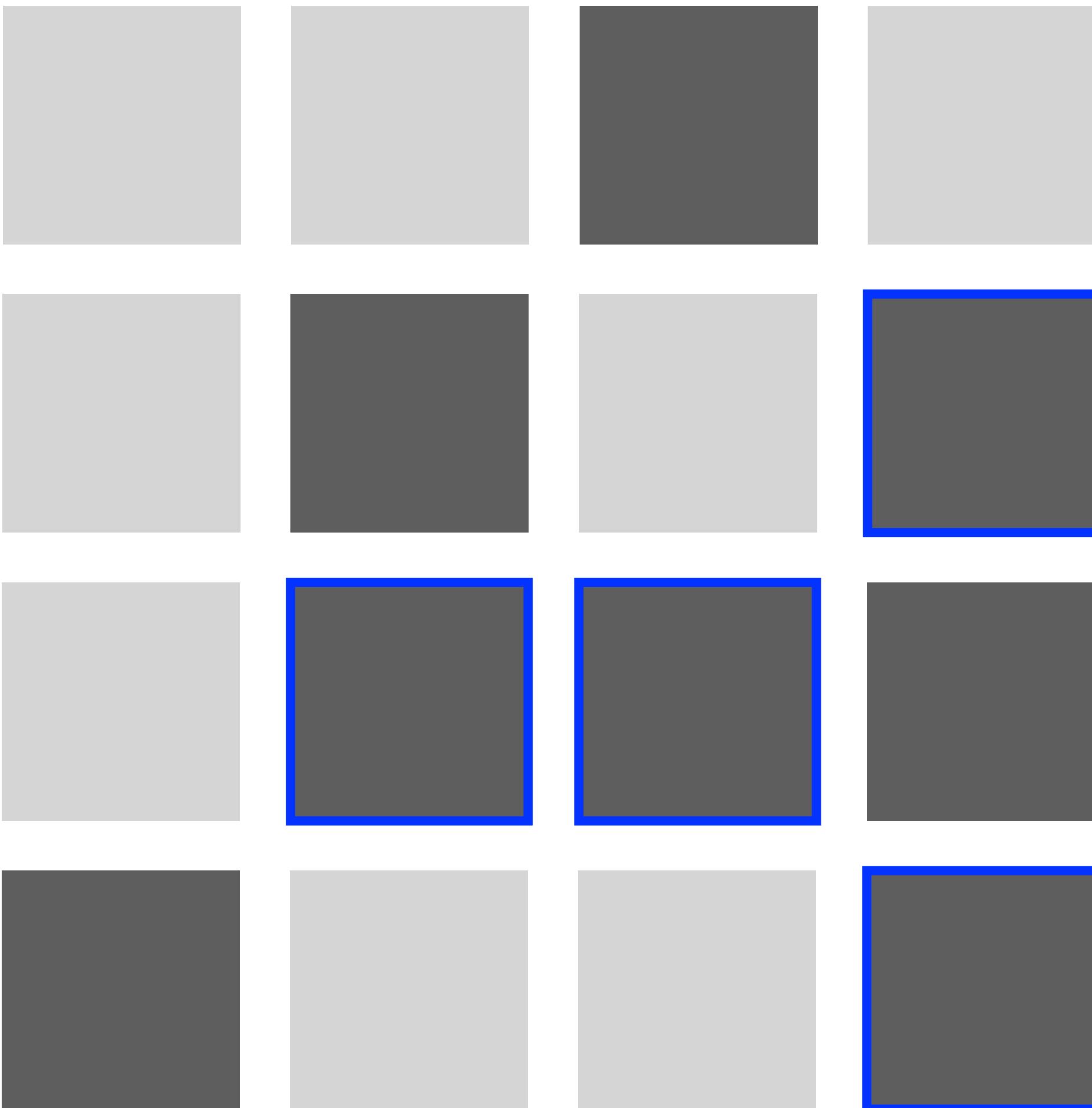


If the attempt is wrong, another hint is revealed.

