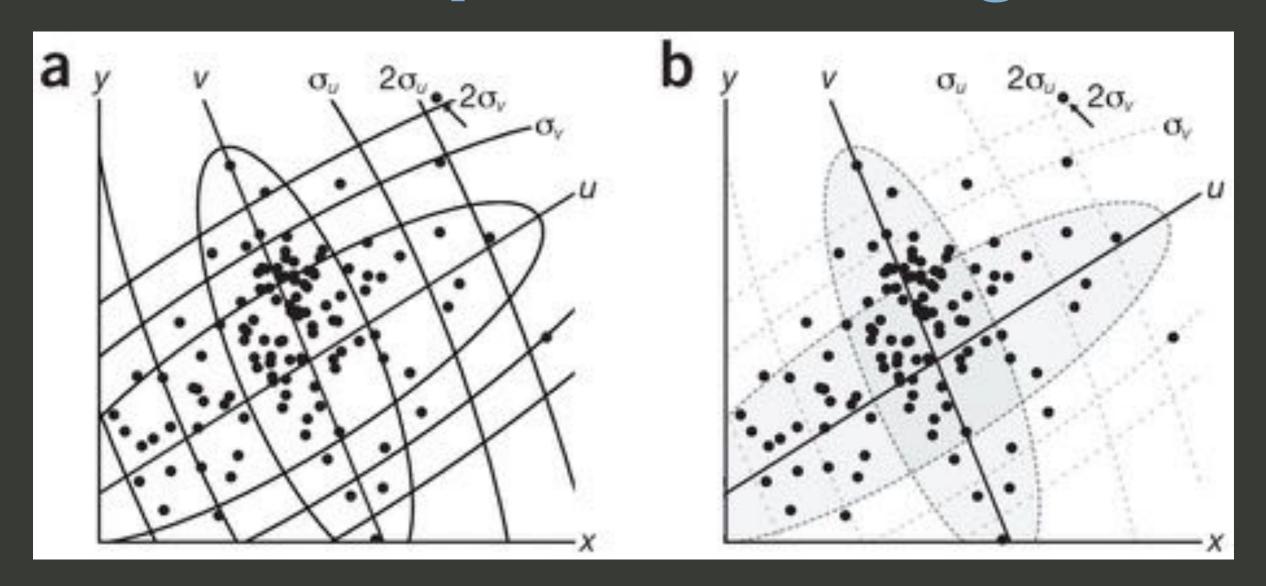


Upper limits obtained in the hours after explosion for SN 2011fe enable precise constraints on the radius of the progenitor star when compared to expectations from shock break-out models. Combined with preexplosion limits on the temperature of the progenitor, it is possible to definitively conclude that a WD must have exploded for this type Ia SN.

Human brain is not a multiprocessor

Information transmission needs to be efficient Impossible to simultaneously read *and* listen

