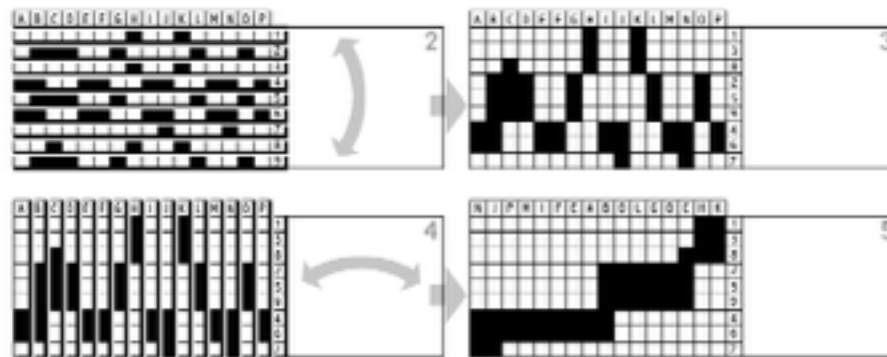


Interaction

Information Visualization 2015-2016
Pierre Dragicevic, Inria

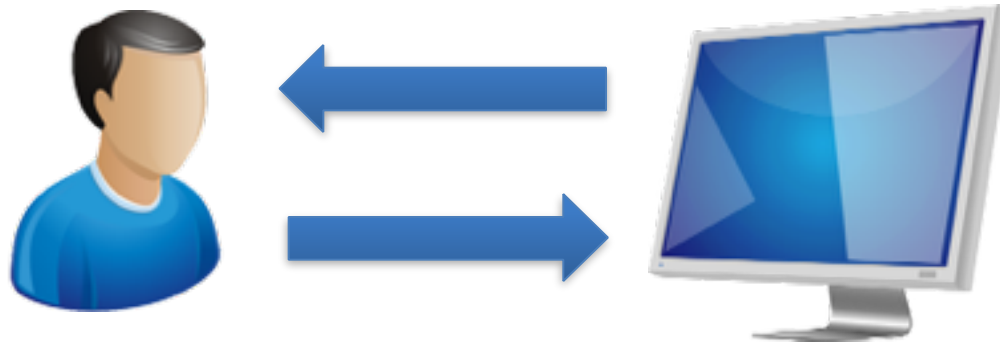


Interaction

- **This is the topic of this Master!**

Interaction

- This is the topic of this Master!

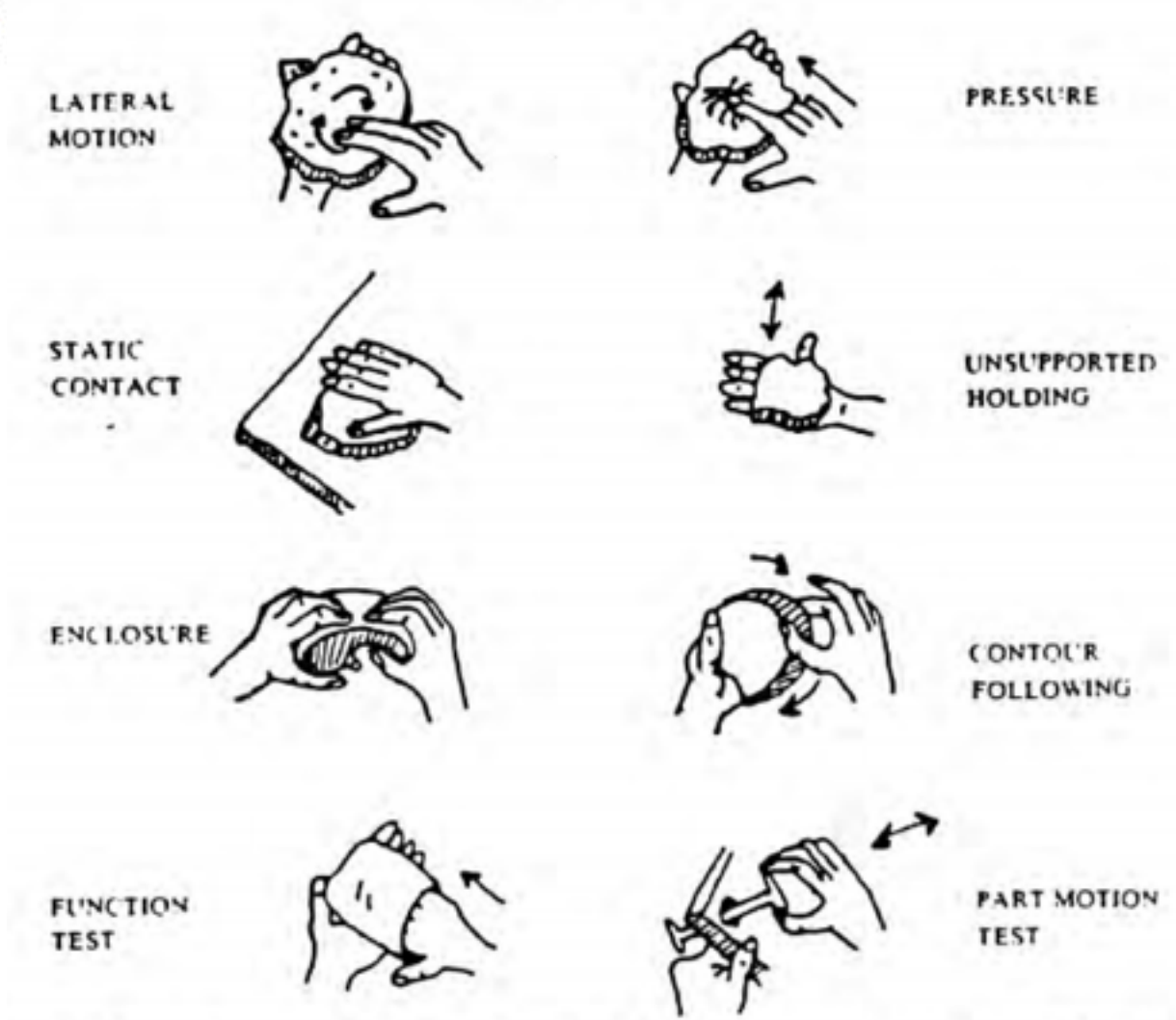


- HCI mostly focuses on input
 - Output for affordances & feedback
- Infovis mostly focuses on output
 - Input for steering output

Active Perception

Active Perception

- Perception requires action



Active Perception

- Perception requires action



Eye movements of a layperson



Eye movements of an artist

Active Perception

- Perception requires action



Valdis Krebs ([link](#))

Active Perception

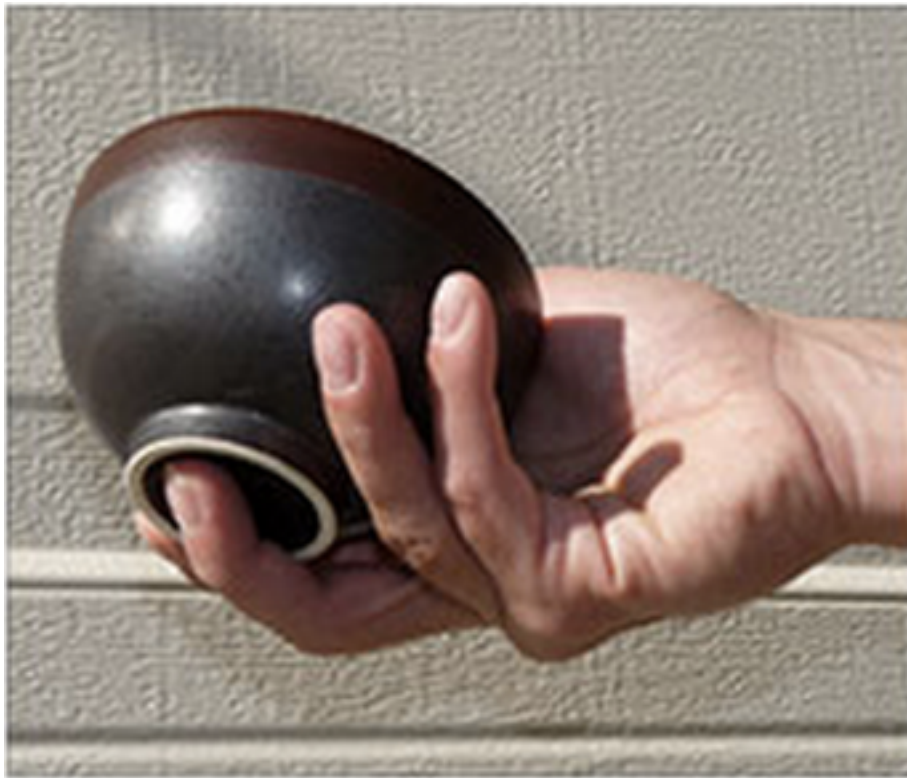
- Perception requires action



Photo appaloosa ([link](#))

Active Perception

- Perception requires action



Bret Victor ([link](#))

Active Perception

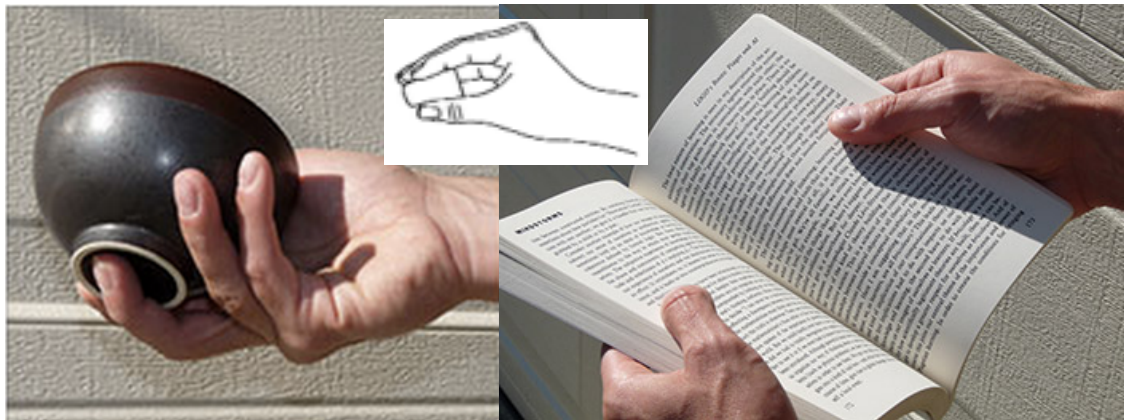
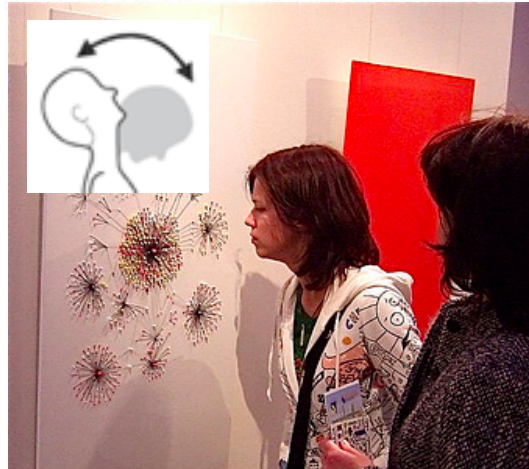
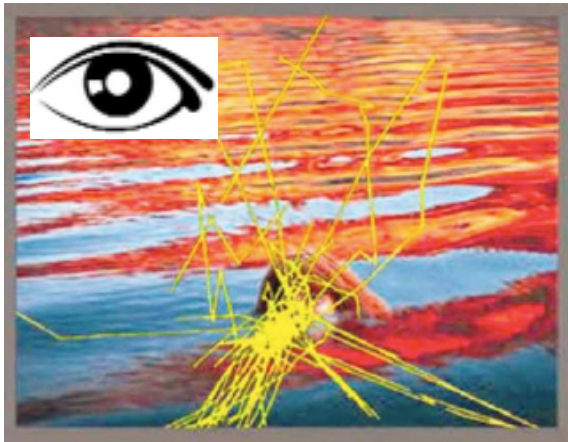
- Perception requires action



Bret Victor ([link](#))

Active Perception

- Where is the person interacting?



A Definition of interaction

- **Static content**

Does not change

- **Dynamic content**

- Animated content

Changes independently from the user

- Interactive content

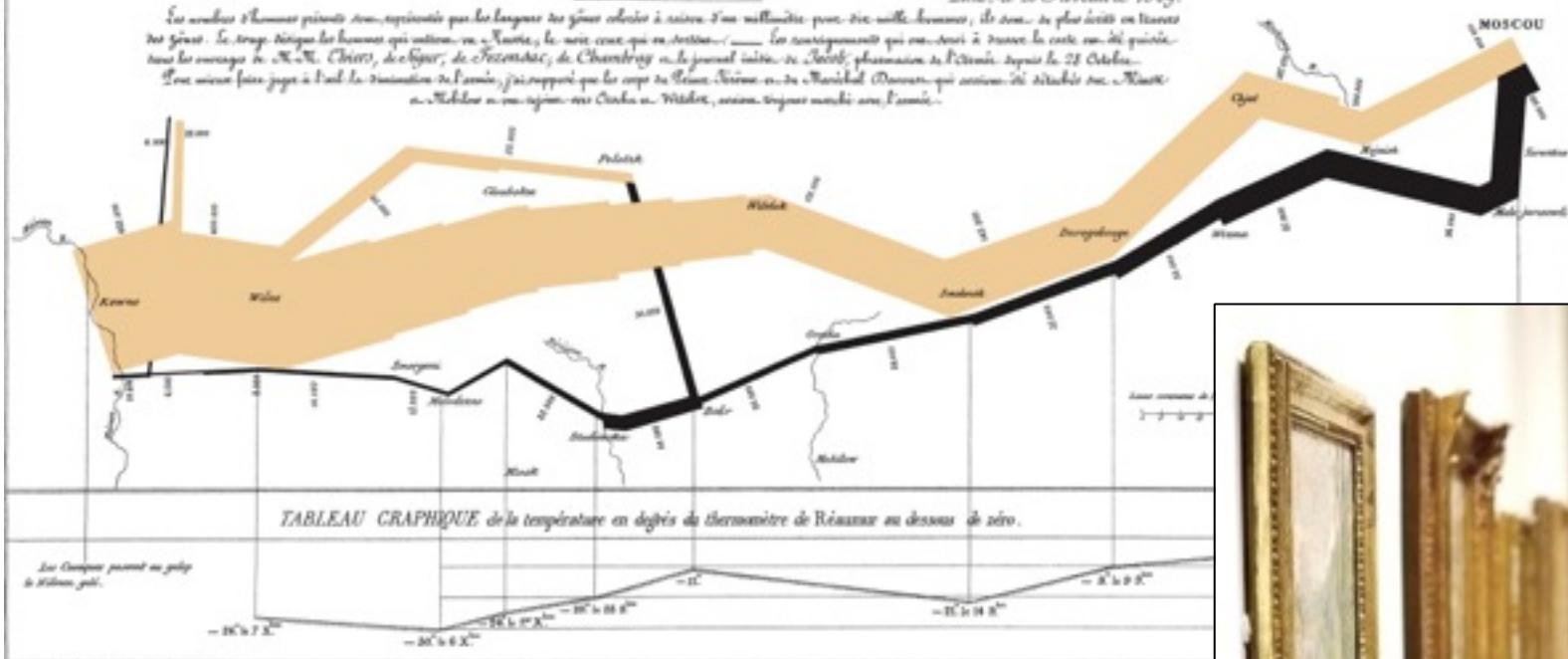
Changes as a result of user actions



Why use computer interaction?

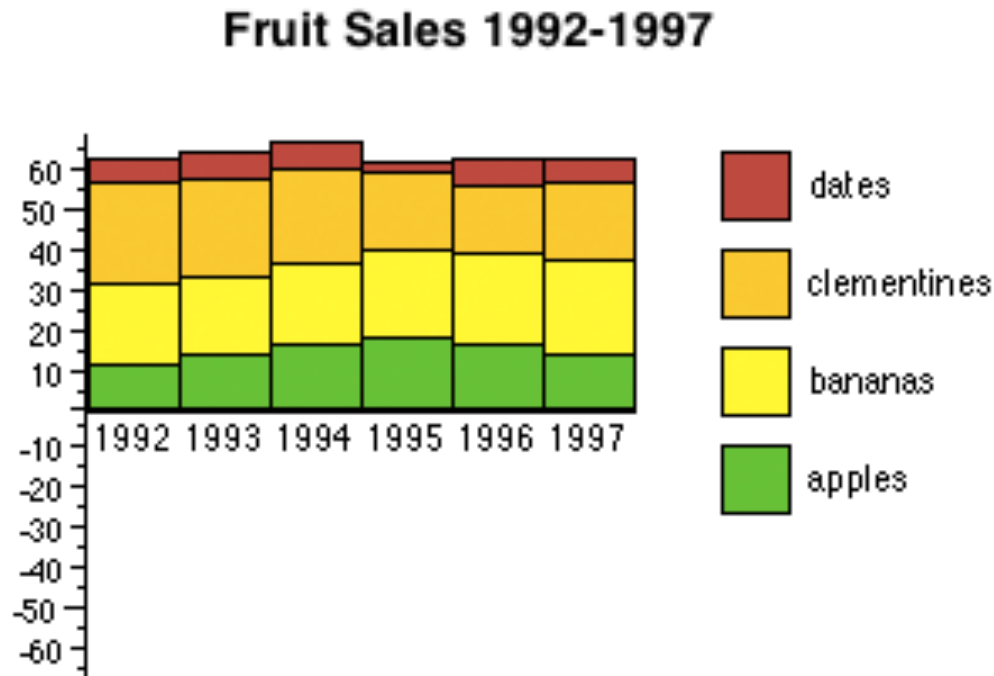
Carte Figurative des pertes successives en hommes de l'Armée Française dans la Campagne de Russie 1812-1813.
Dessiné par M. Minard, Inspecteur Général des Ponts et Chaussées en retraite. Paris, le 20 Novembre 1869.

Les nombres d'hommes présents sont exprimés par les longueurs des lignes coloriées à raison d'un millimètre pour dix mille hommes; ils sont le plus écrits en lettres des lignes. Le tracé indique les hommes qui ont été tués, le noir ceux qui ont été faits prisonniers, les blancs ceux qui ont été évacués. Les renseignements qui ont servi à tracer la carte ont été puisés dans les ouvrages de M. de Chateaubriand, de Foy, de Choisy, de Choisy, de Choisy et le journal intitulé "Le Soldat" parus à Paris depuis le 23 Octobre. Les notes sont jointes à l'extrémité de la carte. Les noms des lieux sont écrits en lettres noires, les noms des rivières en lettres rouges.



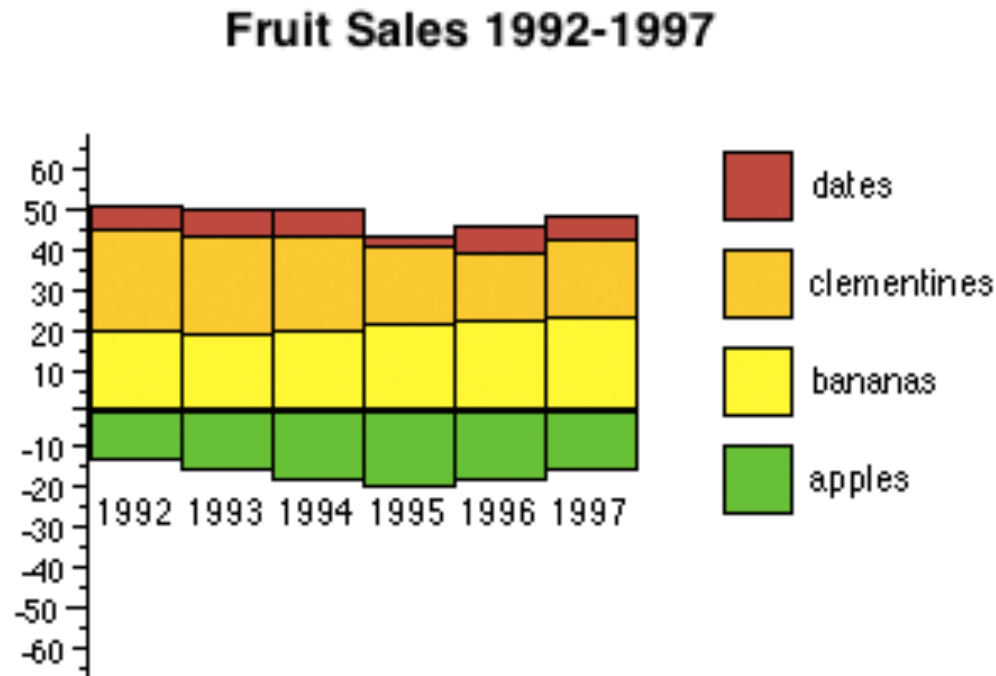
Why use computer interaction?

- Evolution of apple sales? Of bananas?



Why use computer interaction?

- Evolution of apple sales? Of bananas?



DAYS YOU CAN STAY FOR \$100

the most expensive ↓

↑ the cheapest

1	Reykjavik, Iceland	0.69	9.62								Goa, India	42
2	Oslo, Norway	0.89			6.82						Hanoi, Vietnam	41
3	Venice, Italy	0.98					4.7				Marrakech, Morocco	40
4	Sydney, Australia	0.98						3.55			Manila, Philippines	39
5	London, United Kingdom	1.02						3.92			Cairo, Egypt	38
6	New York City, USA	1.06							3.35		Beijing, China	37
7	Boston, USA	1.08							3.31		Kiev, Ukraine	36
8	Rome, Italy	1.17							3.1		Mexico City, Mexico	35
9	Dubai, UAE	1.21							3.05		Bangkok, Thailand	34
10	Amsterdam, Netherlands	1.27							2.73		Denpasar, Bali	33
11	Tokyo, Japan	1.3							2.62		Seoul, South Korea	32
12	Barcelona, Spain	1.35							2.59		Hong Kong, China	31
13	Paris, France	1.35							2.54		Singapore	30
14	Dublin, Ireland	1.36							2.43		Prague, Czech Republic	29
15	Moscow, Russia	1.36							2.27		Kingston, Jamaica	28
16	Rio de Janeiro, Brazil	1.4							2.16		Buenos Aires, Argentina	27
17	Montreal, Canada	1.41							2.08		Istanbul, Turkey	26
18	San Francisco, USA	1.52							2		Santo Domingo, Dominican Republic	25
19	Chicago, USA	1.57							1.96		Kuala Lumpur, Malaysia	24
20	Los Angeles, USA	1.57							1.82		Cape Town, South Africa	23
21	Berlin, Germany	1.63							1.76		Jerusalem, Israel	22

The cheapest



Goa

- Bed \$2.69
- Goa State Museum (free)
- Transport \$0.90
- Food \$6.74



Hanoi

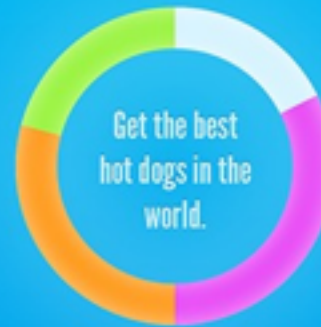
- Bed \$4.80
- Ho Chi Minh Mausoleum (free)
- Transport \$1.20
- Food \$8.64



Marrakech

- Bed \$6.19
- El Bahia Palace \$1.13
- Transport \$1.69
- Food \$12.38

The most expensive



Reykjavik

- Bed \$26.71
- Blue Lagoon \$46.74
- Transport \$40.90
- Food \$30.05



Oslo

- Bed \$37.14
- Viking Ship Museum \$10.13
- Transport \$12.66
- Food \$52.33



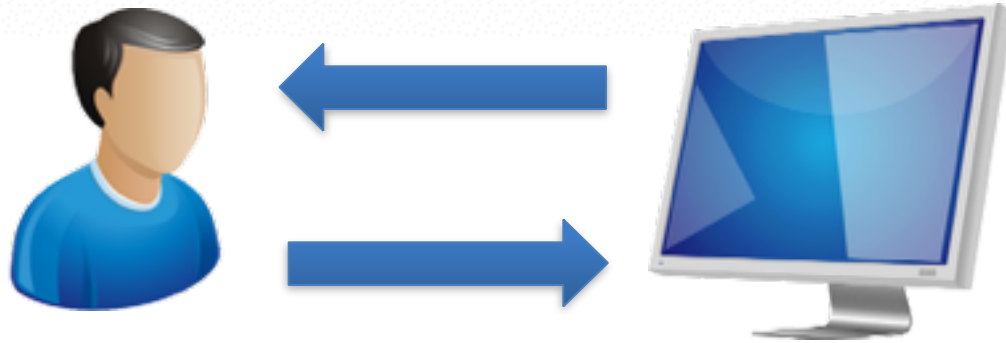
Venice

- Bed \$24.72
- Venice museum pass \$22.25
- Transport \$24.72
- Food \$30.90

HOW MANY DAYS FOR \$100



Why use computer interaction?



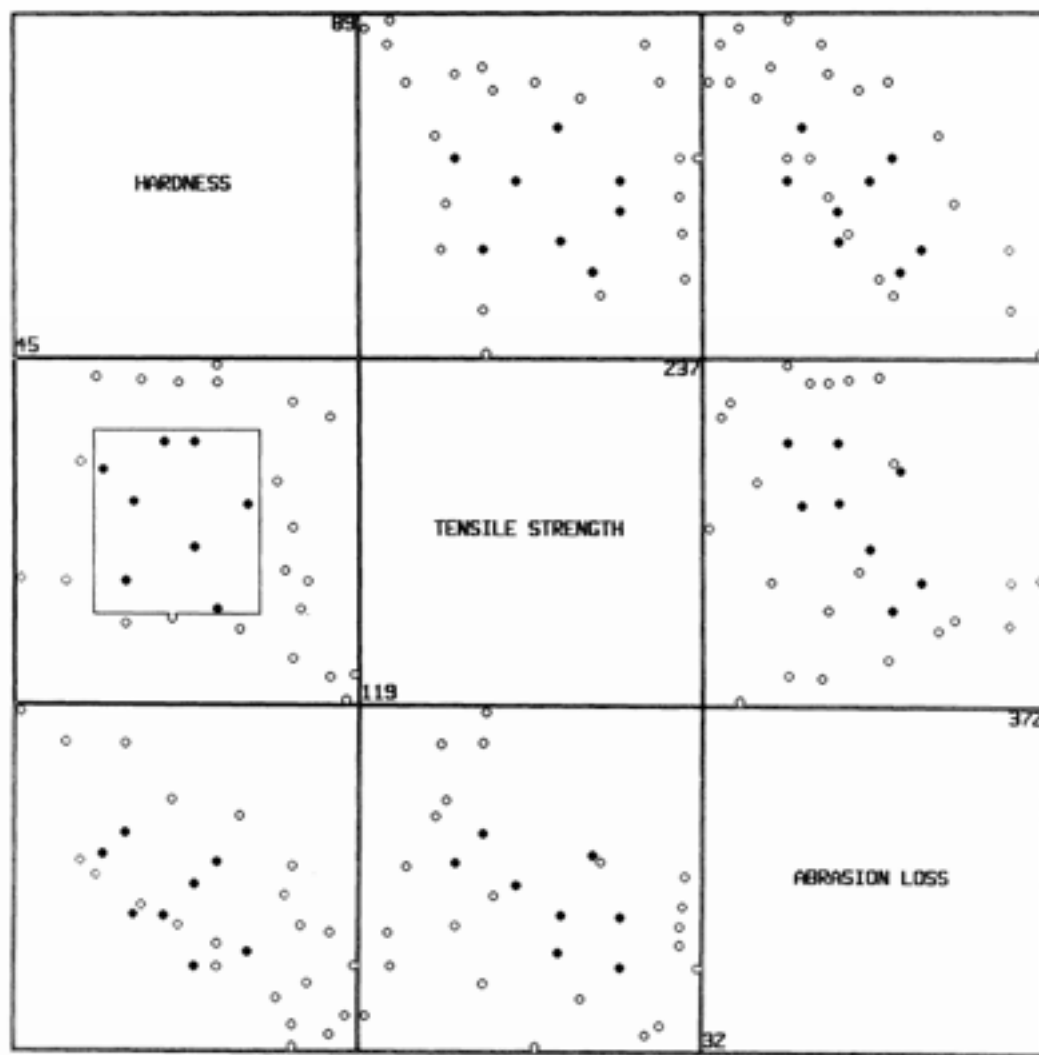
- There is too much to be shown
- There are many ways to show it
- Let the user dynamically control what to show and how

Why use computer interaction?



- There is too much to be shown
- There are many ways to show it
- Let the user dynamically control what to show and how

Example 1: Brushing



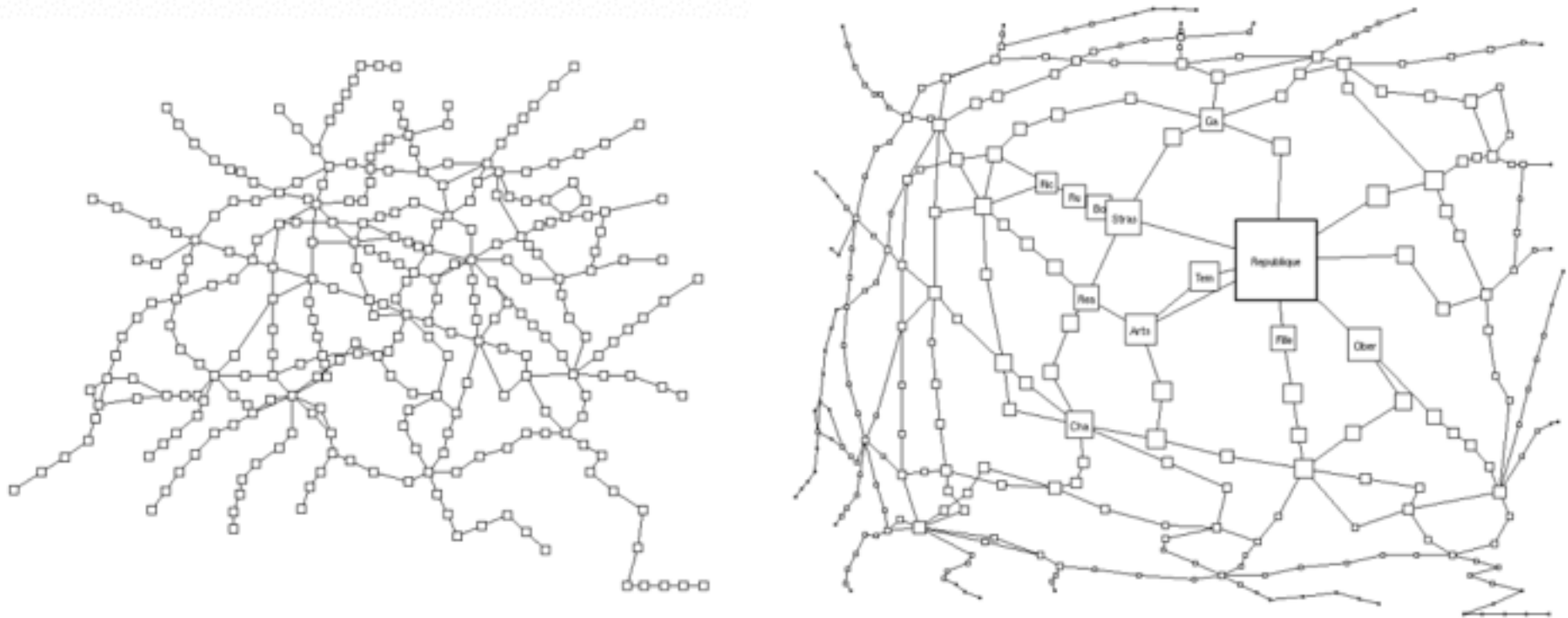
Beker and Cleveland, 1987

Example 1: Brushing



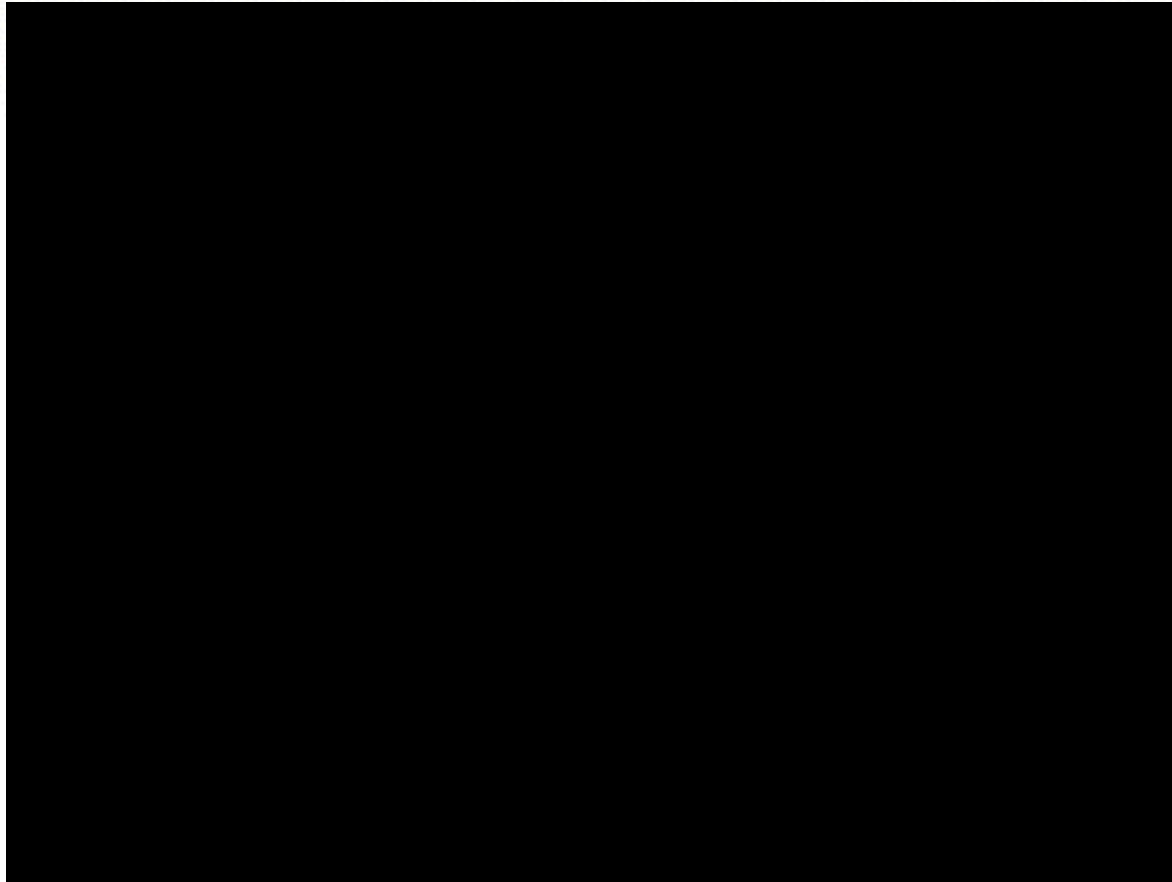
17:50

Example 2: Fisheye Views



Sarkar and Brown, 1992 (see also Furnas, 1986)

Example 2: Fisheye Views



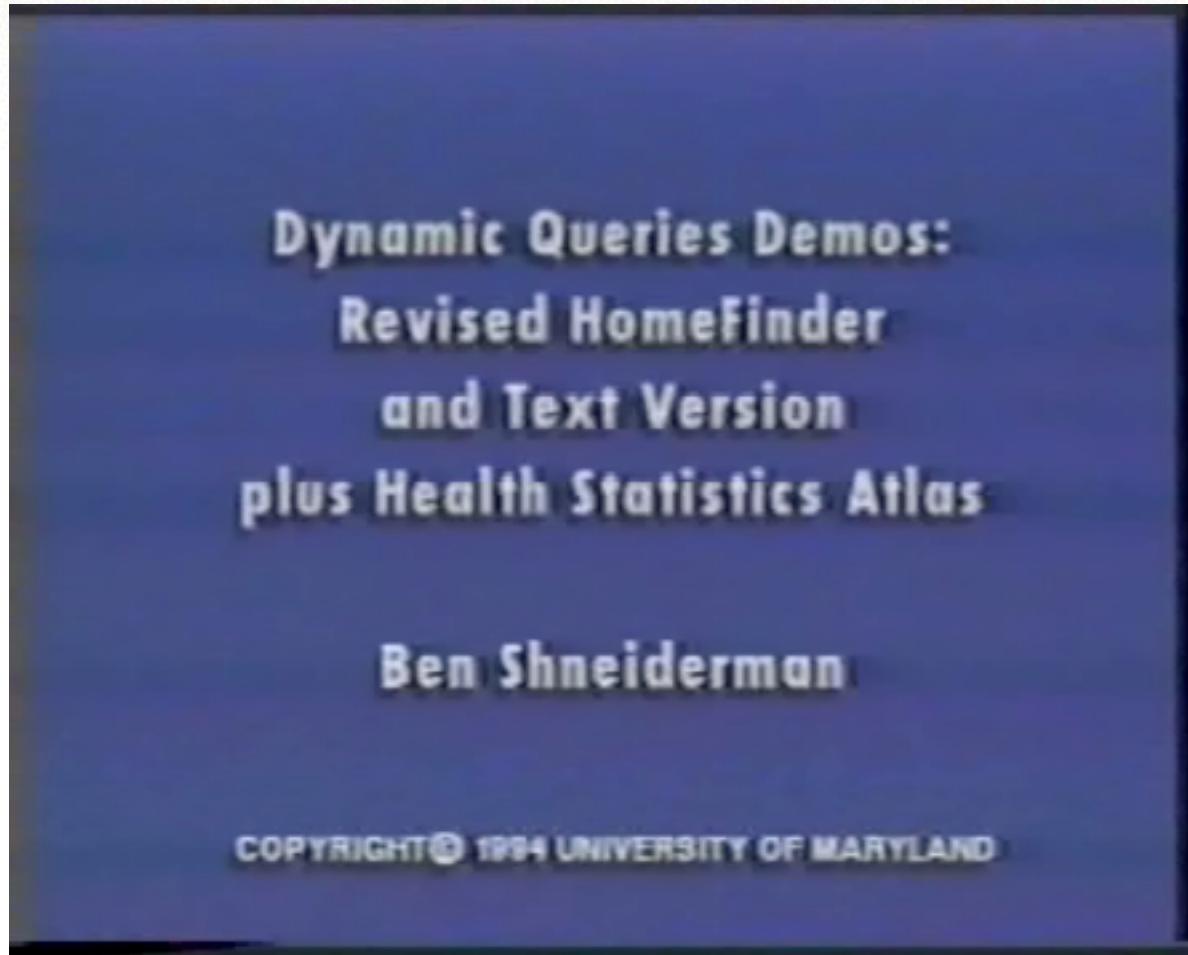
1:08

Sarkar and Brown, 1992 (see also Furnas, 1986)

