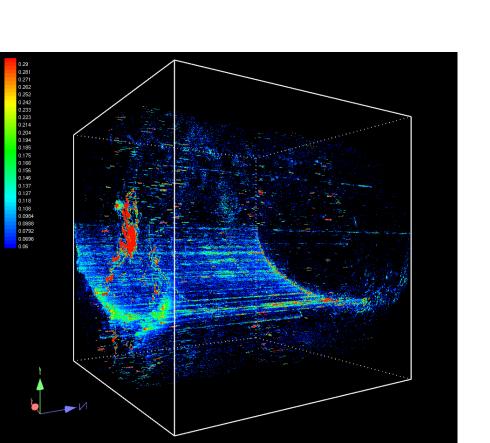
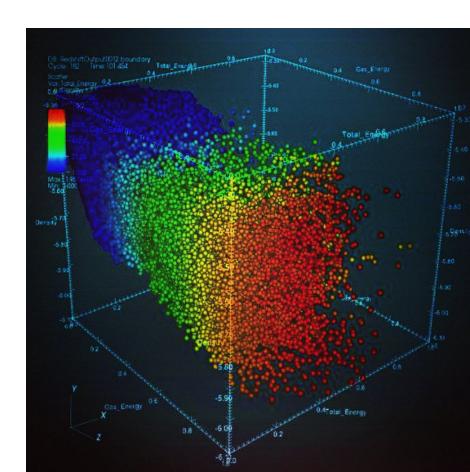
3D Visualization

M259 DataVis, MAT, 2018 winter

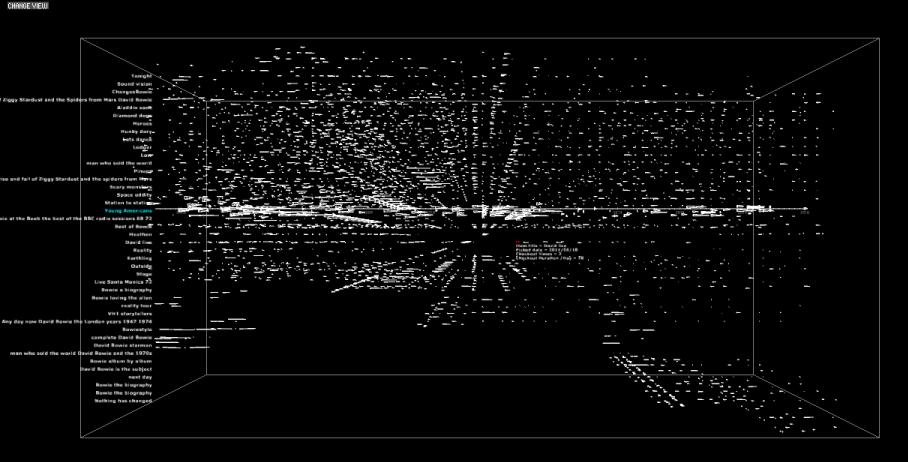
From overall form to detail / 3D scatter plot