Building Visualizations via Principles of Design



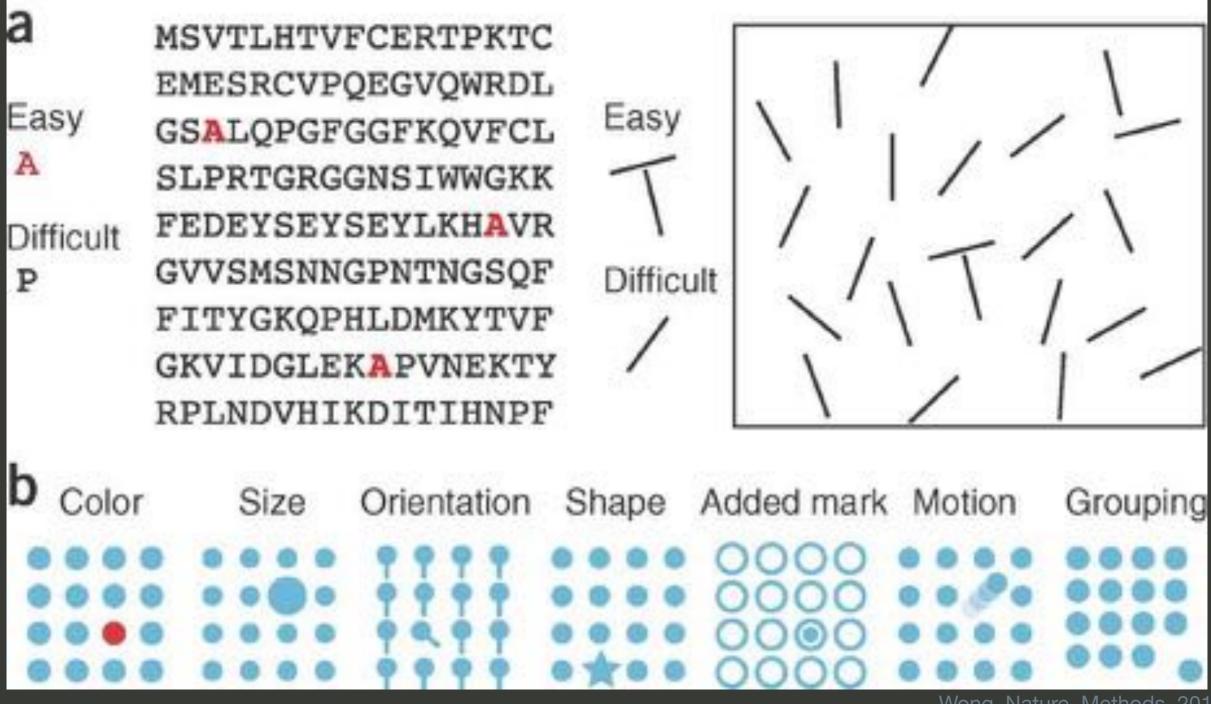
Adam A Miller

CIERA/Northwestern & Adler Planetarium

LSSTC DSFP Session 10 07 Sep 2019

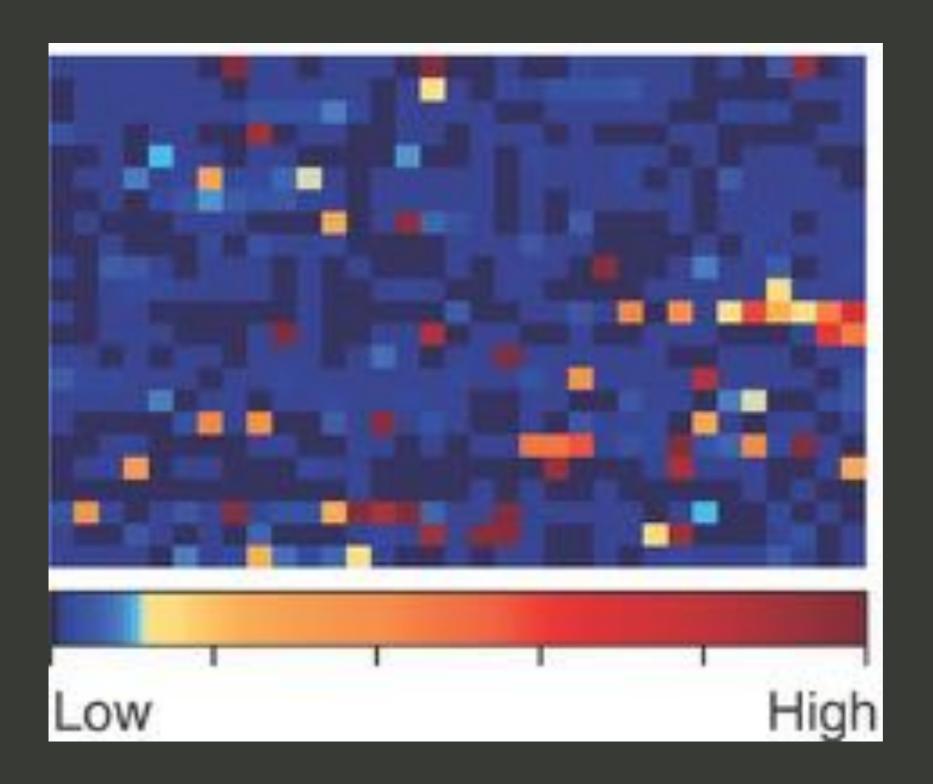
Salience

Things that stand out are easy to find



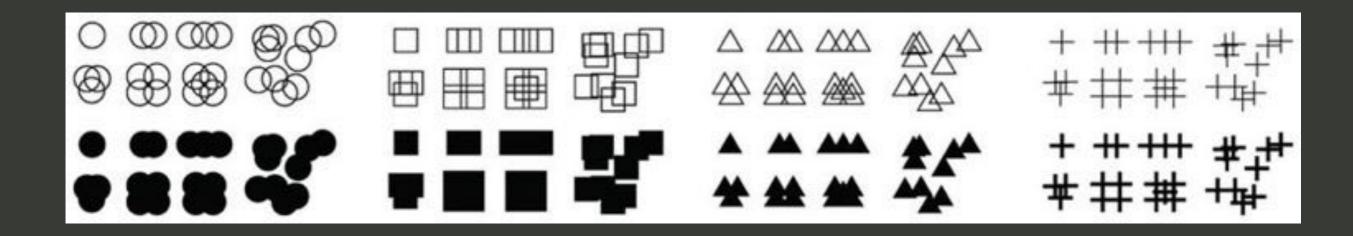
Salience

Salience must match relevance



Symbols

