Living Data Workshop 3

Link to this slideshow: http://goo.gl/89UDDp

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Living Data Opportunities

http://goo.gl/89UDDp

Exhibition

We are discussing with researchers from the School of Architecture, Design and Planning about including some Science Videos and Data Visualisation from this class in a large projection on the Footbridge Theater. This will be held the same time as Vivid.

We will invite some students to participate in this, based on their final submission. It will be a curated exhibition.

We will contact students who we would like to be involved.

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Your Data

The last time the data was processed into the class aggregate data, there was about 82 million points of data for the minute-by-minute file.

Congratulations on participating in this novel research project!

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Our Research

You will receive and email over the next few weeks to participate in 2 research projects. Both are entirely voluntary.

1. *Survey and focus groups*: An anonymous survey will be opened on Canvas, about the Living Data project. You will also be invited to participate in a focus group. We will have the focus groups with the first respondents, while trying to have a balance between male/female and domestic/international students.

2. *Open Dataset*: we would like to create a dataset for use by researchers that is publicly available, and made from the data you collected. You will receive an email with a link to provide consent. Only those who provide consent will have their data included in this dataset.

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Useful links

Video Marking Rubric

Processing Marking Rubric

Workshop 3 material (also on Canvas)

Workshop 2 Slides

Workshop 1 Slides

Videos:

Live stream

sin/cos/radians

beginShape/vertex/endShape

Table

Map

loops

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Video Submission

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Video Assignment

Marking Rubric

Requirements:

- Final Video Plan
  - Include how you fit your narrative structure
  - Fill out *every column* for each row of content
- Justification, maximum 300 words to describe your chosen audience, topic and style.
- URL and .mp4 of your video

This should be one .pdf document + your .mp4 file

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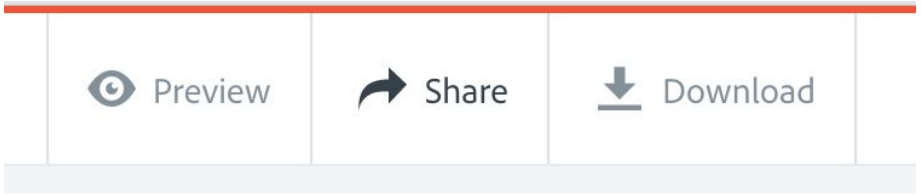
Sharing your Video

You *must* upload an .mp4 file *and* a url to canvas for your video:

In Adobe Spark:
Download .mp4 using the link at the top

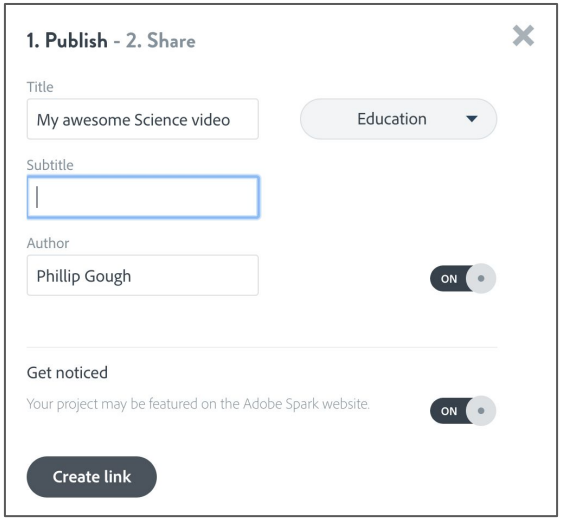


Create a url by:

Select *Share* at the top of the page

Select a category from the drop-down menu
(you don't have to "get noticed")

Select *Create Link*



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Sharing your Video

You *must* upload an .mp4 file *and* a url to canvas for your video:

Not using Adobe Spark?

Save an .mp4 file from your program

Upload to YouTube or Vimeo.com, and send us the URL

- You can make your video unlisted on YouTube or private on Vimeo, if you don’t want it on your profile.

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Video Feedback Time

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Processing

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Data Sketching

Step 1: Examine data

What can I compare, what changes can I show?

Step 2: Select starting shape

What template do I want to use? See exampleShapes.pde *in canvas material*

Step 3: Hand-sketch how you can map data to visual attributes of the template

What will change in the image as the data changes?

Step 4: Develop your code

Start with the exampleShapes Processing sketch in the Workshop 3 material

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Developing your code

- The *exampleShapes.pde* has for loops to create shapes. Use these loops in your own Processing sketch
- These shapes have variables that can be changed to change the appearance of the images
- These variables have names like angleOffset, innerRadius, outerRadius, etc
- These variables given numerical value inside the for loop that creates each shape
- Find a range of numbers that works with your concept,
  - load and map data to that range,
  - replace the numerical value with the mapped value you created.
- Remember to update colours as well as shape
- See workshop material, live stream etc for a process

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Saving an image from your code

If you use the setup() and draw() functions add this after all your other code:

```
void mouseClicked(){ save("output.png");}
```

If you don’t use setup() and draw() functions add this after all your other code:

```
save("output.png");
```