Example 3: Dynamic Queries



Example 3: Dynamic Queries



1:29

Many interactions techniques



Taxonomies of interaction

- **What?**

- **What is the user doing?**

- **Why?**

- **Why is the user doing it?**

- **How?**

- **How is the user doing it?**



Taxonomies of interaction

- **What?**

- **What is the user doing?**

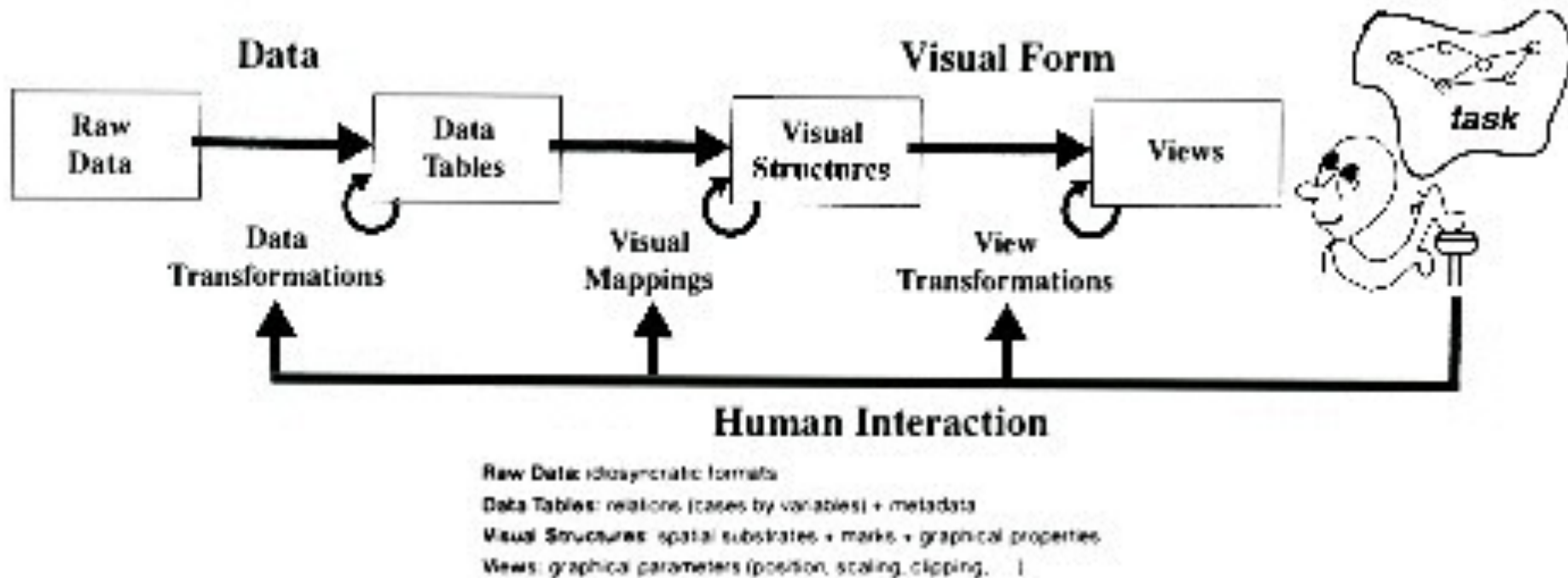
- **Why?**

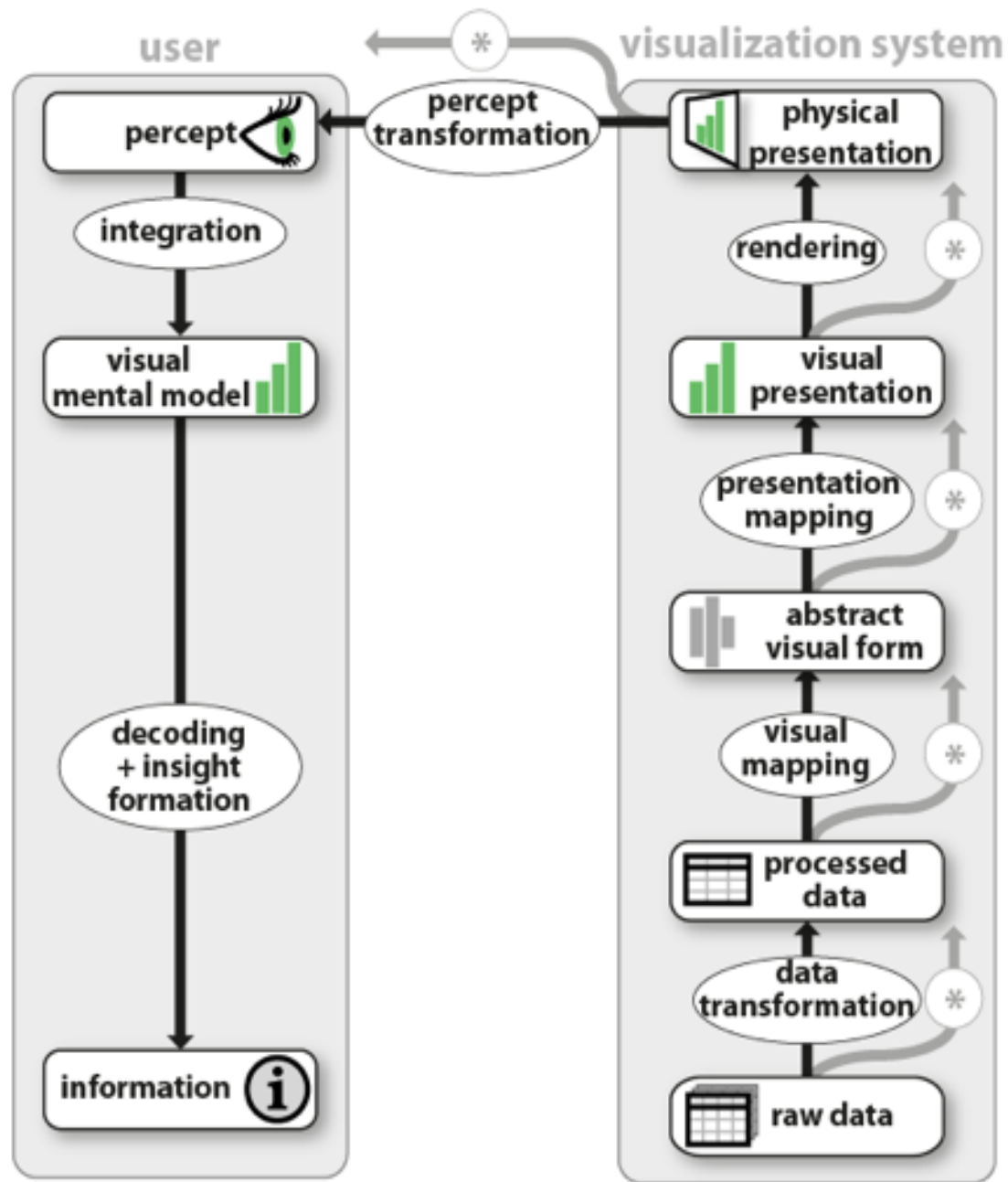
- **Why is the user doing it?**

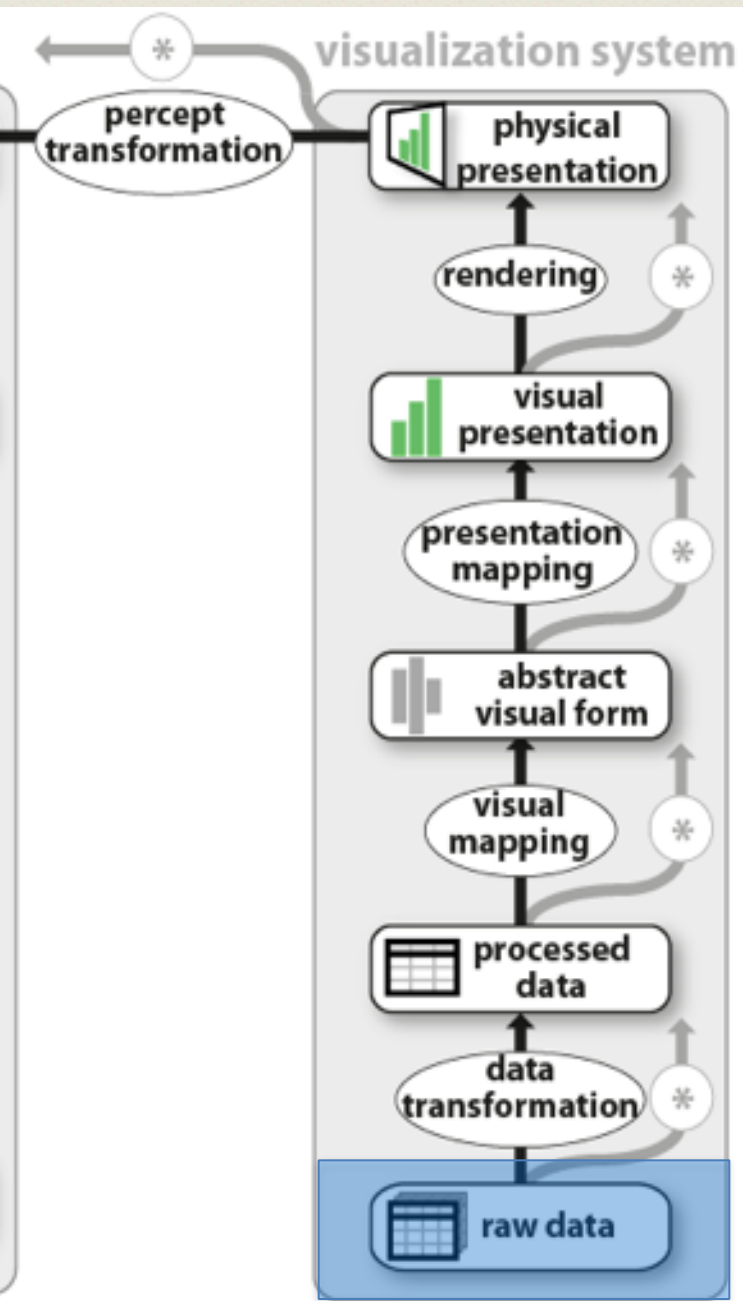
- **How?**

- **How is the user doing it?**

The Visualization Pipeline



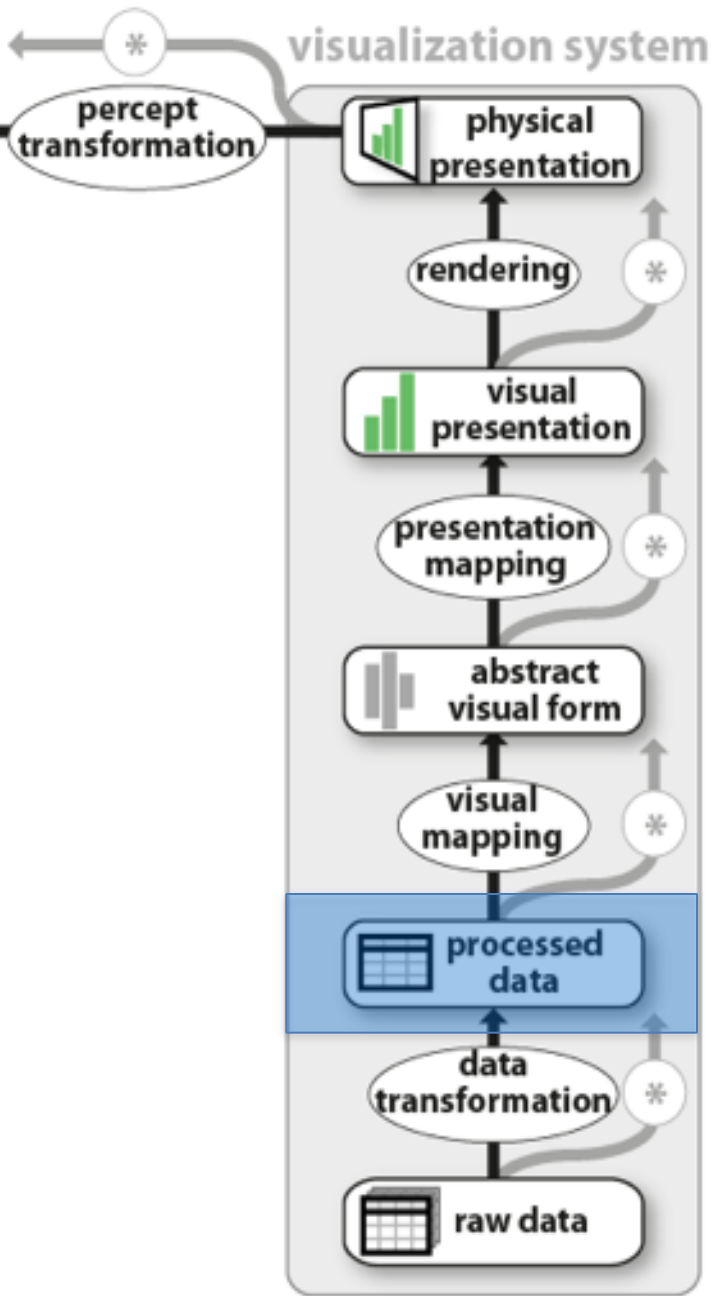




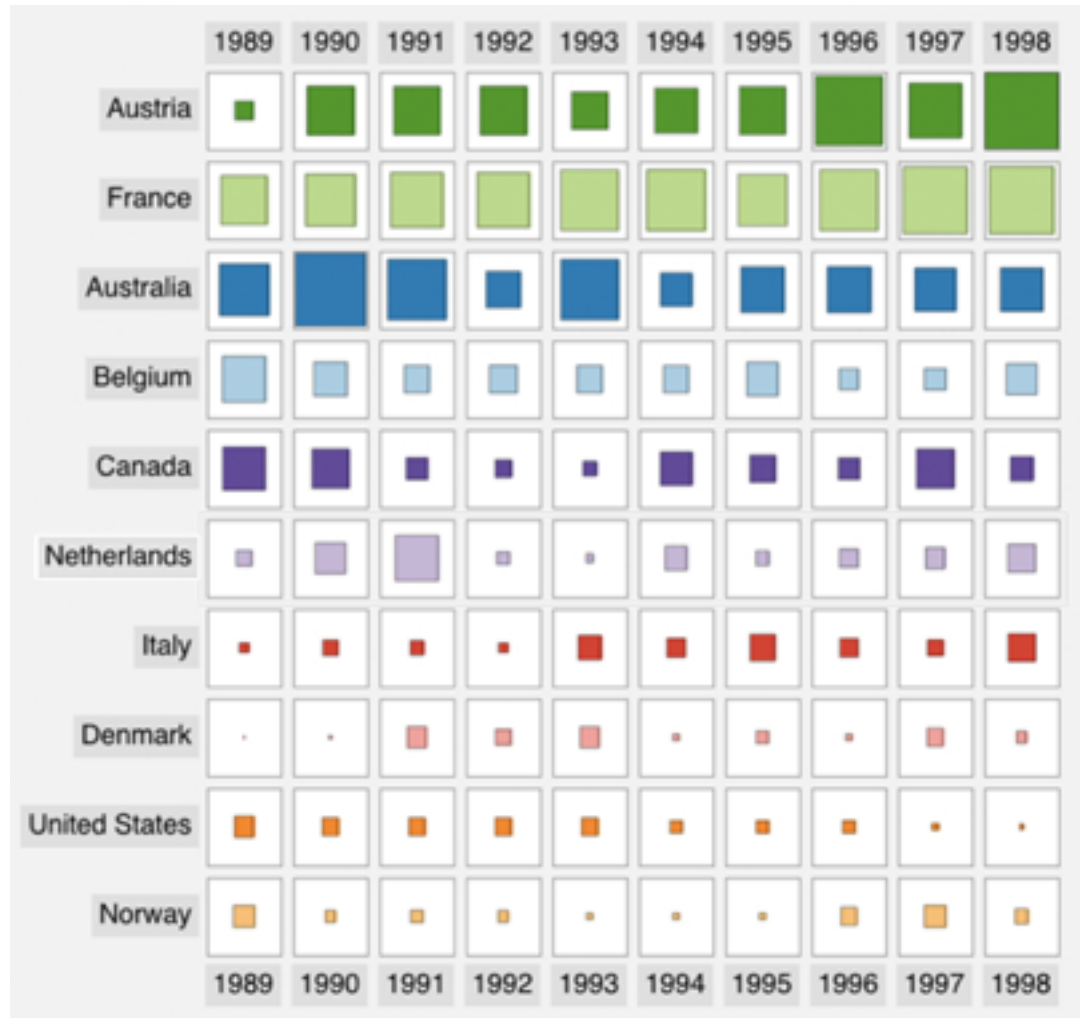
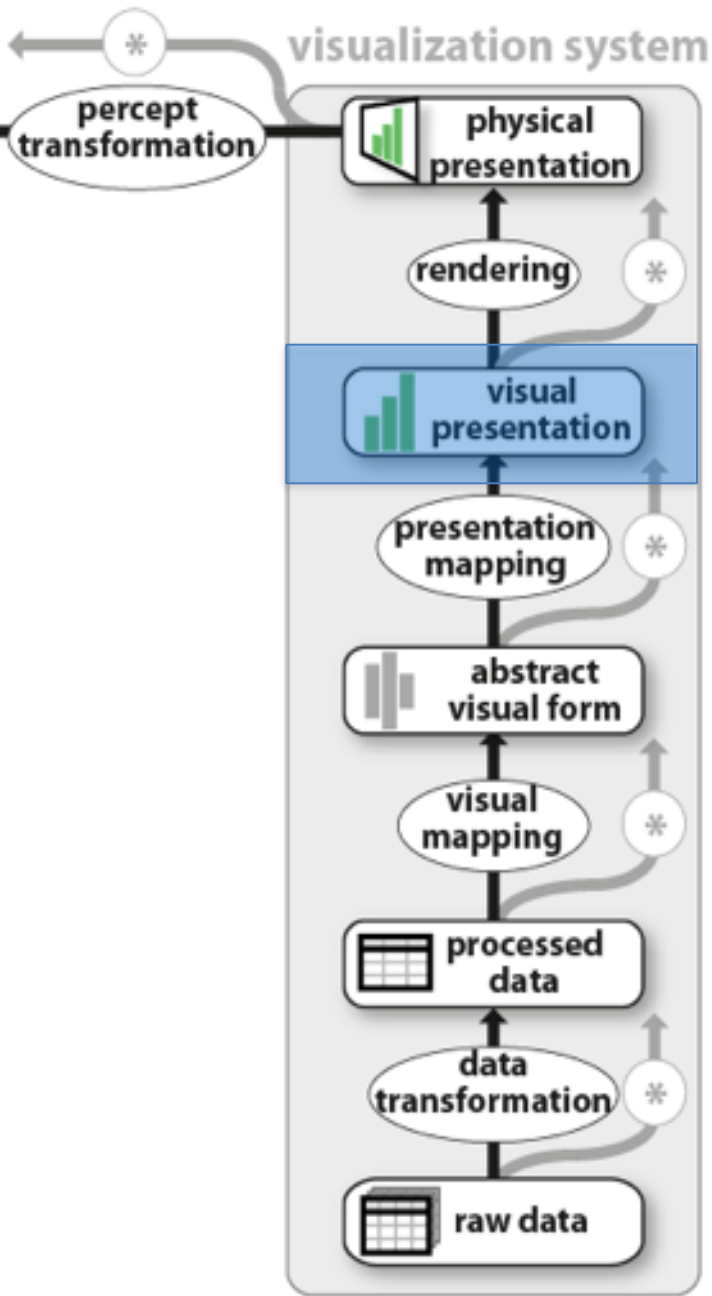
GAPMINDER

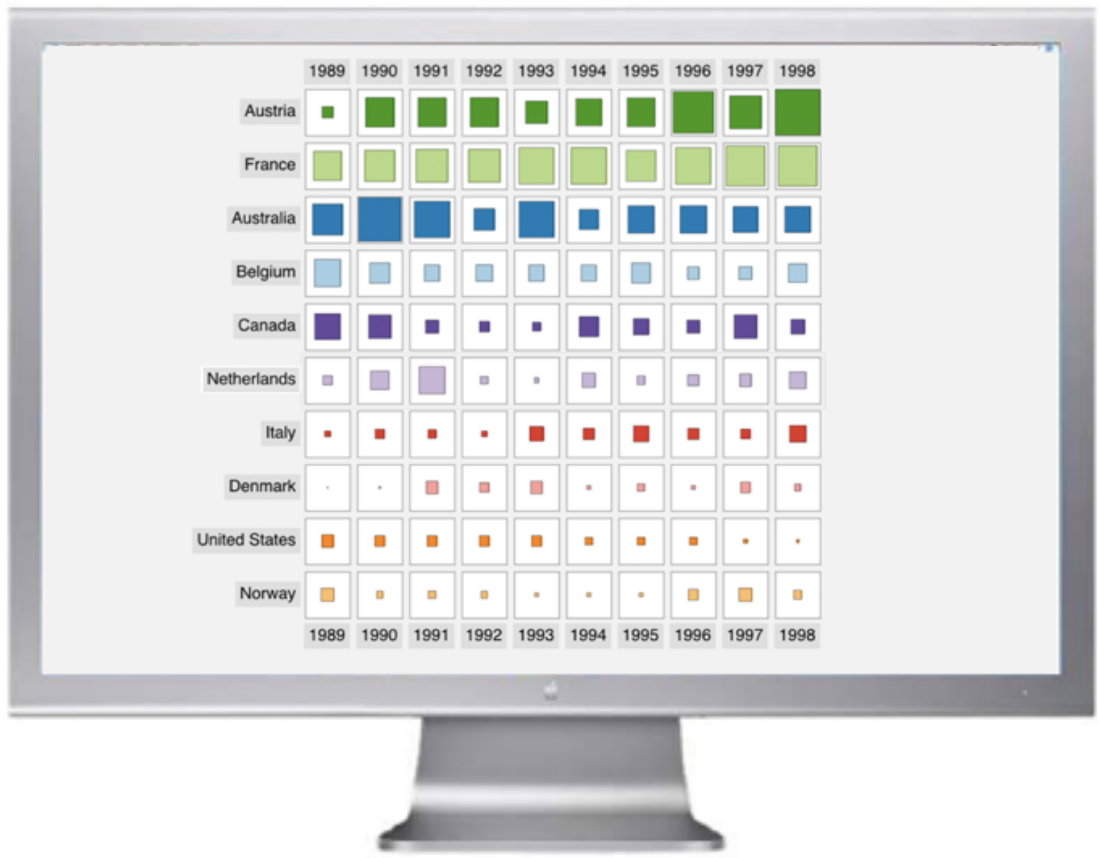
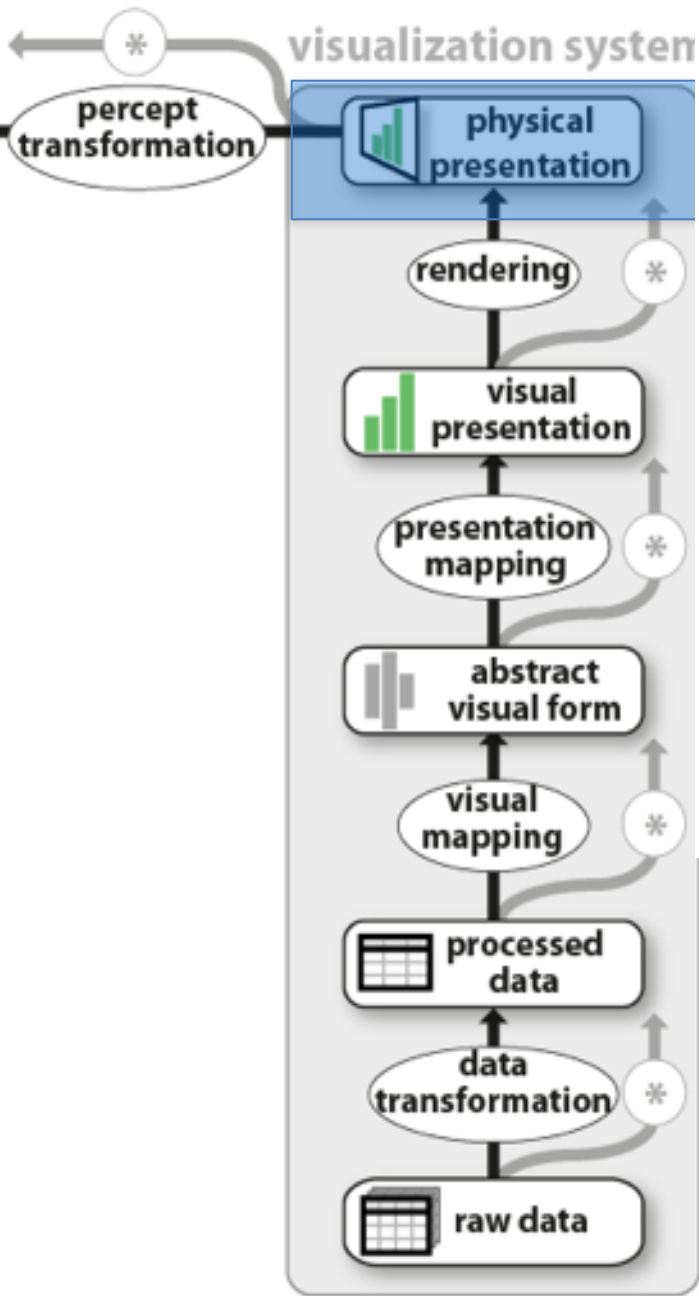
for a fact-based world view

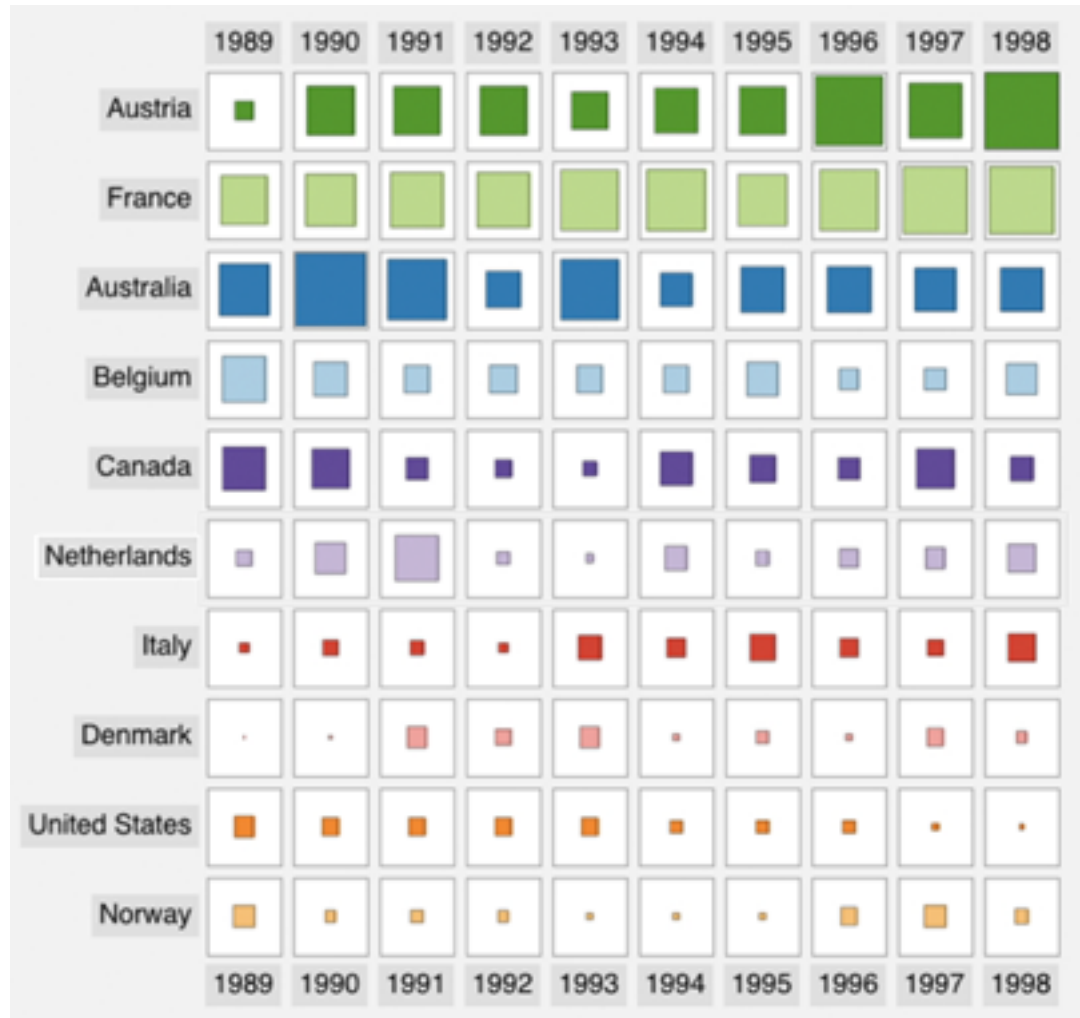
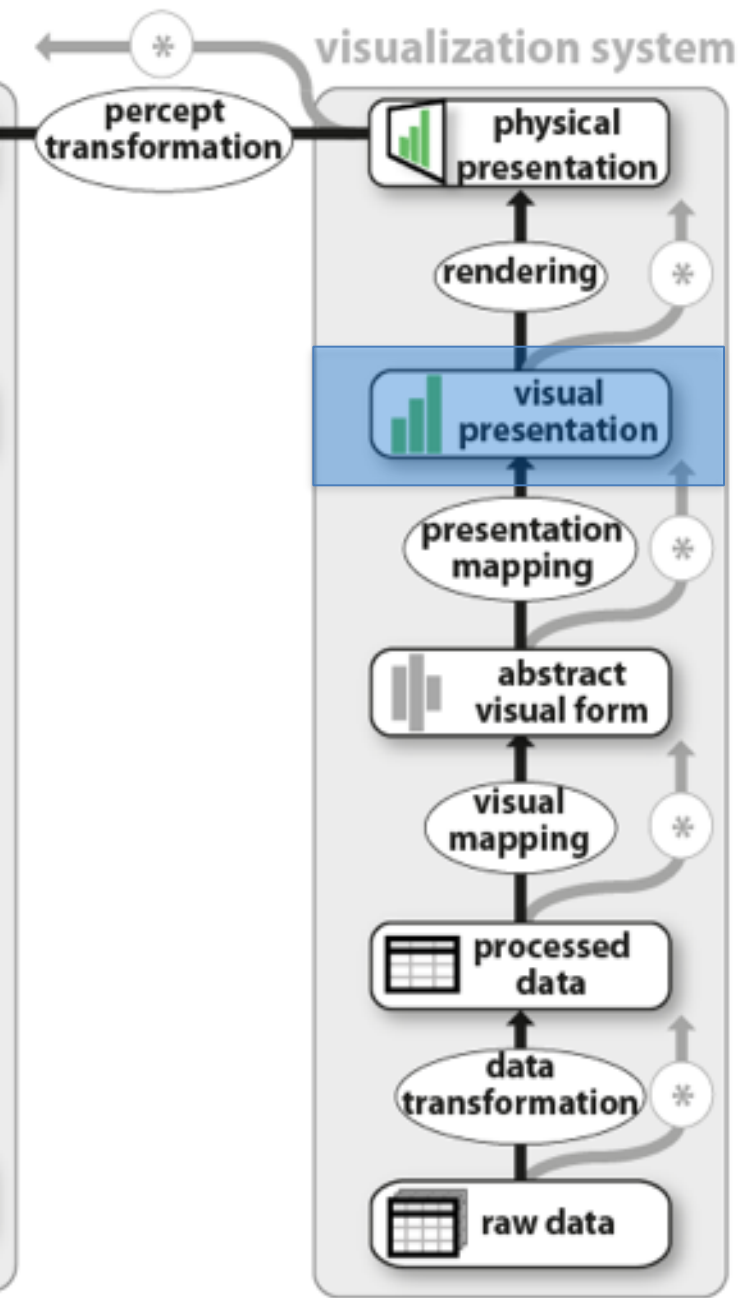
	A	B	C	D	E	F	G	H	I	J	K
1	Education aid (% of total aid)	1967	1968	1969	1970	1971	1972	1973	1974	1975	197
2	Australia					4.75	33.2	19.7	23.7	26.3	30.
3	Austria					24.7	42.3	13.5	2.52	15.9	4.8
4	Belgium					84.5	83.7	11	11.4	15.9	18.
5	Canada					33.7	38.6	18	25.3	8.41	5.1
6	Denmark					100	100	13.7	19	5.6	15.
7	Finland							29.6	13.5	14.1	20.
8	France					62.9	63.7	46.8	33.4	38.2	38.
9	Germany					54.6	54.8	21.7	18.8	23.6	18.
10	Greece										
11	Ireland										
12	Italy					20.1	95.8			39.5	
13	Japan					12.6	12.3	2.92	1.08	2.15	2.5
14	Luxembourg										
15	Netherlands						42	32.6	12.4	15	1
16	New Zealand							19.5	20.9	5.15	8.8
17	Norway					54.7	48.8	32.4	9.71	5.74	7.0
18	Portugal										
19	Spain										
20	Sweden					32.6	23.4	15	13.7	20.7	18.
21	Switzerland					47	46	12	15	8.7	11.
22	United Kingdom					49.8	32.4	15.9	16.2	0.91	0.
23	United States					69.3	64	9.97		7.76	6.1
24											

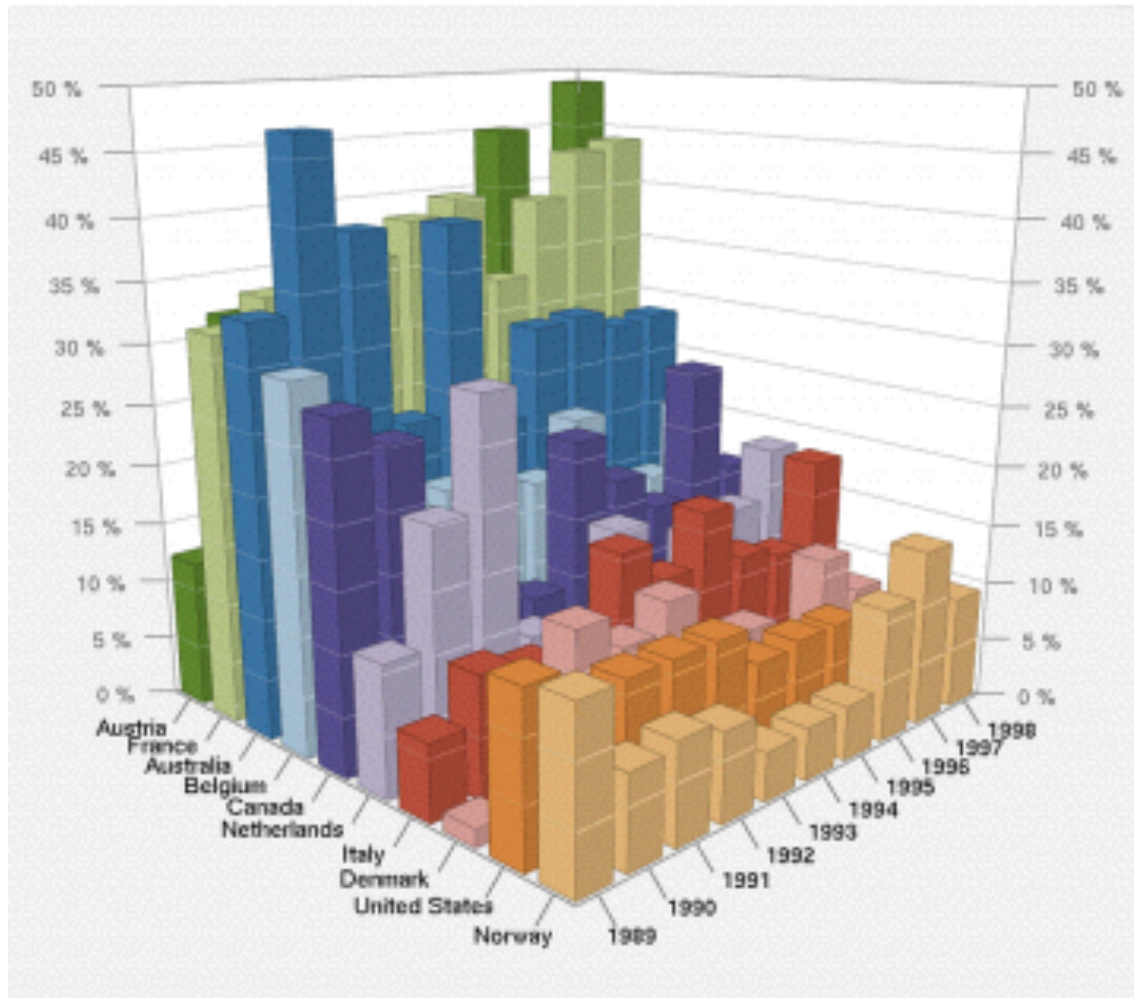
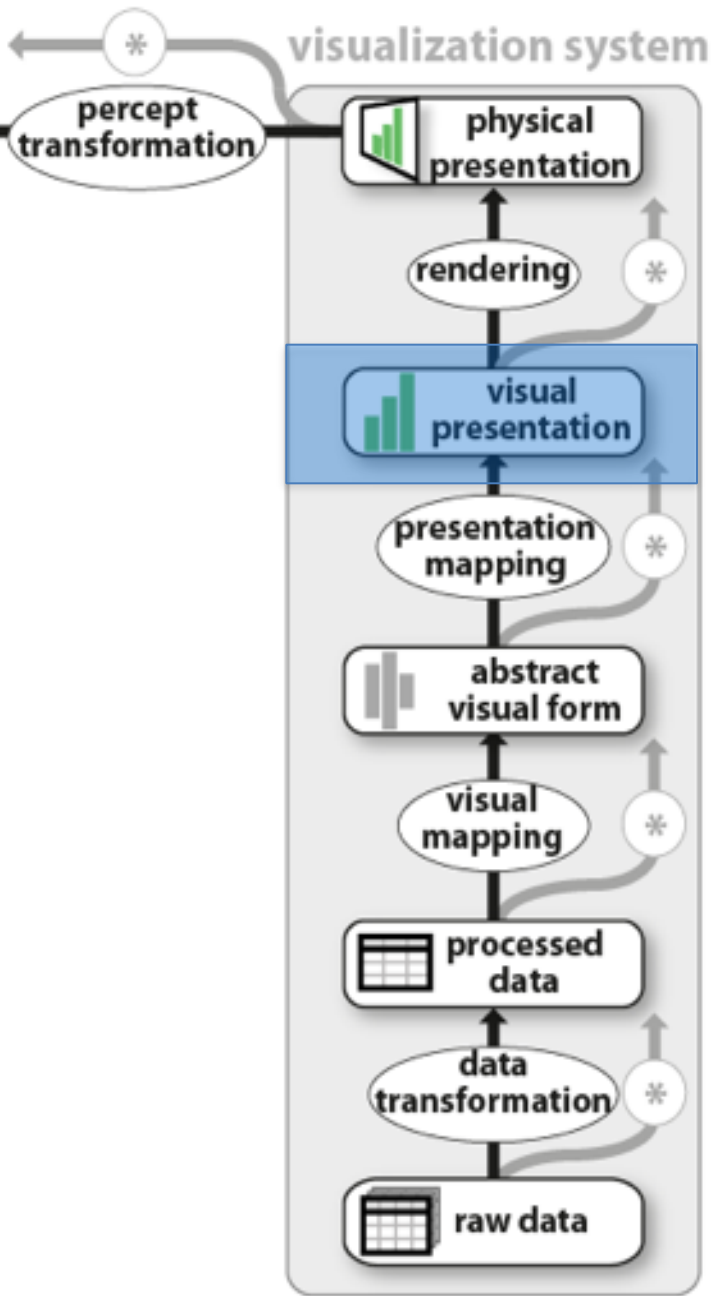