Hollow circle is the most flexible and robust



Symbols

Form strong visual boundaries

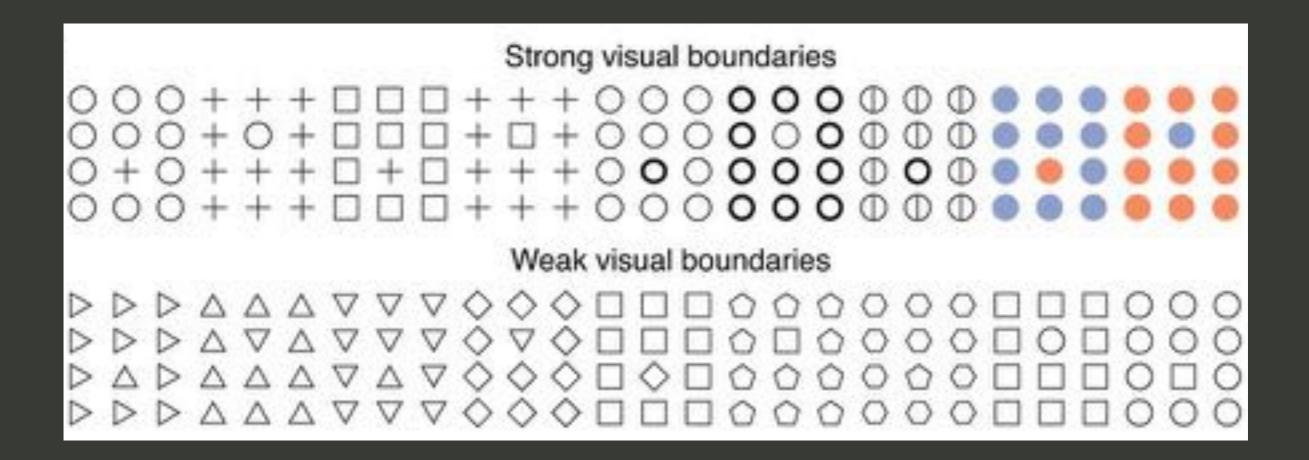


Figure Design

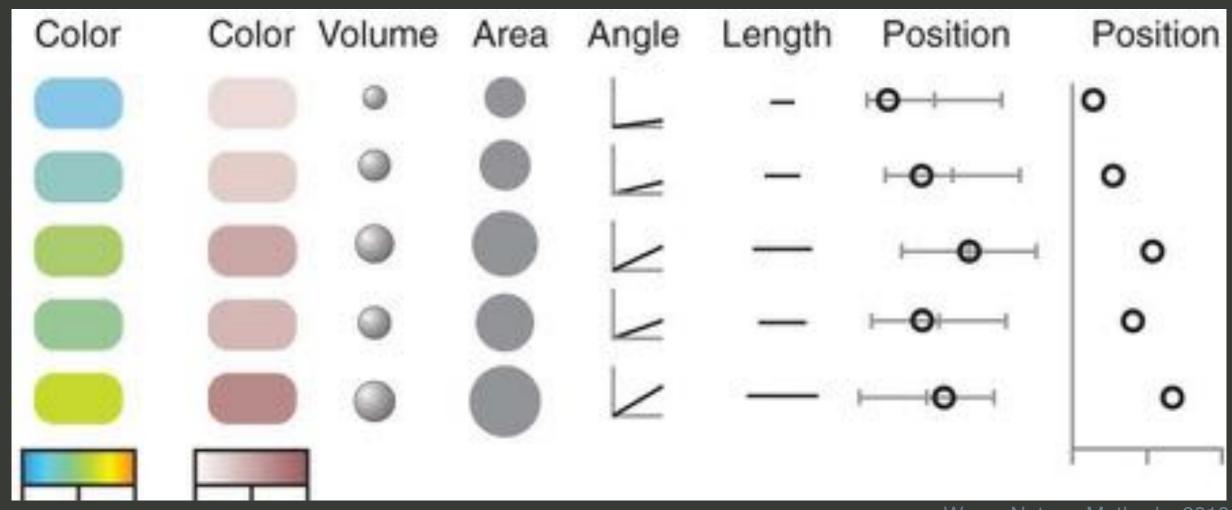
Use easy-to-estimate visual representations

Rank	Aspect to Compare
1	Positions on a common scale
2	Positions on the same but nonaligned scales
3	Lengths
4	Angles, slopes
5	Area
6	Volume, color saturation
7	Hue