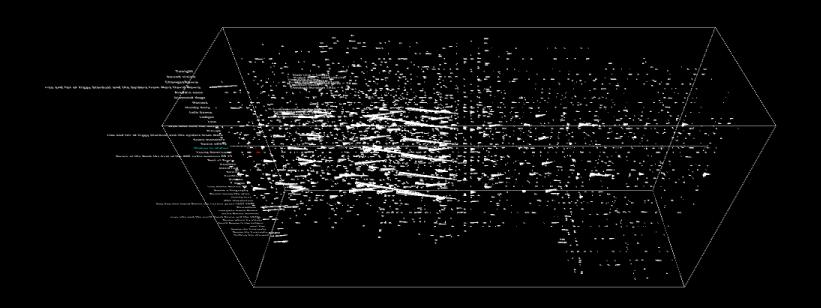
Particles

LABEL
ROTATE
MOTION

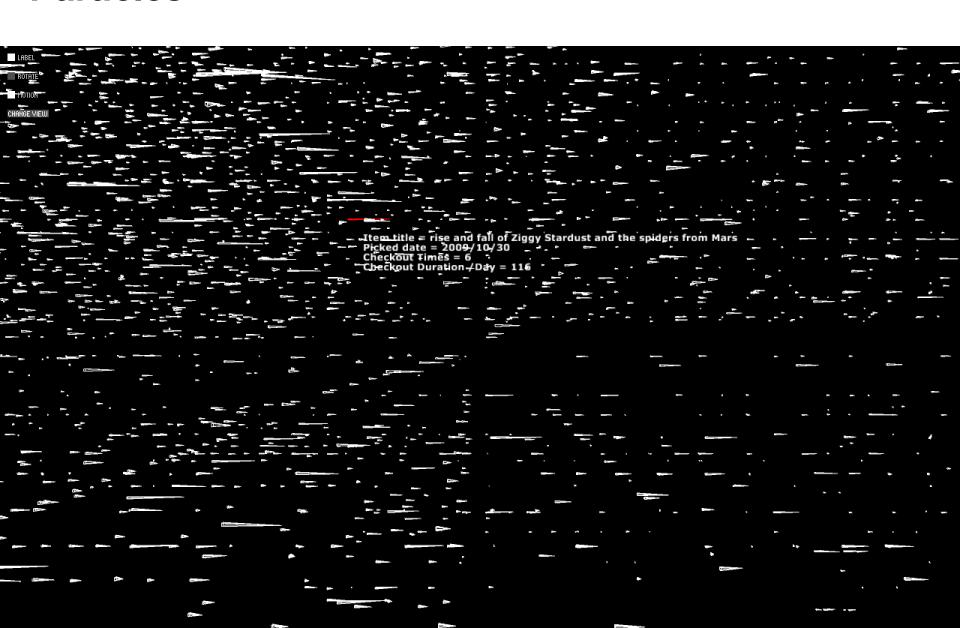


Particles



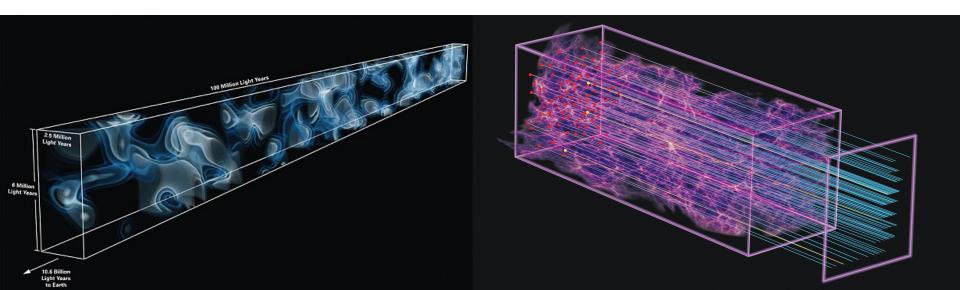


Particles

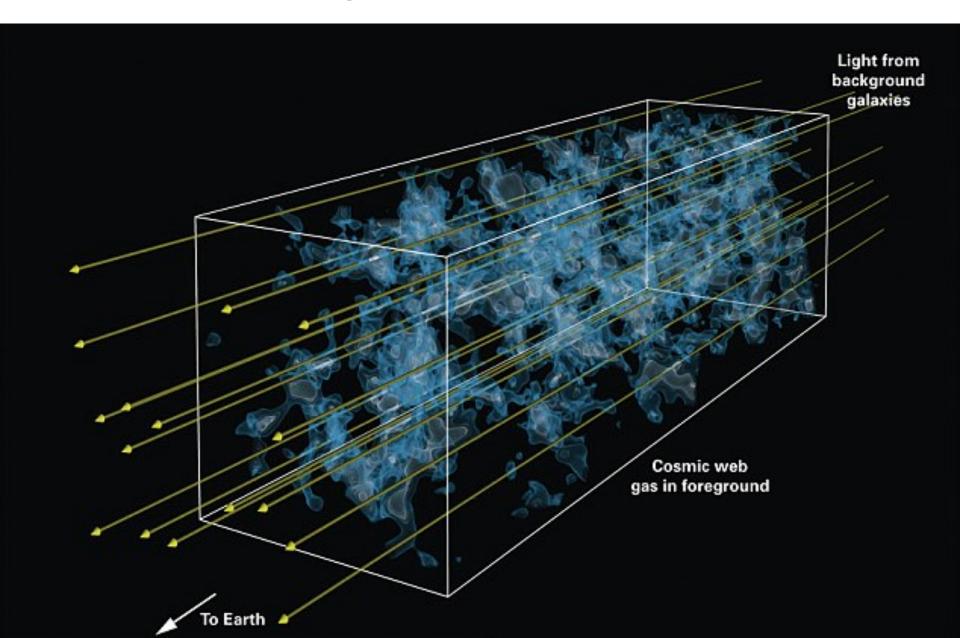


Directional: Change over time

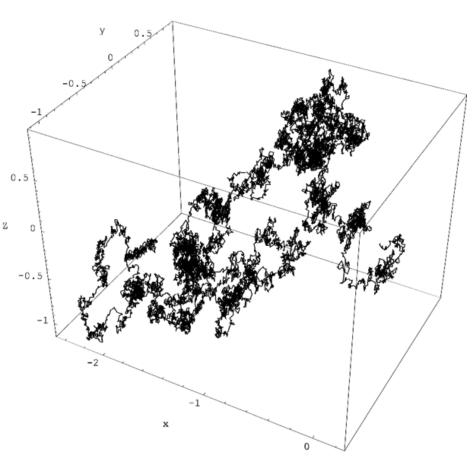
Change over time: how data may evolve represented linearly (diachronic) and meanwhile articulate its relation to other data in the same time (synchronic)