**“Not all of these were studio scenes.  
One sits out in the open.”**

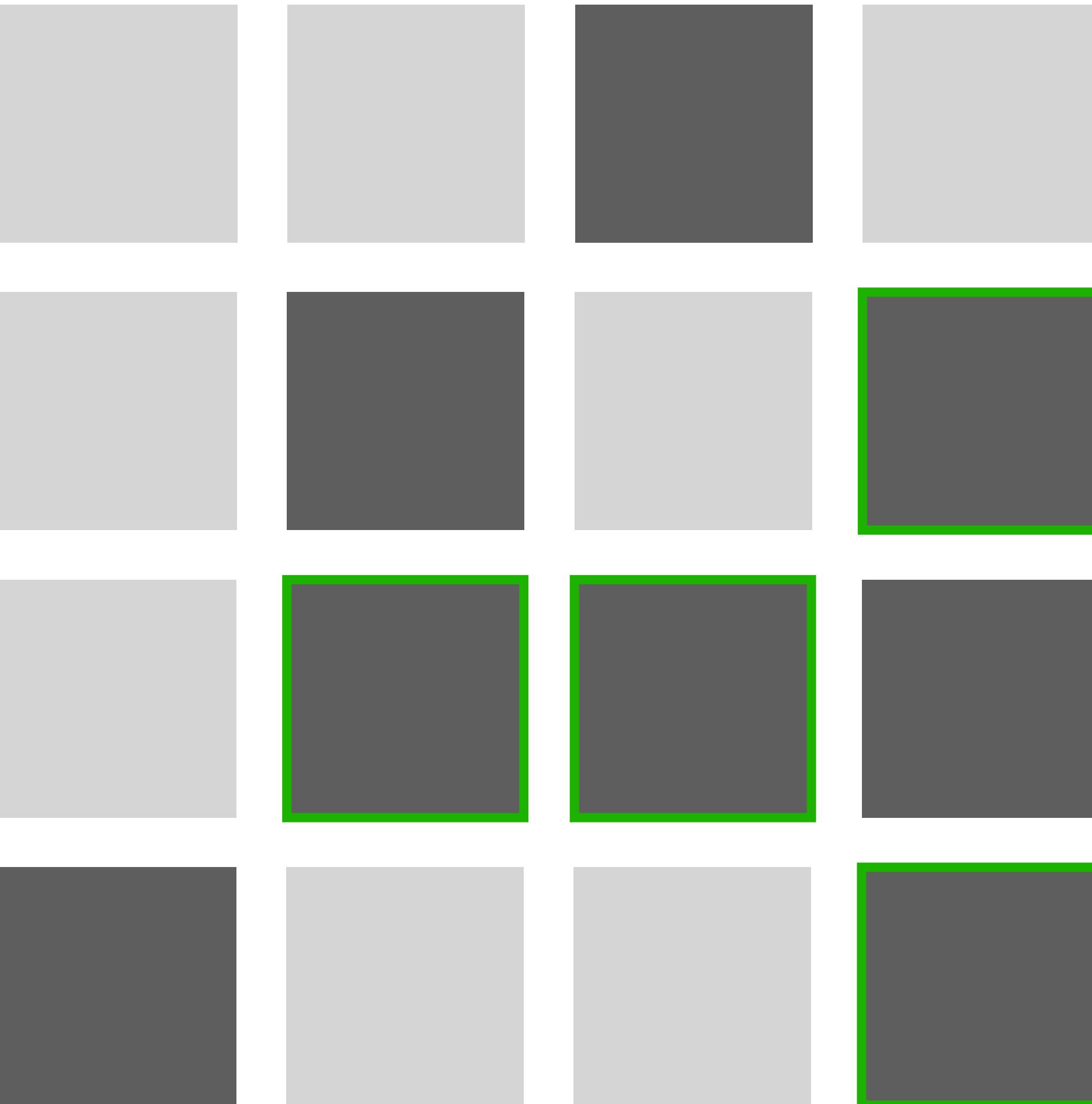
2 incorrect cards disappear from the board to narrow the field.

Strike count here (5/5)



User makes the 4th and final attempt.

