















I encouraged the engineers to think differently about the data - the data was visually complex, rendering faster than they can read, and had physical relationships to the real world. We started engineering tools that better took advantage of the 3D environment and committed to explaining data as a function of the physical world.



I also used data that was rendered after the drive to better inform how we can push this information from post-facto to real time. This is a video pipeline I invented in Adobe AfterEffects that consumes a mix of JSON, Video and CSV files and renders a composite video.