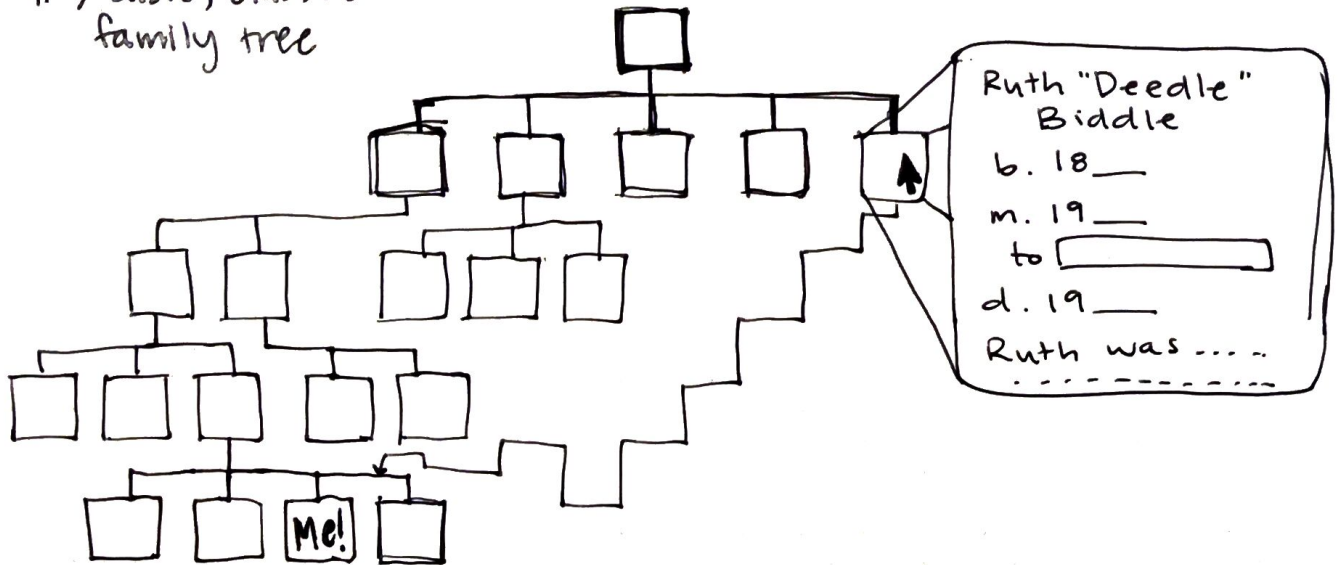


#1) Basic, classic family tree



→ limitations of this format

- space constraints as you move down
- what about "the other side"? [probably not for this part of the project]
 - ↳ other family branches

→ reimagine family tree from the "leaf" perspective rather than the "root"?

what about a branch halfway up?