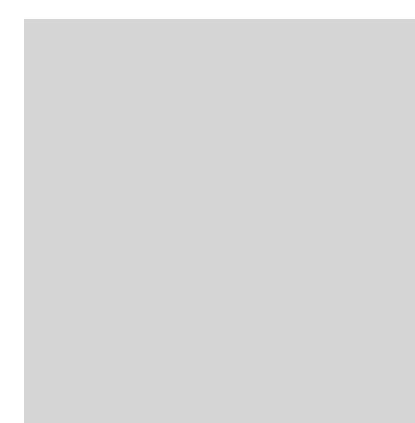
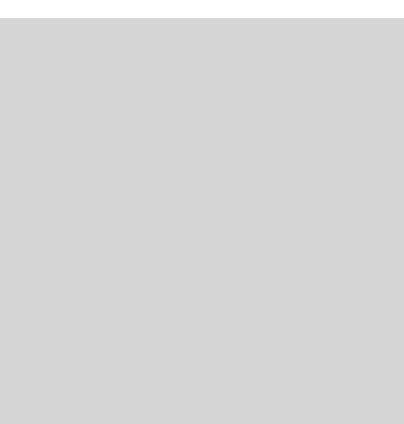
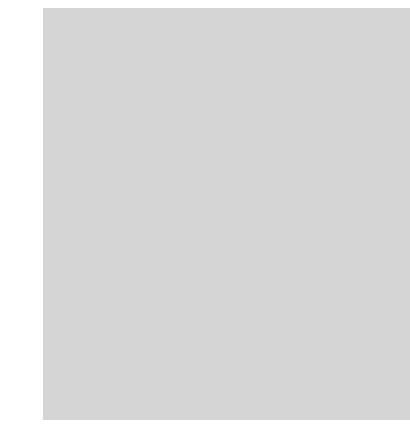
Strike count here (5/5)



If the attempt is right, the user wins the game.

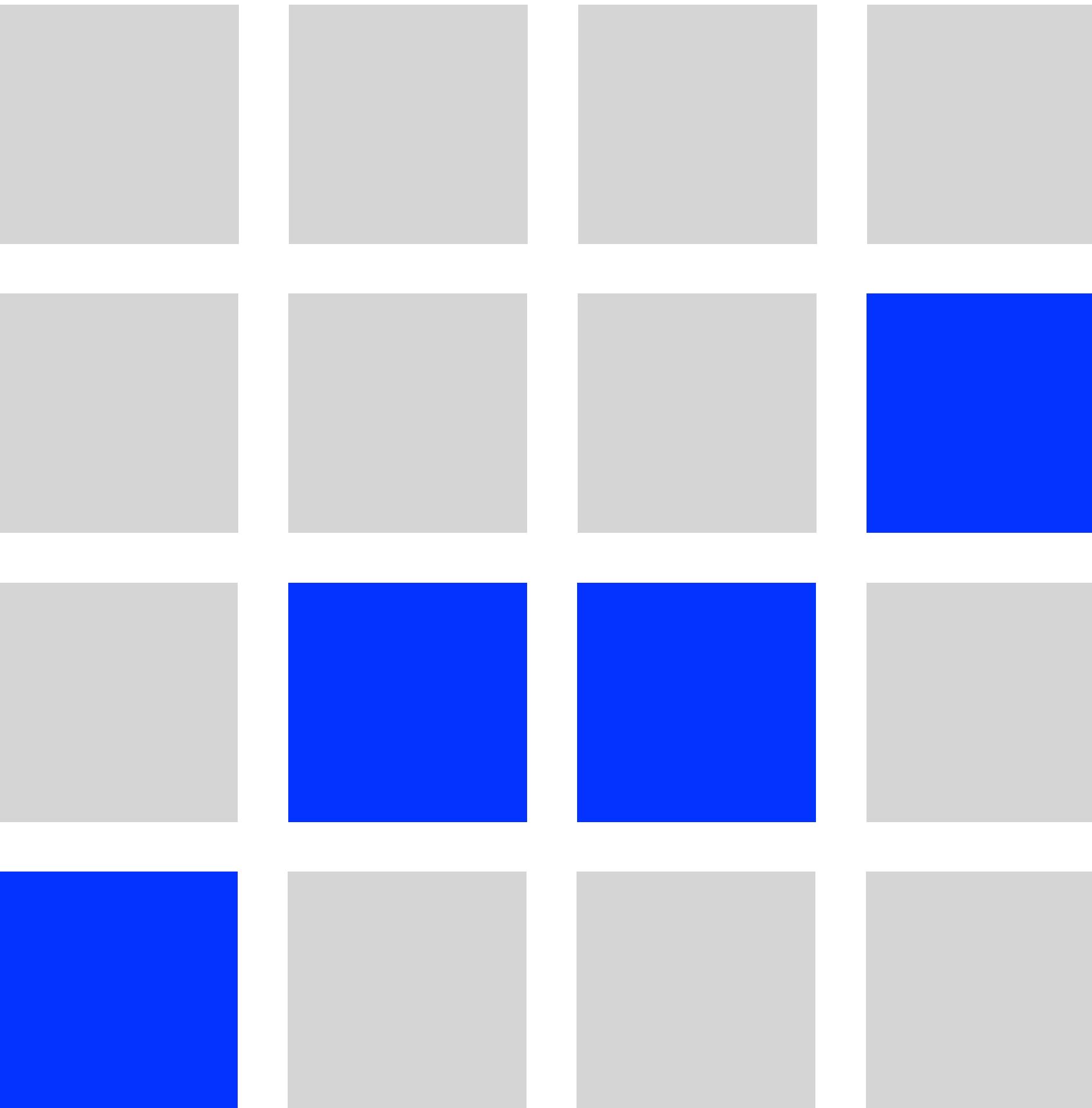
**“That was a close one.”**

Strike count here (5/5)



