21/09

Catch up of what was there.

Added to force-layout-ex.js a couple of links with the inspiration behind them.

22/09

To do:

Try (following guide) the normal force group

Add forces in several locations

Remove them and paint them with different data

Add timeline

In force-layout-guide.js:

Manage to delete circles when clicking in rectangles.

when clicking in rectangles Update the circles randomly and with the circles-v2.json (external data).

To do:

Difference between locations and scene.

Think on the database and start working on it.

07/10

In one hour made 10 min of database. Up to today transcribed till min. 53:14.

Weekly target (till 10/10) is to have ¾ of film in DB = approx. 90 min. => 4 hours of work in 3 days.

09/10

Reached 1:42:33 (¾ of film. Target achieved) in 2 hours.

12/09

Completed the DB!! In one hour and 30 min=> 25 min of film.

13/09

Started at night to work in preprocessing:

Steps: Convert it to json->look at the appropriate format in the example json.

14/09

Achieved both of above. Now:

Do First version with the data:

Steps:

Adapt force-layout-guide.js to house code

~~Build a parkhouse json file to store the location of each room~~. No need it. You can achieve the center by assigning an id to circles created in inkscape and matching them with the room in d.scene

Change all naming in scenes room

To do:

Find suitable circle sizes.(scene 7 very packed): maybe normalize across scenes??

Improve some of the centers(eg: da song room)

Maybe find a new way of classifying scenes(scene 7 is too packed)

UI: manage to get the stairs in svg - 21/10

Start working on mouse over circles - 21/10

21/10

Notes on Data:

Data: At the beginning we see all the circles of all scenes. Not sum up circles of how much each character appear across the film.

In each loc/scene if a character appears, disappears and appears again there is a new circle. But it shouldn’t work like this. For each scene/loc the character should have one circle with the sum of all appearances. Done in Jupyter

Done:

Get definitive design with all the areas + centers+ atrezzo of the house in inkscape

Get mouse over/out in circles+ added basic tooltip

To do:

Translate all novelties of the design into the html and check that it doesn’t break

Modify the scenes that take place in the intercom in the excel file

28/10

To do (short-term):

Change colors of character legend to match circles in graph – Erased First Chauffer & Party attendants

Split house html from circles html

Make characters legend appear always

Solve opacity problem of house vs mouse over

Make circles not to appear when loading the page (not all of them)

Decide where to put bar of film

Decide on division on rectangle legends (scene 7 really packed)

Scale all viz to fit 75% resolution

Improve the DB/excell

(long term):

Do first version of scrolling

Work on second data Viz out of dataset

Make poster version + scrolling version + only data viz version

For this week:

¾ of above short term things + Conduct Data exploration.

Release Date: 11/11 or 18/11.

29/10

Read articles for inspiration

Brainstorm on new ideas

Finish DB with new column Movement

01/11

Started preprocessing of house occupancy. Spent a lot of time figuring out how to.

Discard some ideas of data preprocessing

02/11

Do first version basic of the opacity

Finish preprocessing and implemented it.

To do:

Only update when having round numbers 03/11

Change id names of some locations id and check that everything doesn’t break. 03/11

Eliminate console.log to see if everything works faster. 03/11

Not import all d3. Solve that issue

03/11

Added % titles to the floor map

Fix above things

04/11

To do:

Match legends of force and heat house

Obtain real length of legend of force

05/11

To do:

Handle Load/unload of elements on swift change -Solved through visibility and erase() play.

Conduct exploratory analysis of movement variable

Decide on how to implement it in design

Take a look to scrollama examples(K pop)

Set up scrollama 07/11

Done:

First successful joint between the 2 Vizs: poster and house!!!!

To do:

Get second graph at 75% scale.

There are some problems with the tooltip

06/11

To do:

Include text and see how it looks (inspiration NYT)

07/11

As mentioned above, finally set up scrollama properly

Start working on the interactions with the text when scrolling down.

08/11

To do:

Finish scrolling v1

Fix errors in map:

Stairs

Floor maps

Make text of the poster not responsive.

10/11

Note: 2 days break because of work.

Finish scrolling v1:

* Implement all scrolling opacities
* Start writing text

Think on how to integrate the second viz

11/11

To do:

Fix problem with nodes

Work on design for Paula:

* Fix stairs…
* Add ico
* Work on text content
* Work on text weight types(add the classes)
* Push to Github
* Fix tooltips
* Make the scene mode visible
* Plot characters menu
* Add colors of rooms to css
* Fix everything in the heat map

Meet Paula at 18