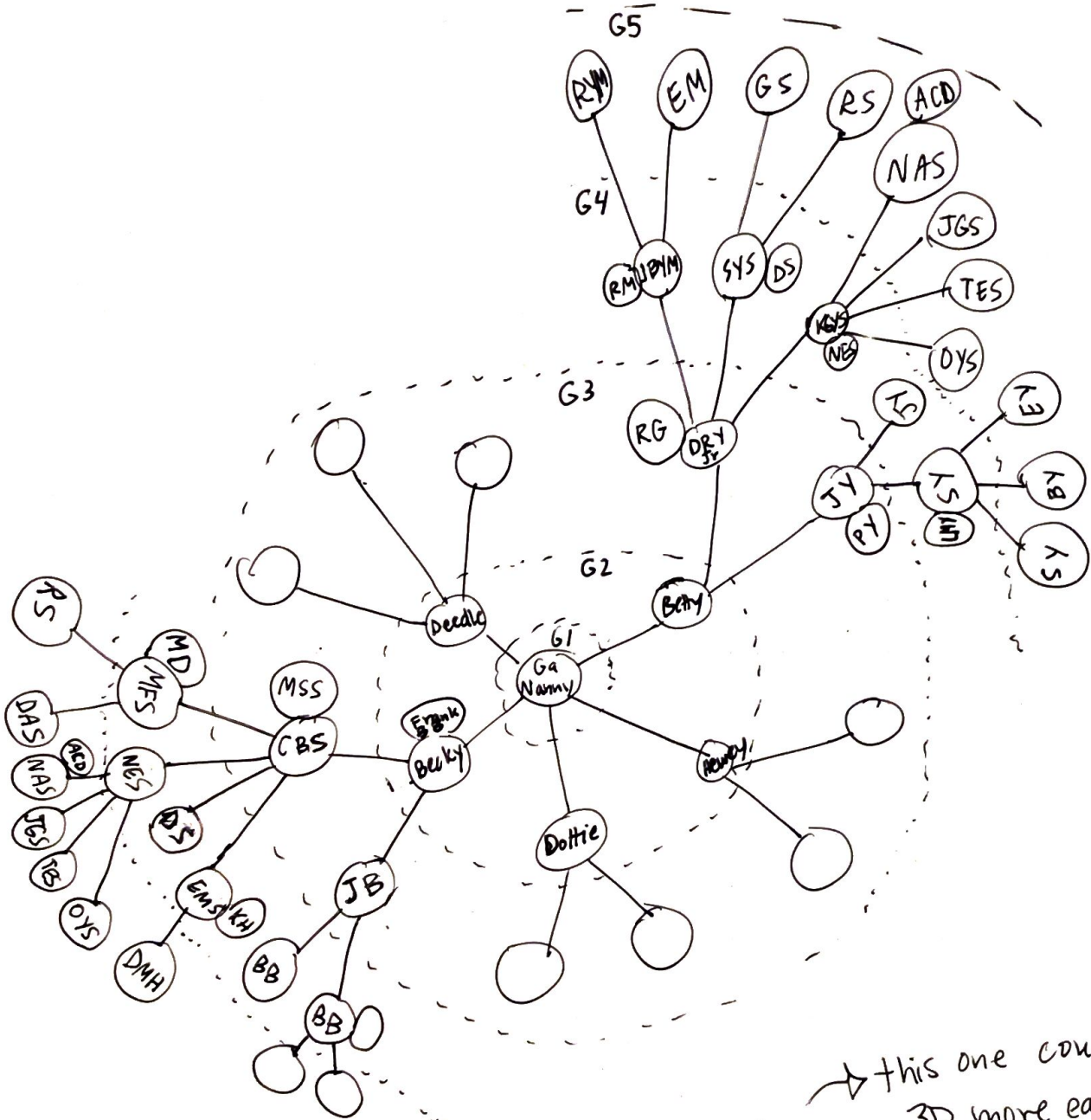
↳ narrative project

#2) Network viz

Youngest
closest
to 11

oldest @ 12
when possible

(oops didn't do that)



