

Bringing Visualizations to Life



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SOFTWARE ARCHITECT

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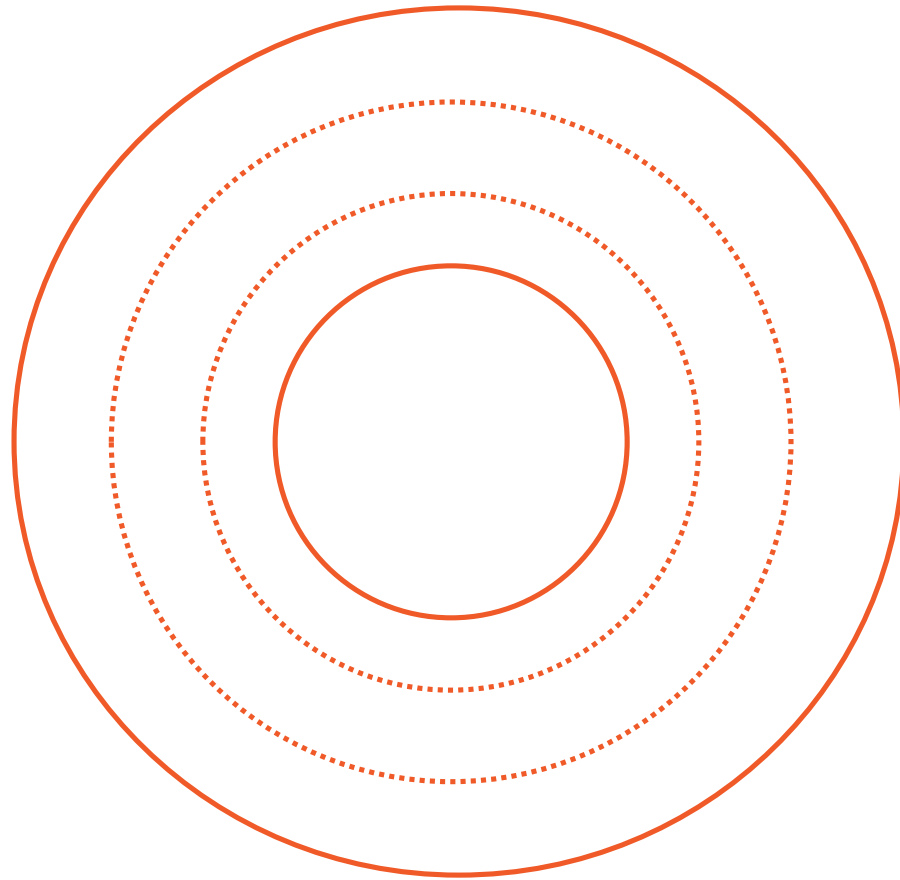
D3 generates SVG. Once the SVG is generated, D3 is no longer involved.*