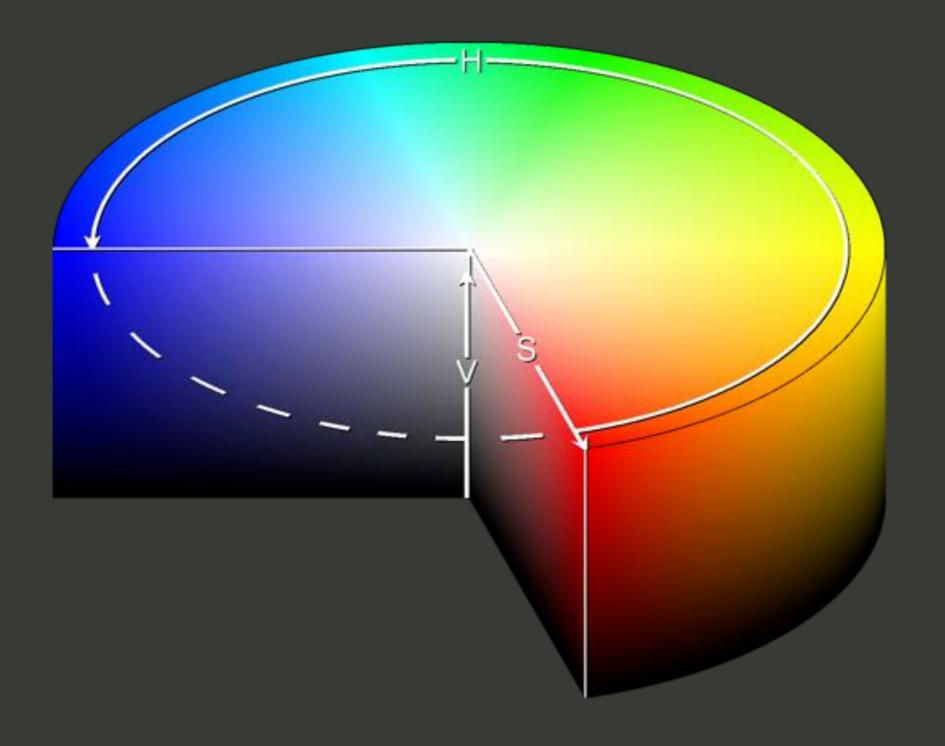
Figure Design

Use easy-to-estimate visual representations

positions = easy colors = hard

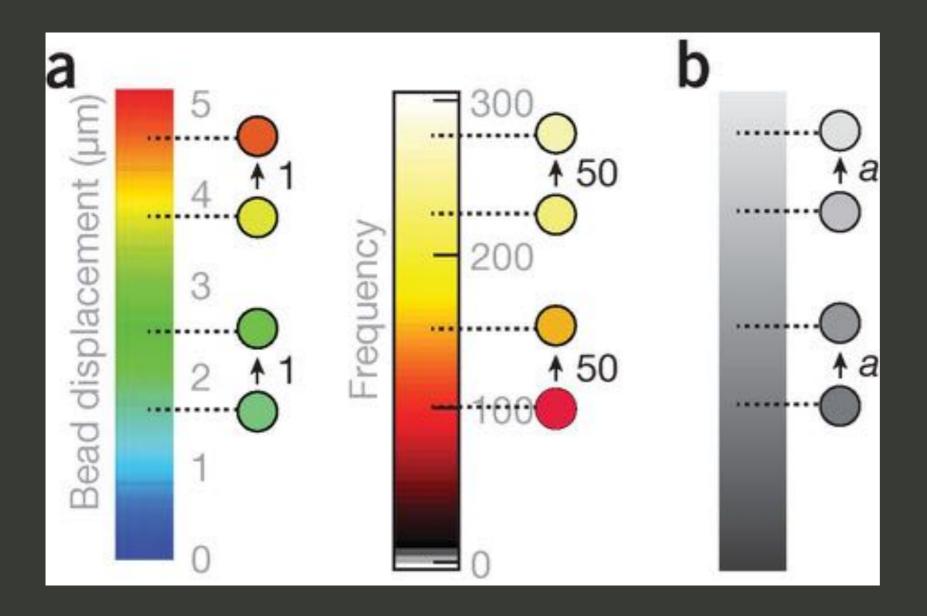


Color defined by hue, saturation, lightness

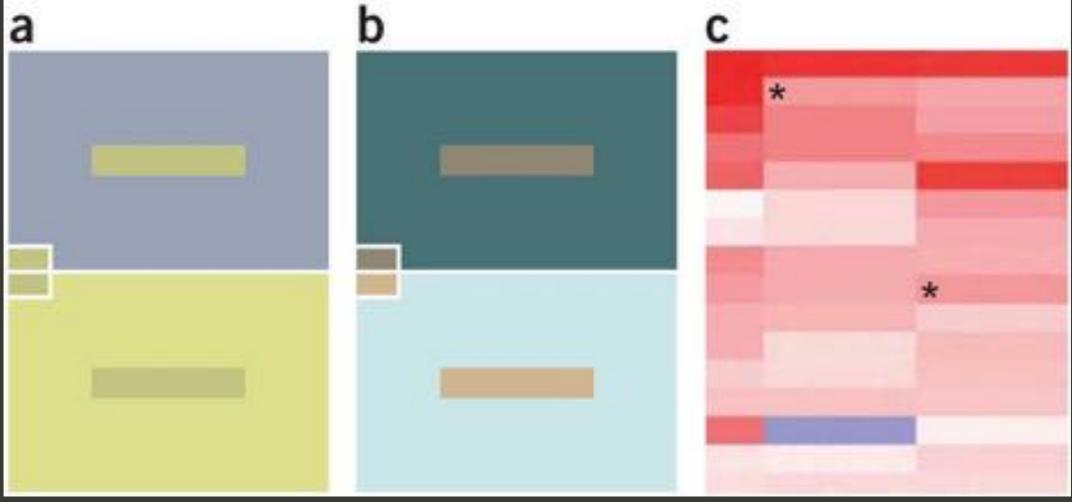


