

**Basic Visualization in D3** The purpose of this assignment is to familiarize yourself with the D3 JavaScript framework used to build interactive visualizations on the web.

## Otl Aicher

1972 Munich Olympic Games pictograms

Otl Aicher developed the most iconic Olympic symbol set in the 1972 for Munich Olympic Games. The sport symbols are ubiquitous today and their style and approach has been copied many times over. The genius of Aicher's design is that the geometry could communicate so much motion and character while being made up of only the simplest shapes designed to a grid.

## Task

Create a D3 visualization of a given pictogram by Otl Aicher using simple shapes such as rectangle, circle, ellipse, path and line. **Each student will receive a unique Aicher's pictogram to visualize in D3(.xlsx file).** You must use D3 for this assignment. All visualizations should be done using D3 calls. The goal is to become familiar with D3 methods, scripting syntax, basic shapes, and basic commands in D3.

Website:

<https://www.piktogramm.de/en/search/>

- ➔ Categorize the search with **Sports** category.

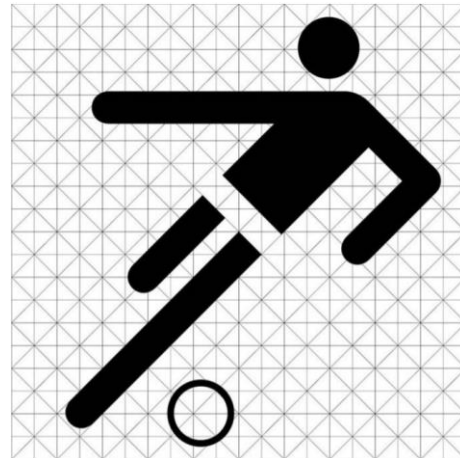


Figure 1: 0612 Football

## Technical requirements

- size: 680 by 680
- shapes: 6 different shapes: circle/ rectangle/line/ellipse/path
- color: black on white background
- files: .html, .css, d3.v4.js, shapes.js (or you may complete this assignment in a single .html file)— zip the files together for submission.

*Note: If the shape number assigned is not written in the excel sheet according to the website filtering (in case), you have to consider it from the website (link provided)*

- ➔ e.g; Sequence according to the website is 0741-0608-0636-0648-0867-0713 for 2<sup>nd</sup> student, instead 0742-0604-0636-0648-0867-0713.