You've Won!

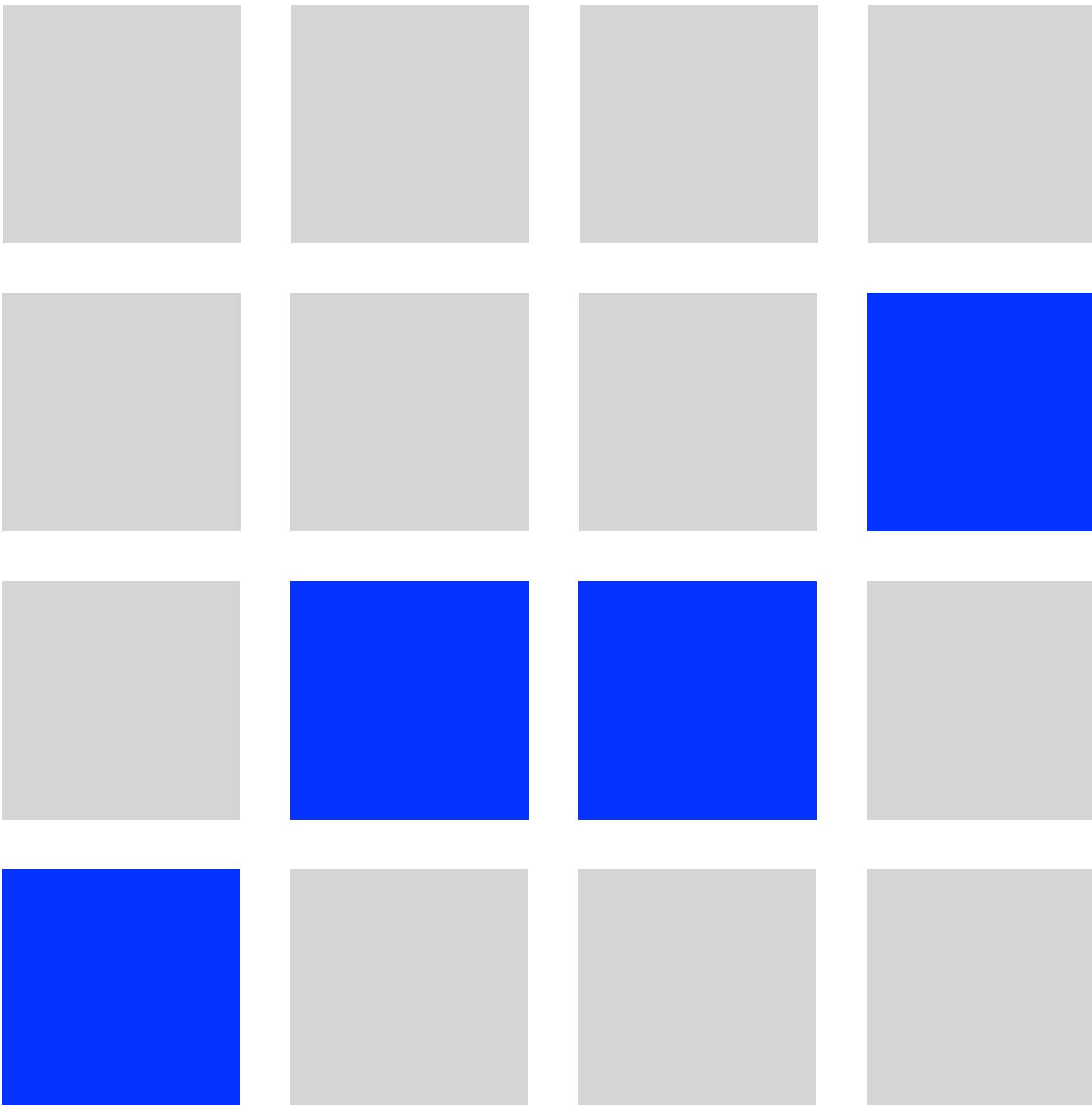
## Strike count here (5/5)



If the attempt is wrong, the correct answer is revealed.