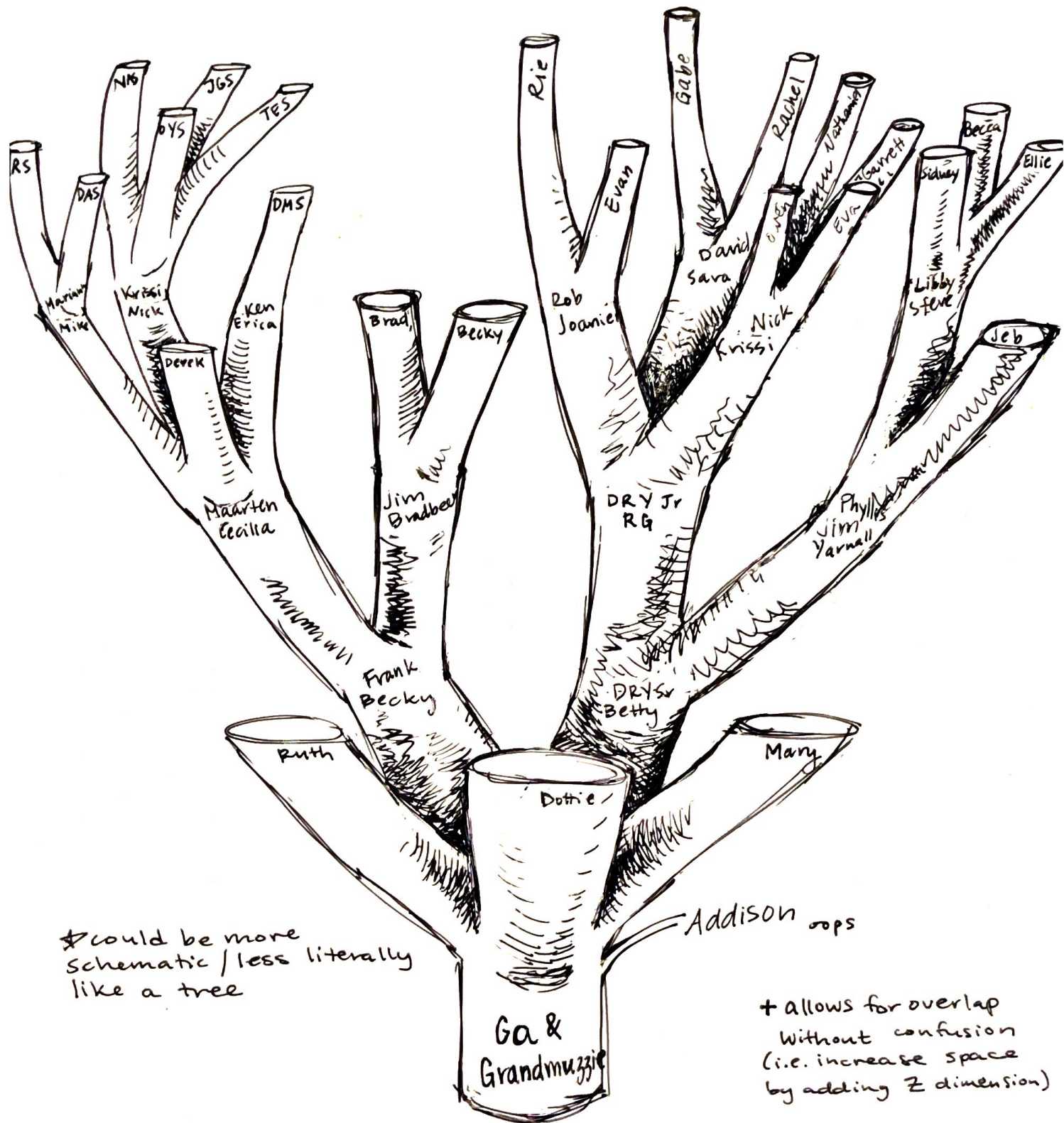
This vis is more like an actual 3D tree — G1 could be the trunk / could add depth

→ this one could go 3D more easily (narrative?)

→ network rather than hierarchy

→ age/time is less obvious, since it reads from center to circumference, not top → bottom

#3) 3D Family Tree



*could be more schematic / less literally like a tree

+ allows for overlap without confusion (i.e. increase space by adding Z dimension)

Broccoli Family Tree

- hard to translate to data viz
- still doesn't solve how to show other branches

Mockup

Choose up to 3 filters below:

Family name
Sinclair
Yarnall
Bradbeer
James
Carr

Date of birth
from 1906
to 1940

Generation
1
2
3
4
5

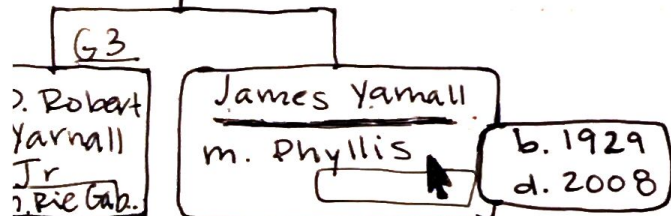
G1

James Garrett Biddle
m. Mary Hutton

G2

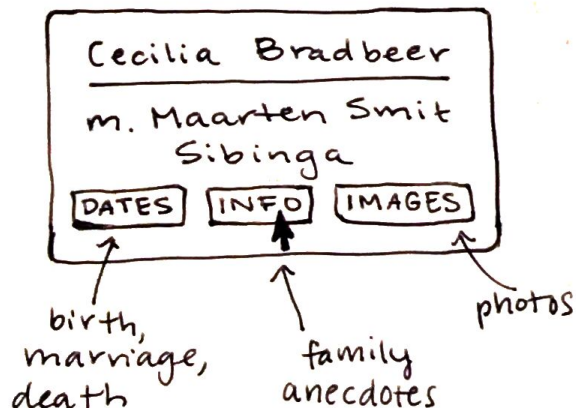


G3



Frank Bradbeer was an English Quaker. He and Becky met in _____ while he was doing something but I forget the story...