best for categorical data >6 = hard to interpret

Hue does a poor job encoding relative numerical values



Color perception depends on context



Select semantically resonant colors

banana

anger

money

sky

Select semantically resonant colors

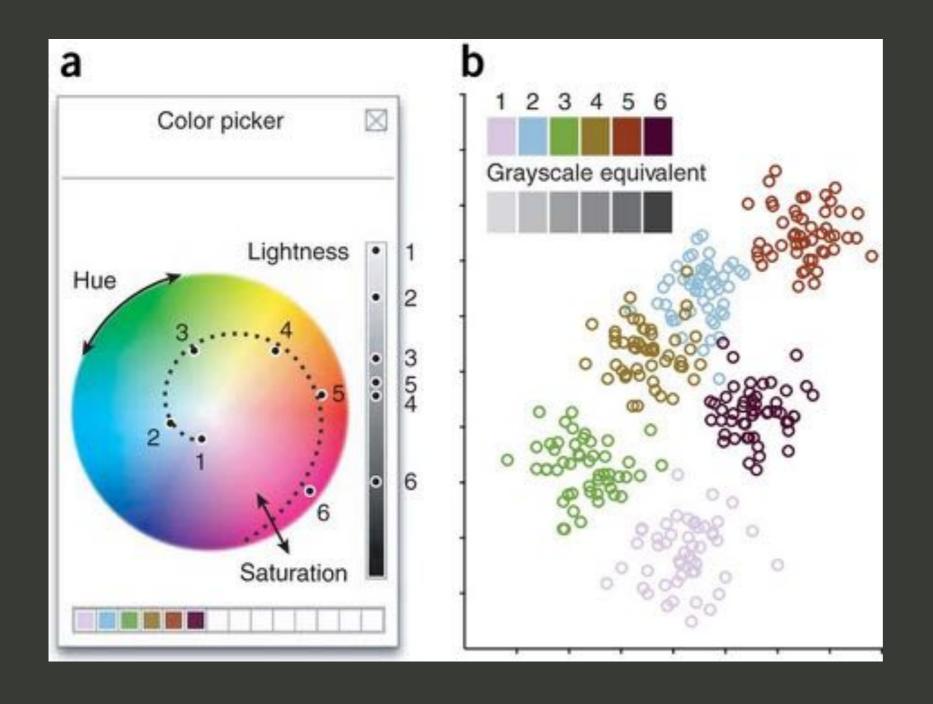