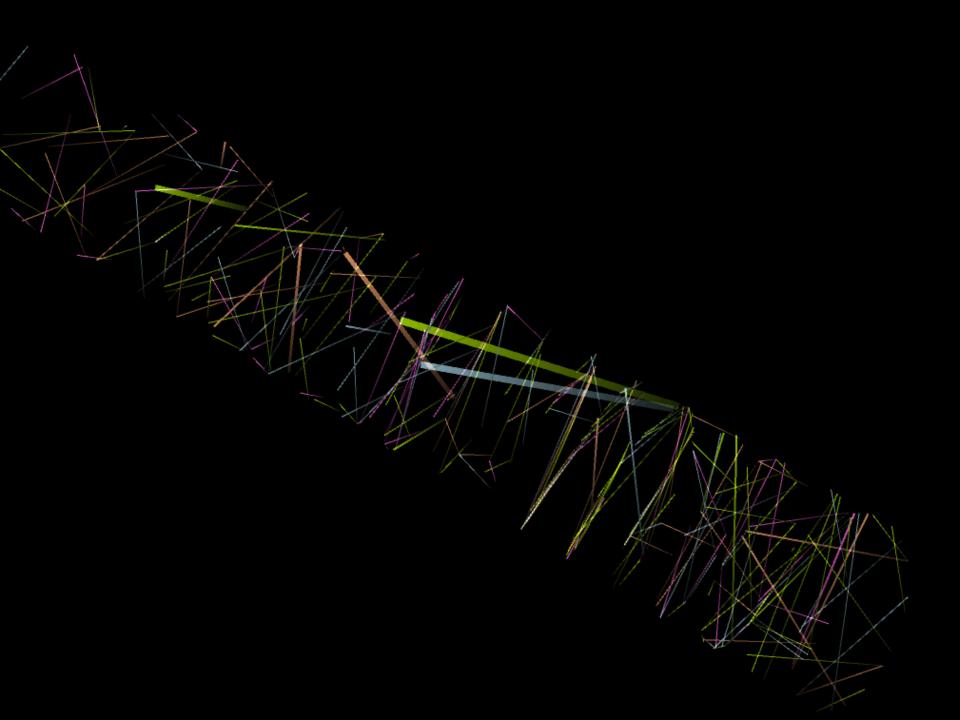
Directional: Change over time

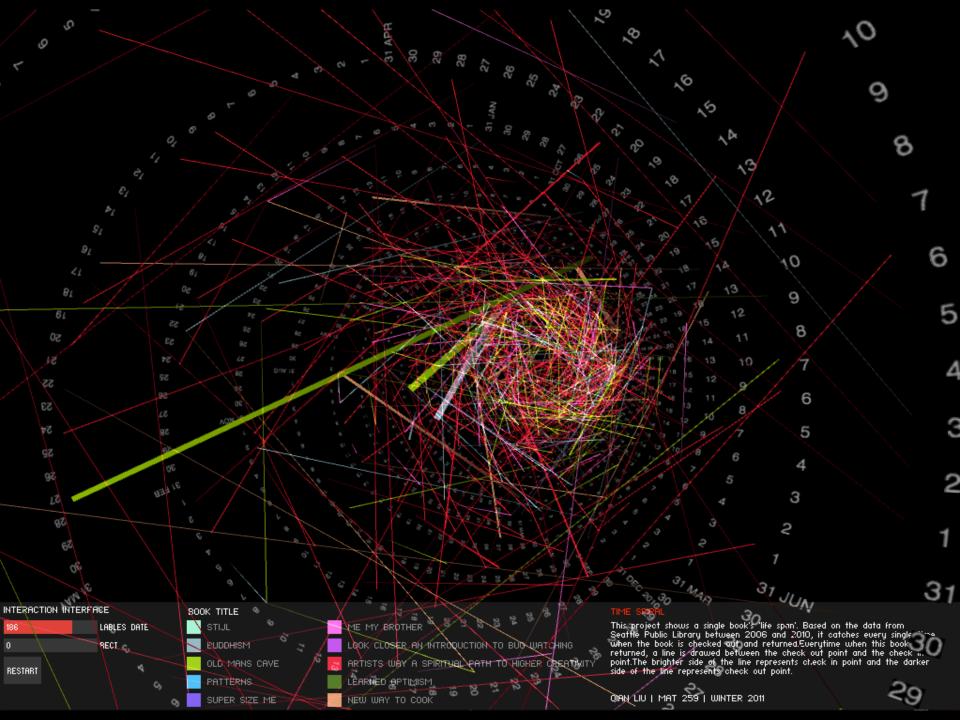