** Unless animation is involved*



What's Happening with the Circles

1. Scope
2. Start Value
3. End Value
4. Duration



Easing



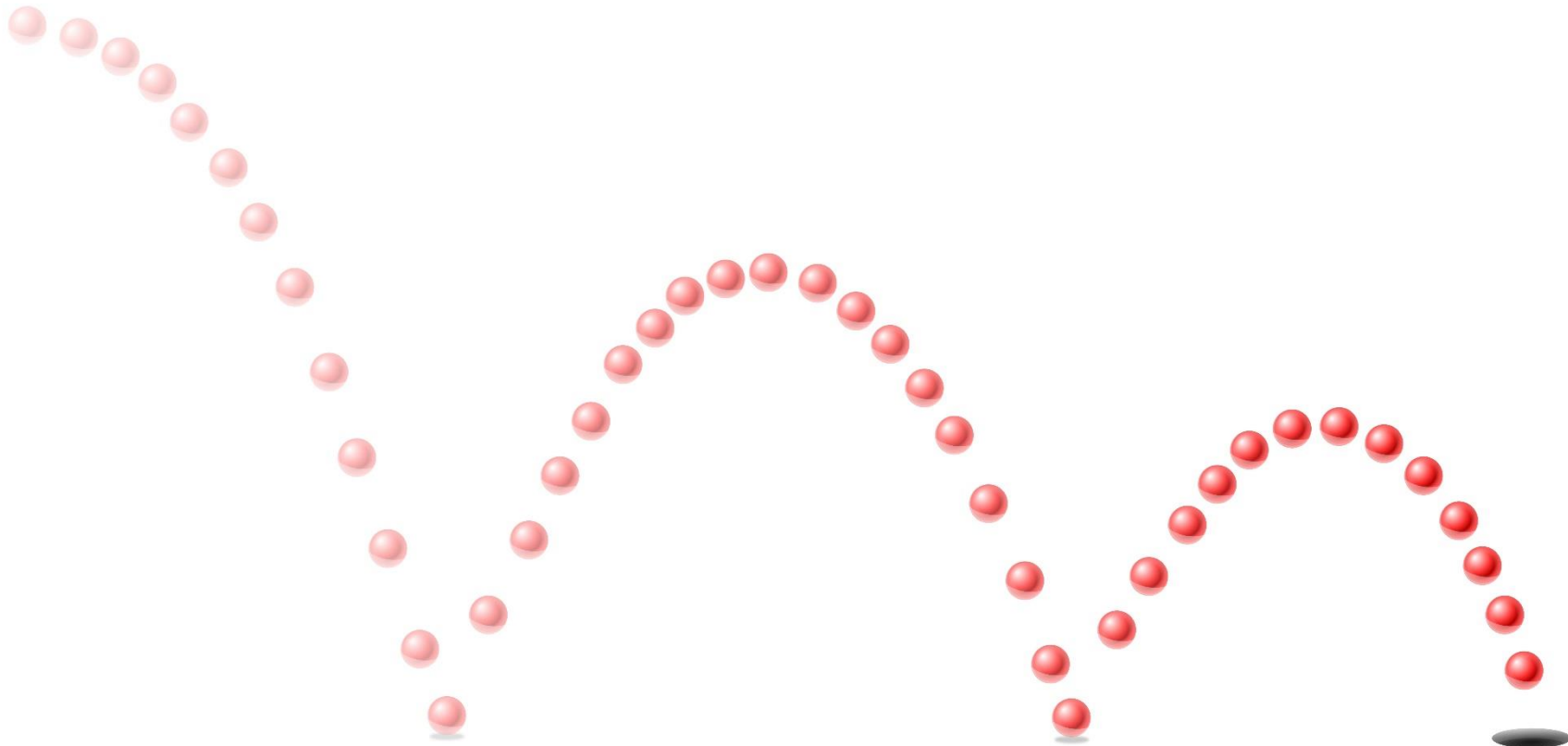
Animations *are* Interpolations

Between points of *time*

The default interpolation method is linear
Interpolation in animations is called **easing**



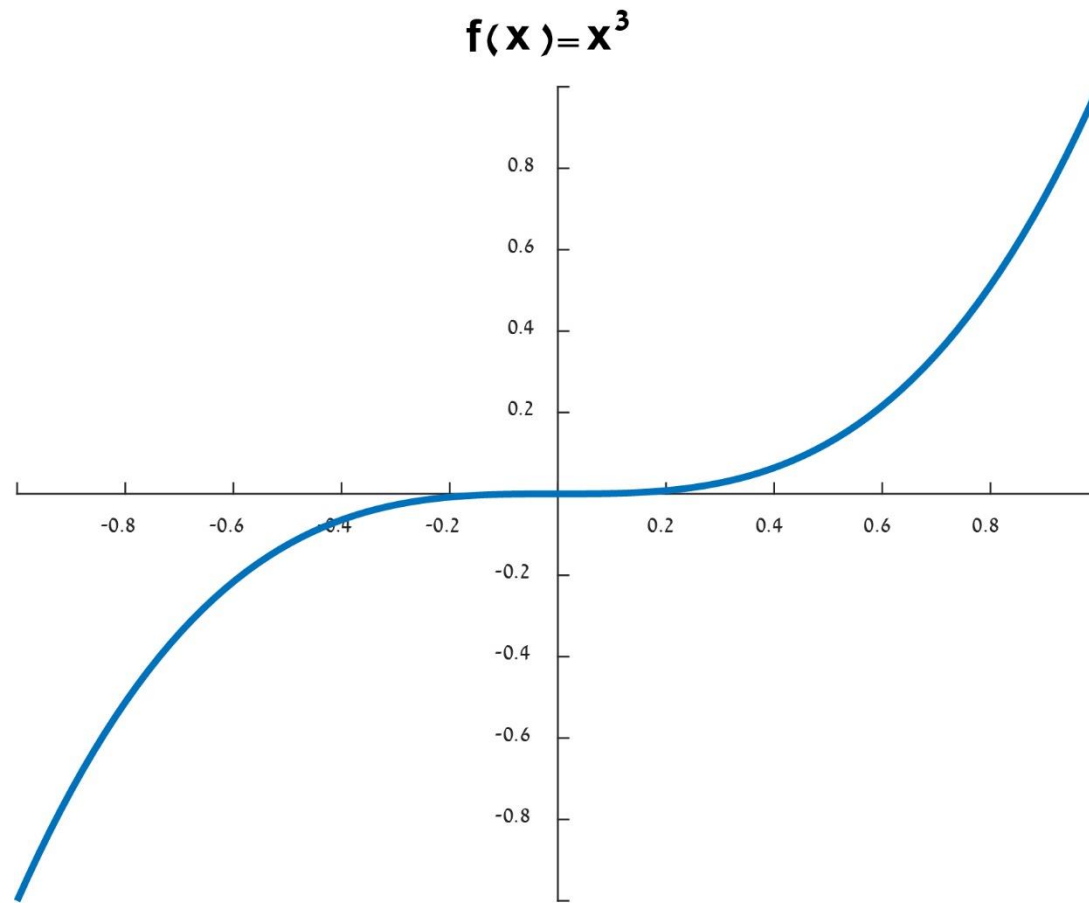
d3.easeBounce



d3.easeElastic



d3.cubicInOut



Summary



Transitions

- Also known as animations
- Value-interpolators for time
- Providing a smoother transition from one value to another
- Transitioning a radius
- Transitioning colors
- Transitioning position

Easing Functions

- Different functions for interpolation
- Three of my favorite easing functions
 - Bounce
 - Elastic
 - CubicInOut
- How they work
 - With space
 - With color