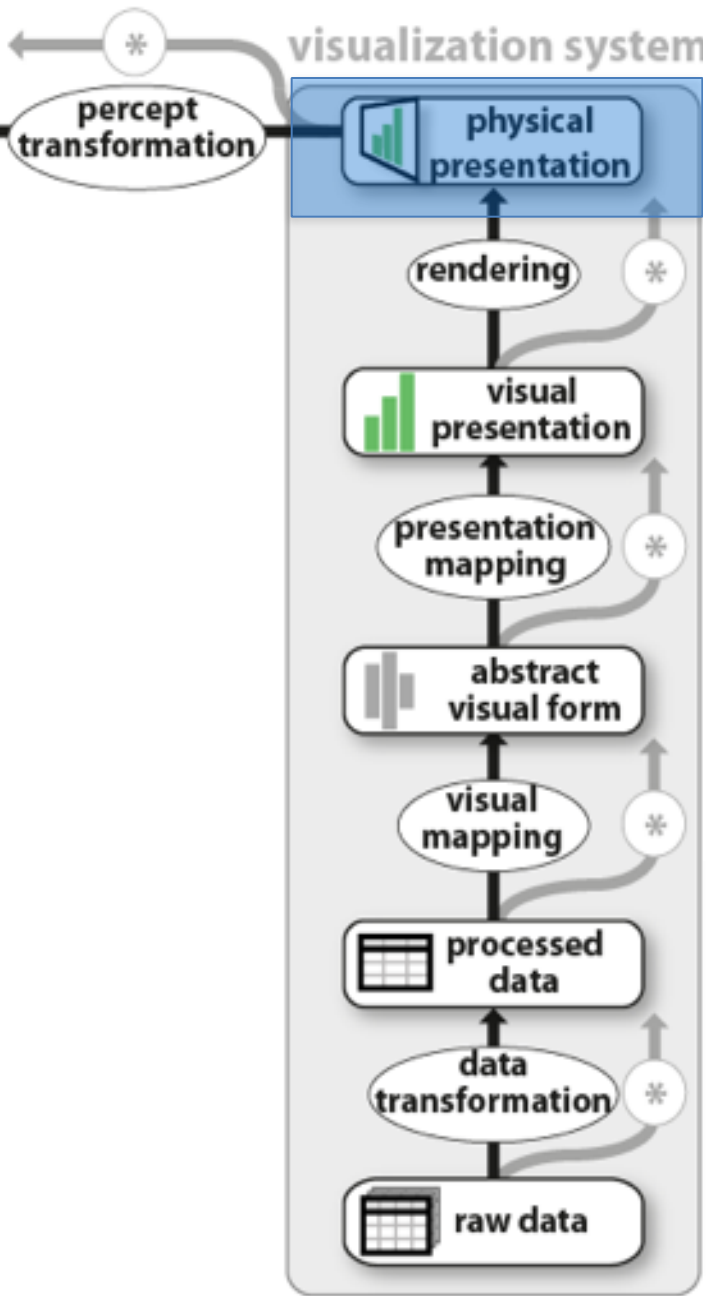
	A	B	C	D	E	F	G	H	I	J	K
1		1989	1990	1991	1992	1993	1994	1995	1996	1997	1998
2	Austria	12.23	31.86	31.07	31.57	24.02	28.61	30.52	44.99	35.41	48.95
3	France	31.87	34.18	35.95	36.06	38.78	40.18	32.68	39.26	43.15	43.9
4	Australia	33.57	46.93	39.24	23.18	38.94	21.38	29.1	29.43	27.97	28.32
5	Belgium	29.93	22.13	17.64	18.52	17.72	17.13	21.77	13.63	14.69	20.38
6	Canada	28.11	25.09	14.35	11.19	9.291	21.67	17.33	13.98	25.19	15.66
7	Netherlands	10.78	20.12	29.08	8.702	5.085	15.12	9.117	12.48	13.75	18.17
8	Italy	6.278	9.992	9.04	6.076	15.66	12.26	16.75	11.75	10.75	17.98
9	Denmark	1.485	1.933	13.52	10.71	13.01	4.193	7.937	4.303	11.42	7.581
10	United States	13.69	11.25	11.22	11.22	11.22	7.992	8.465	8.409	4.702	3.038
11	Norway	14.25	7.561	8.219	7.255	3.967	4.307	4.476	10.99	14.62	9.296

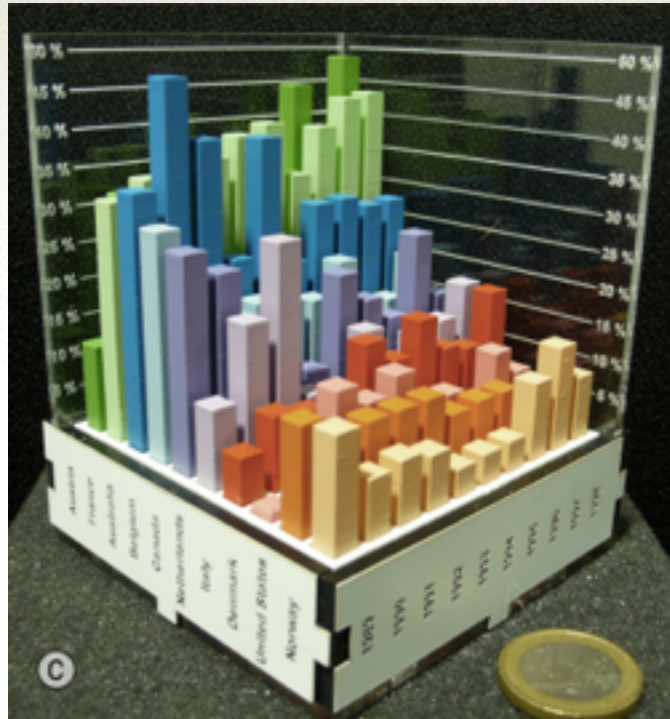
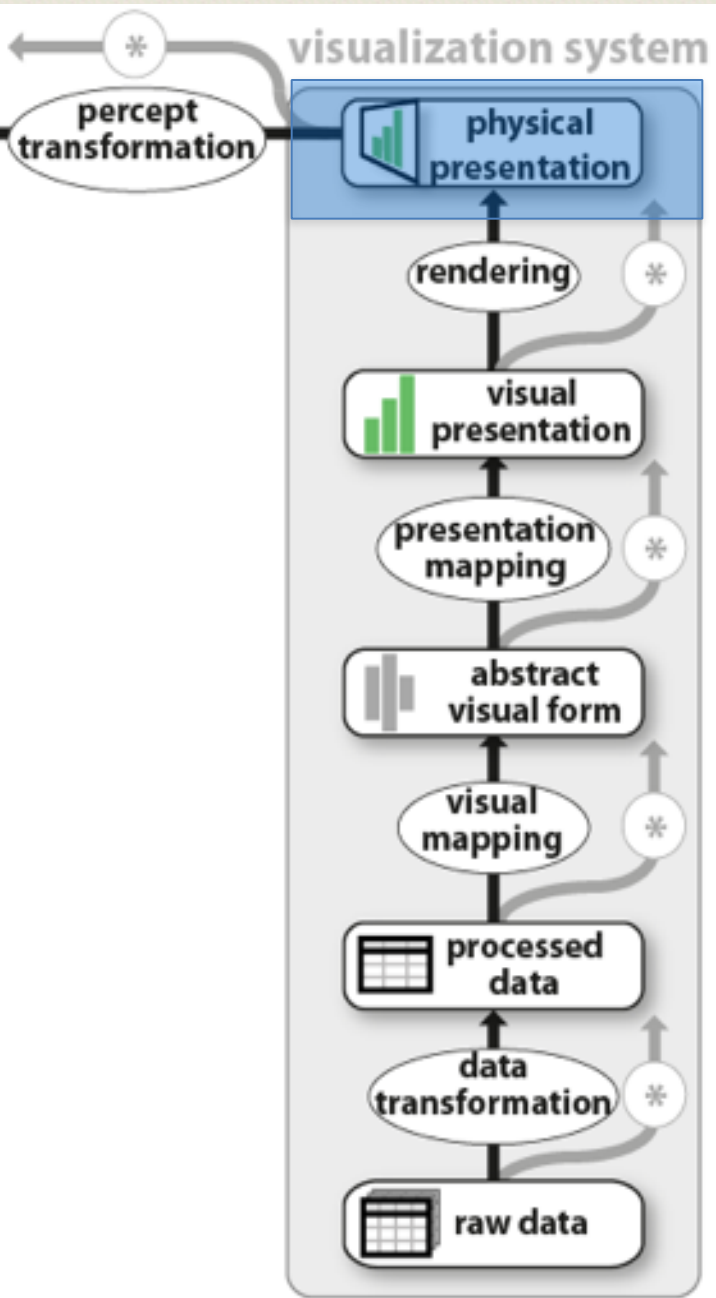












Taxonomies of interaction

- **What?**

- What is the user doing?

- **Why?**

- Why is the user doing it?

- **How?**

- How is the user doing it?

Task Taxonomies

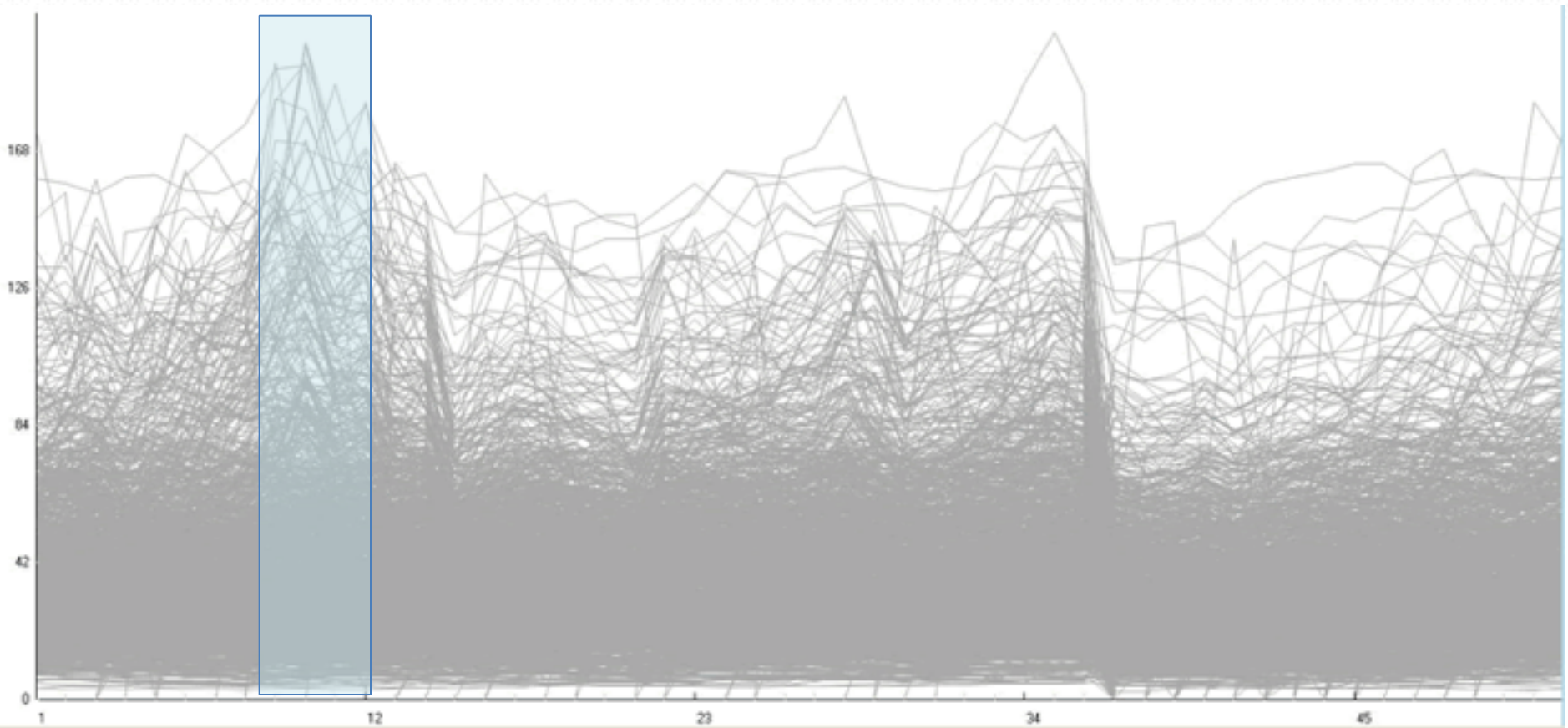
Analytical Tasks

- **Shneiderman, 1996:**

- 1. Overview:** Gain an overview of the entire collection
- 2. Zoom :** Zoom in on items of interest
- 3. Filter:** Filter out uninteresting items
- 4. Details-on-demand:** Select an item or group and get details when needed
- 5. Relate:** View relationships among items
- 6. History:** Keep a history of actions to support undo, replay, and progressive refinement
- 7. Extract:** Allow extraction of sub-collections and of the query parameters

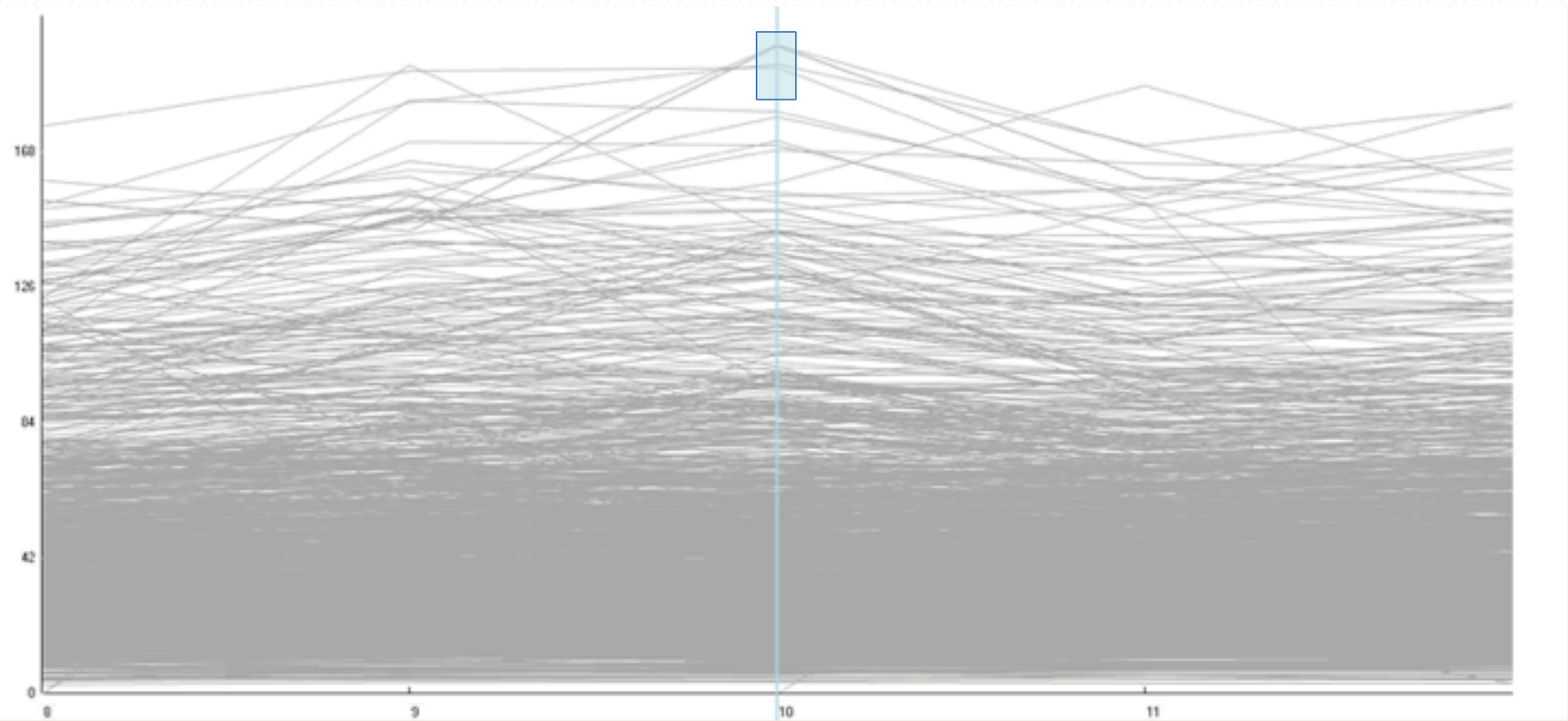
Analytical Tasks

1. Overview



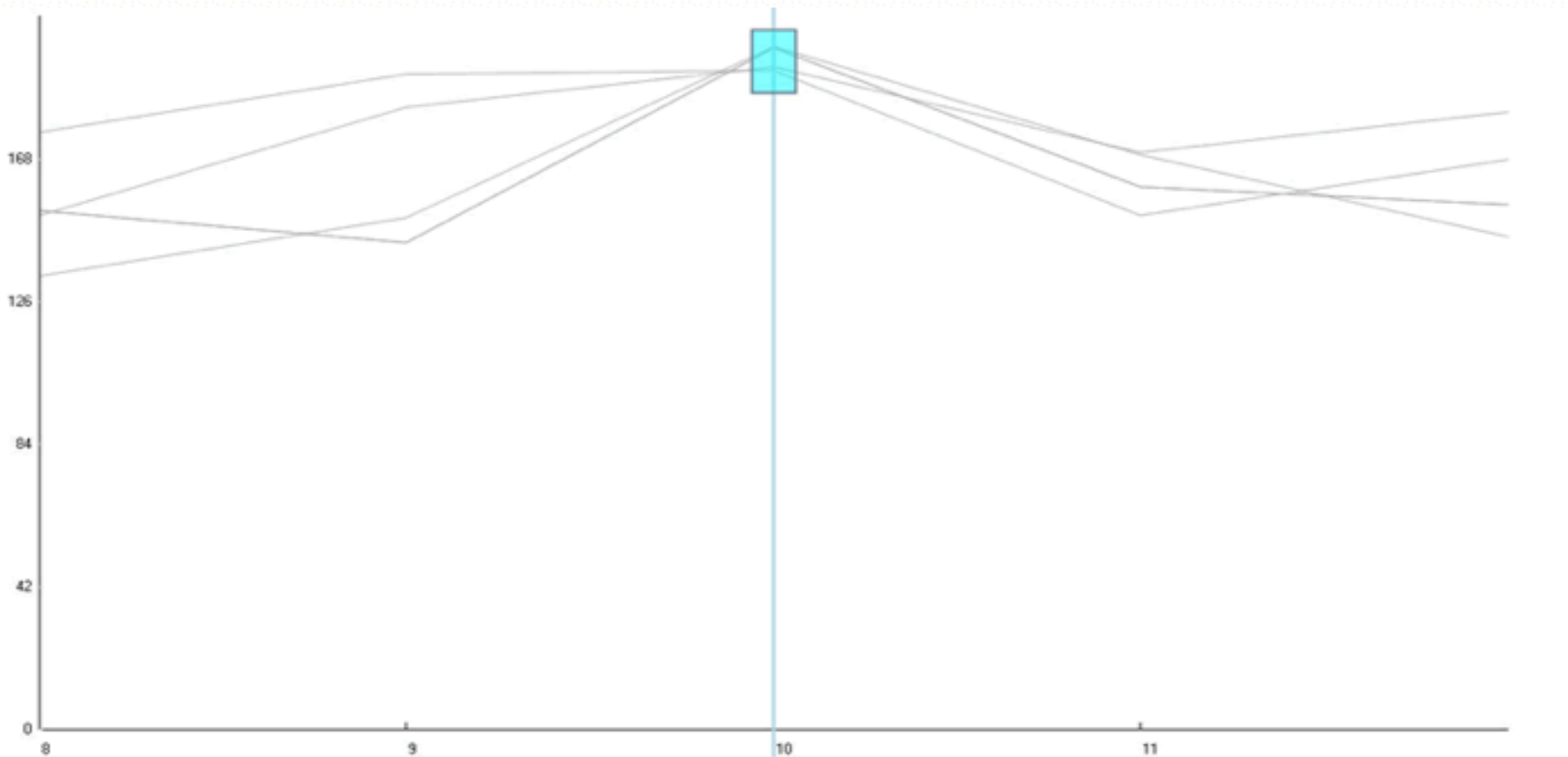
Analytical Tasks

2. Zoom



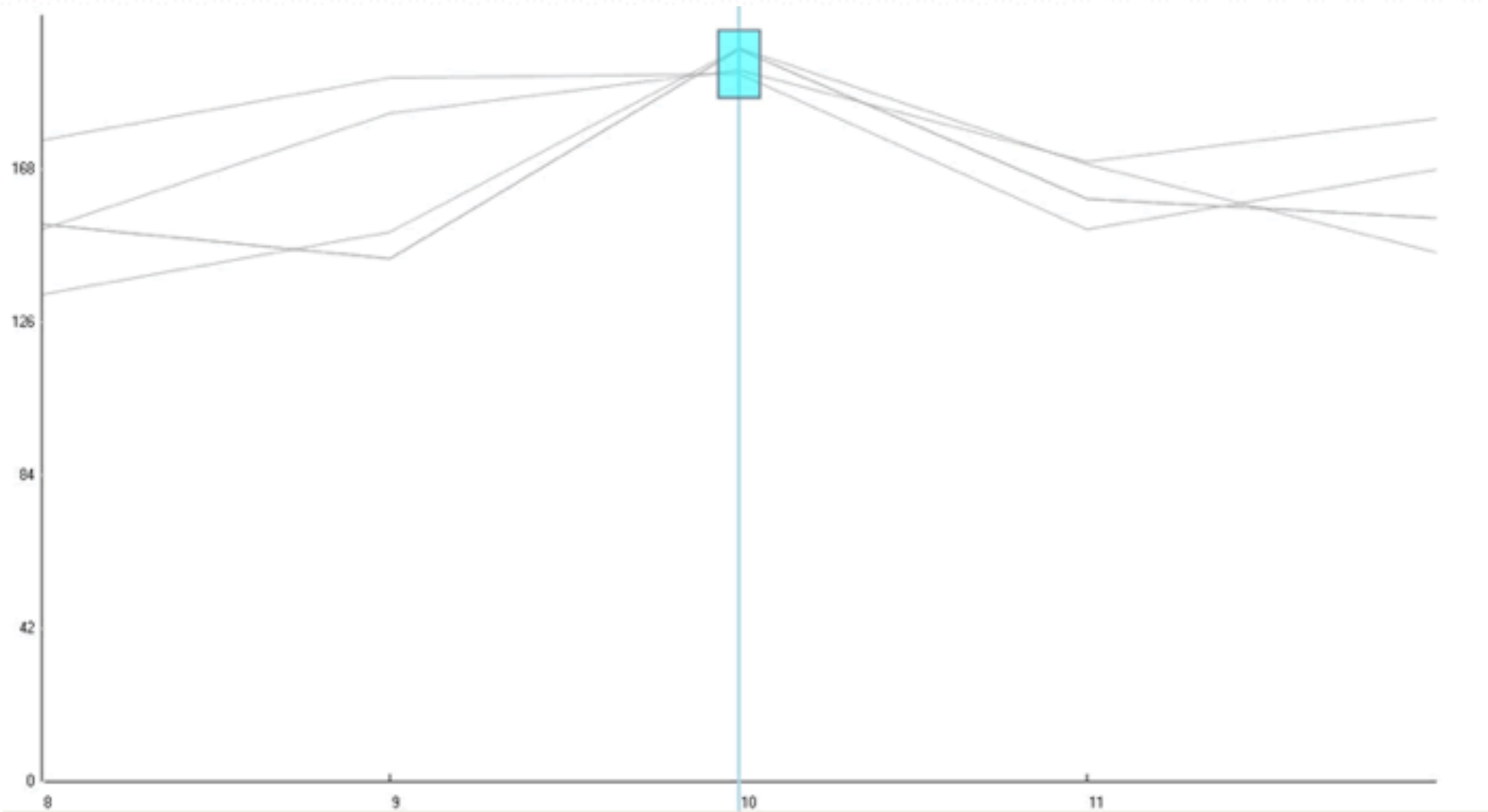
Analytical Tasks

3. Filter



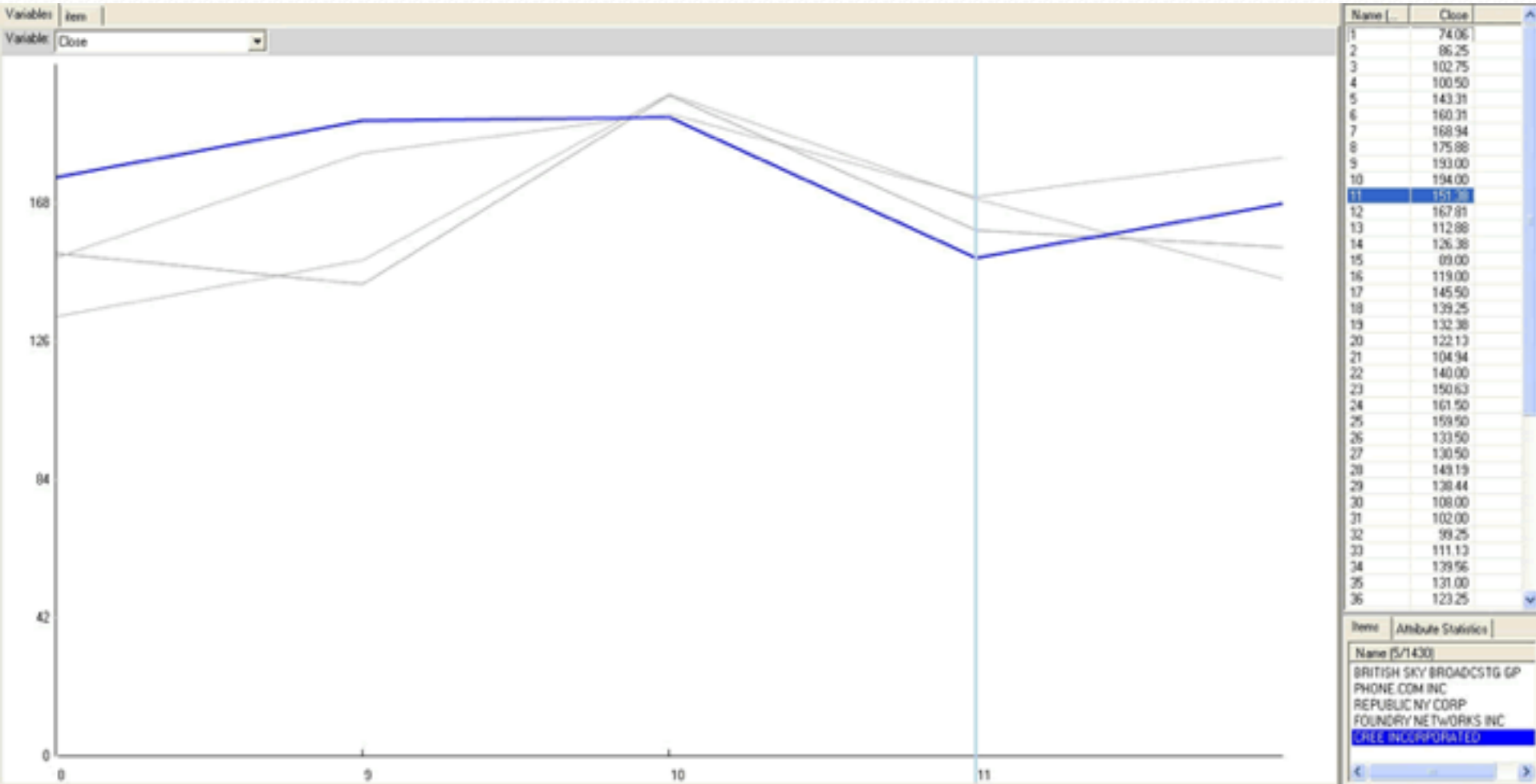
Analytical Tasks

3. Filter



Analytical Tasks

4. Details on demand



Analytical Tasks

- **Visual Information Seeking Mantra (Shneiderman, 1996)**

Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand
Overview first, zoom and filter, then details on demand

Analytical Tasks

- **Amar, Eagan and Stasko, 2005**
 - **Retrieve Value**
 - **Filter**
 - **Compute Derived Value**
 - **Find Extremum**
 - **Sort**
 - **Determine Range**
 - **Characterize Distribution**
 - **Find Anomalies**
 - **Cluster**

Analytical Tasks

- **Yi et al, 2007**

- 1. Select:** mark something as interesting
- 2. Explore:** show me something else
- 3. Reconfigure:** show me a different arrangement
- 4. Encode:** show me a different representation
- 5. Abstract/Elaborate:** show me more or less detail
- 6. Filter:** show me something conditionally
- 7. Connect:** show me related items

Taxonomies of interaction

- **What?**

- What is the user doing?

- **Why?**

- Why is the user doing it?

- **How?**

- How is the user doing it?

How?

- **Interaction technique**
 - “An interaction technique is the fusion of **input and output**, consisting of all **software and hardware** elements, that provides a way for the user to accomplish a task”
(Tucker, 2004)
- **Types of interaction techniques**
 - **Input:** mouse, touch, keyboard, speech,...
 - Shneiderman: **Command-line interfaces vs. Direct manipulation interfaces**

Interaction Styles

- Command line interface

```
Select house-address
      From atl-realty-db
      Where price >= 200,000 and
            price <= 400,000 and
            bathrooms >= 3 and
            garage == 2 and
            bedrooms >= 4
```

Interaction Styles

- (In)direct manipulation



How?

- **Interaction technique**

- “An interaction technique is the fusion of **input and output**, consisting of all **software and hardware** elements, that provides a way for the user to accomplish a task”

(Tucker, 2004)

- **Types of interaction techniques**

- **Input:** mouse, touch, keyboard, speech,...
- Shneiderman: **Command-line interfaces vs. Direct manipulation interfaces**
- Beaudouin-Lafon: **Instruments** with different degrees of **directness**

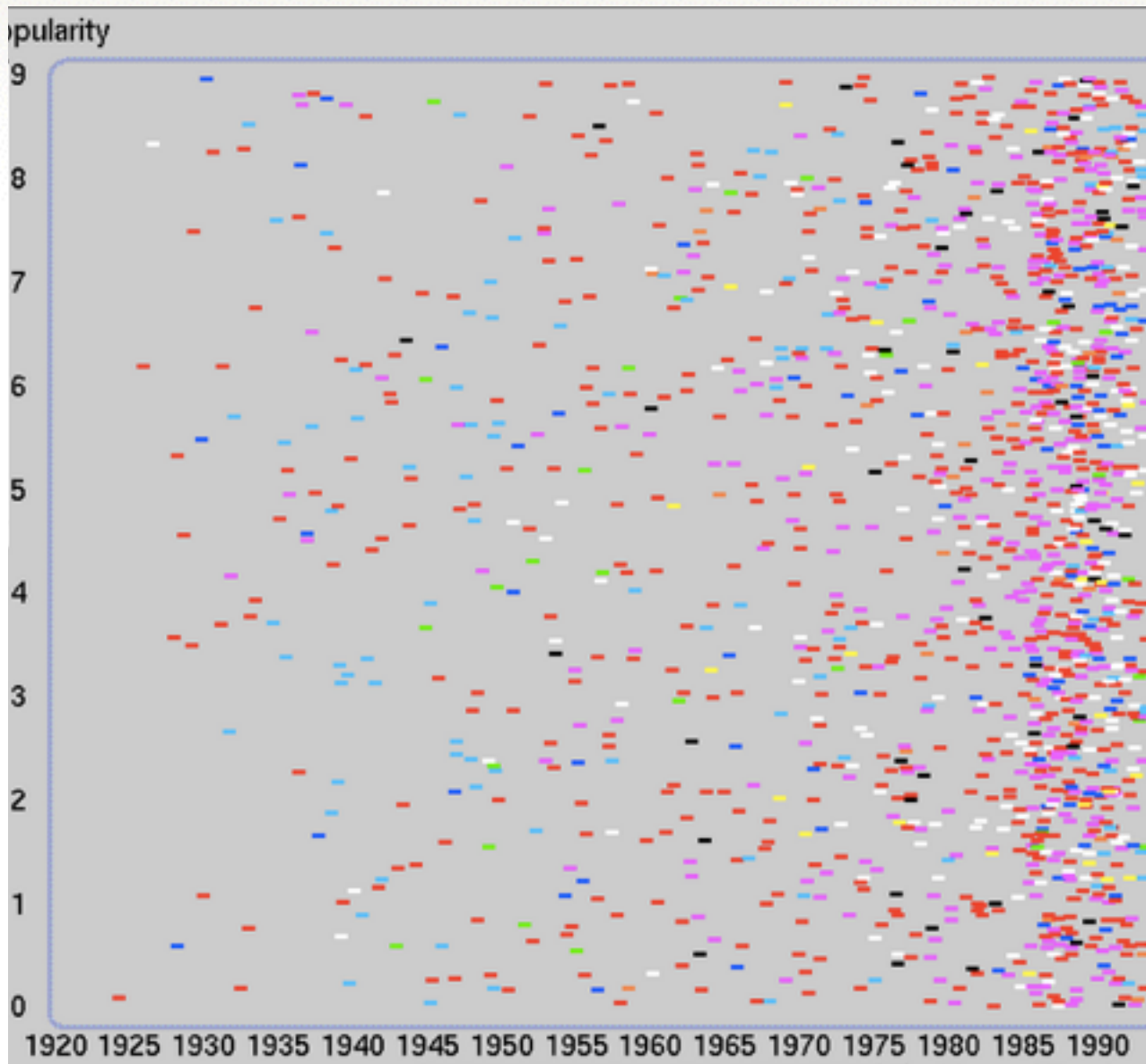
Taxonomies of interaction

- **What?**
 - What is the user doing?
- **Why?**
 - Why is the user doing it?
- **How?**
 - How is the user doing it?

Families of infovis interaction techniques

- **Filtering techniques**
- **Navigation techniques**
- **Multiple views**
- **Rearrangement**

Problem



FilmFinder, HCIL

Families of infovis interaction techniques

- **Filtering techniques**
- **Navigation techniques**
- **Multiple views**
- **Rearrangement**

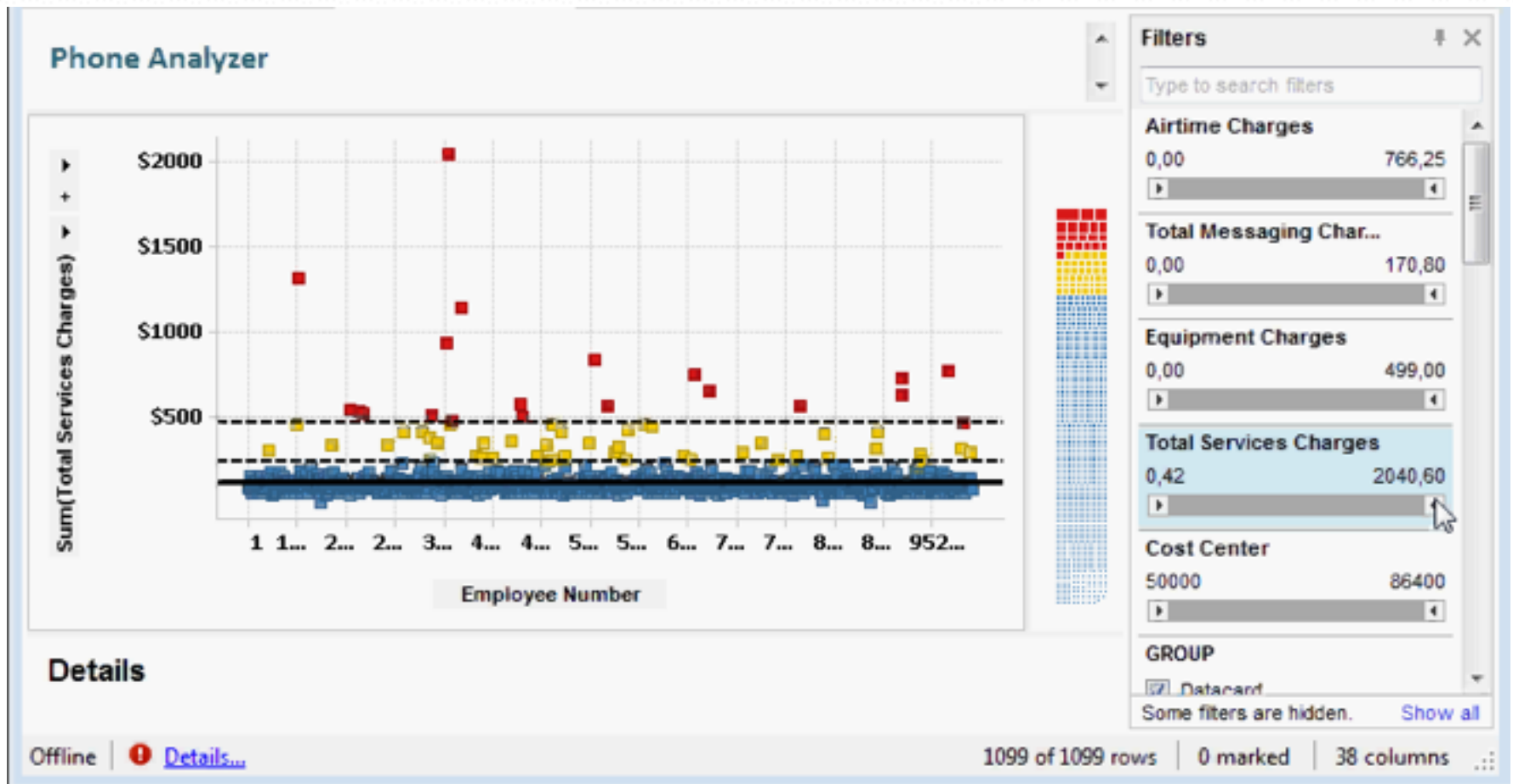
Filtering Techniques

- Dynamic Queries



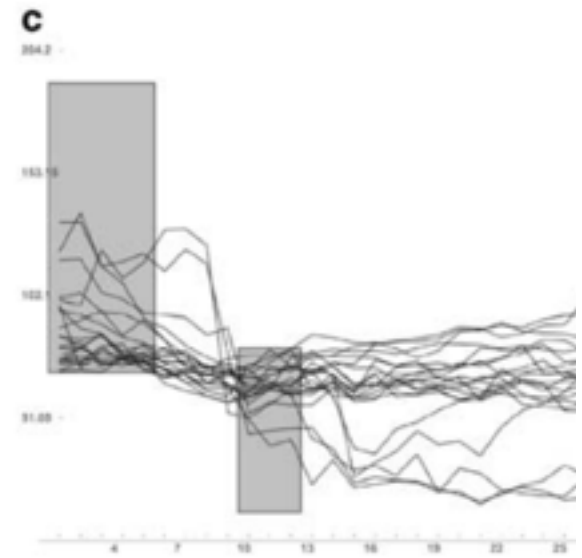
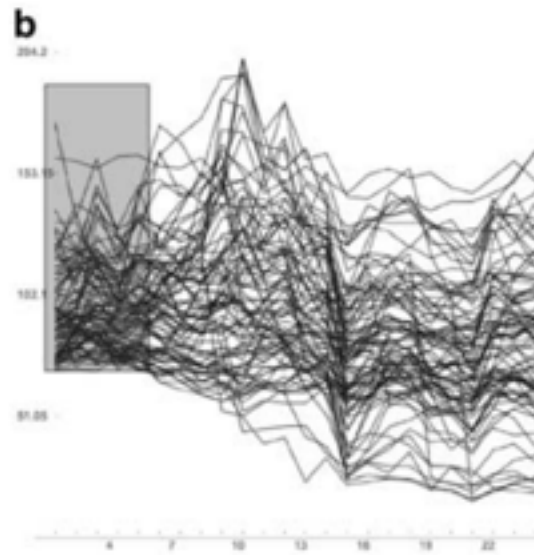
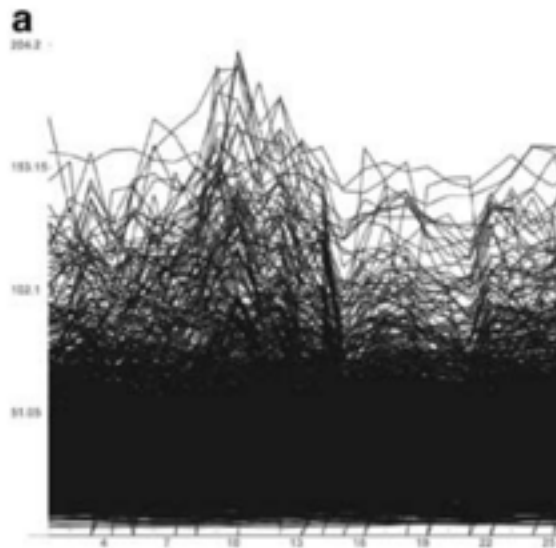
Filtering Techniques