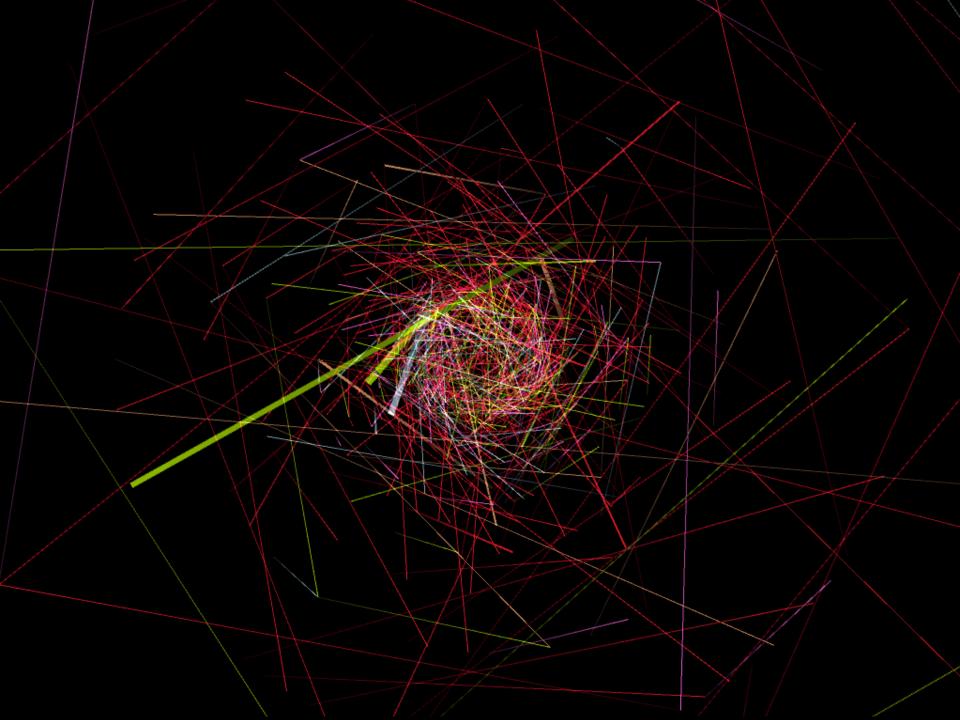
From data to form

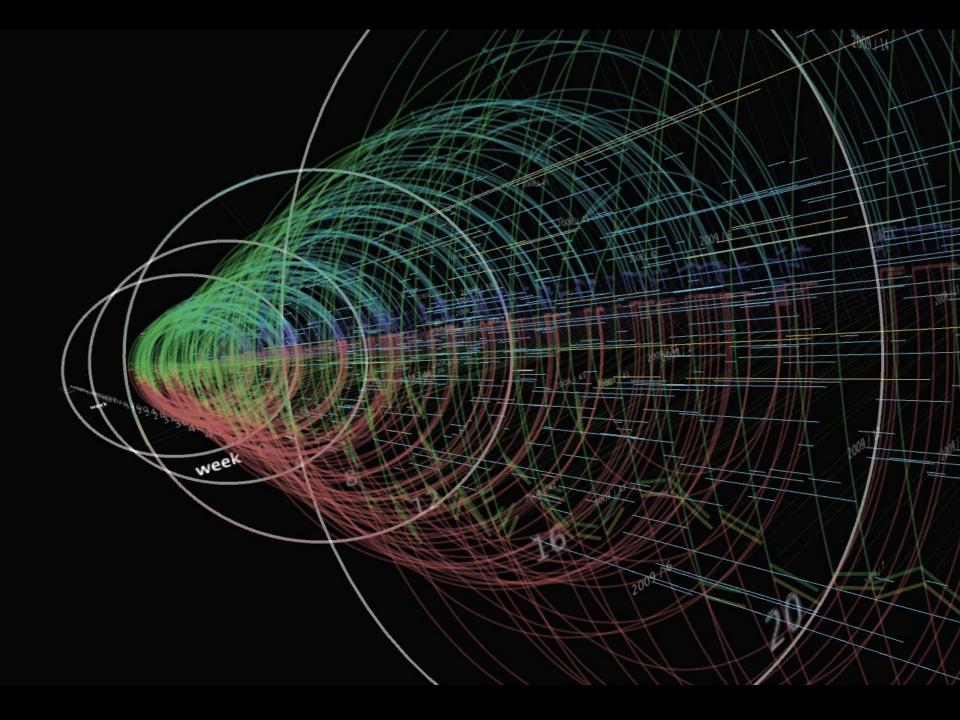