Potential functions for tooltip

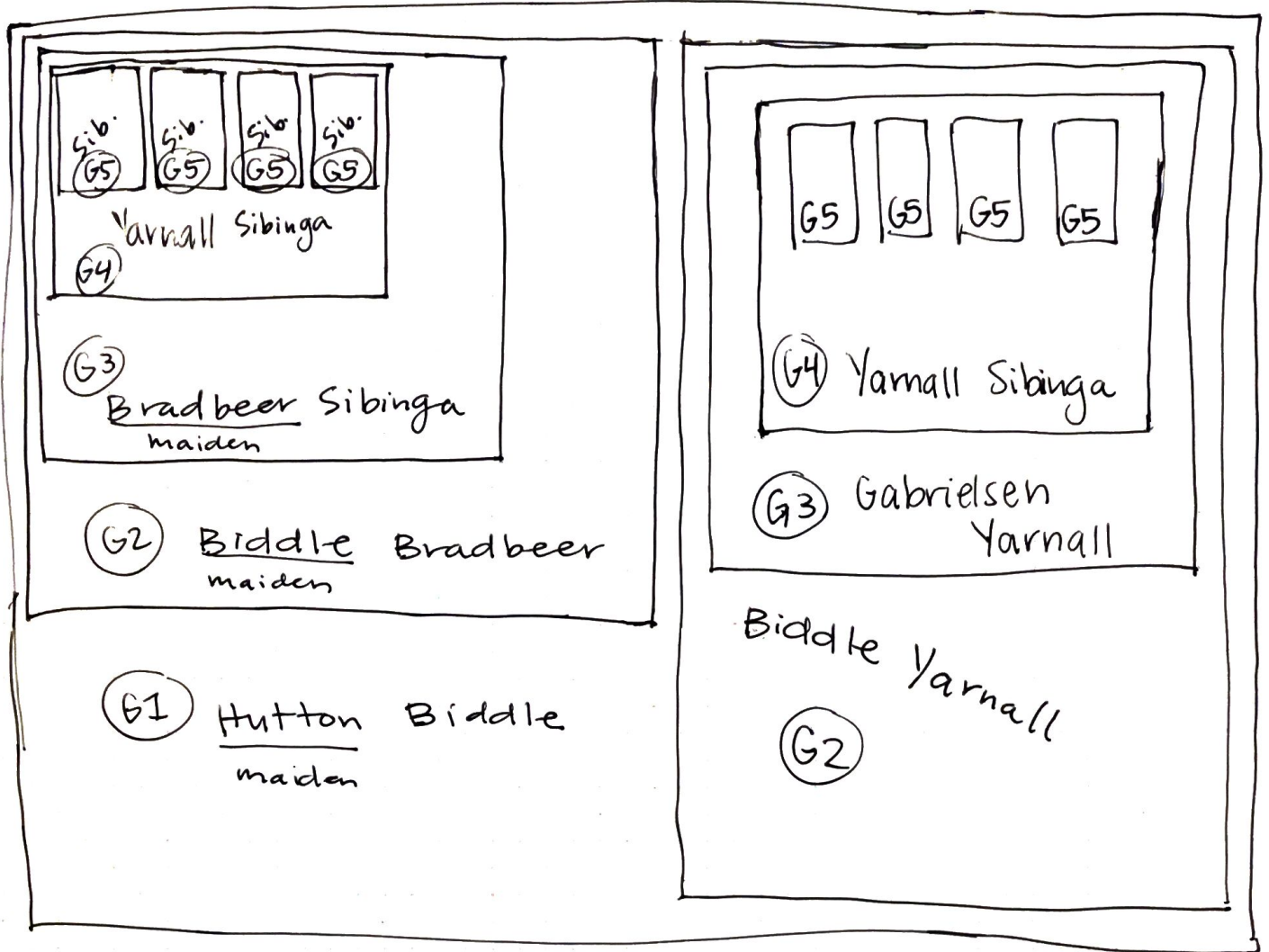


ALSO...

- add color based on G2 class
- add written user instructions to increase accessibility

inspo: Two Plantations

#4) Hierarchical boxes



↳ this could definitely work, but seems easier to explore online than on paper, given space constraints, changing dimensions
↑ by which I mean, we not planning my dimensions well