- Dynamic Queries + Rescaling



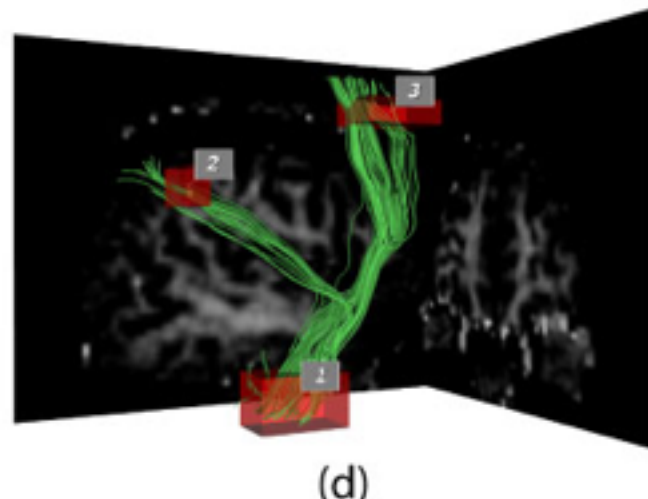
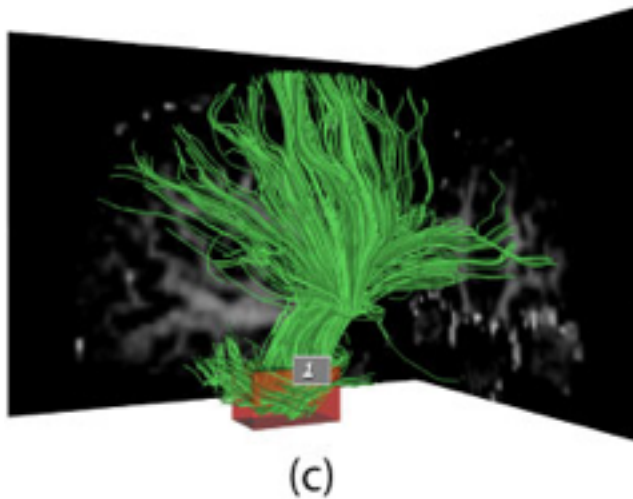
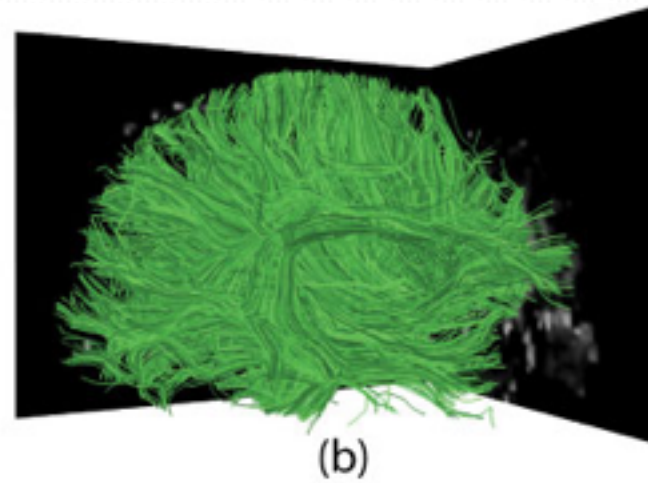
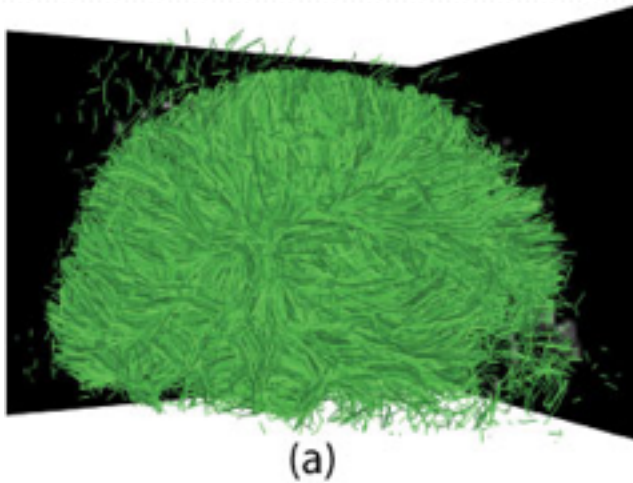
Filtering Techniques

- Dynamic Queries Specified Visually



Filtering Techniques

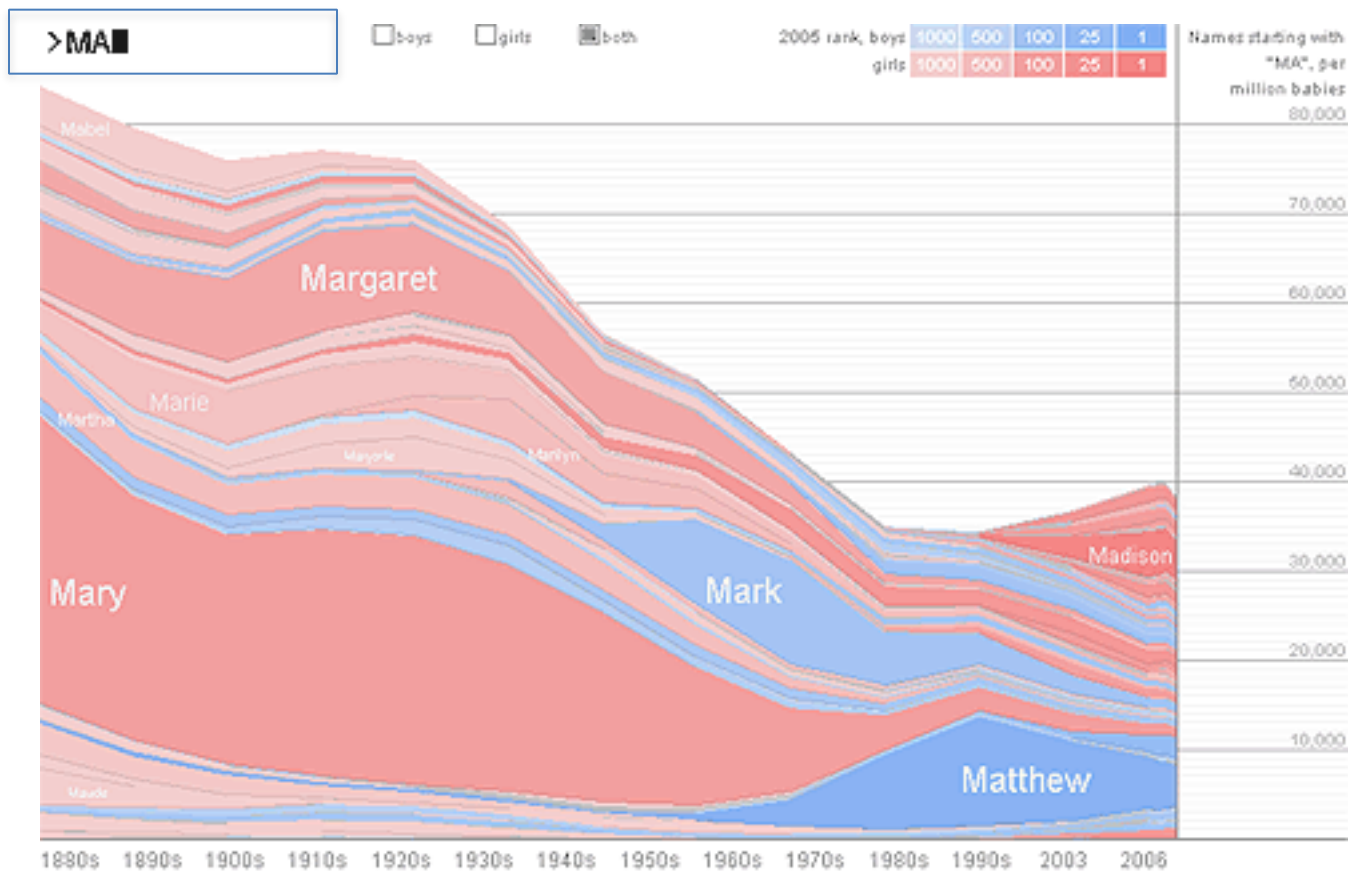
- Dynamic Queries for Volumetric Data



Sherbondy et al, 2004

Filtering Techniques

- Incremental Text Search



Families of infovis interaction techniques

- **Filtering techniques**
- **Navigation techniques**
- **Multiple views**
- **Rearrangement**



Problem



Families of infovis interaction techniques

- Filtering techniques
- Navigation techniques
- Multiple views
- Rearrangement

Navigation Techniques



- Pan & Zoom
- Focus + Context

Pan & Zoom

The image shows a PDF viewer window titled "JDFTimeline.pdf (page 1 of 1)". The viewer includes navigation controls for page (1), back/forward, zoom, and tool mode. The main content is a complex timeline chart titled "Chart of Jean-Daniel Lekeze's Biography" spanning from 2003 to 2013. The chart features a central horizontal axis with a large, multi-layered area chart above it and a detailed list of events below it. The area chart shows various colored regions representing different categories of events over time. The event list below includes dates and descriptions of activities, such as "Publication of the book 'The Year of the Ache' in 2003" and "Publication of the book 'The Year of the Ache' in 2004". The chart is divided into sections for each year from 2003 to 2013, with a "Year of the Ache" section highlighted in 2007. The overall design is dense and detailed, with a mix of text, icons, and graphical elements.

JDFTimeline.pdf (page 1 of 1)

Previous/Next Page Back/Forward Zoom Tool Mode

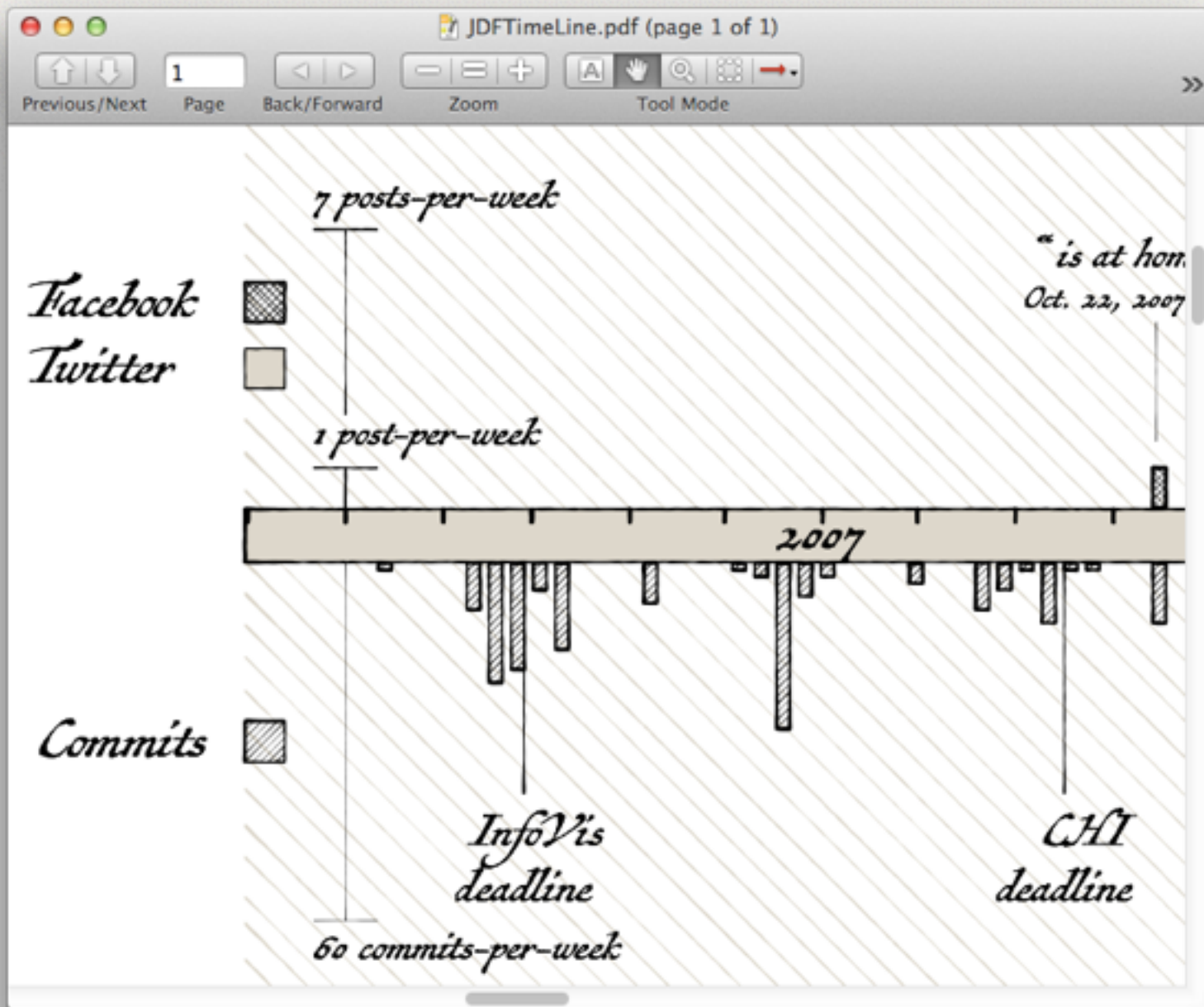
2007 2008 2009 2010 2011 2012 2013

Chart of Jean-Daniel Lekeze's Biography
From the Year of the Ache to the present Year 2013.
Keep a piece of Jean-Pascal Simard's life story and a life!

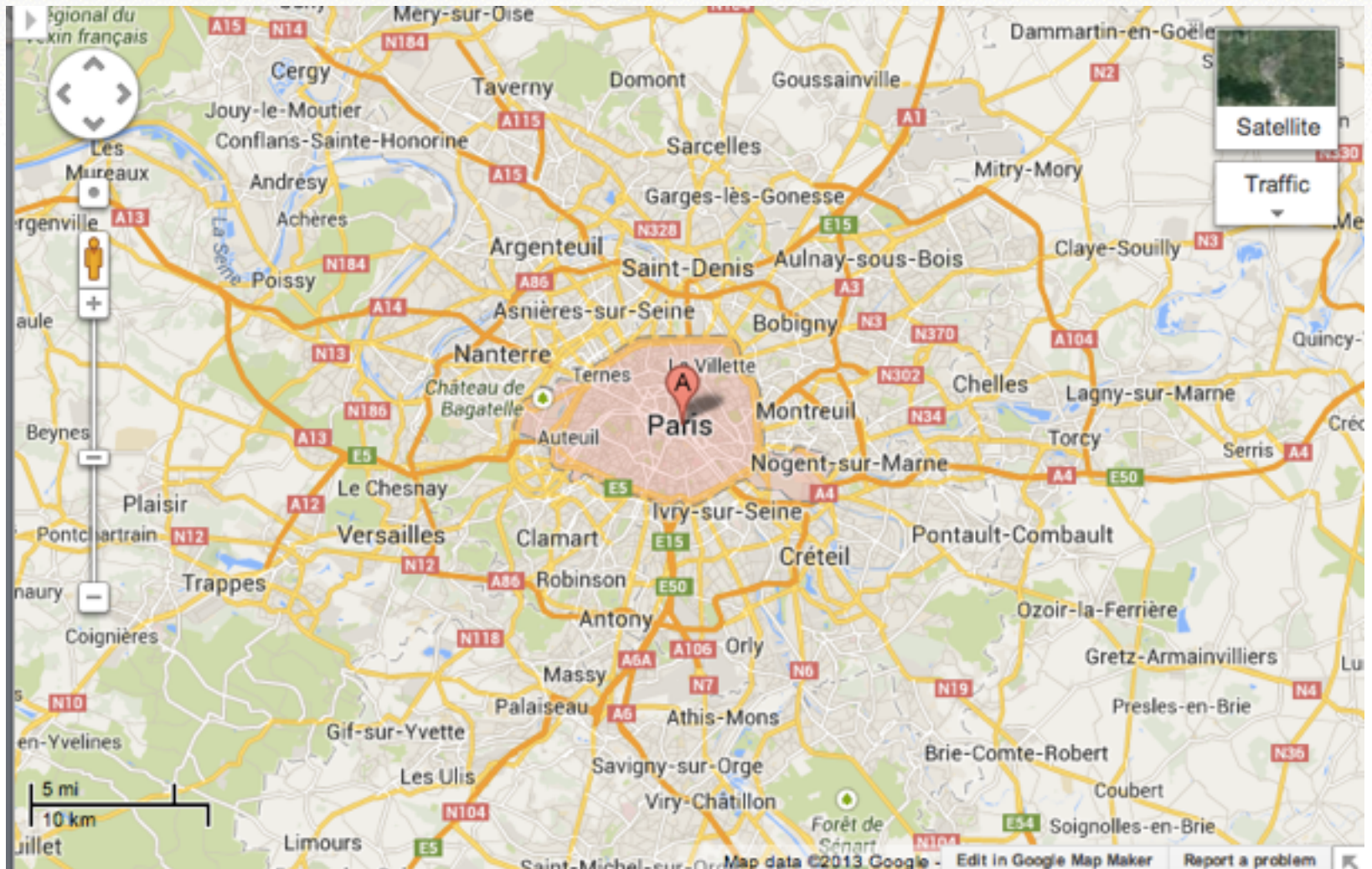
Publication of the book 'The Year of the Ache' in 2003
Publication of the book 'The Year of the Ache' in 2004
Publication of the book 'The Year of the Ache' in 2005
Publication of the book 'The Year of the Ache' in 2006
Publication of the book 'The Year of the Ache' in 2007
Publication of the book 'The Year of the Ache' in 2008
Publication of the book 'The Year of the Ache' in 2009
Publication of the book 'The Year of the Ache' in 2010
Publication of the book 'The Year of the Ache' in 2011
Publication of the book 'The Year of the Ache' in 2012
Publication of the book 'The Year of the Ache' in 2013

2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013

Pan & Zoom



Pan & Zoom



Pan & Zoom



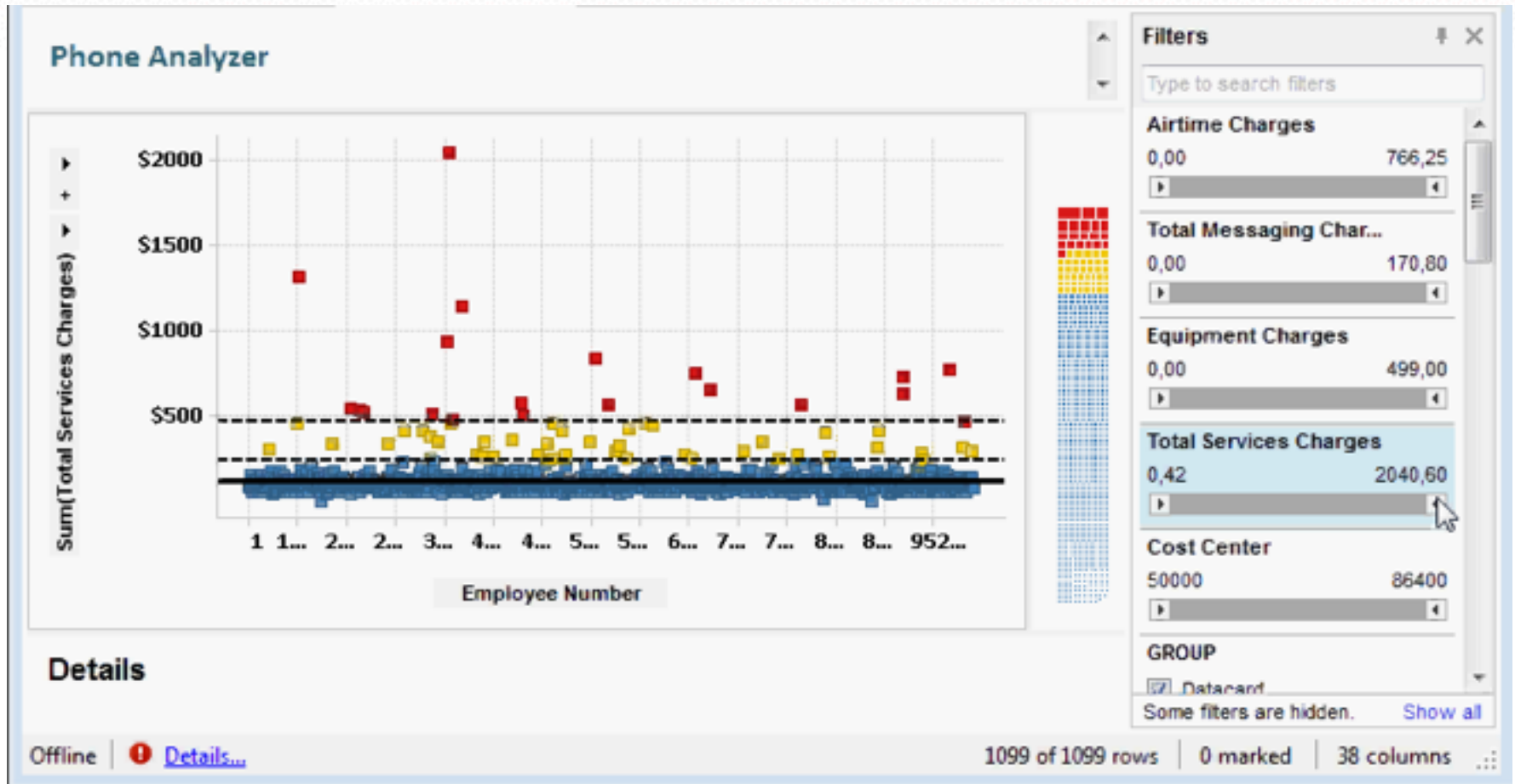
Pan & Zoom

- Semantic Zoom



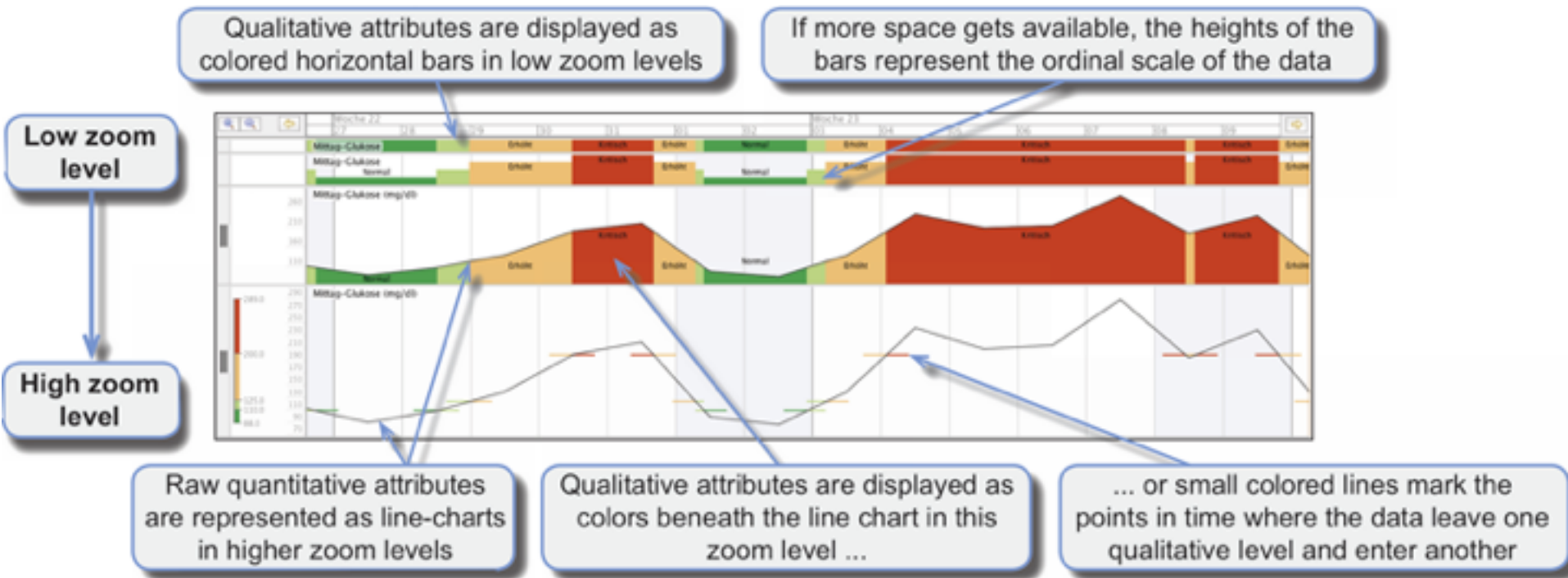
Pan & Zoom

- 1-D Zoom



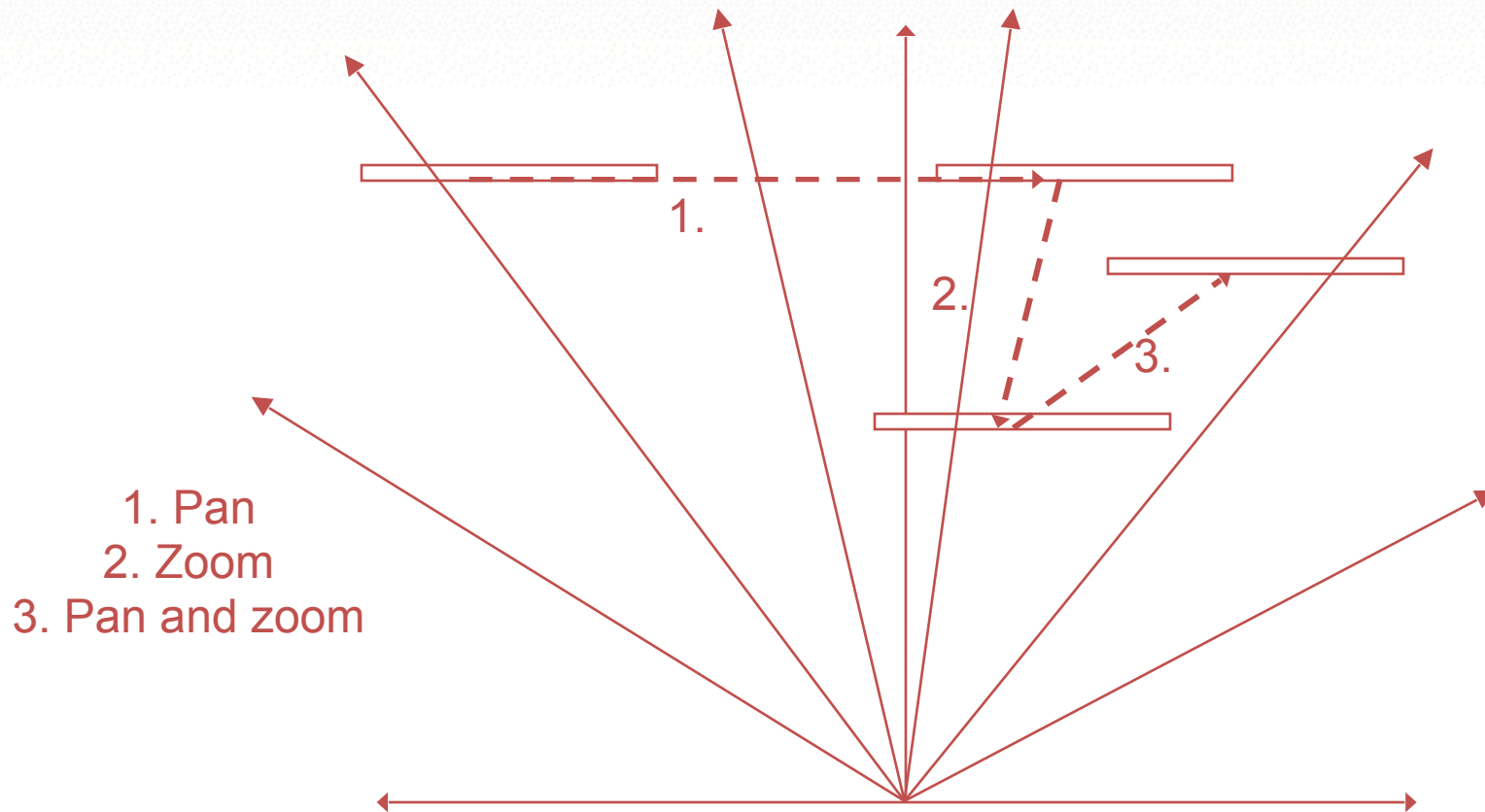
Pan & Zoom

- 1-D Semantic Zoom



Pan & Zoom

• Space-Scale Diagrams



Furnas and Bederson, 1995

Space-Scale Diagrams: Understanding Multiscale Interfaces ([link](#))

Problem

Where am I?



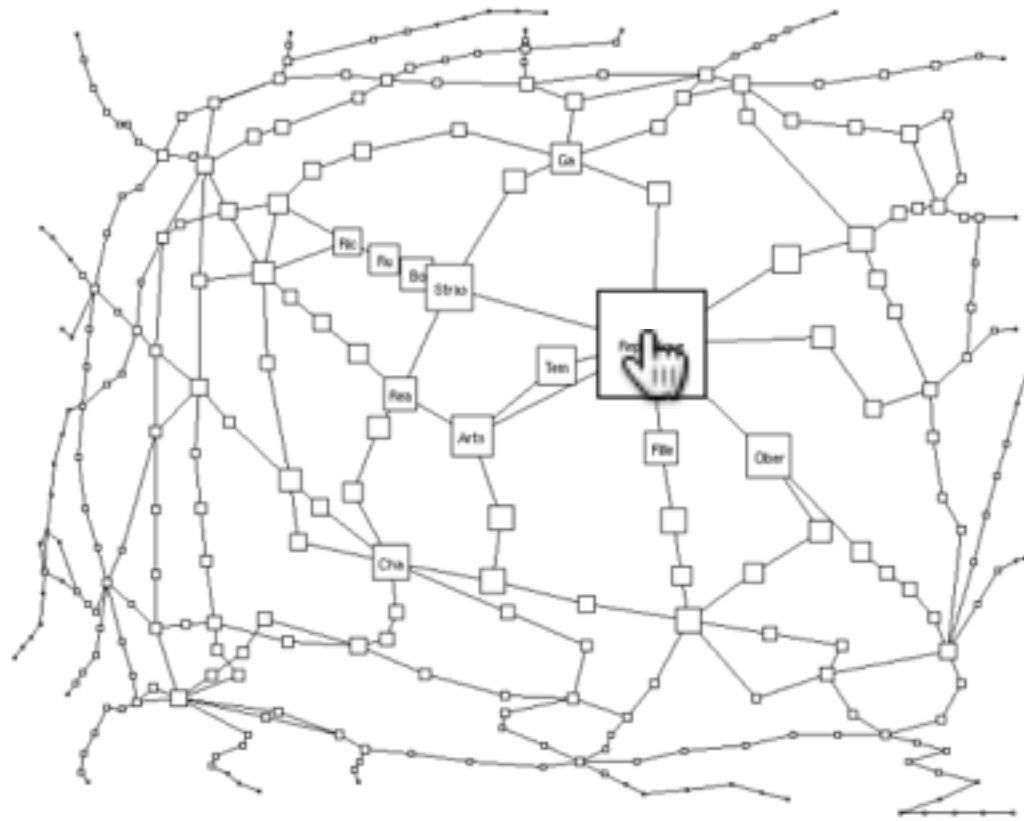
Navigation Techniques



- Pan & Zoom
- Focus + Context

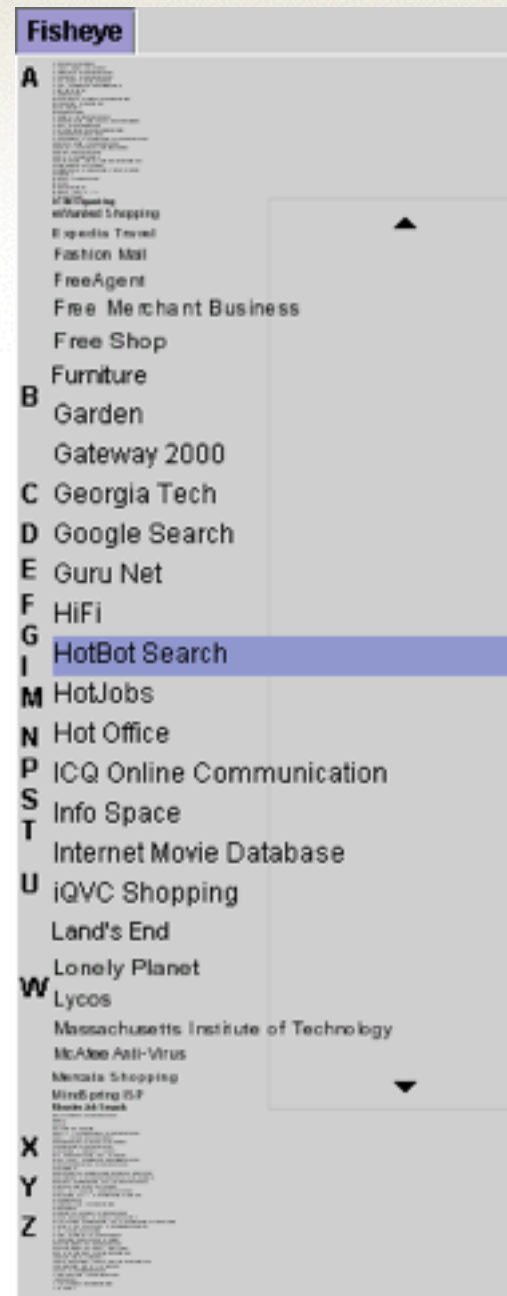
Focus + Context

- Space Distorsion



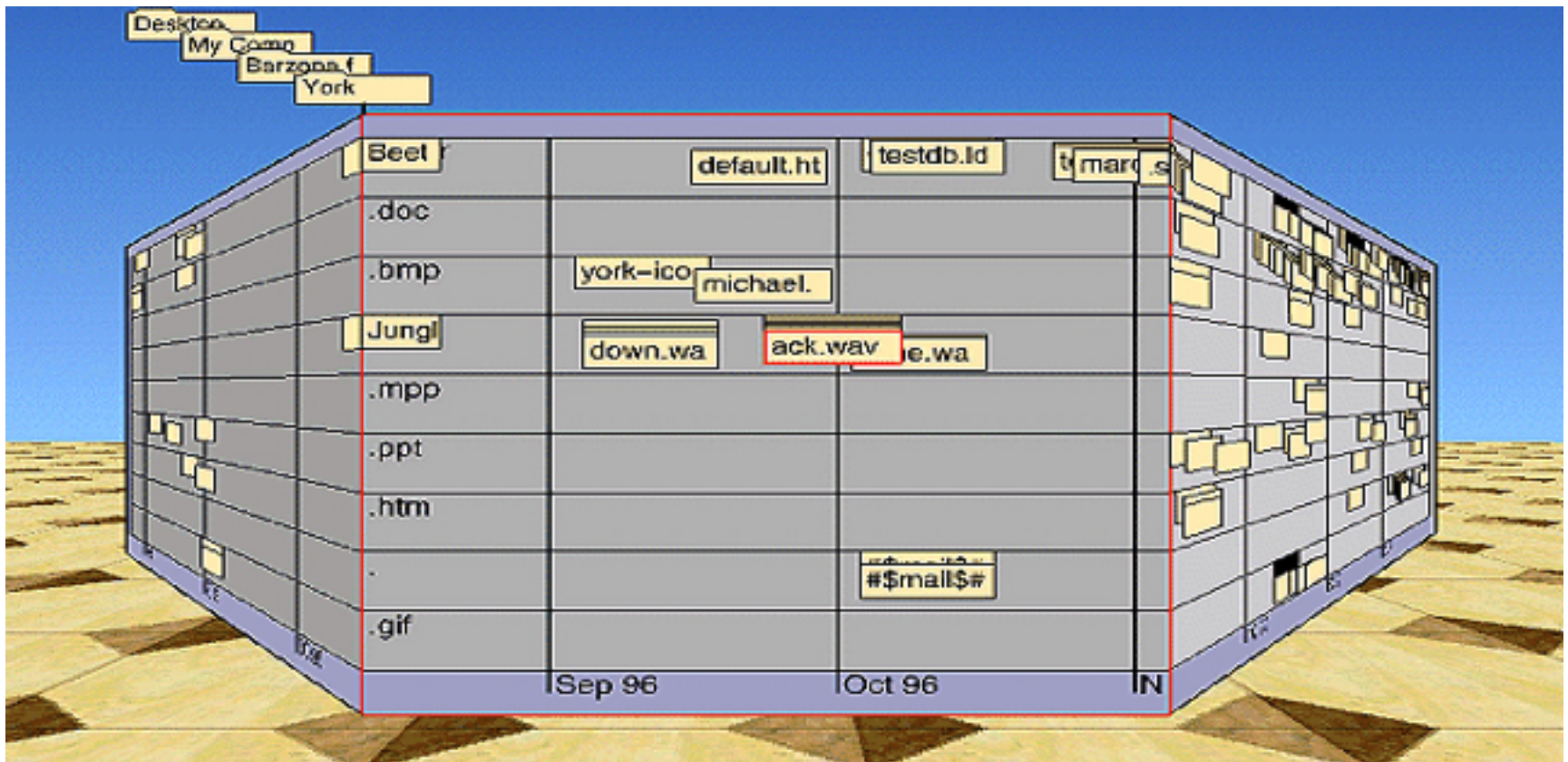
Focus + Context

- Space Distorsion



Focus + Context

- Space Distorsion



Focus + Context

- Space Distorsion



Focus + Context

- Space Distorsion



Focus + Context

- Table Lens

Inxight Table Lens - [foremost.txt]

File Edit View Tools Options Window Help

inxight

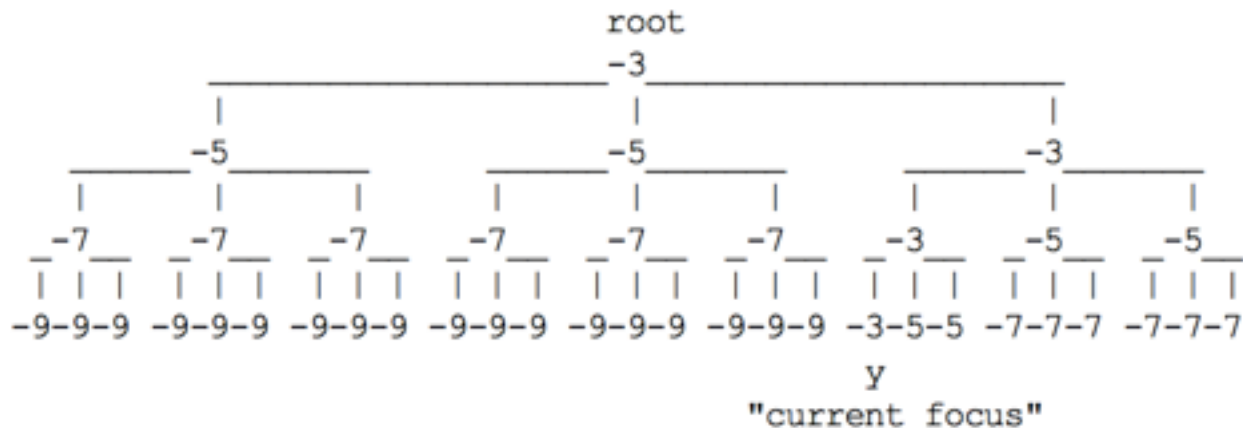
	Year	Quarter	Product	Channel	Region	Salesperson	Units	Revenue	Profits
126	1993	2	ForeCode Pro	Direct Sales	Southwest	Kevin Polen	1029	439898	171561
444	1993	4	ForeCode Pro	VAR	West	Tom Tuttle	302	122310	51371
445	1993	4	ForeCode Pro	VAR	West	Ann Thomas	302	122310	51371
446	1993	3	ForeMost S...	Direct Sales	Midwest	Sal Vitatone	301	2.8595e+006	929338
447	1993	3	ForeMost S...	VAR	South	Gary Copper	301	2.709e+006	948150