banana

anger

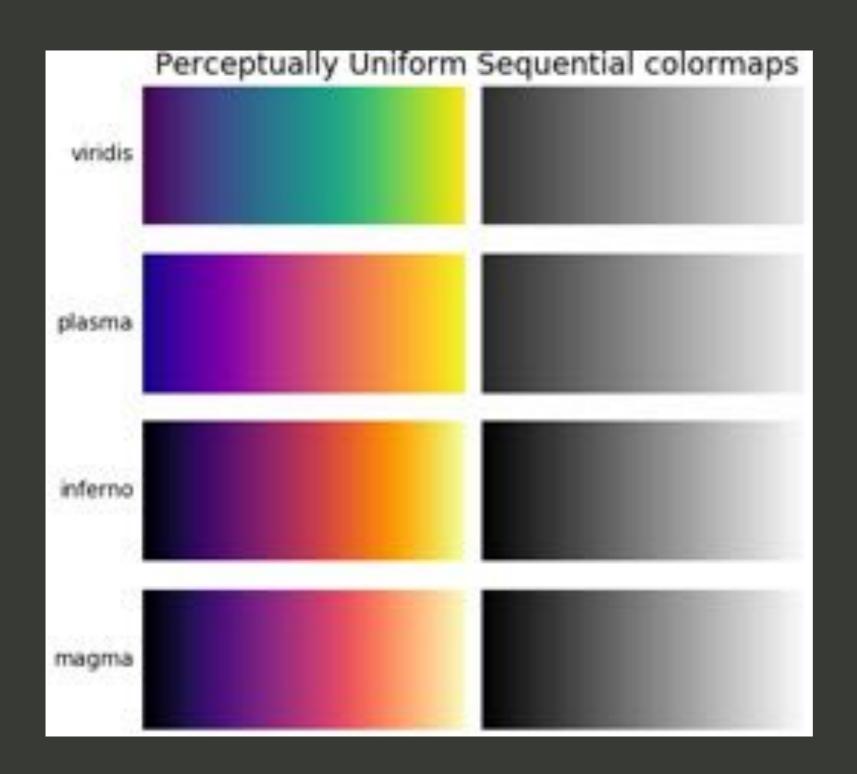
money

sky

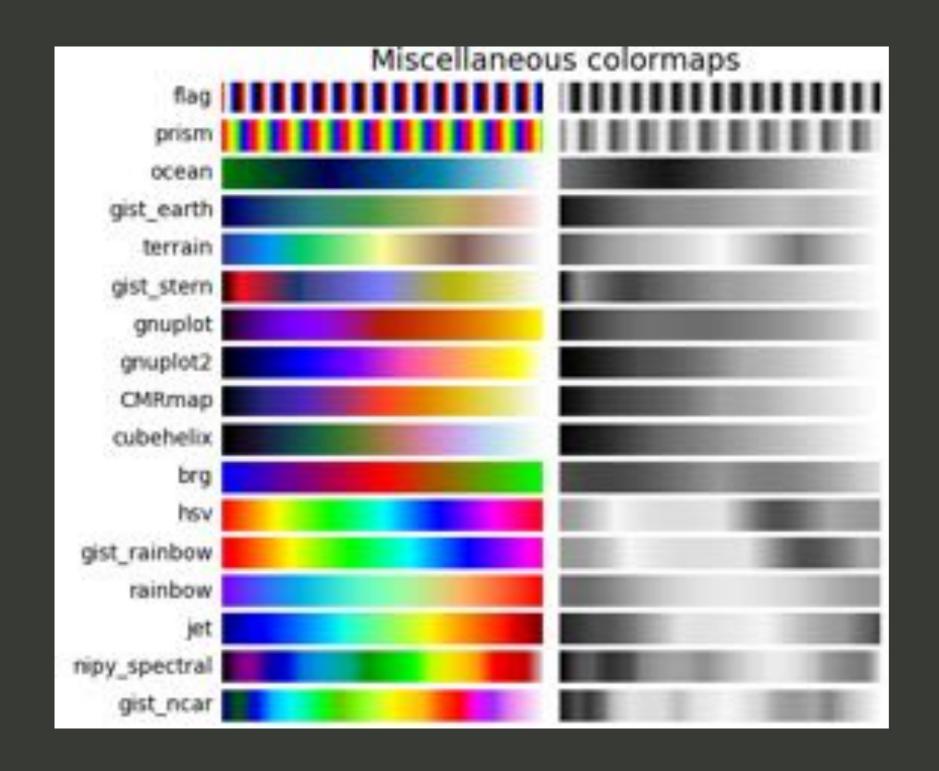
Rotate through color wheel for categorical selection



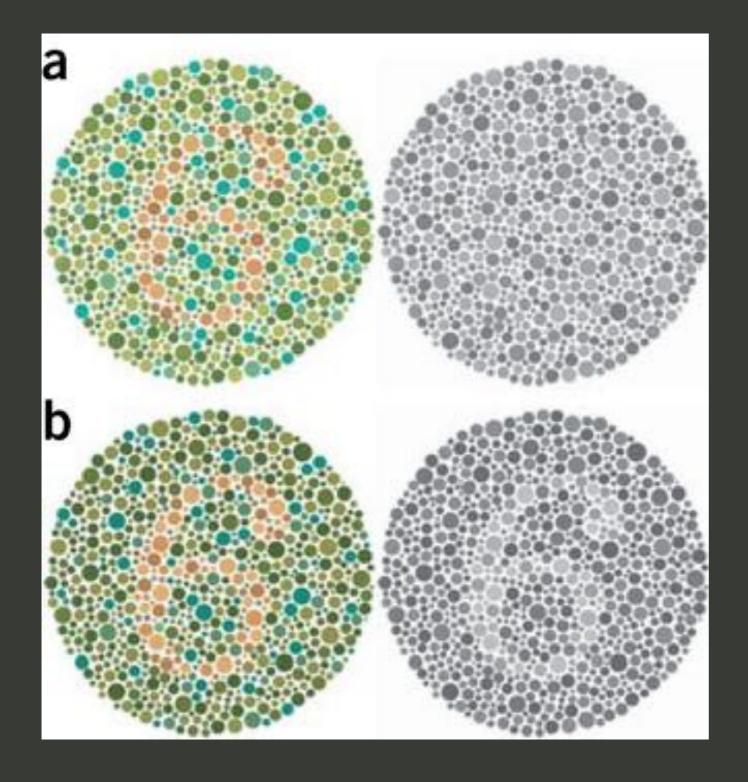
What does it look like in greyscale?



What does it look like in greyscale?



How does it look to the color blind?



If you must...

use <u>colorbrewer2.org</u> to select colorblind friendly palettes

use shapes to better highlight salience

select semantically resonant colors

consider background colors and how this affects final appearance