Additional context about the connection is shown.

## Strike count here (5/5)

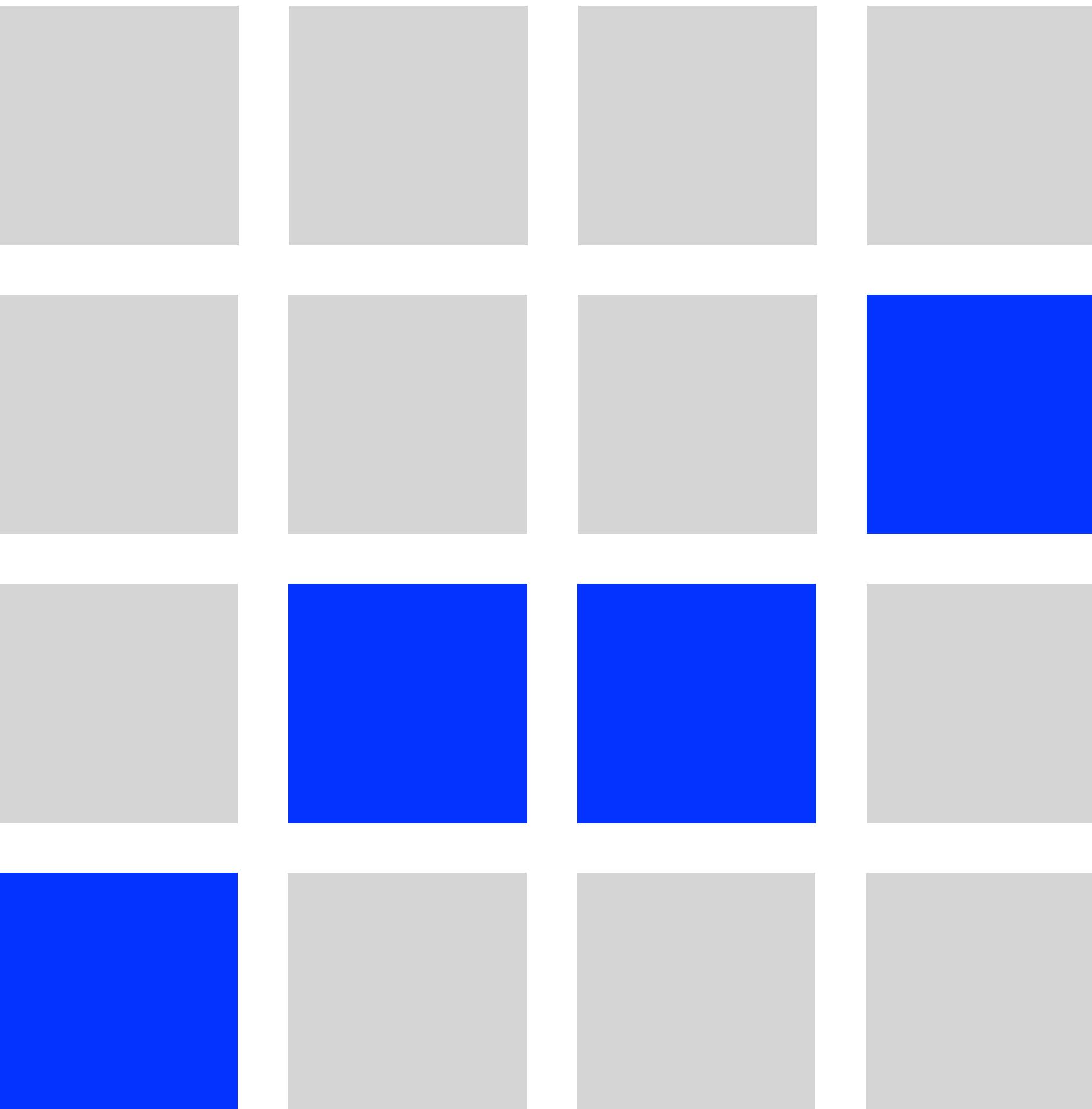


If the attempt is wrong, the correct answer is revealed.

Additional context about the connection is shown. (WIP)

Further info about the non-connections is also revealed. (WIP)

Strike count here (5/5)



Play Again?