Focus + Context

- Generalized Fisheye Views

(c) The Fisheye DOI:

$$\begin{aligned} DOI_{\text{fisheye}(\text{tree})}(x|.=y) &= API(x) - D(x,y) \\ &= -(d_{\text{tree}}(x,y) + d_{\text{tree}}(x,\text{root})) \end{aligned}$$

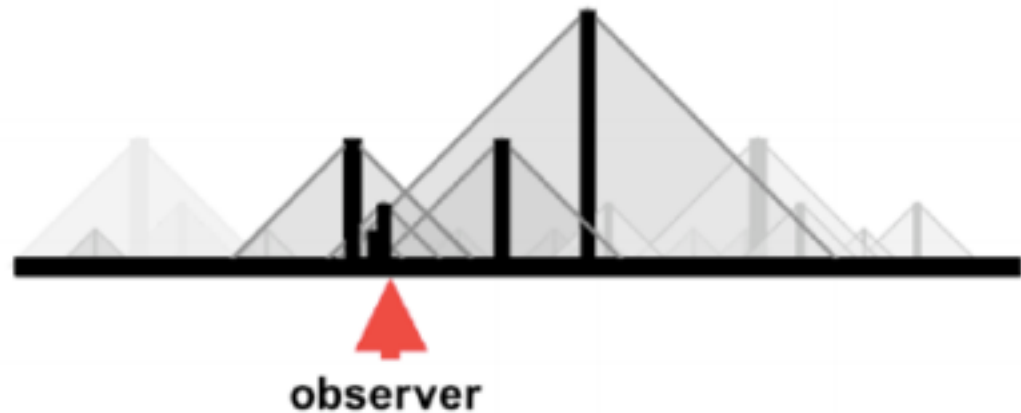


Furnas, 1986
Generalized Fisheye Views

Focus + Context

- Generalized Fisheye Views

Pattern of Influence
on the Observer:
Fisheye Subset of
entities



Furnas, 2010

A Fisheye Follow-Up: Further Reflections on Focus + Context

Families of infovis interaction techniques

- Filtering techniques

- Navigation techniques



- Multiple views

- Rearrangement

The cheapest



Goa

- Bed \$2.69
- Goa State Museum (free)
- Transport \$0.90
- Food \$6.74



Hanoi

- Bed \$4.80
- Ho Chi Minh Mausoleum (free)
- Transport \$1.20
- Food \$8.64



Marrakech

- Bed \$6.19
- El Bahia Palace \$1.13
- Transport \$1.69
- Food \$12.38

The most expensive



Reykjavik

- Bed \$26.71
- Blue Lagoon \$46.74
- Transport \$40.90
- Food \$30.05



Oslo

- Bed \$37.14
- Viking Ship Museum \$10.13
- Transport \$12.66
- Food \$52.33



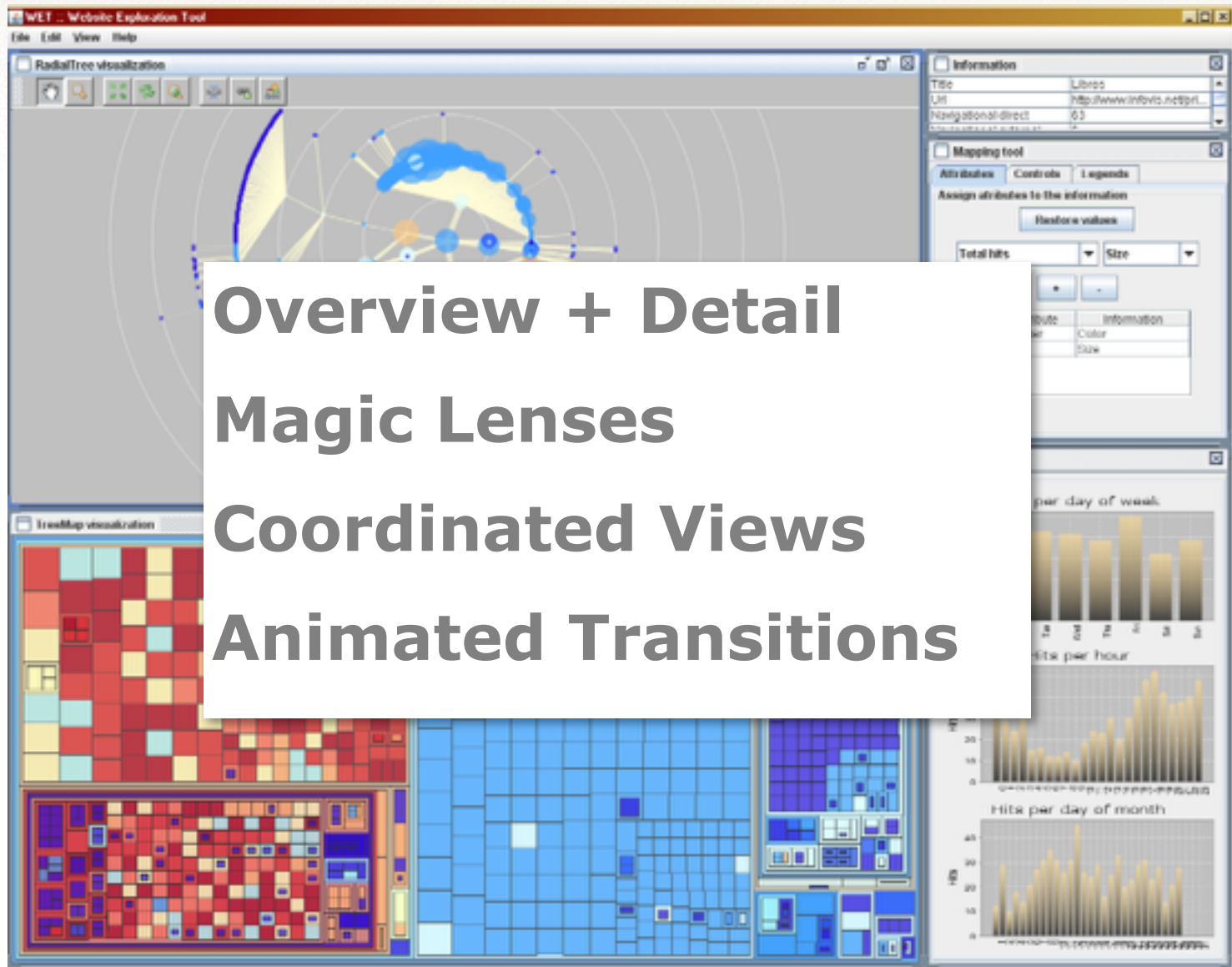
Venice

- Bed \$24.72
- Venice museum pass \$22.25
- Transport \$24.72
- Food \$30.90

Families of infovis interaction techniques

- Filtering techniques
- Navigation techniques
- Multiple views
- Rearrangement

Multiple Views



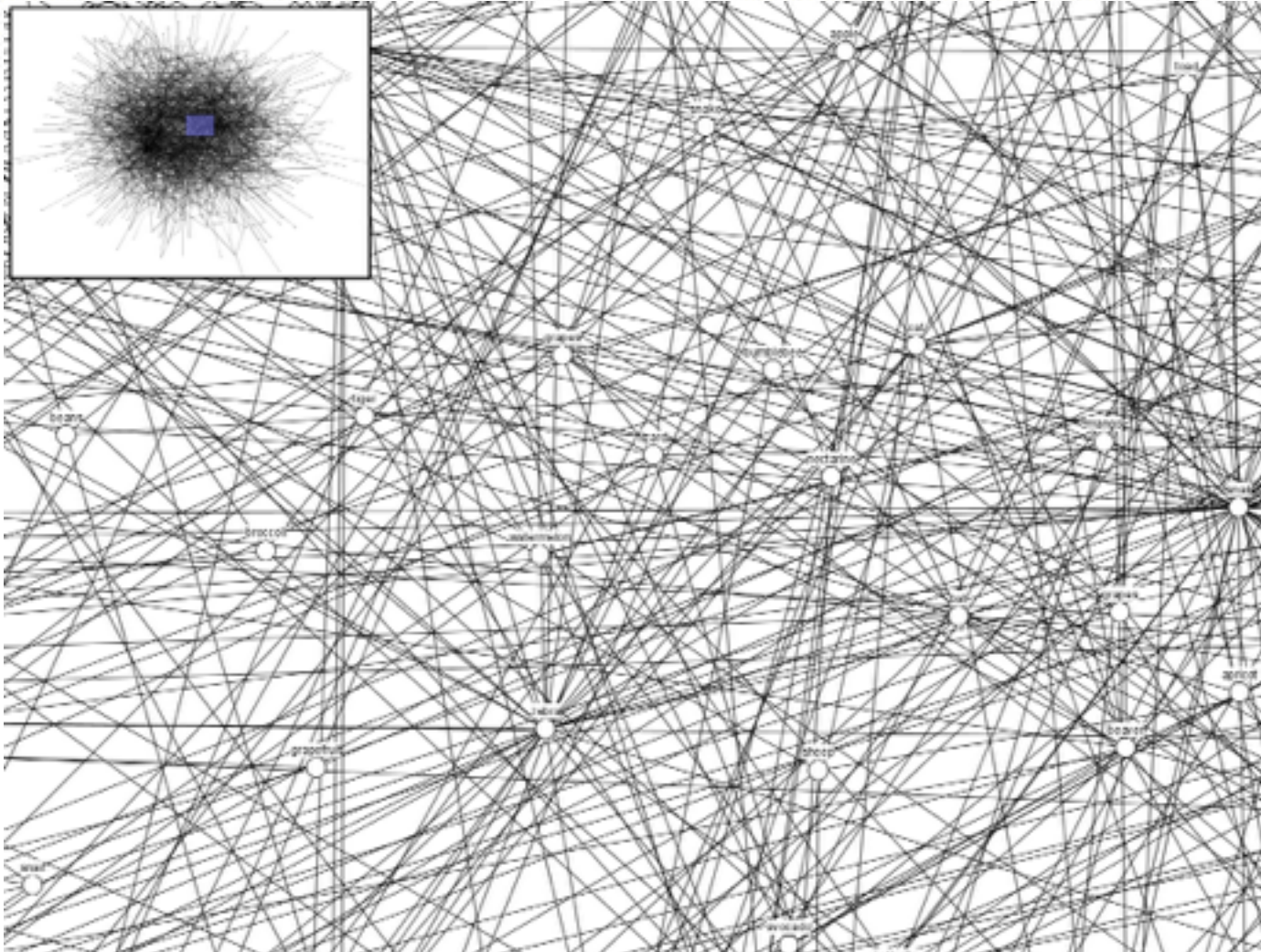
Problem

Where am I?



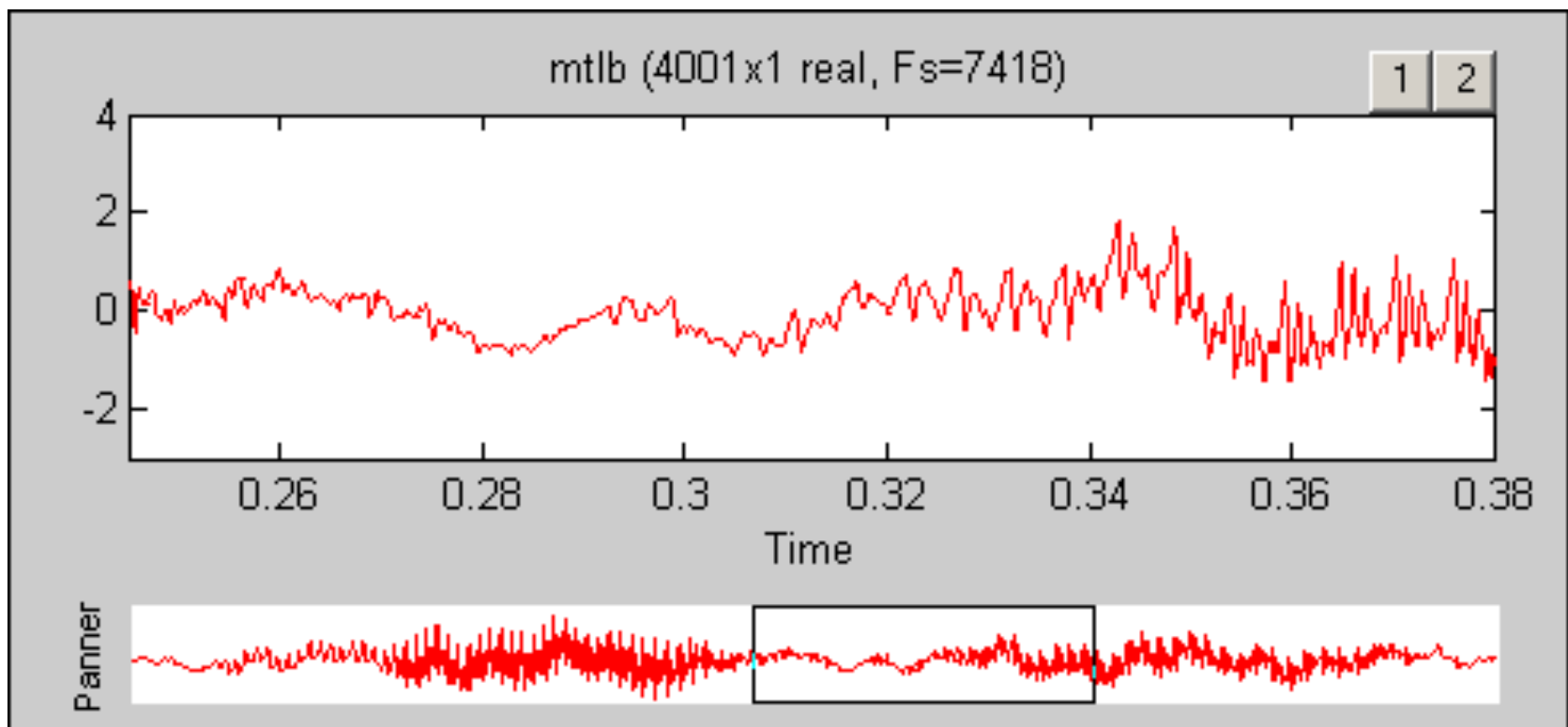
Overview + Detail

Panning a large graph



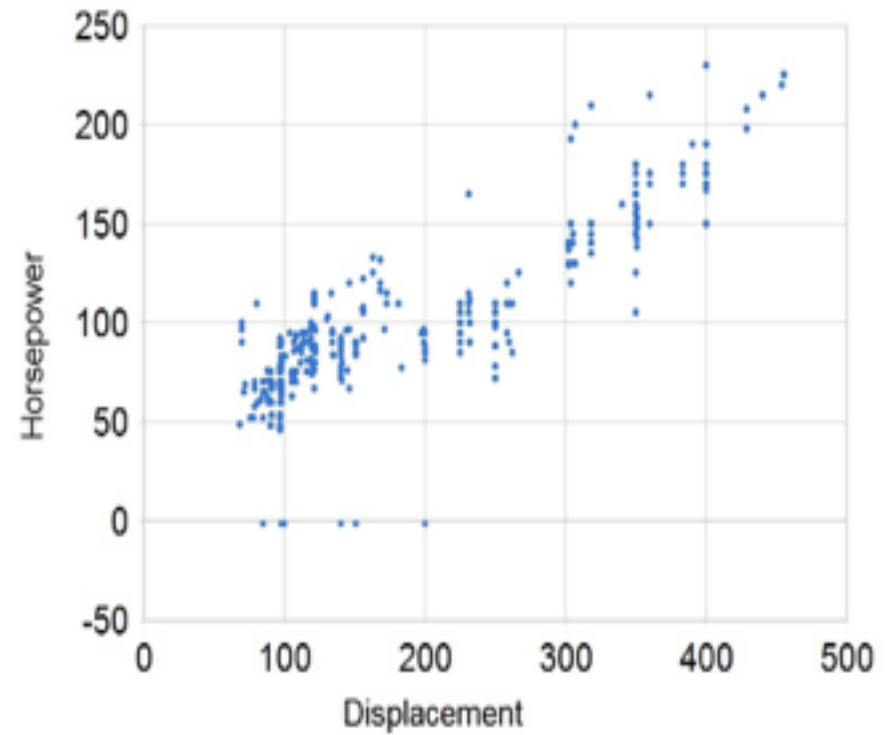
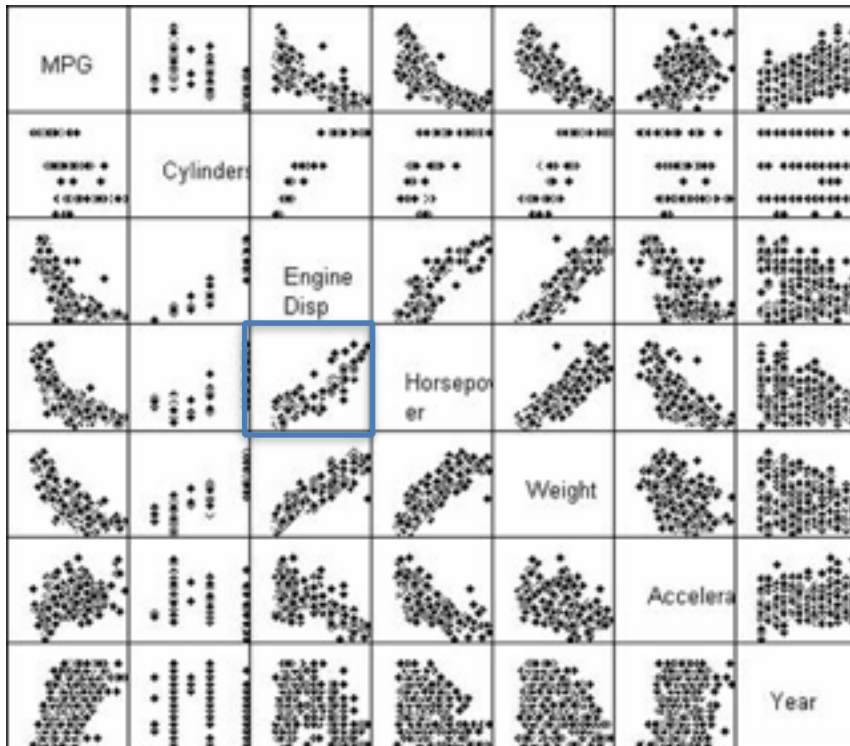
Overview + Detail

Panning a line chart



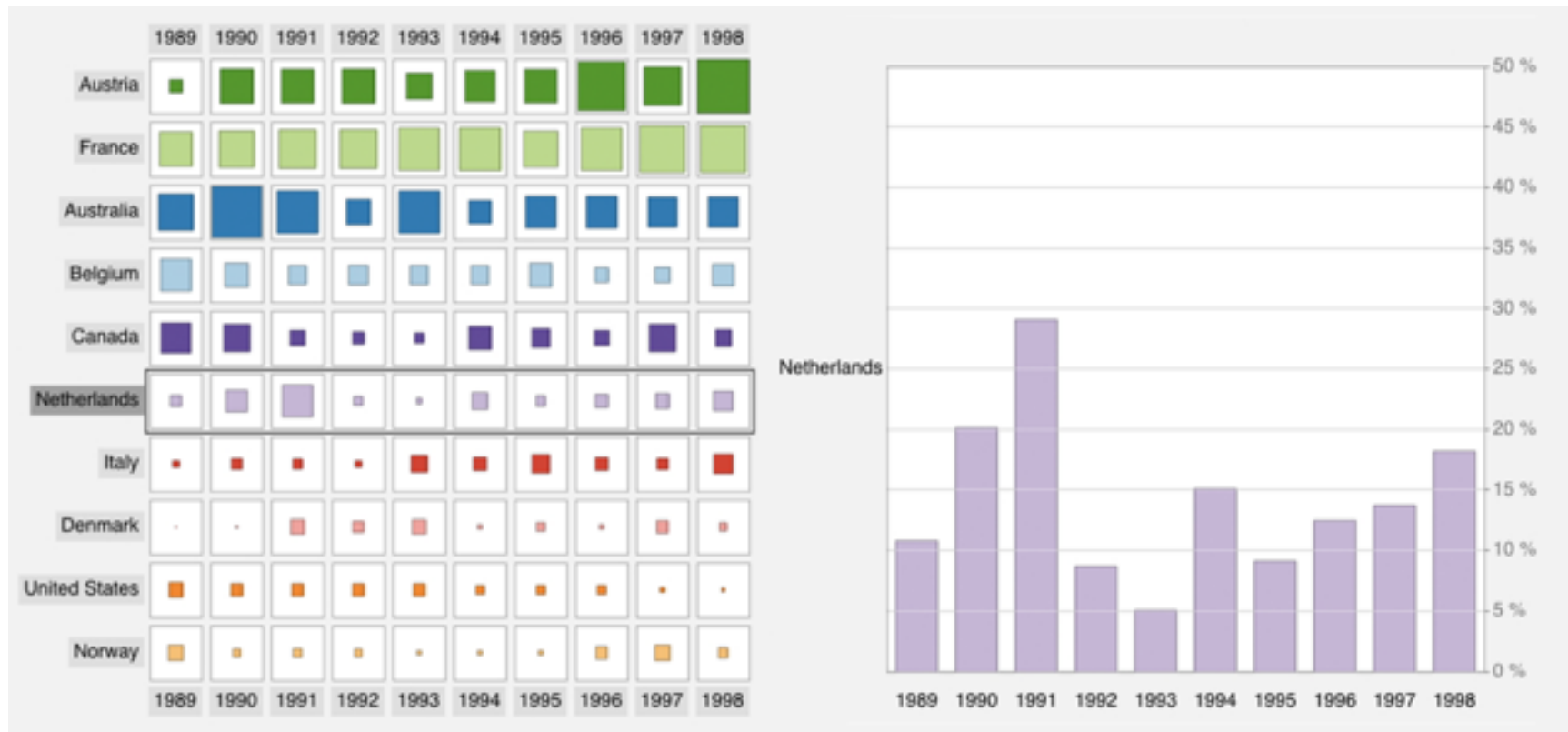
Overview + Detail

Browsing Multiple Views

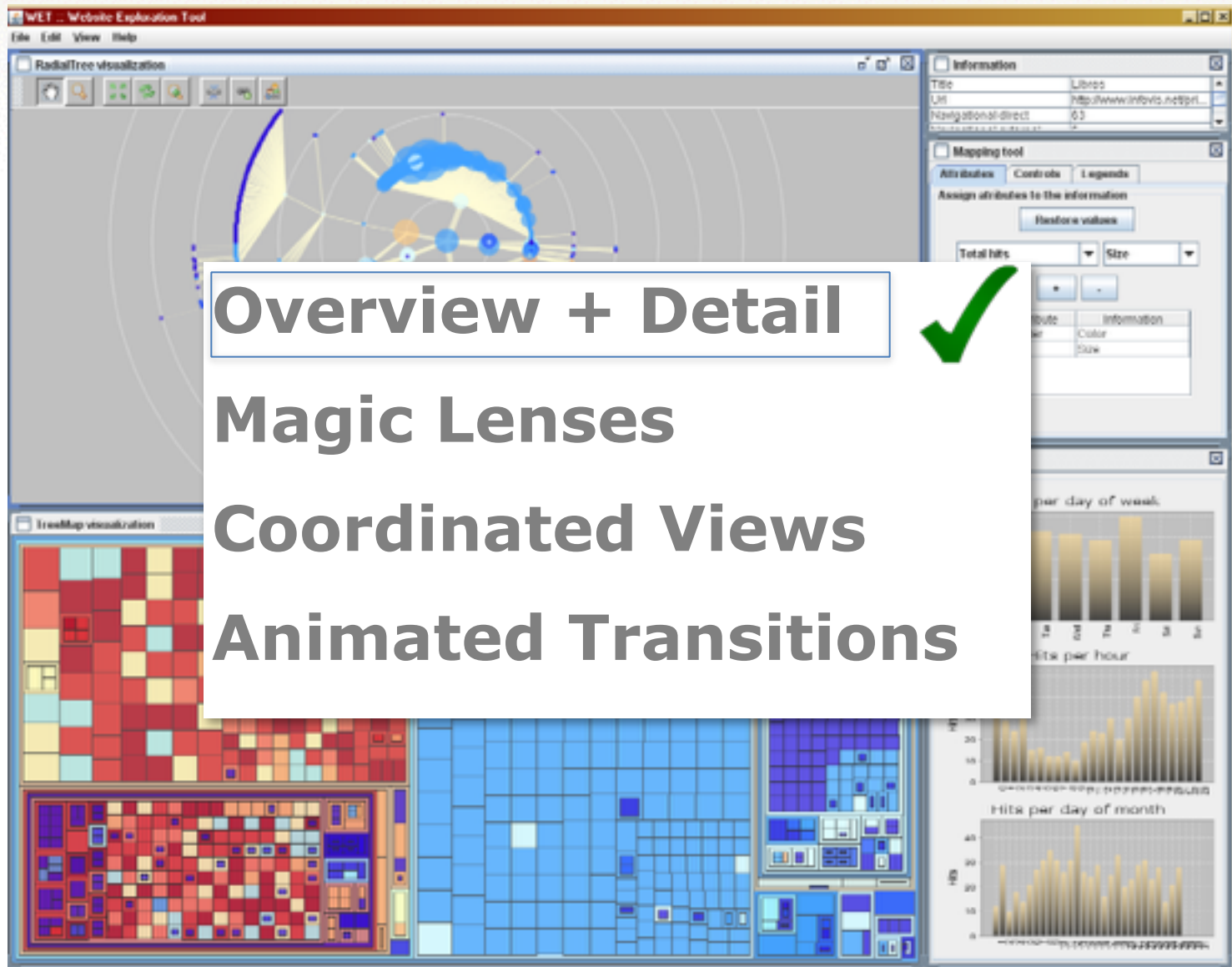


Overview + Detail

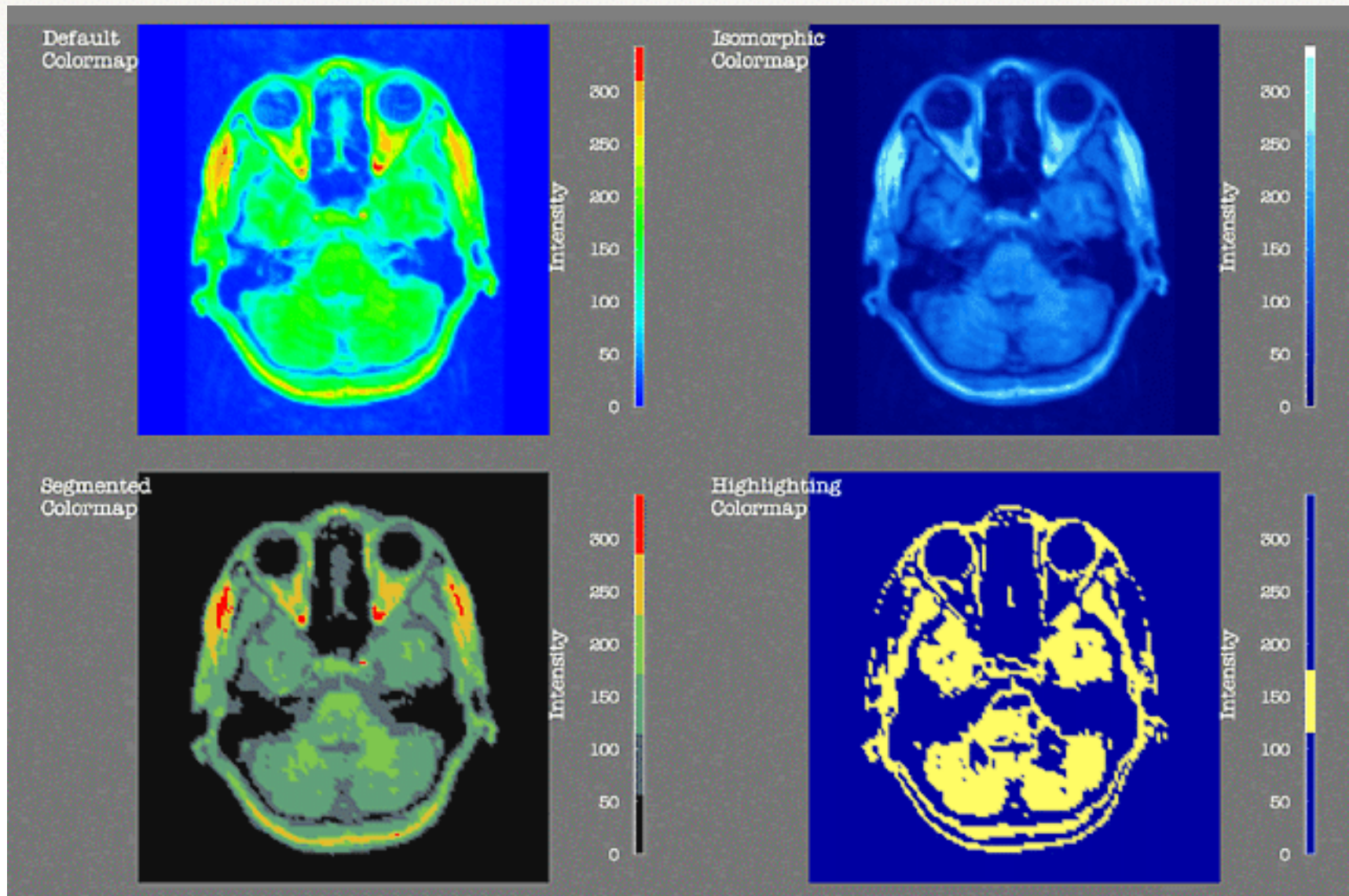
Browsing Multiple Views



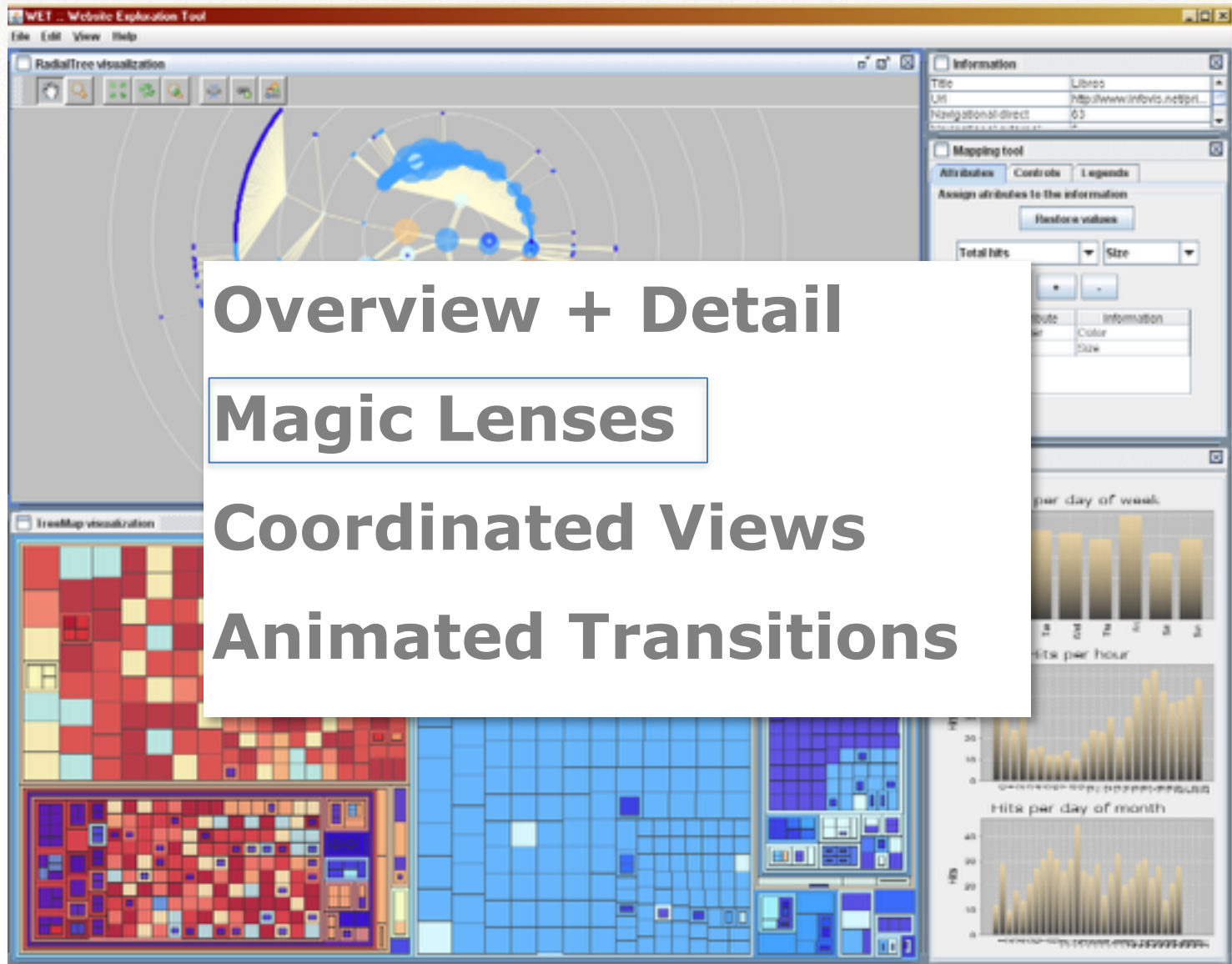
Multiple Views



Problem

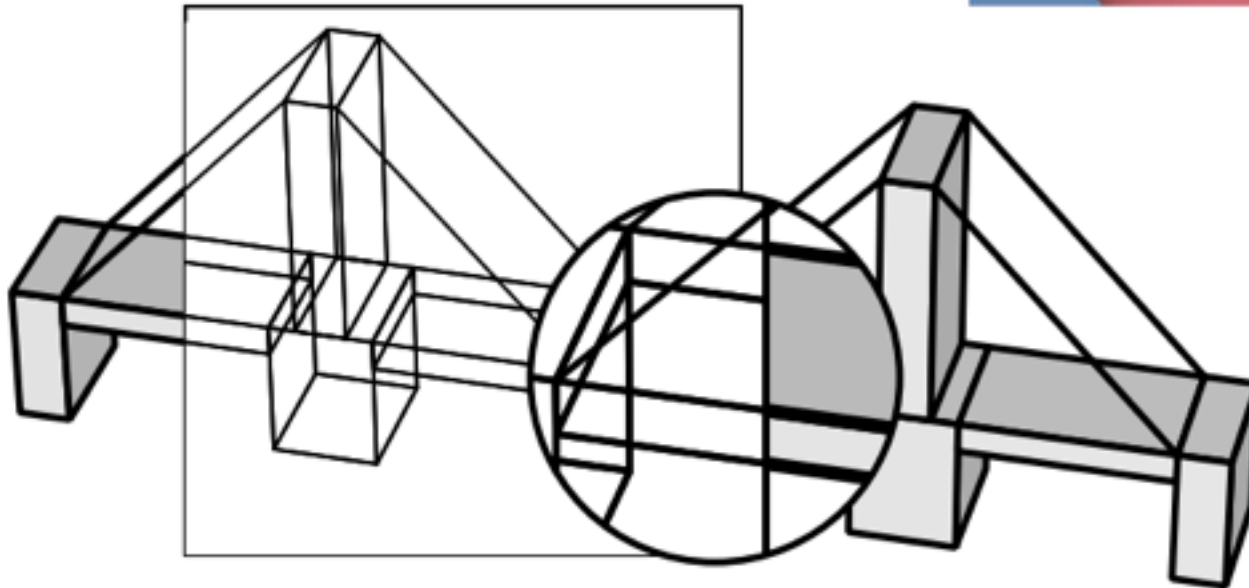
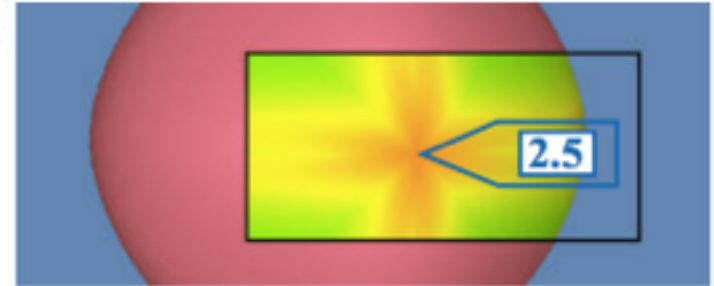


Multiple Views



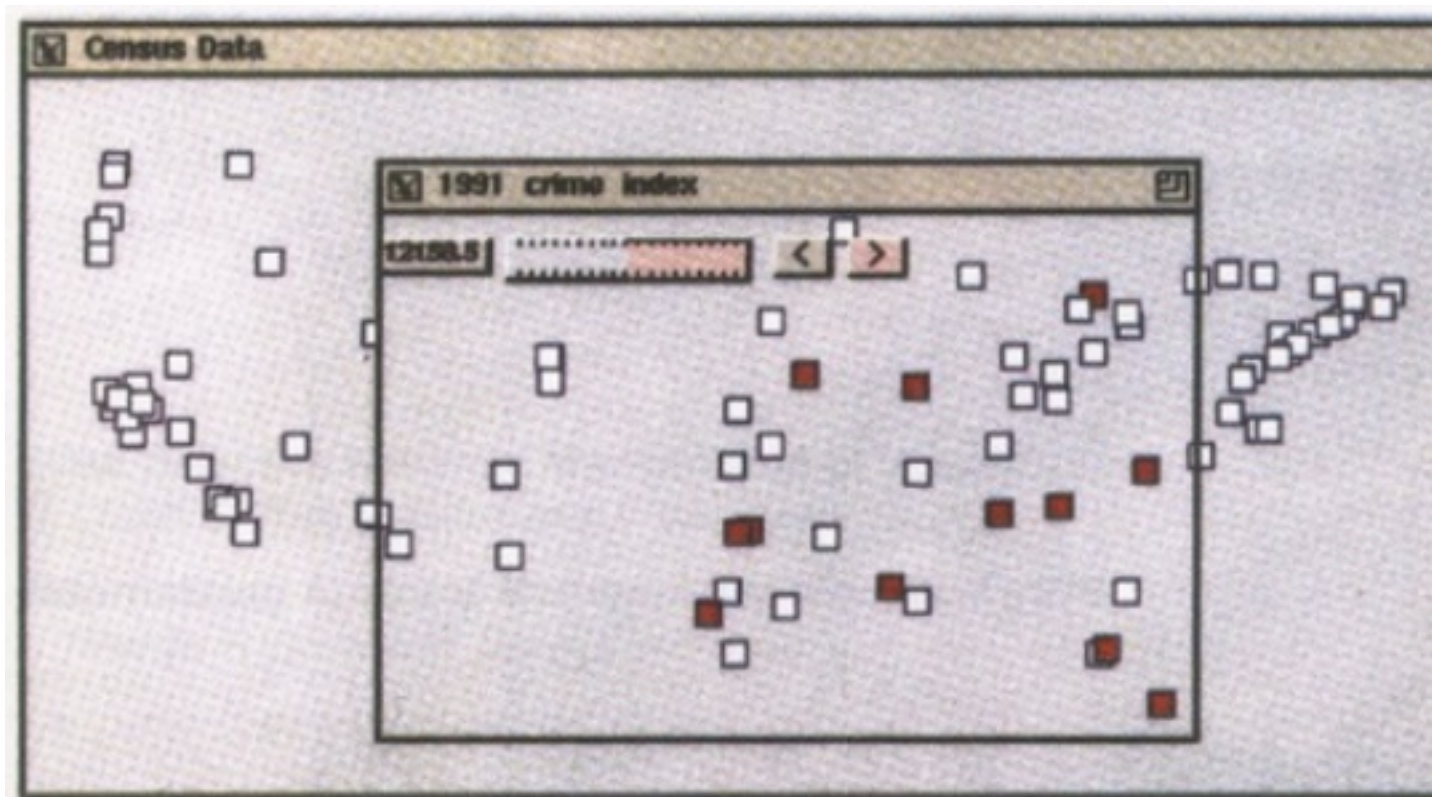
Magic Lenses

(Xia & Karlen's Presentation)



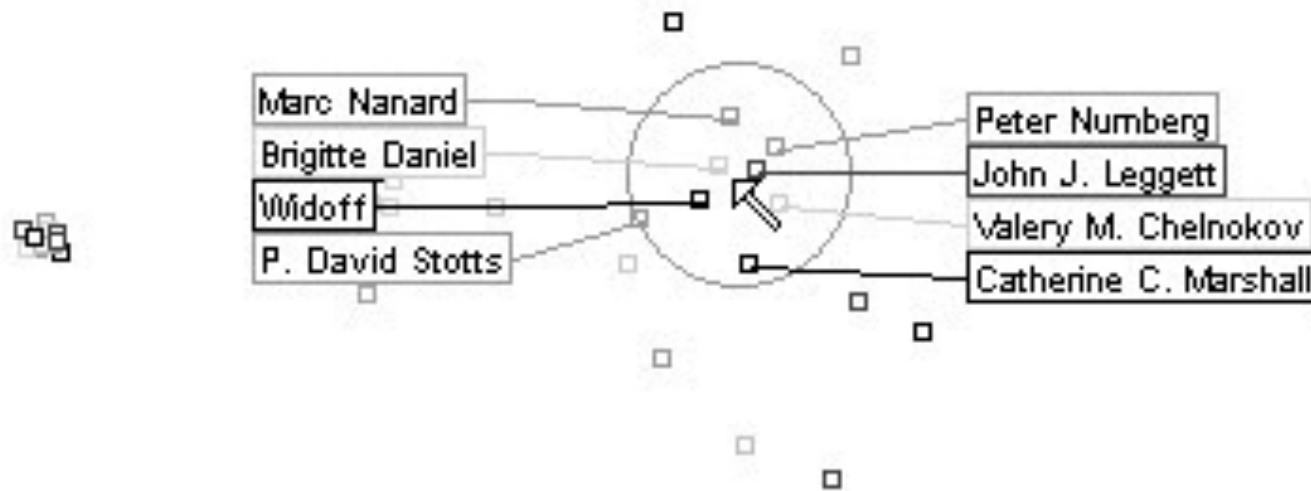
Magic Lenses

Movable filters for dynamic queries



Magic Lenses

Excentric Labeling



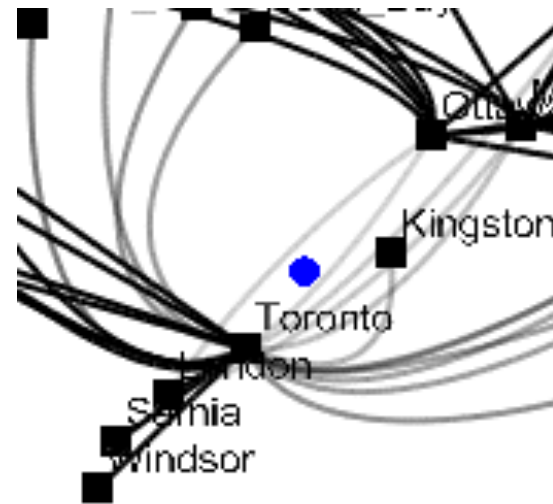
Magic Lenses

Color lenses

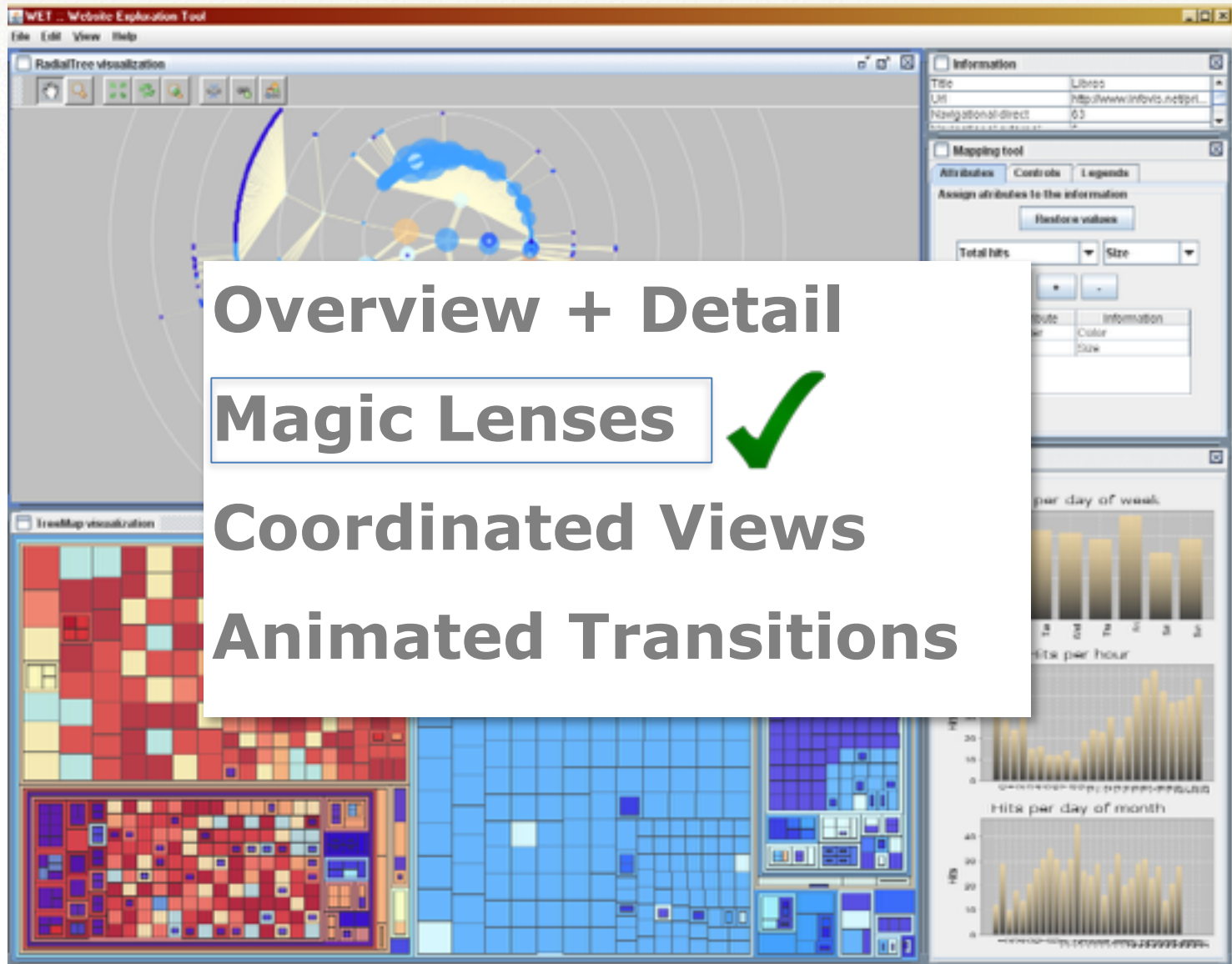


Magic Lenses

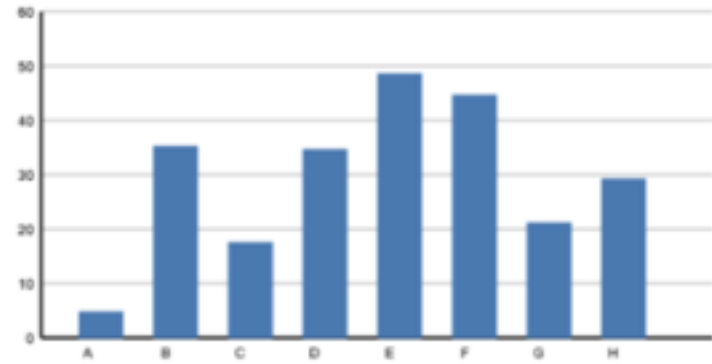
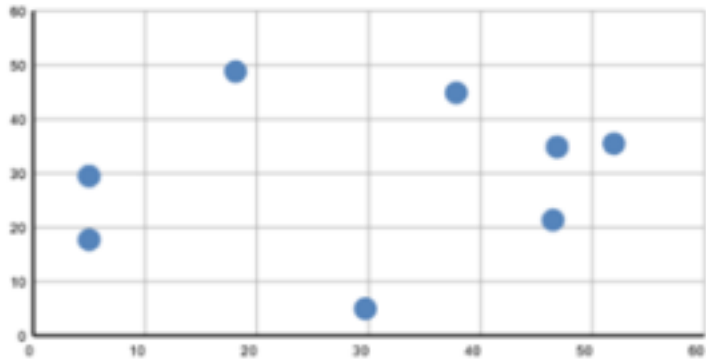
Edge lenses



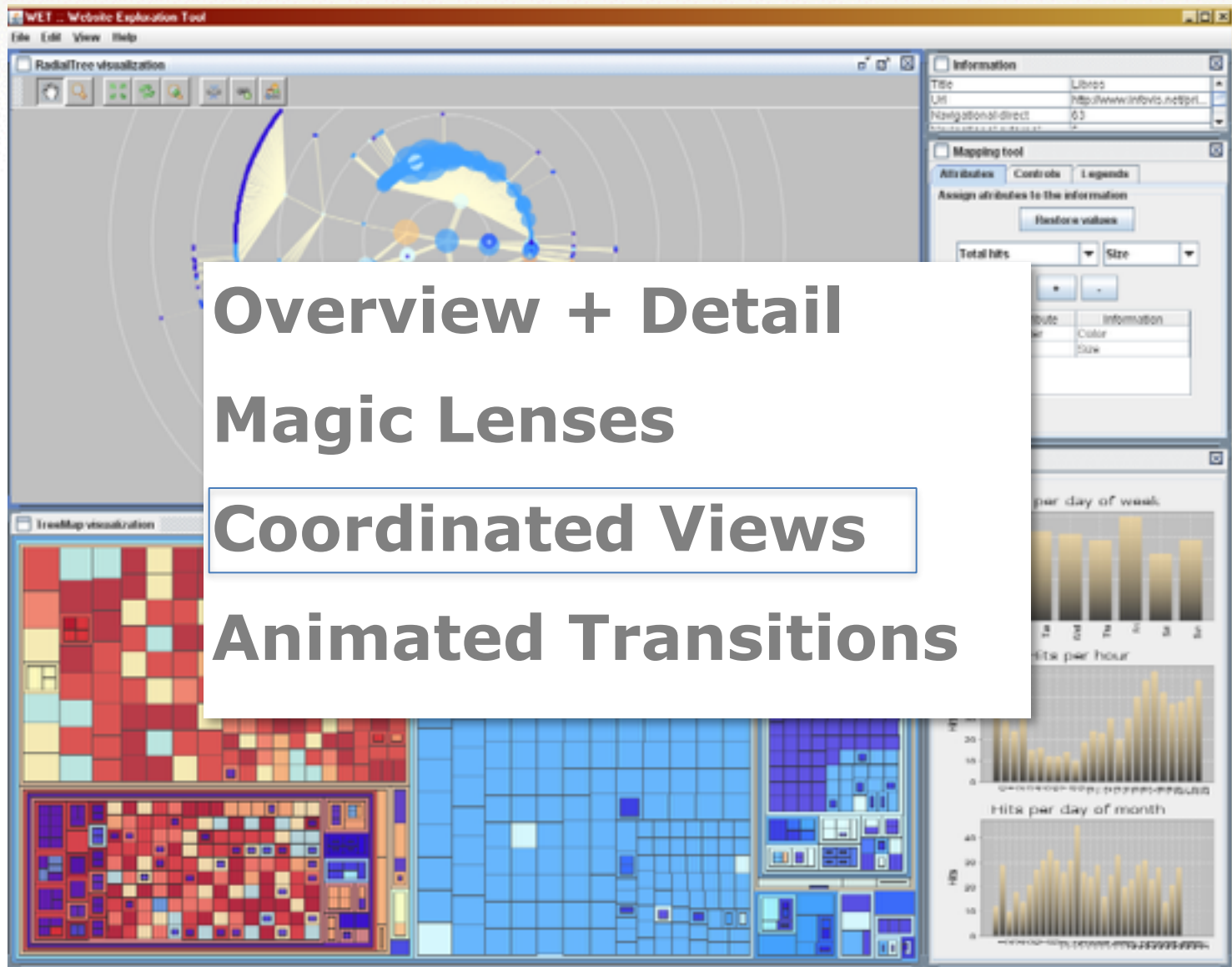
Multiple Views



Problem



Multiple Views



Overview + Detail

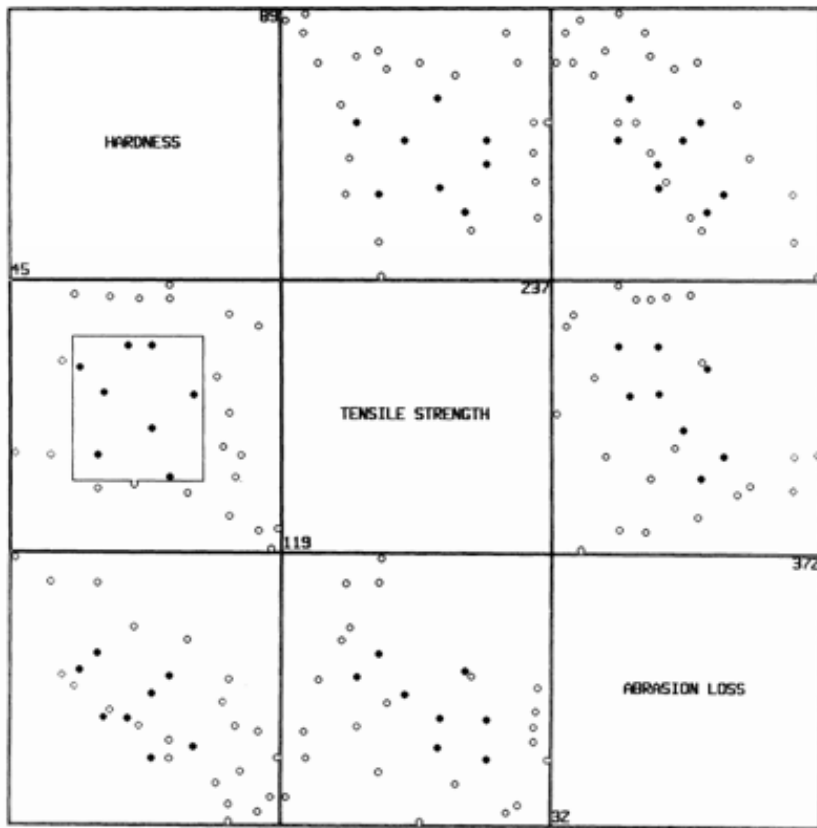
Magic Lenses

Coordinated Views

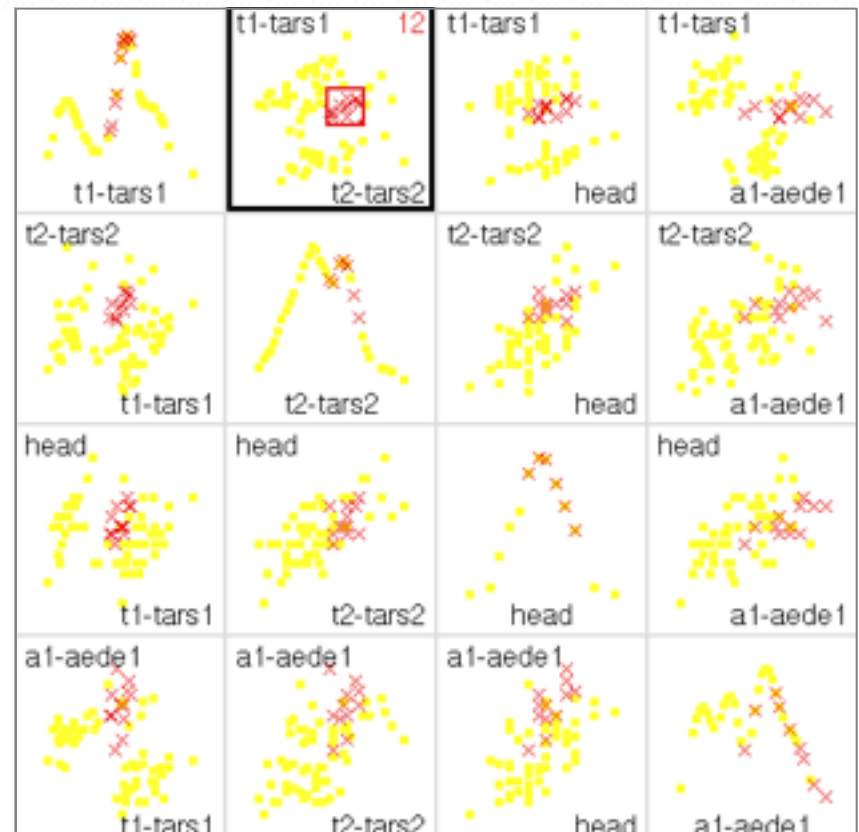
Animated Transitions

Coordinated Views

Brushing & Linking Scatterplots



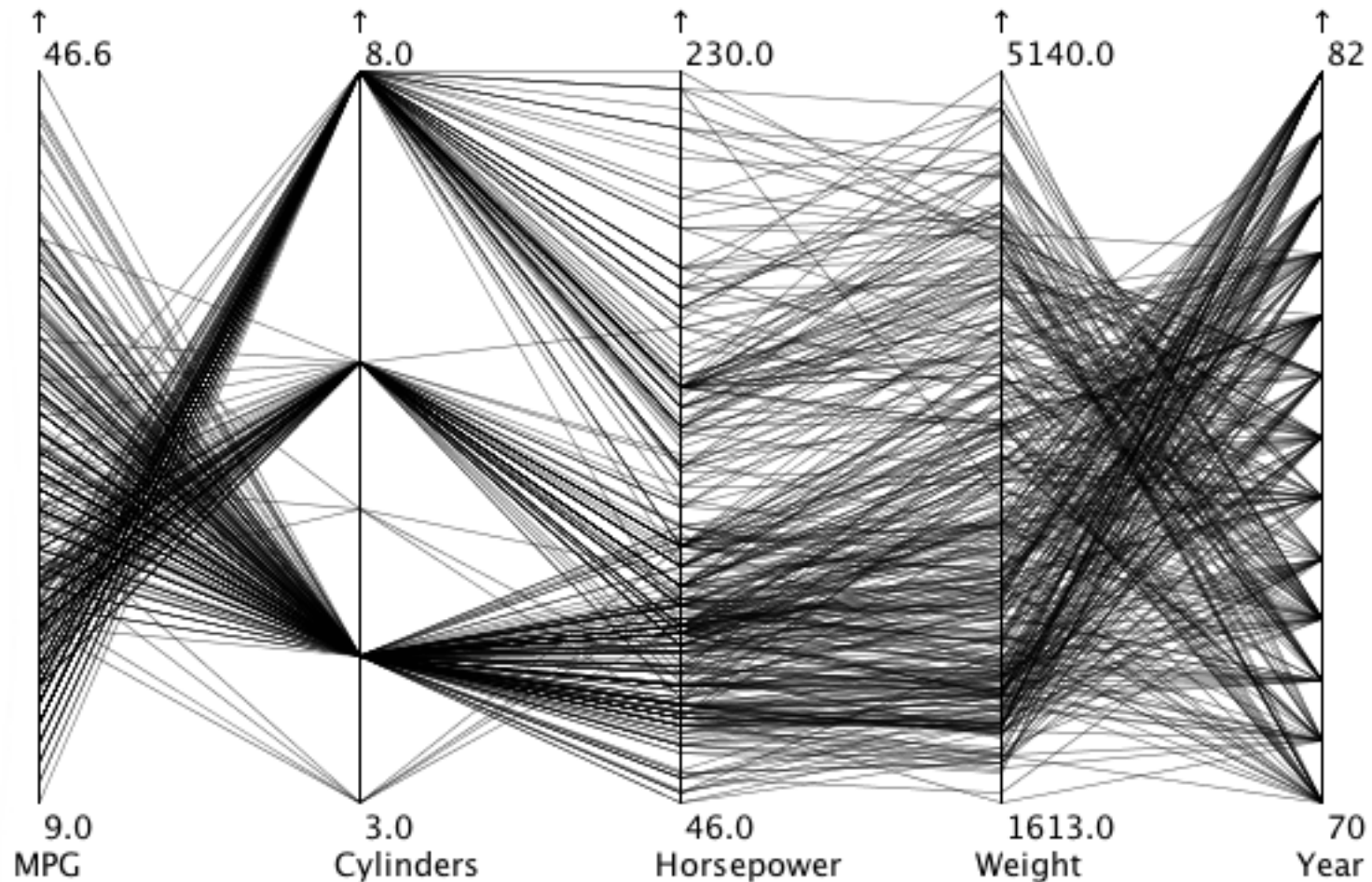
Beker and Cleveland, 1987



Voigt, 2002

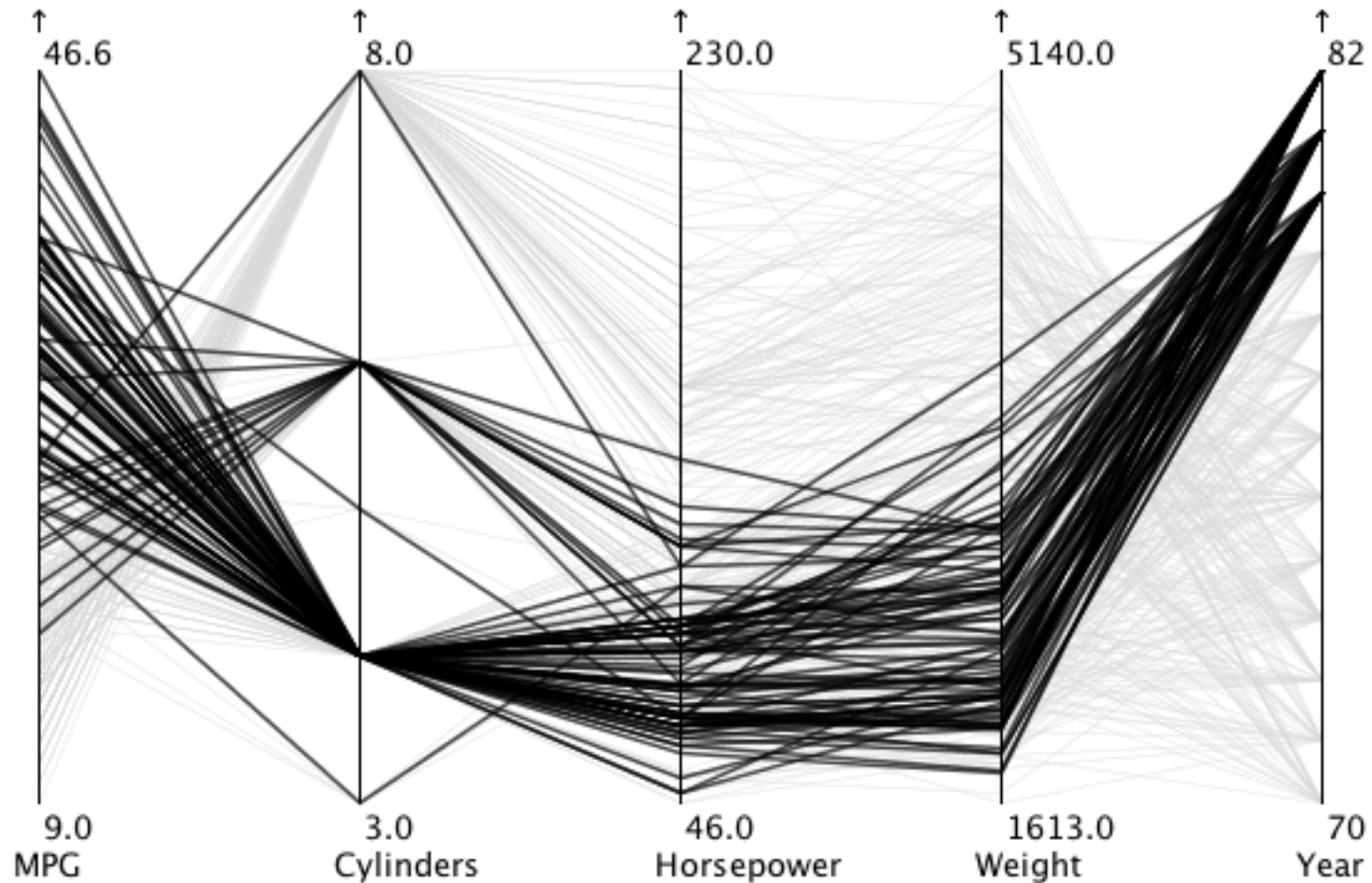
Coordinated Views

Brushing Parallel Coordinates



Coordinated Views

Brushing Parallel Coordinates



Coordinated Views

Brushing & Linking Histograms

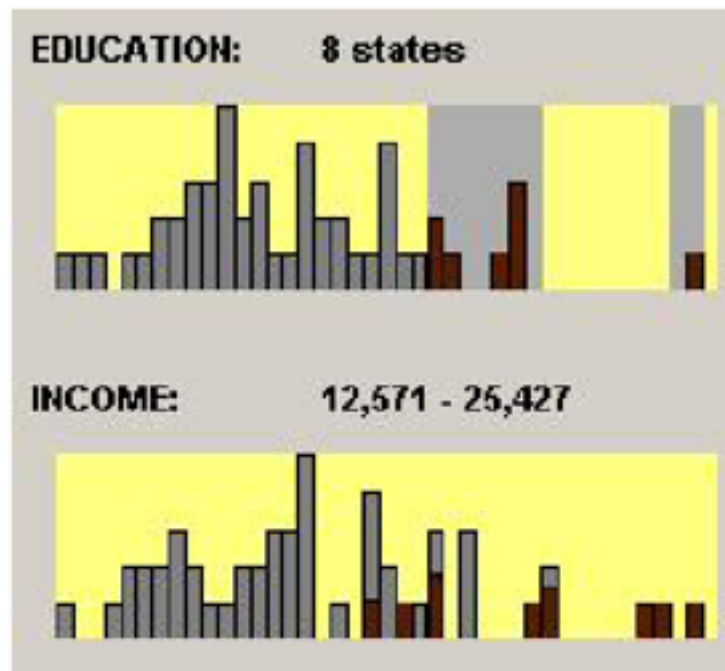
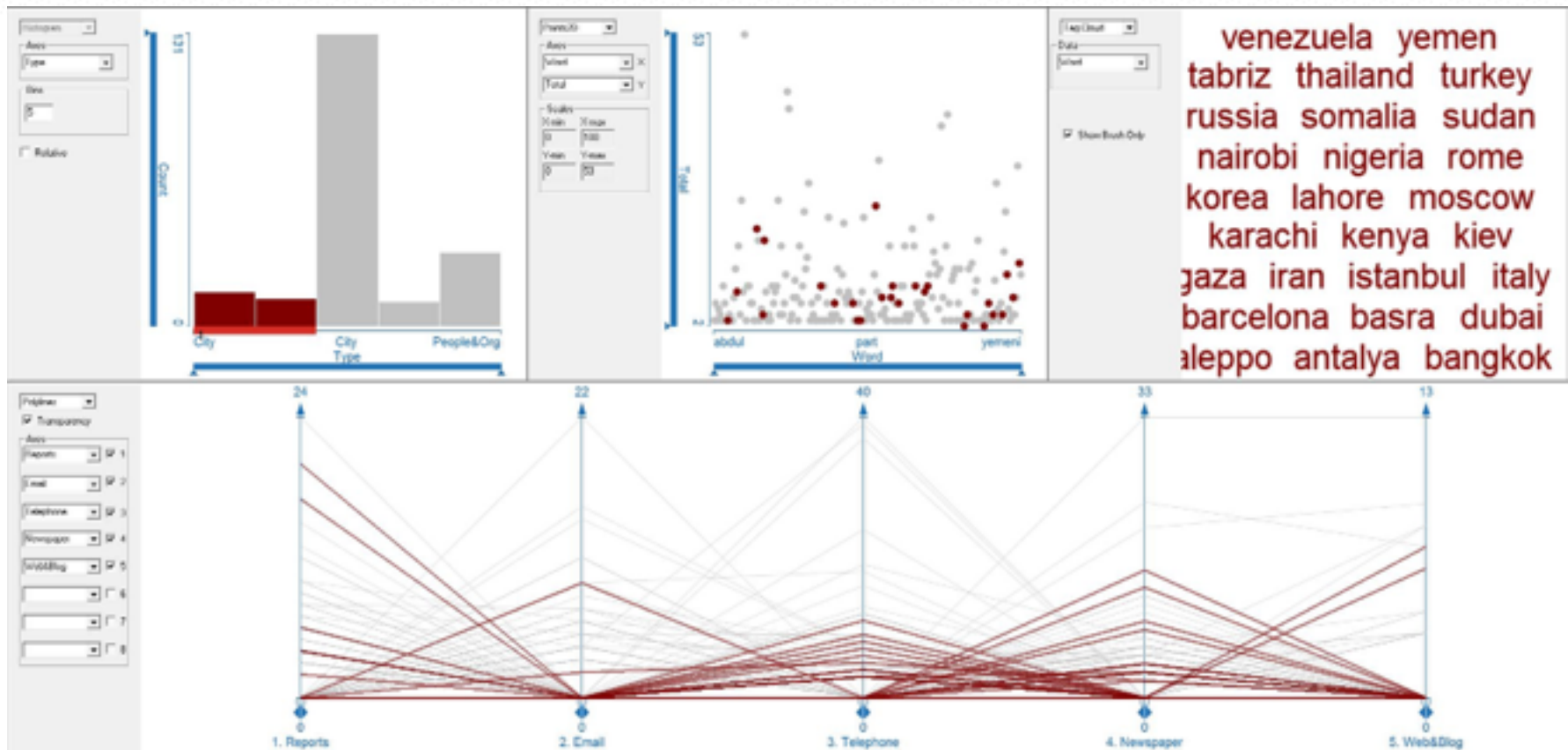


Figure 8: Brushing Histograms

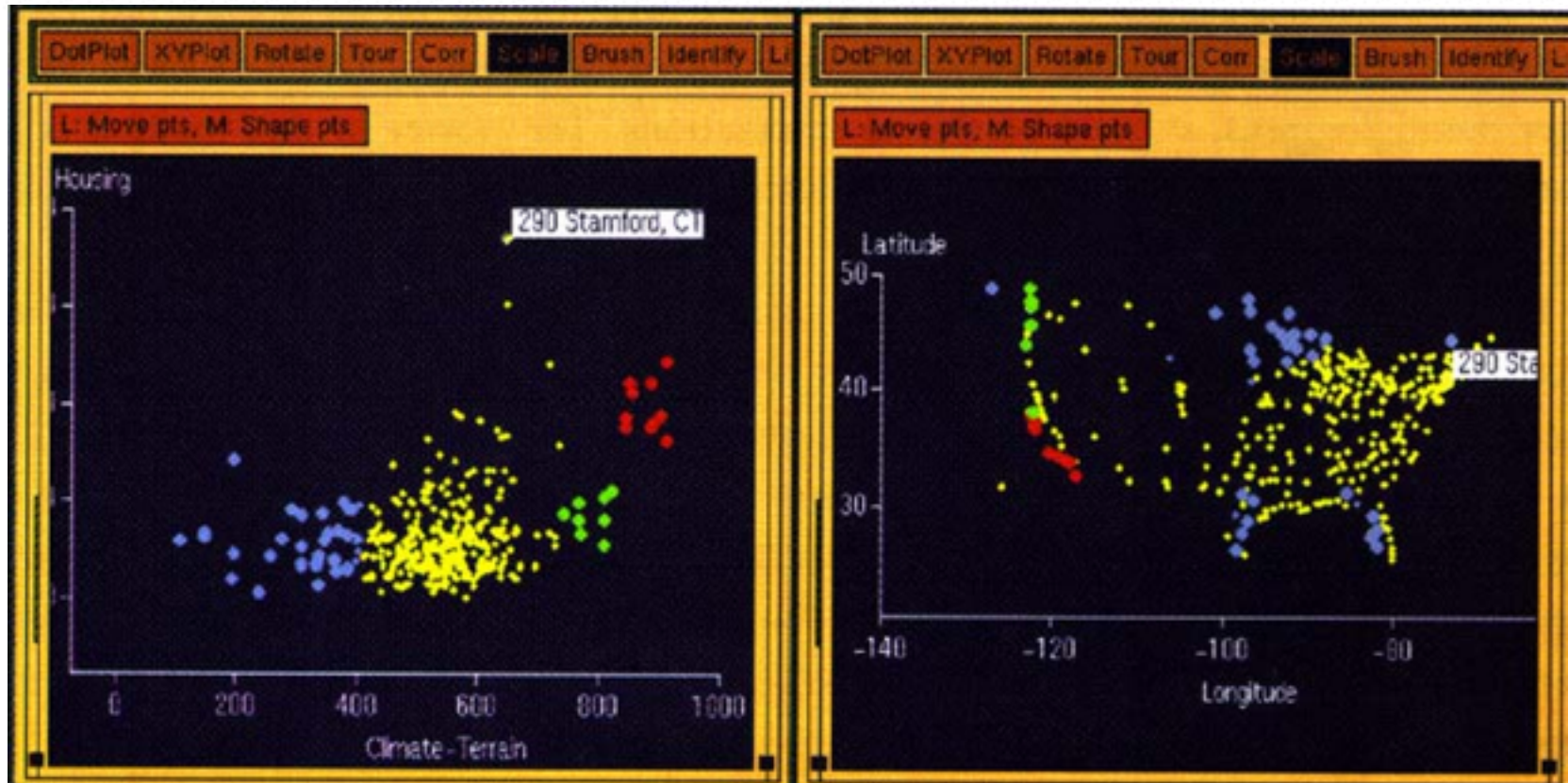
Coordinated Views

Brushing & Linking Everything



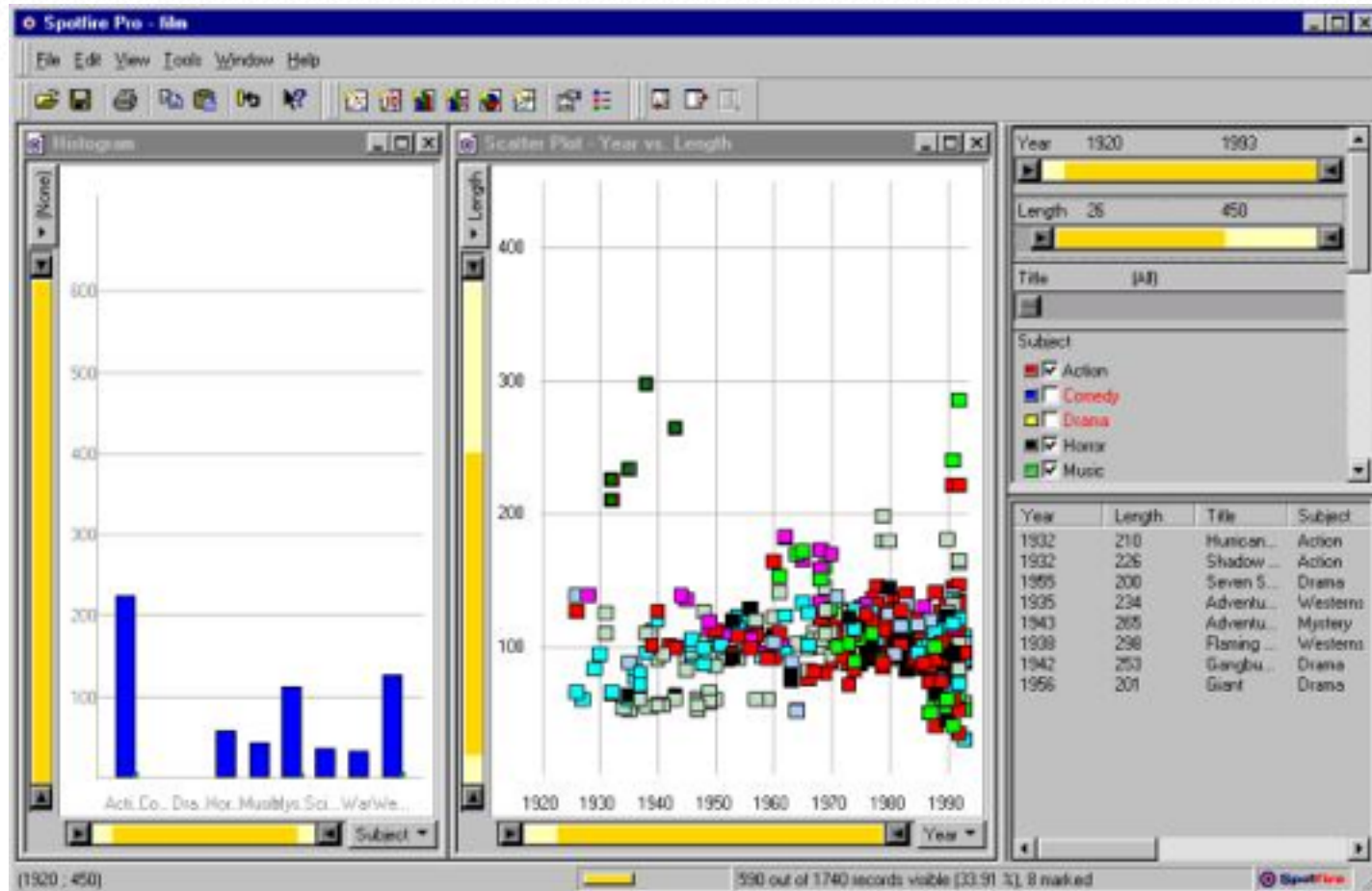
Coordinated Views

Colored Brushing & Linking

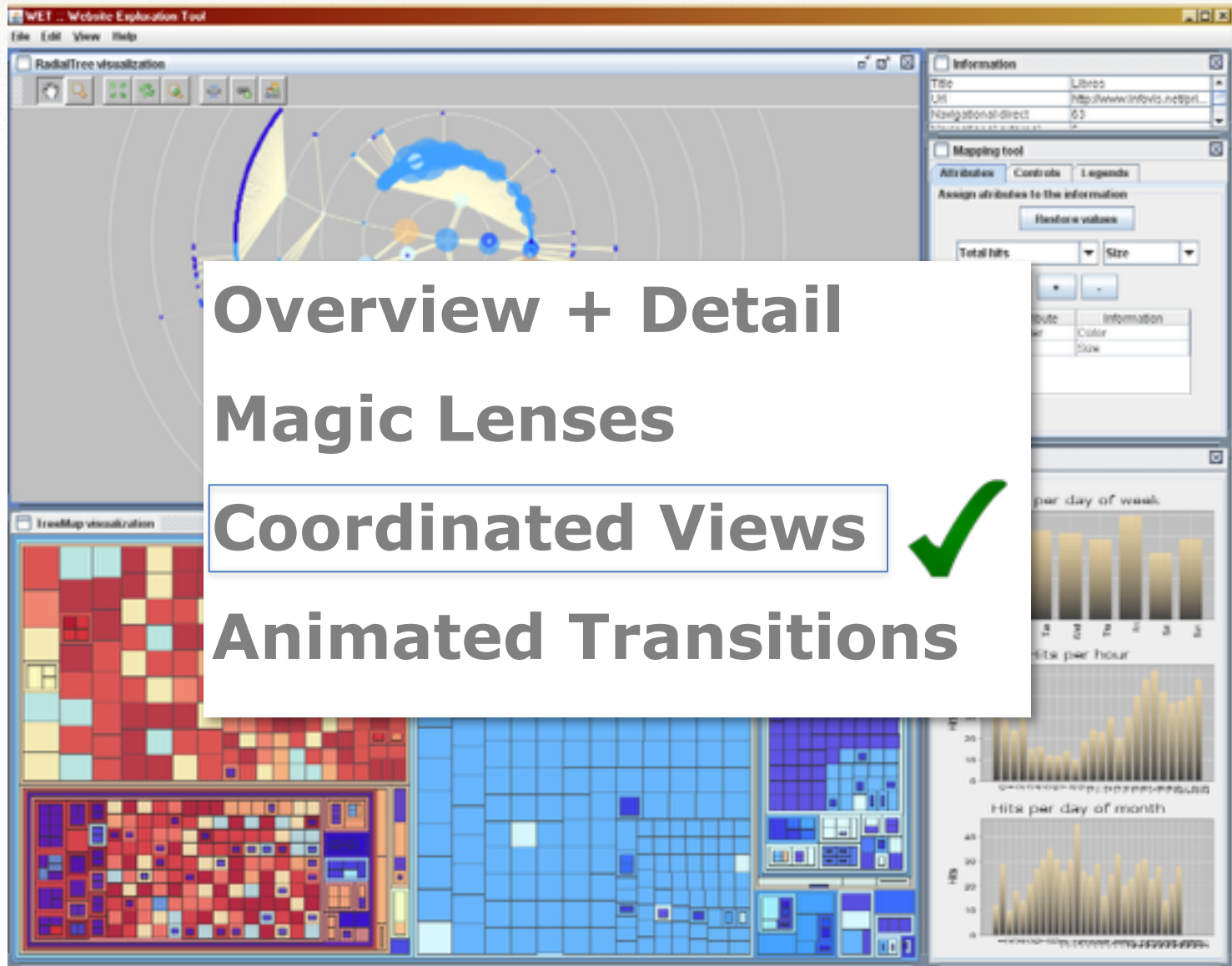


Coordinated Views

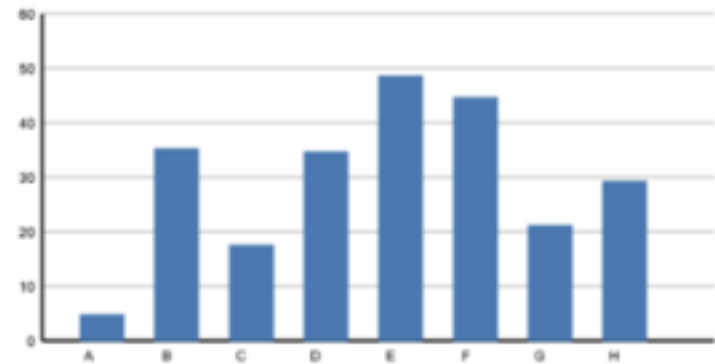
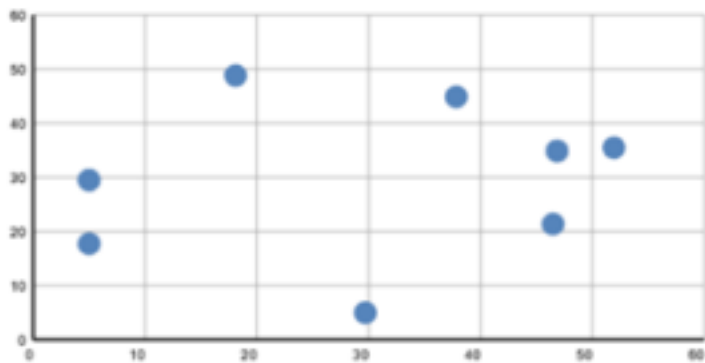
Linking with Dynamic Queries



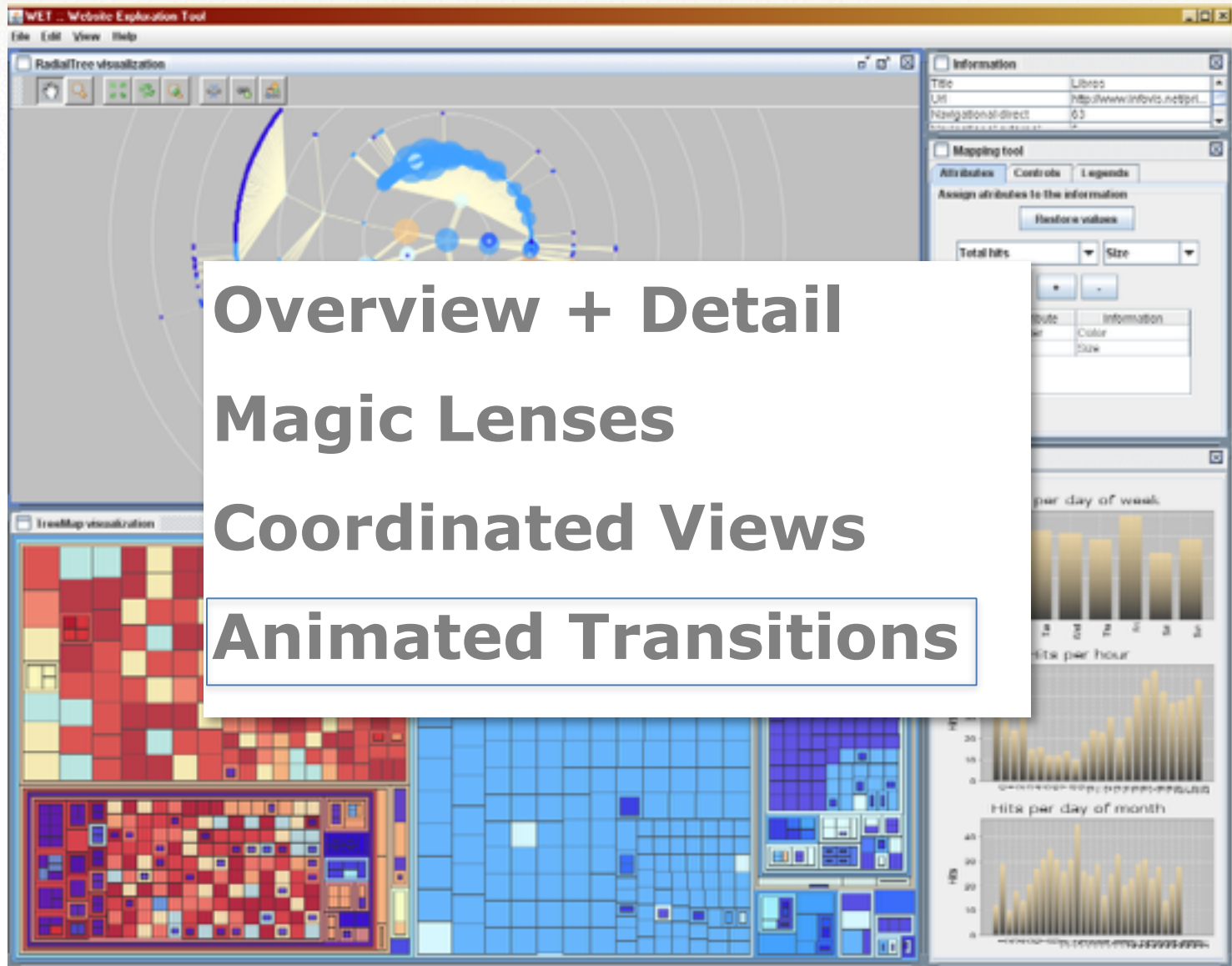
Multiple Views



Problem



Multiple Views



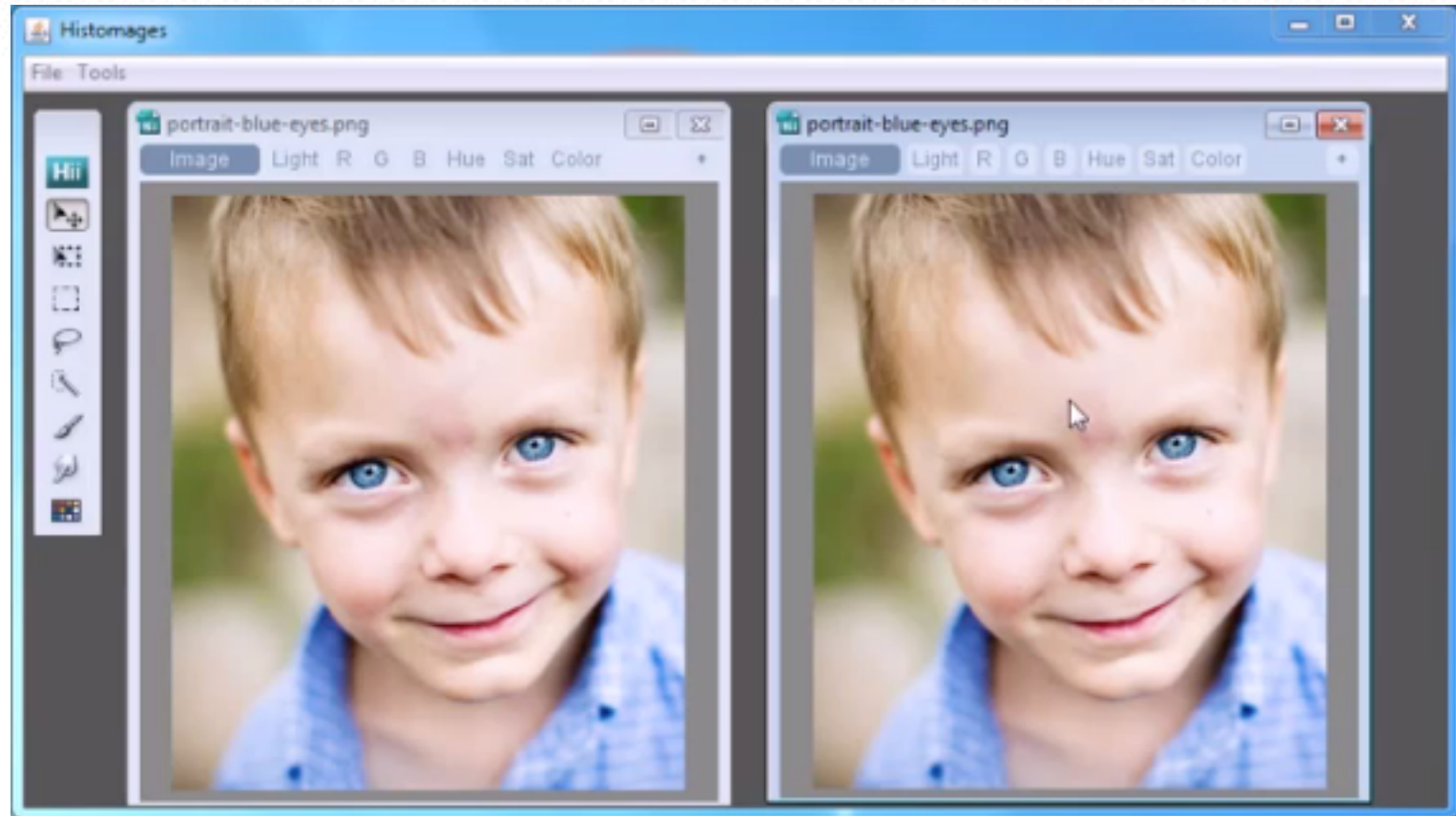
Animated Transitions

00:19



Animated Transitions

With coordinated views



Families of infovis interaction techniques

- Filtering techniques
- Navigation techniques
- ✓ **• Multiple views**
- Rearrangement

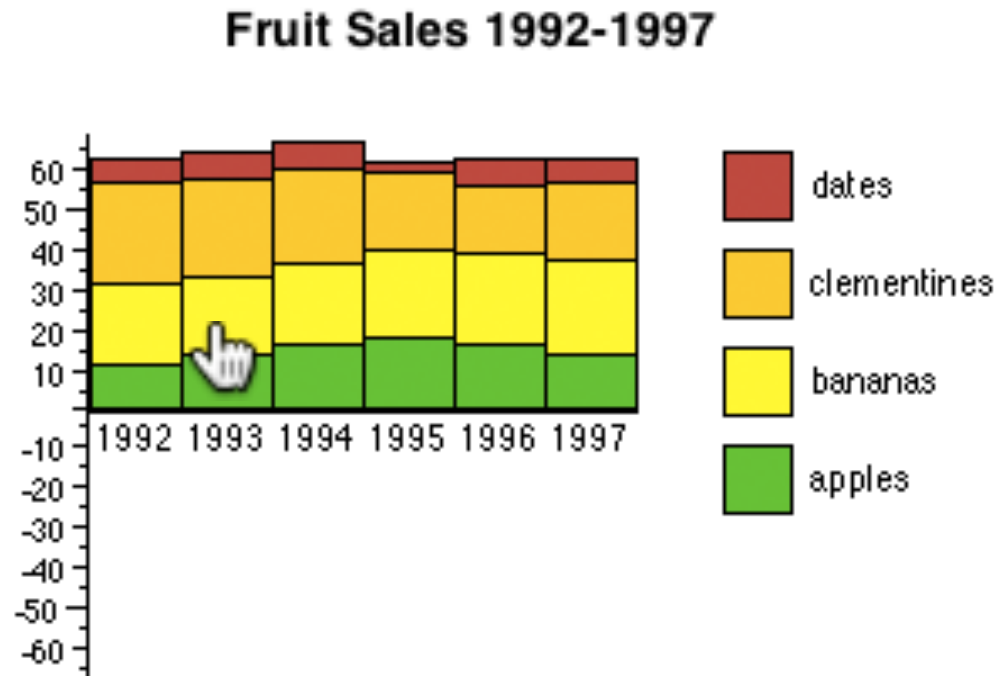
Overview + Detail
Magic Lenses
Coordinated Views
Animated Transitions

Families of infovis interaction techniques

- Filtering techniques
- Navigation techniques
- Multiple views
- Rearrangement

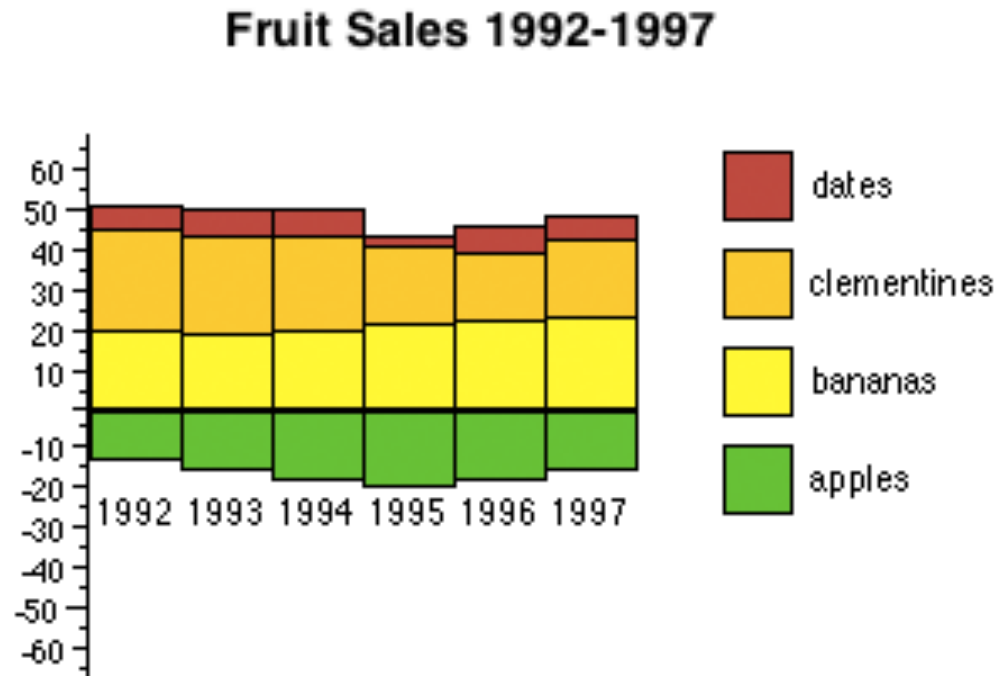
Rearrangement

Interactive Stacked Histograms



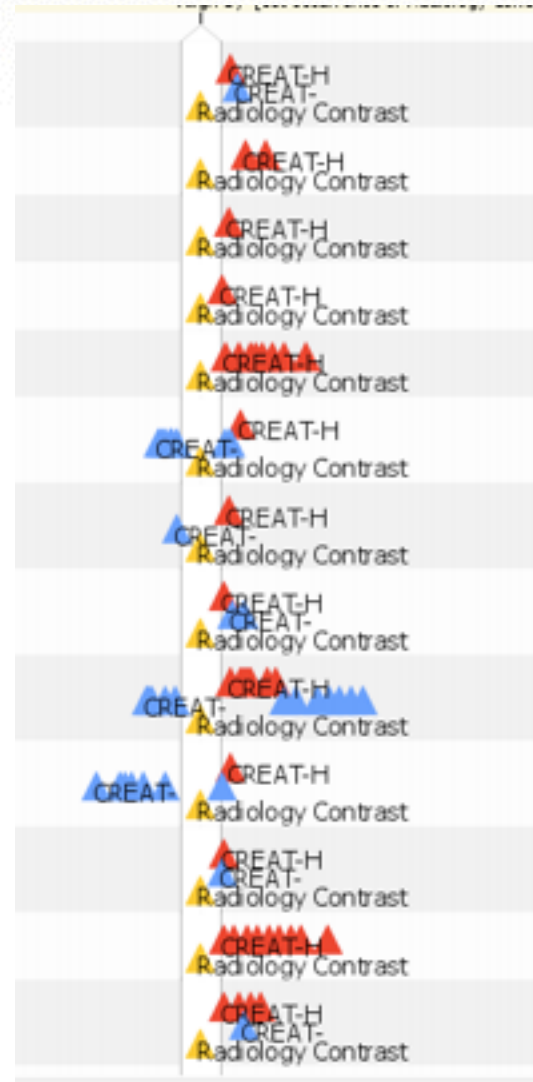
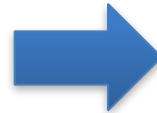
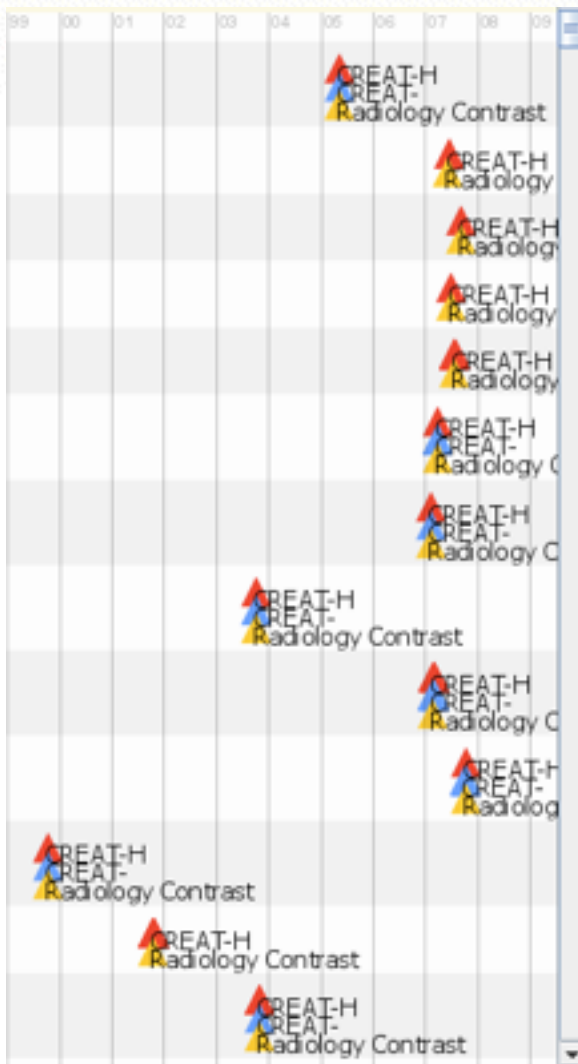
Rearrangement

Interactive Stacked Histograms



Rearrangement

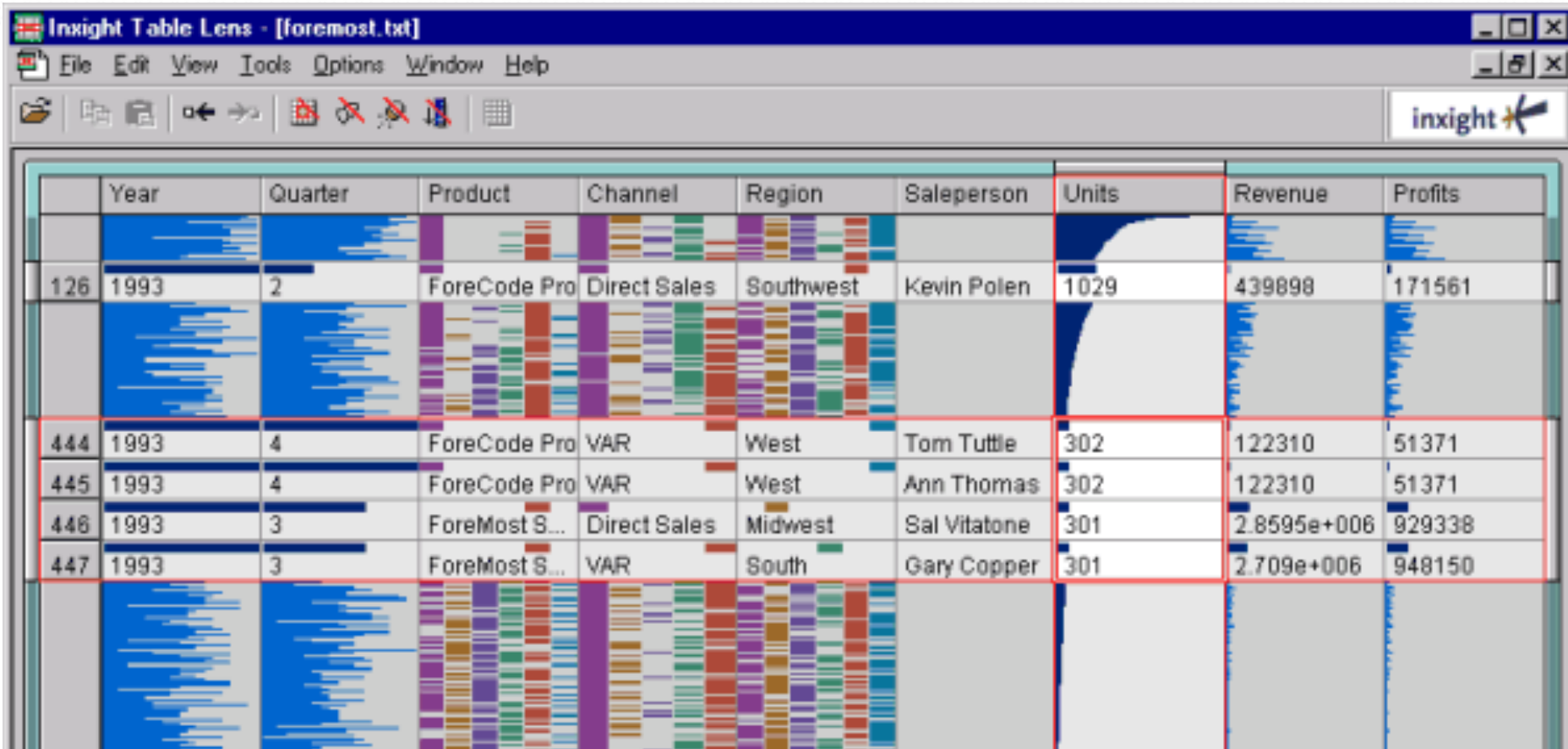
Time-Series Alignment



Lifelines 2 (Wang et al, 2008)

Rearrangement

Sorting



Inxight Table Lens - [foremost.txt]

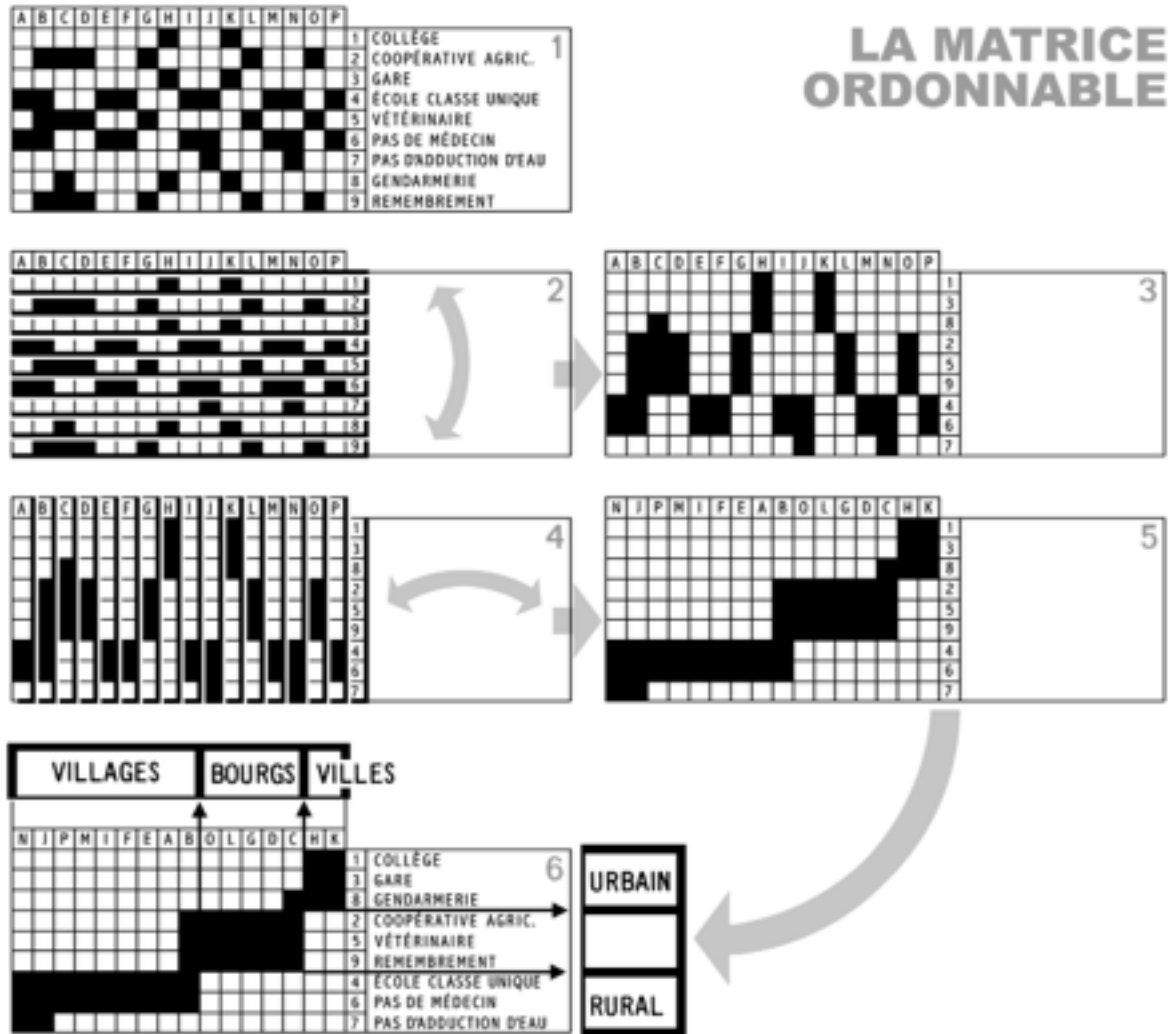
File Edit View Tools Options Window Help

inxight

	Year	Quarter	Product	Channel	Region	Salesperson	Units	Revenue	Profits
126	1993	2	ForeCode Pro	Direct Sales	Southwest	Kevin Polen	1029	439898	171561
444	1993	4	ForeCode Pro	VAR	West	Tom Tuttle	302	122310	51371
445	1993	4	ForeCode Pro	VAR	West	Ann Thomas	302	122310	51371
446	1993	3	ForeMost S...	Direct Sales	Midwest	Sal Vitatone	301	2.8595e+006	929338
447	1993	3	ForeMost S...	VAR	South	Gary Copper	301	2.709e+006	948150

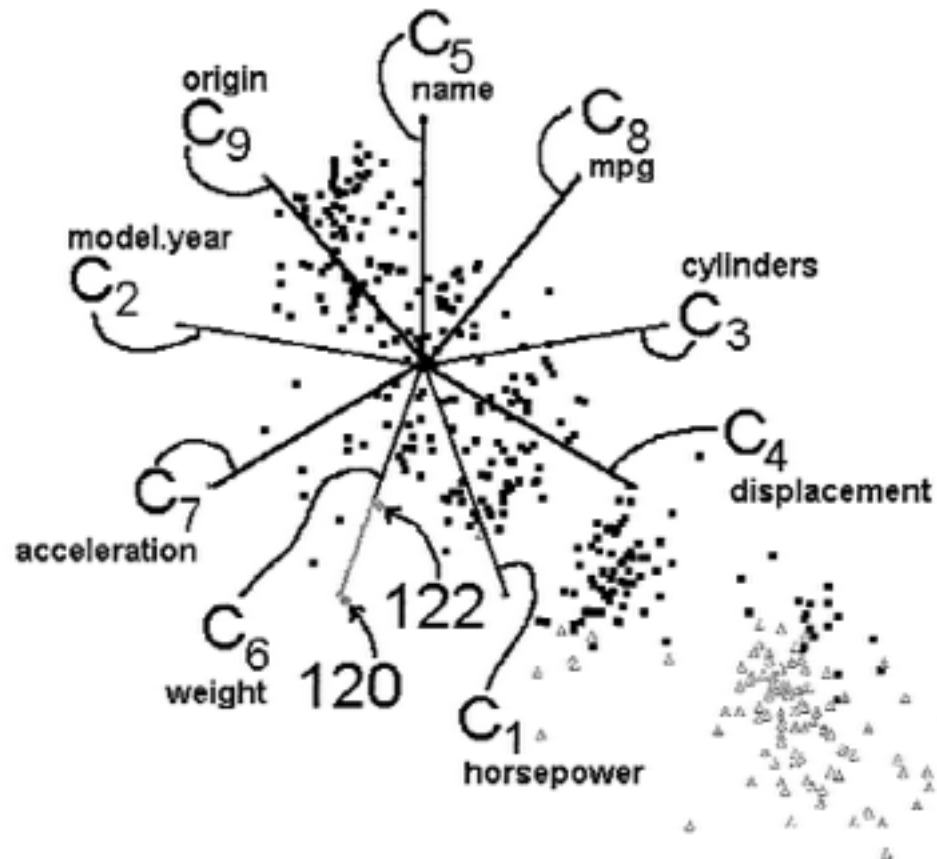
Rearrangement

Matrix Reordering



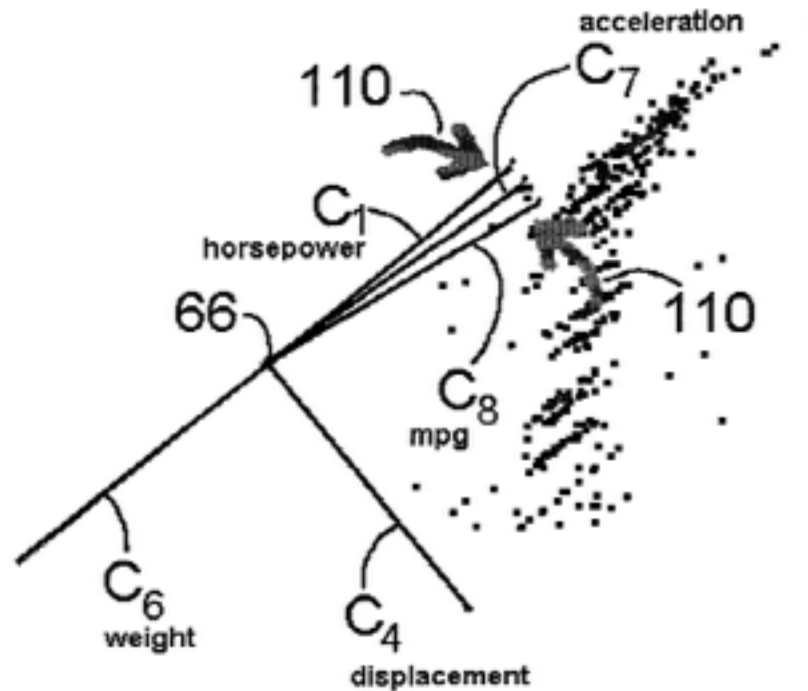
Rearrangement

Star Coordinates



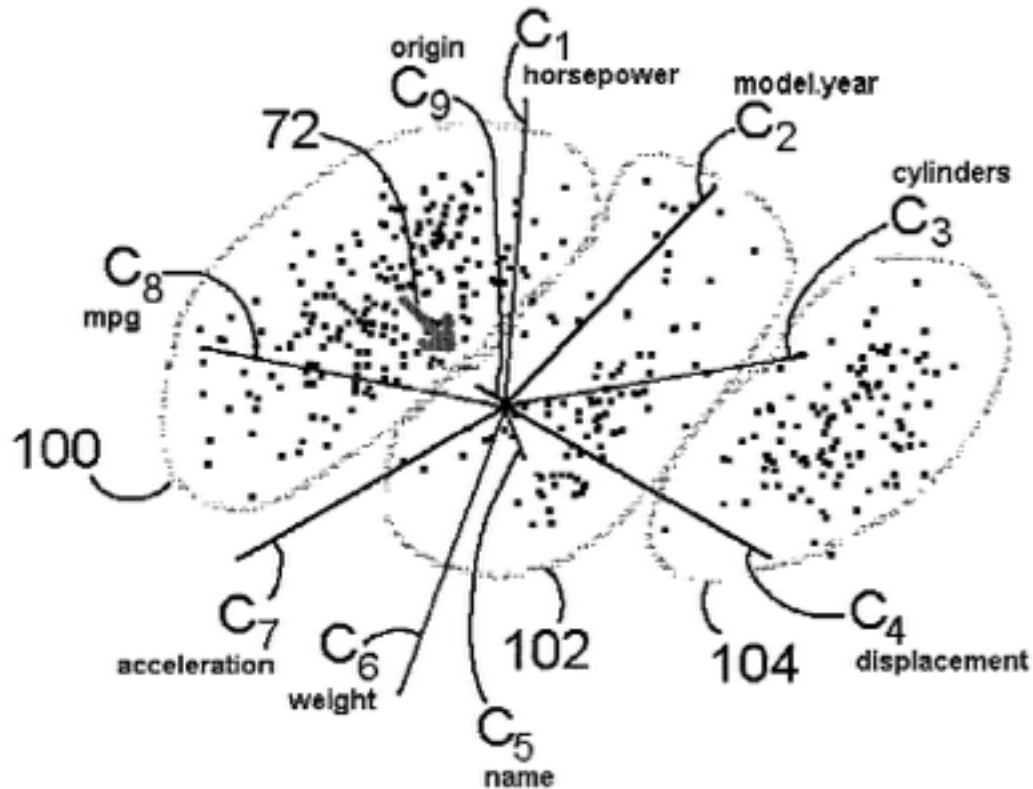
Rearrangement

Star Coordinates



Rearrangement

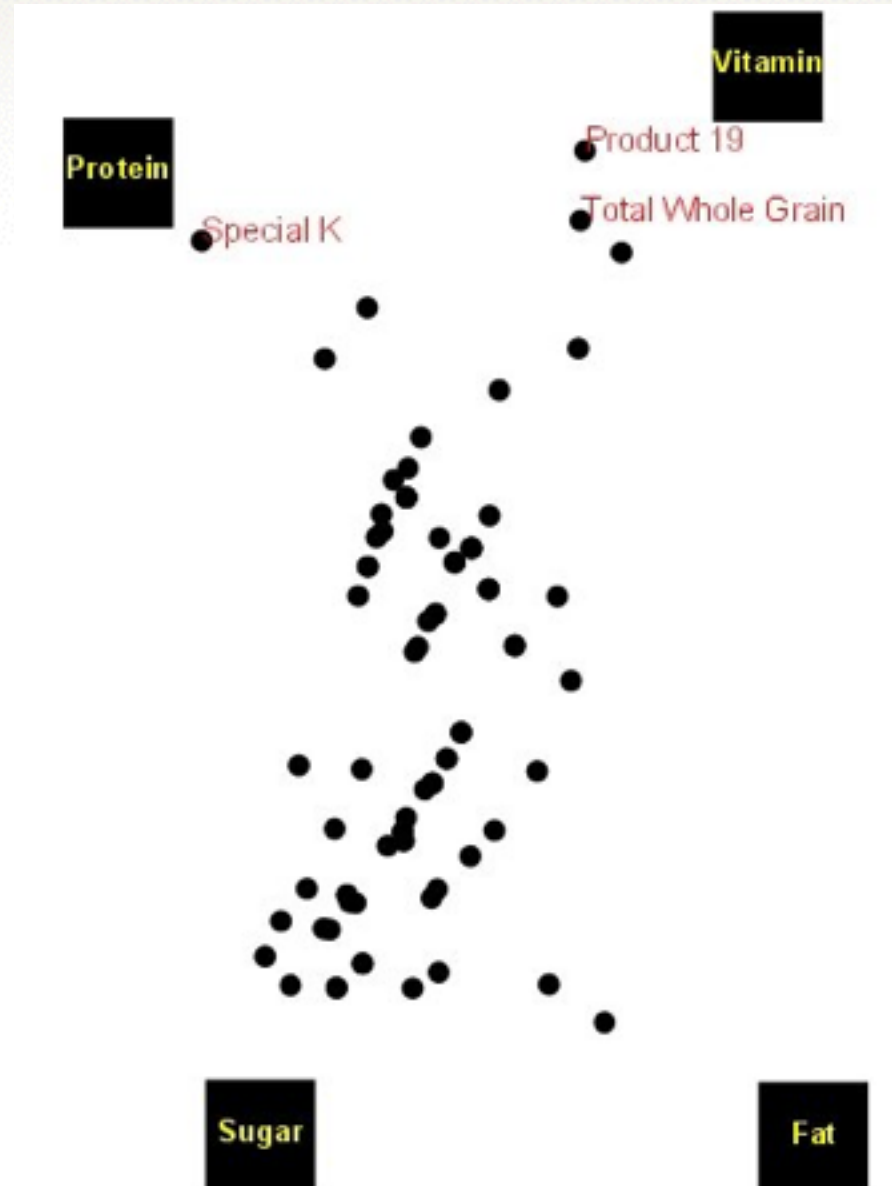
Star Coordinates



Rearrangement

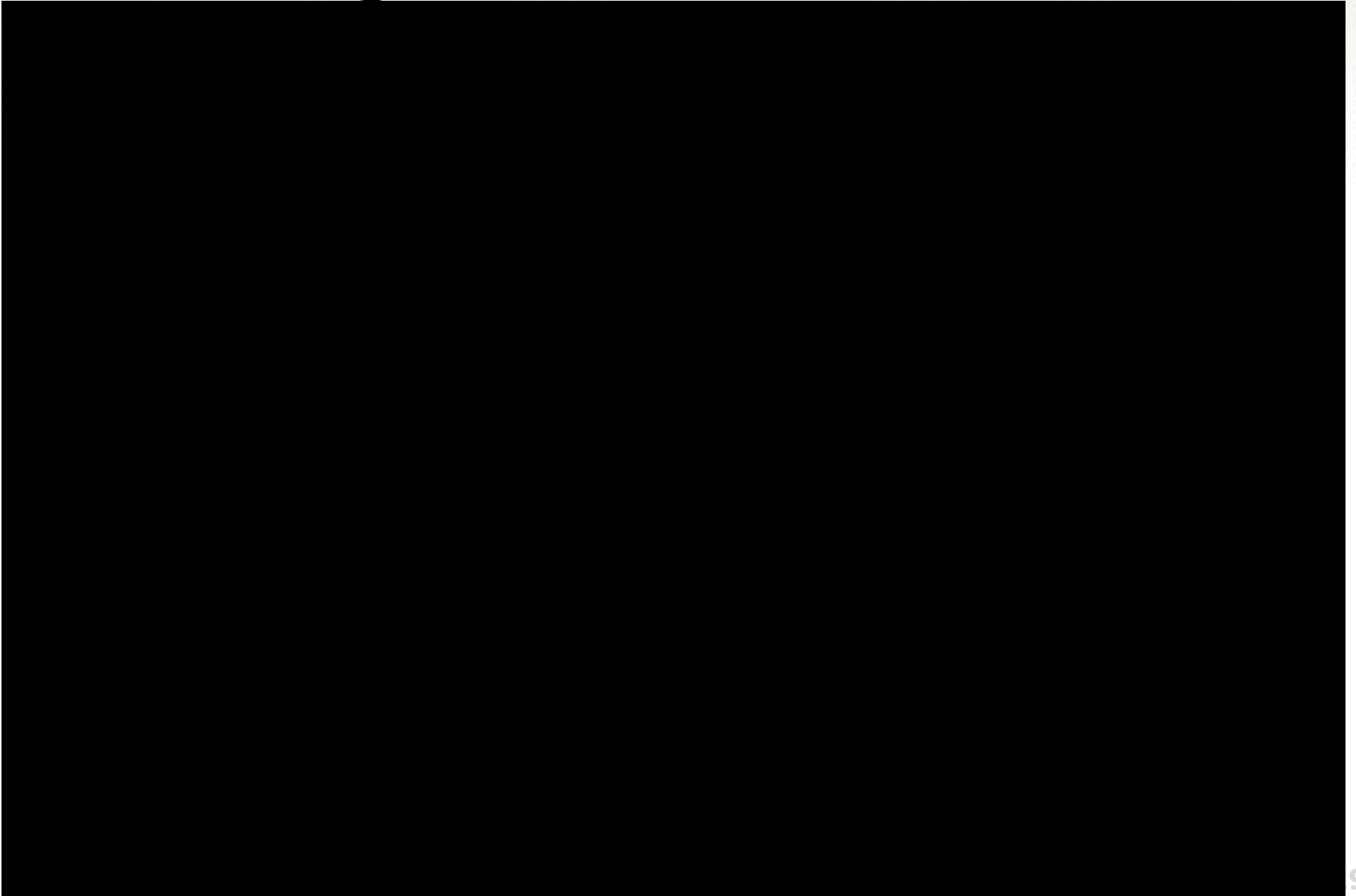
Dust & Magnet

(unsassigned)



Rearrangement

01:46



Families of infovis interaction techniques

- Filtering techniques
- Navigation techniques
- Multiple views
- Rearrangement ✓

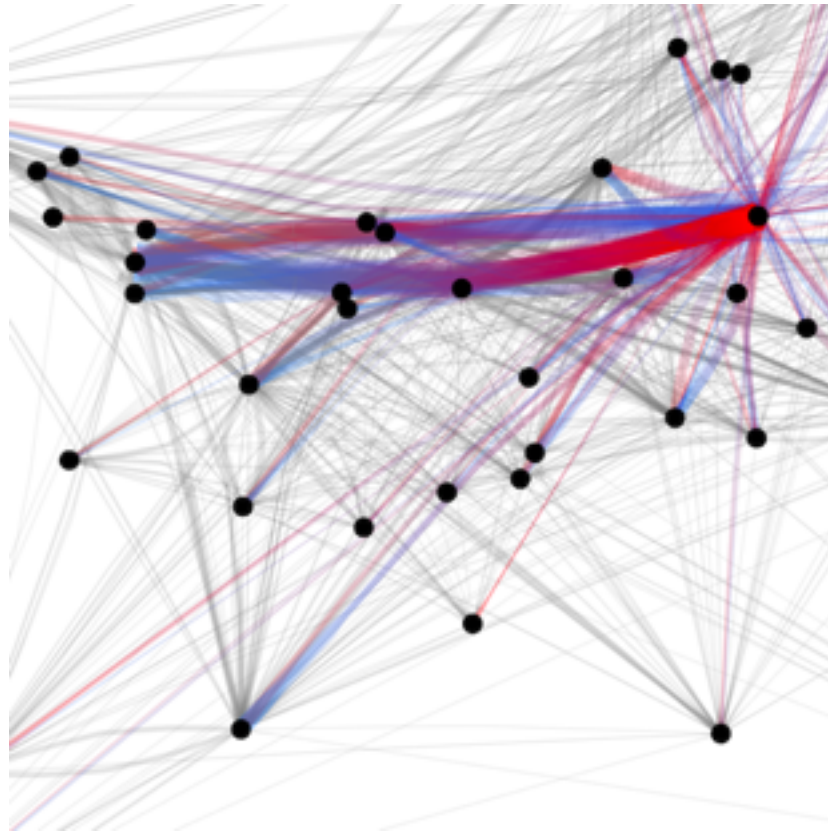
Families of infovis interaction techniques

- Filtering techniques
- Navigation techniques
- Multiple views
- Rearrangement

- Pitfalls
- Beyond the desktop

Pitfalls

#1 - Interaction cannot fix bad visualizations



Pitfalls

#2 - Controls take screen real-estate

Layout	Excentric	Fisheyes	Rulers
Detail	Filters	Visual	
XAxisColumn		Release date	
YAxisColumn		Max resolution	
dataBounds		java.awt.geom.Rectangle2D\$Dou	
fisheye		infovis.visualization.magicLens.De	
format			
interactor		infovis.visualization.inter.DefaultVis	
ItemRenderer		infovis.visualization.render.Default	
margin		0	
name		Table Scatter Plot	
orientation		5	
parent		infovis.panel.VisualizationPanel(0	
permutation			

Layout Excentric Fisheyes Rulers

Detail Filters Visual

Enable Excentric Labels

Radius

Max Labels

Opaque Labels

Layout Excentric Fisheyes Rulers

Detail Filters Visual

Enable Fisheyes

Metrics

L1 L2 Linf

Lens Shape

Linear

Maximum Scale

1 2 3 4 5 6 7 8 9 10

Lens Radius

Shape Tolerance

1 2 3 4 5 6 7 8 9 10

Layout Excentric Fisheyes Rulers

Detail Filters Visual

Visible

Alpha

(None)

Default %

Layout Excentric Fisheyes Rulers

Detail Filters Visual

Hide

Filtered Selected Unselected

Show All

Dimensions

Effective pixels

Low resolution

Macro focus range

Max resolution

Name

Normal focus range

Price

Release date

Storage included

Weight (inc. batteries)

Zoom tele (T)

Zoom wide (W)

Layout Excentric Fisheyes Rulers

Detail Filters Visual

Alpha

(None)

Default %

Area

(None)

Default %

Orientation

North

West Center East

South

Bordercolor

(None)

Default Color

Smooth

Color

(None)

Default Color

Smooth

Label

Name (String)

Label all items Clip Outline Font

Orientation

Horizontal Automatic Vertical

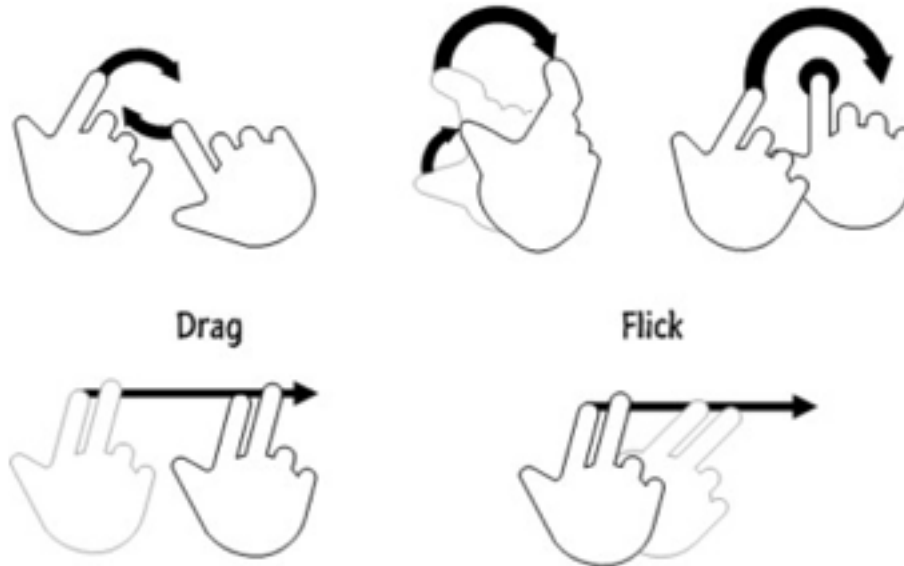
0 10 20 30 40 50 60 70 80 90 100

Size

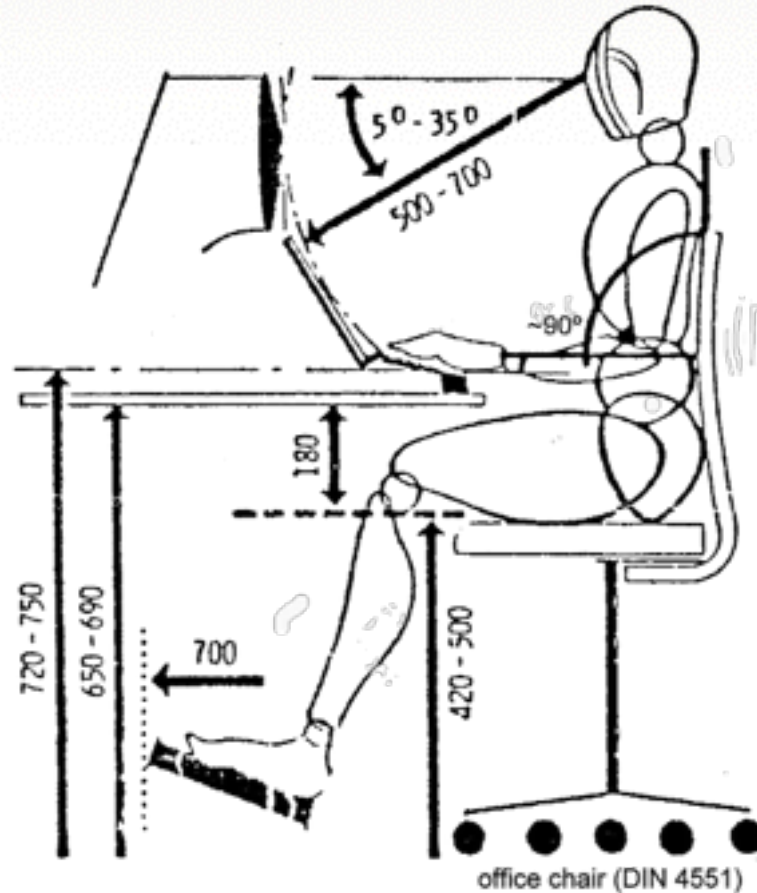
Layout	Excentric	Fisheyes	Rulers
Detail	Filters	Visual	
01038	No selection		
Dimensions			
Effective pixels			
Low resolution			
Macro focus range			
Max resolution			
Name			
Normal focus range			
Price			
Release date			
Storage included			
Weight (inc. batteries)			
Zoom tele (T)			
Zoom wide (W)			

Pitfalls

#3 - Direct manipulation and gestures are rarely not self-explanatory

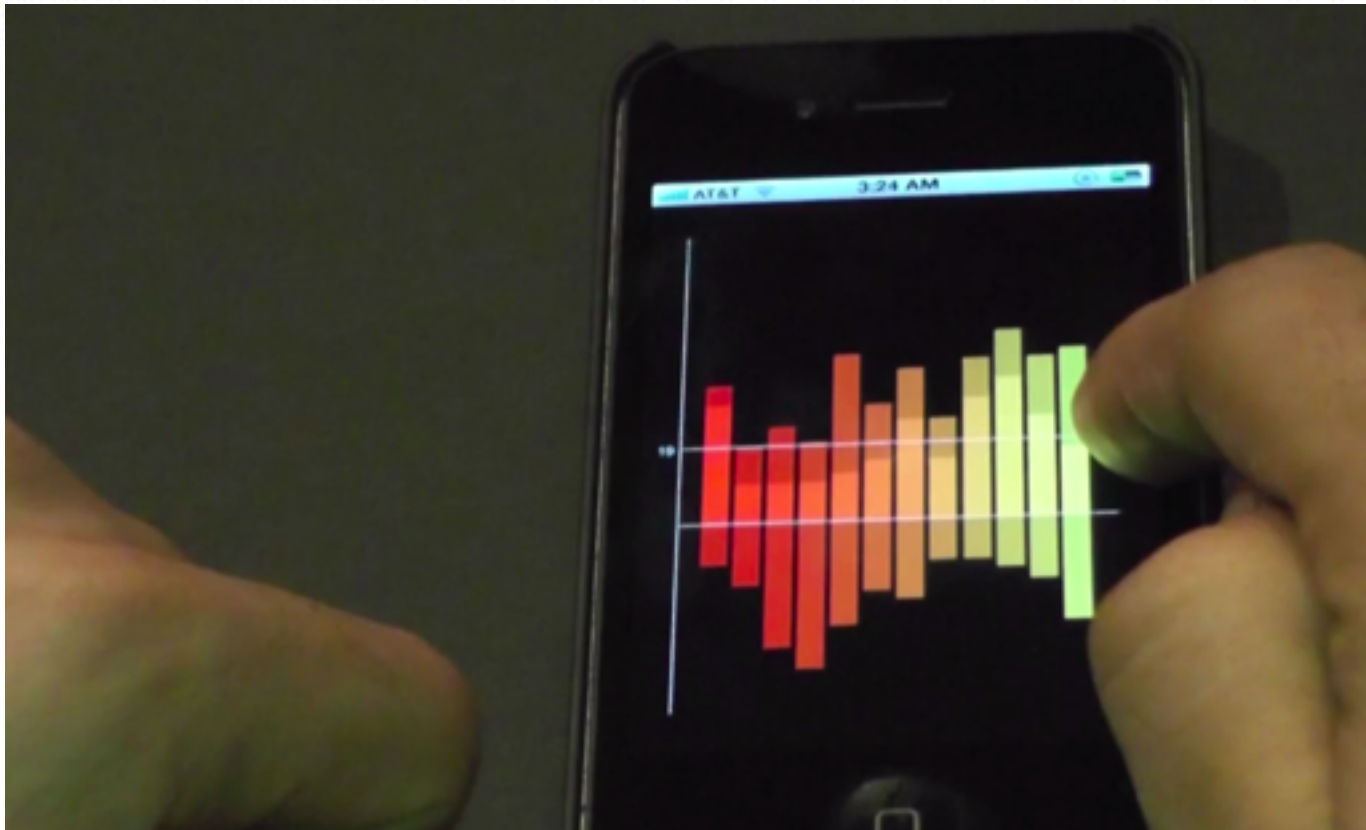


Beyond the Desktop



(Yang & Lu's presentation)

Touch Devices



Tabletop Devices

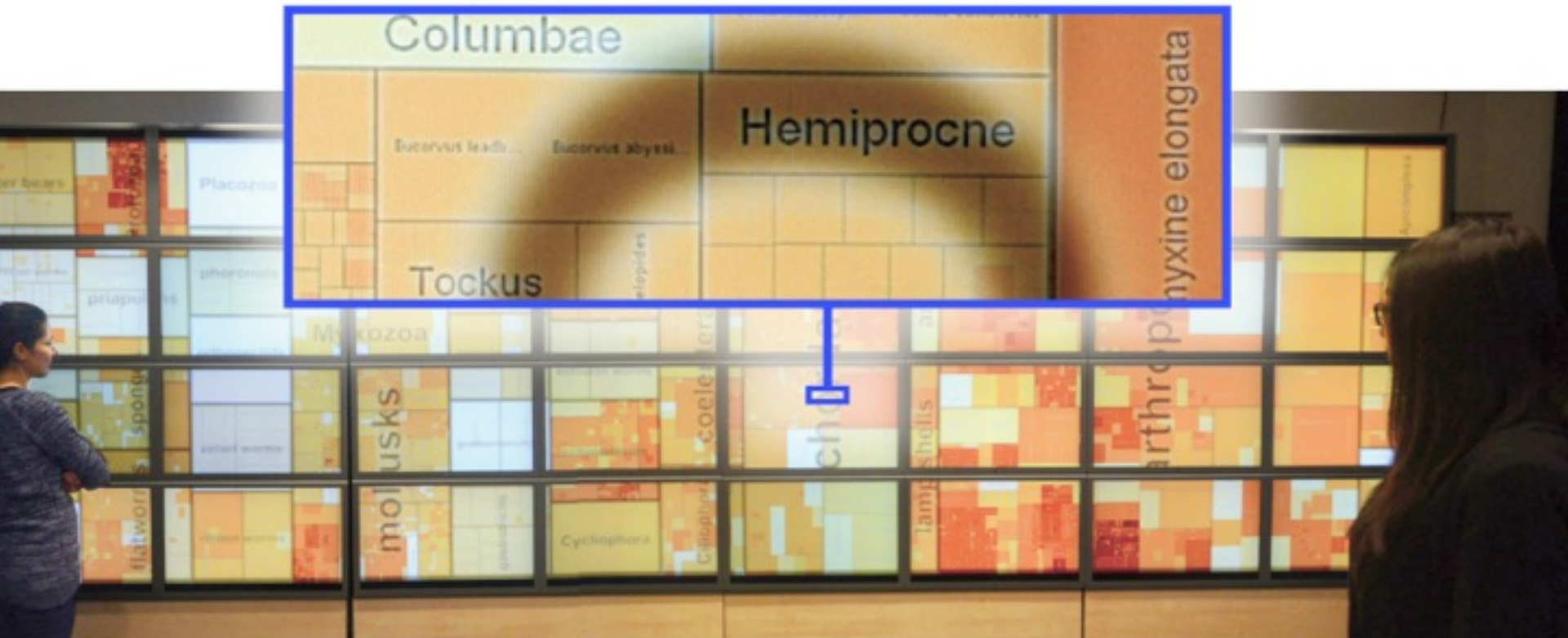


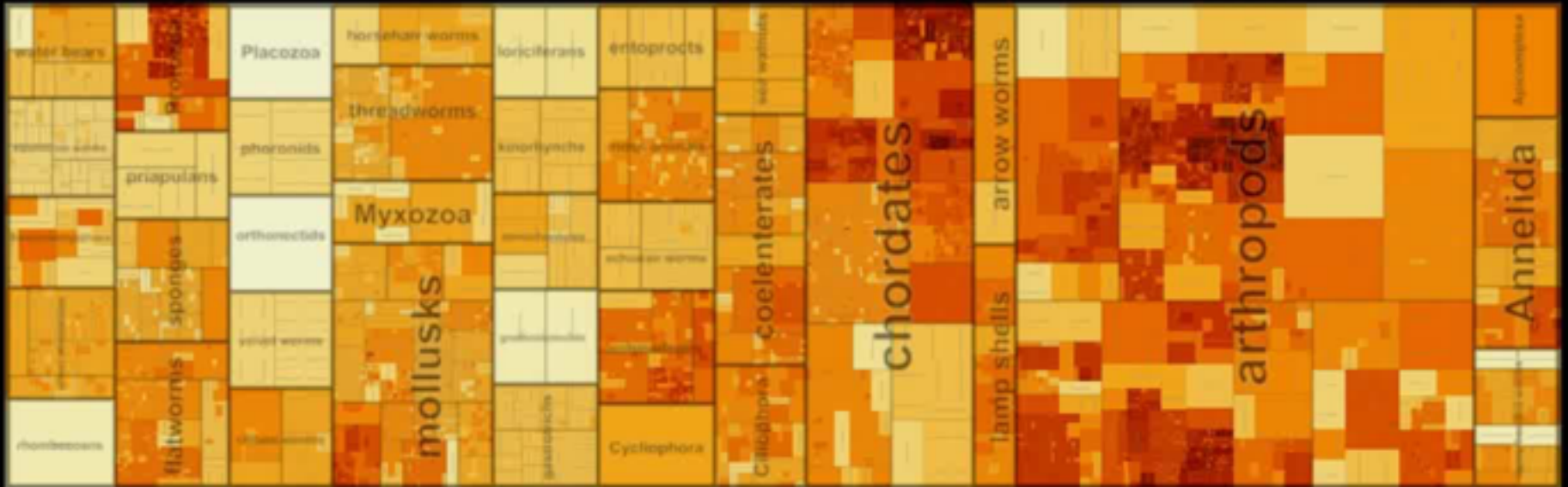
Isenberg and Carpendale, 2008

Wall-Sized Displays



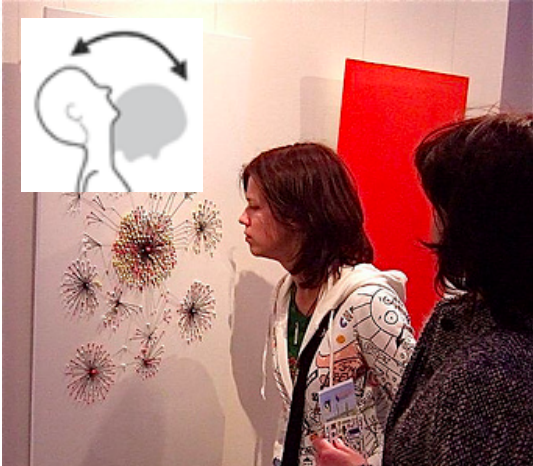
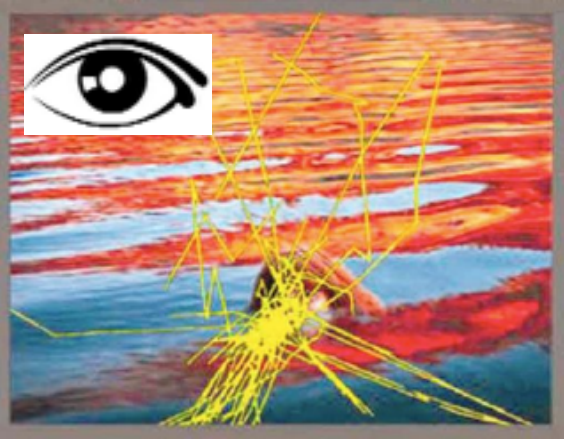
Wall-Sized Displays



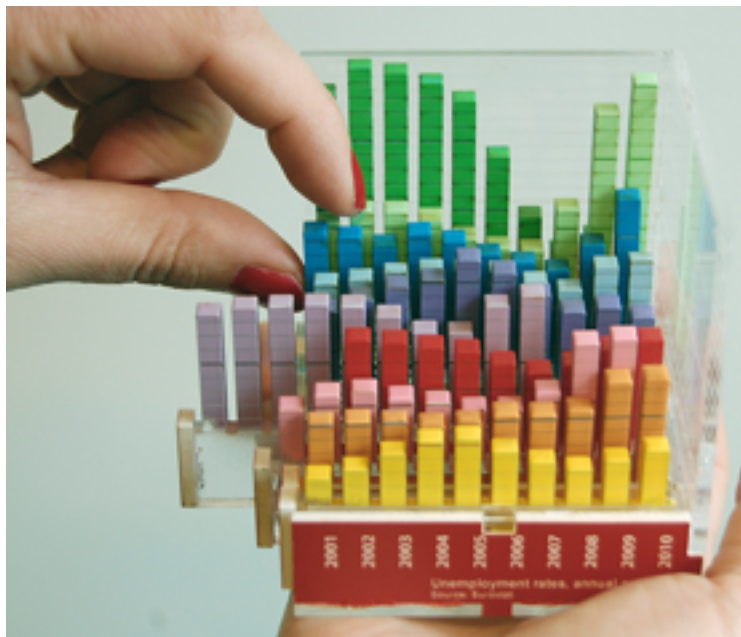
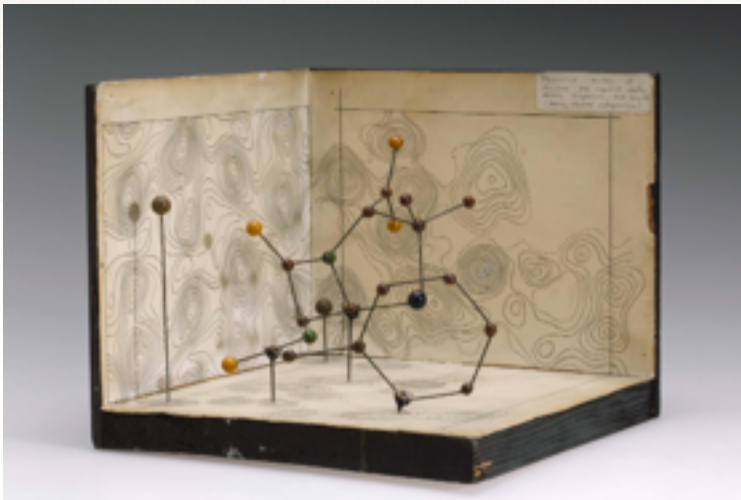


[Isenberg et al. , Hybrid Images for Large Viewing Environments, InfoVis'13]

Interaction with the Physical World



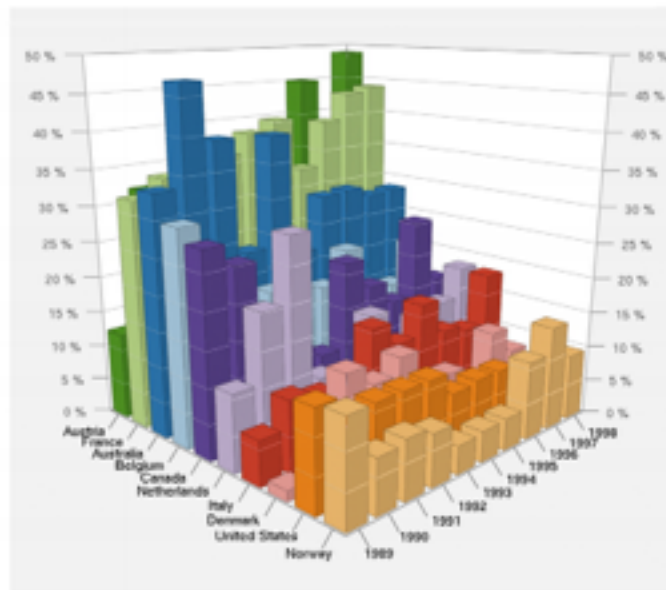
Physical Visualizations



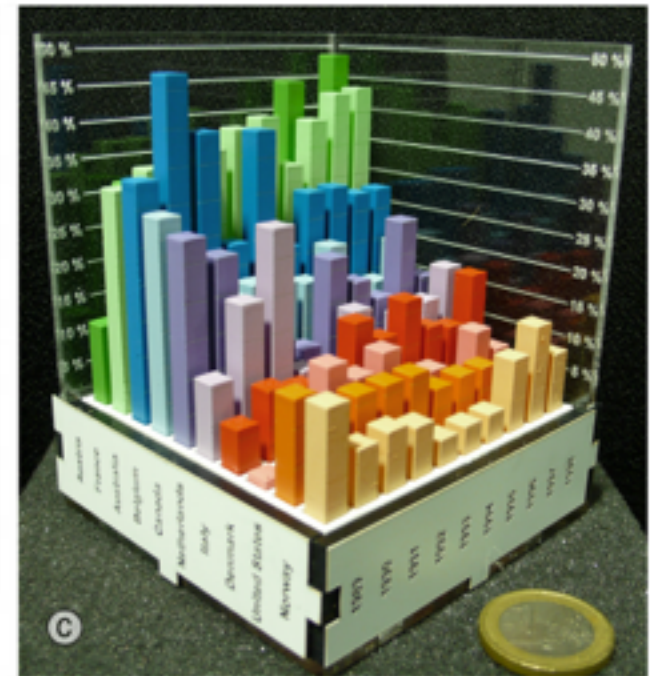
Physical Visualizations

- Physical can outperform virtual

(Giang & Vitale's presentation)

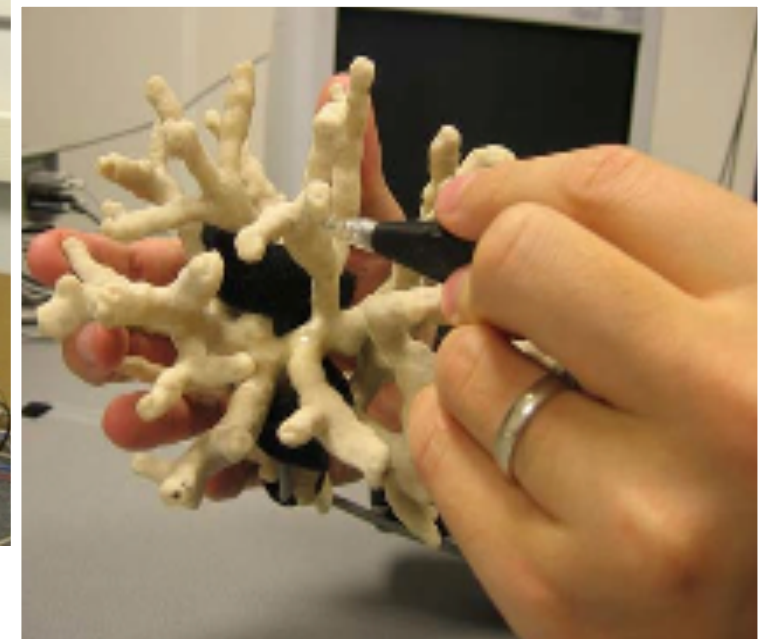
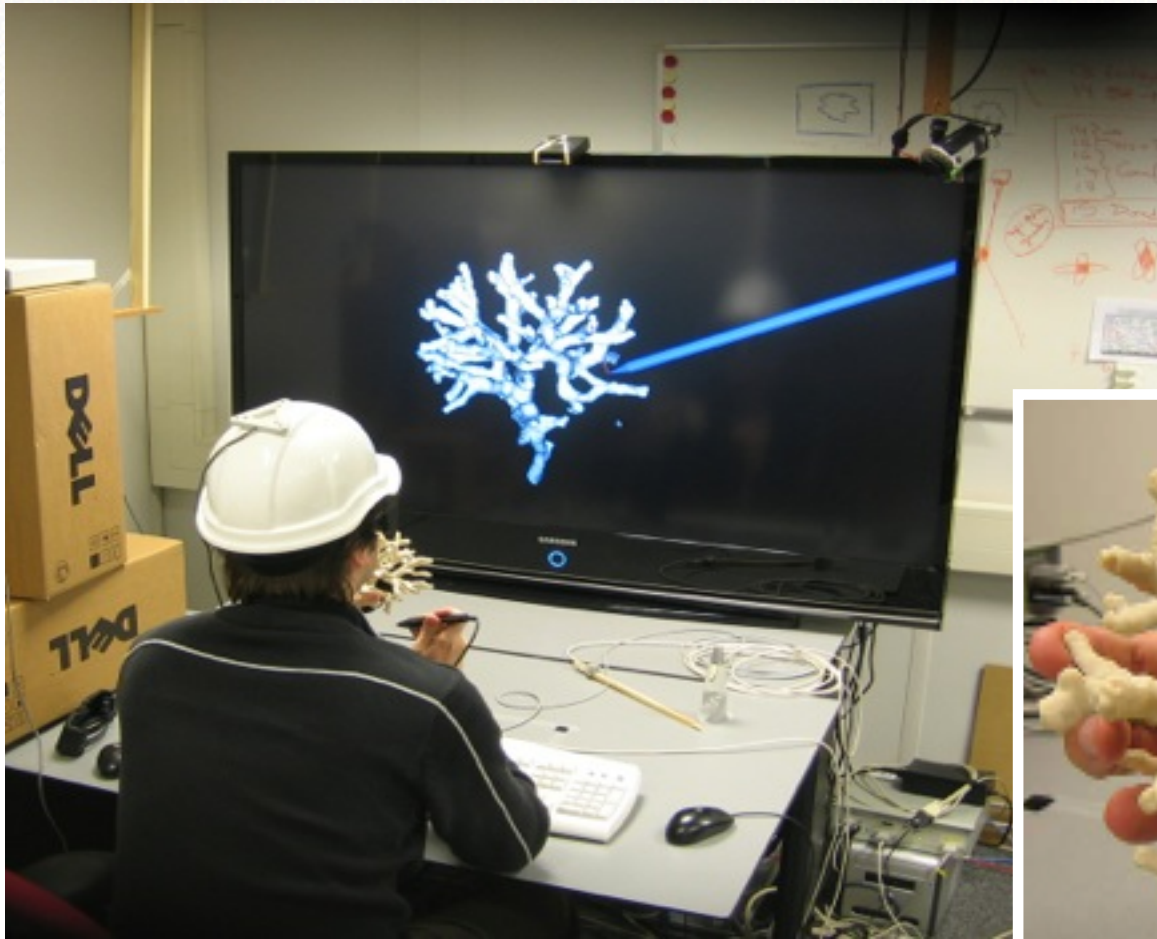


(b)



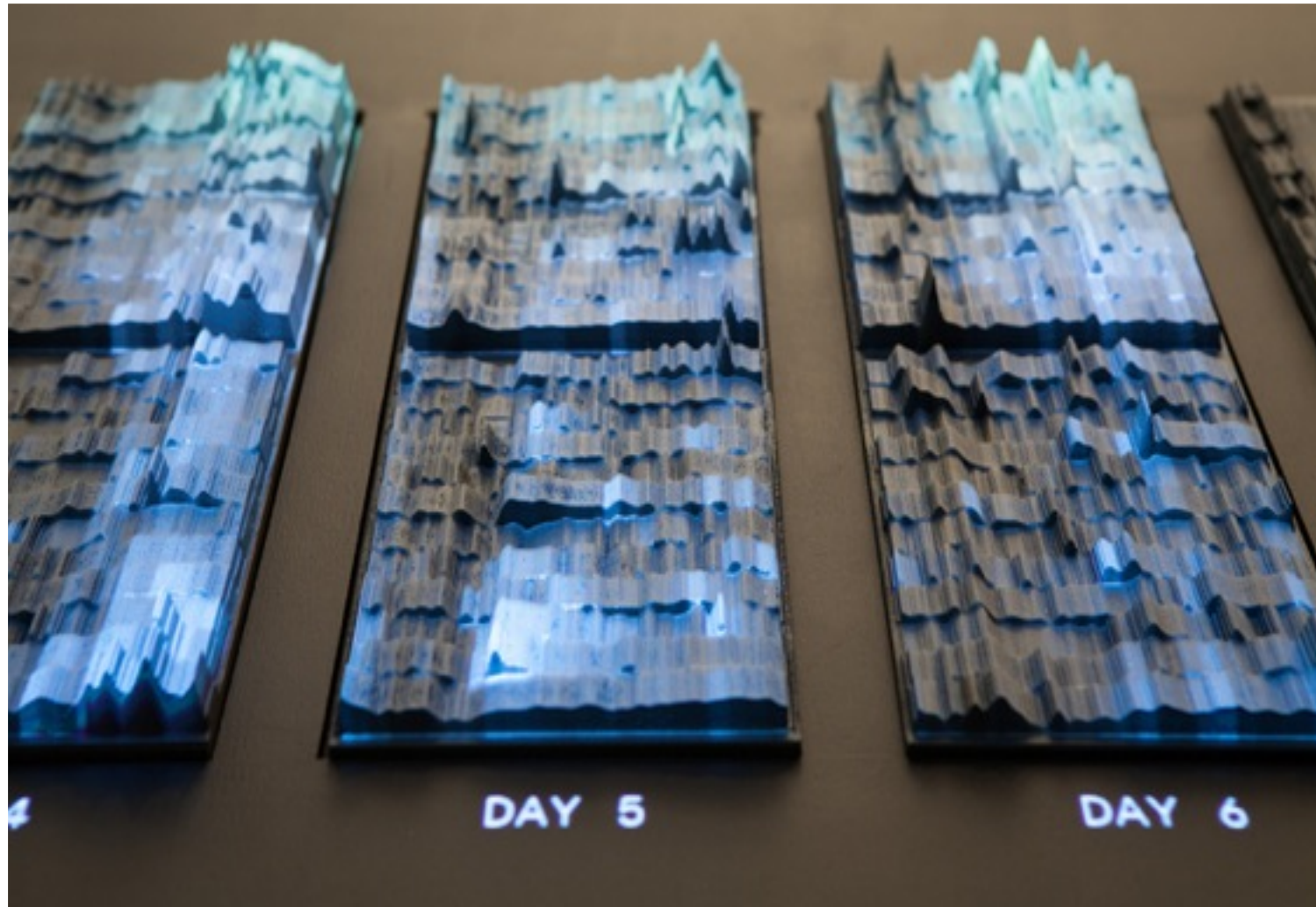
(c)

Hybrid Systems



[Kruszynski & van Liere, Tangible Props for Scientific Visualization, Virtual Reality 13 (4) 2009]

Hybrid Systems



Hybrid Systems



[PARM: Projected Augmented Relief Models, University of Nottingham, 2012]

Hybrid Systems

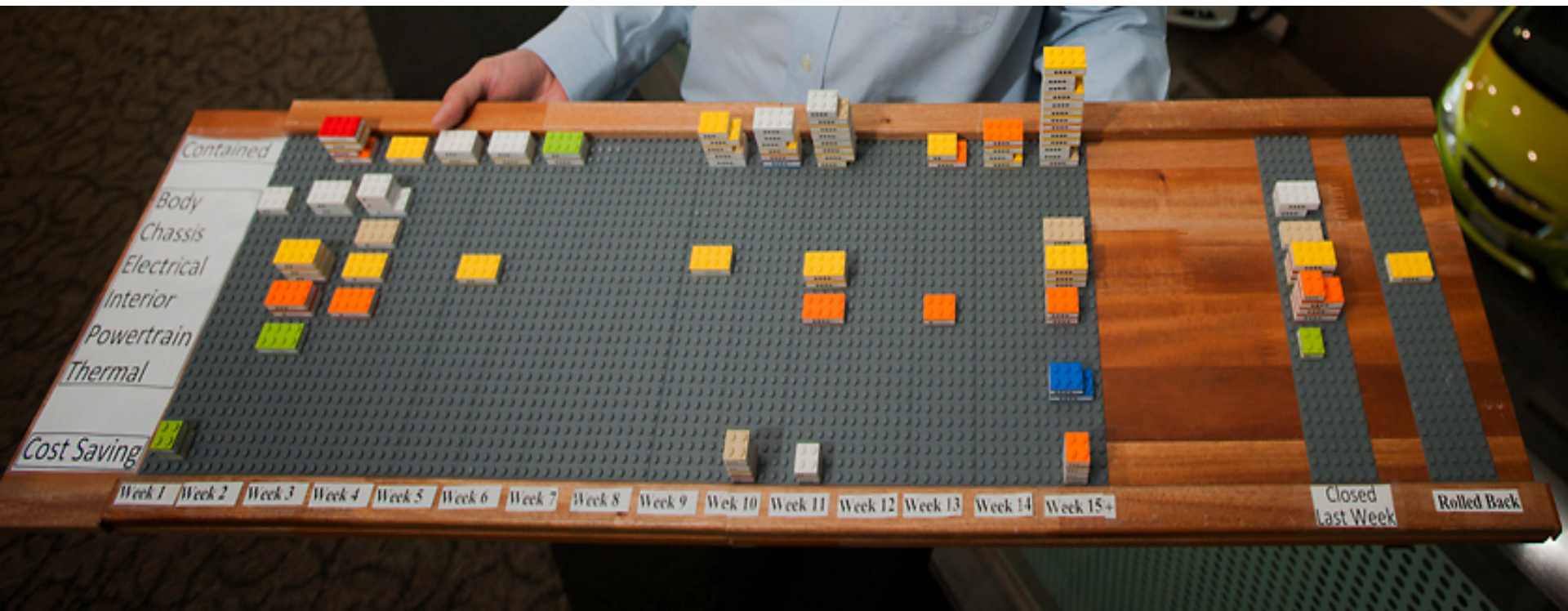


Relief (Leithinger et al, 2009)

Hybrid Systems

Data Physicalization

dataphys.org/list



[Mark Wilson. How GM is saving cash using legos as a data viz tool. April 2012]