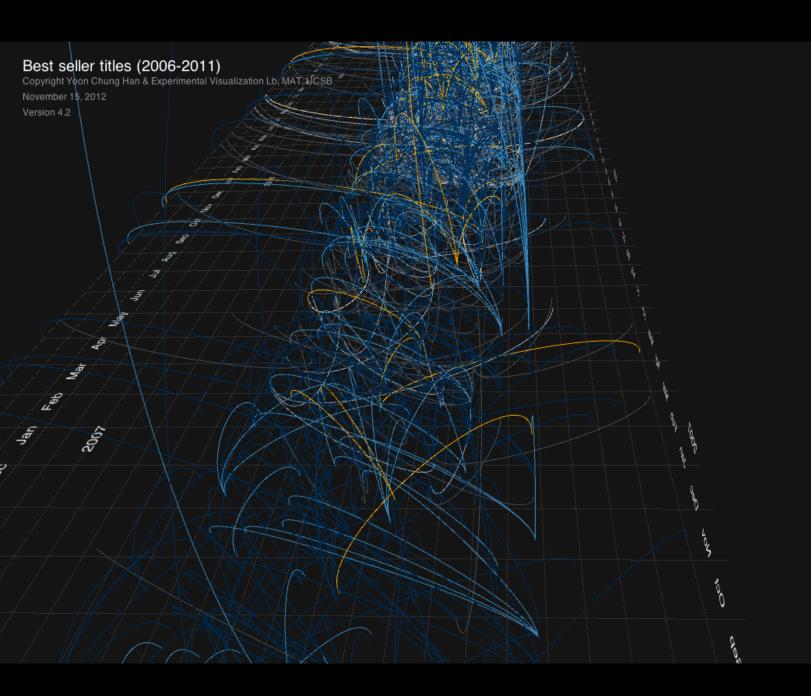












0: Restar

1: Side View

2: Front Vie

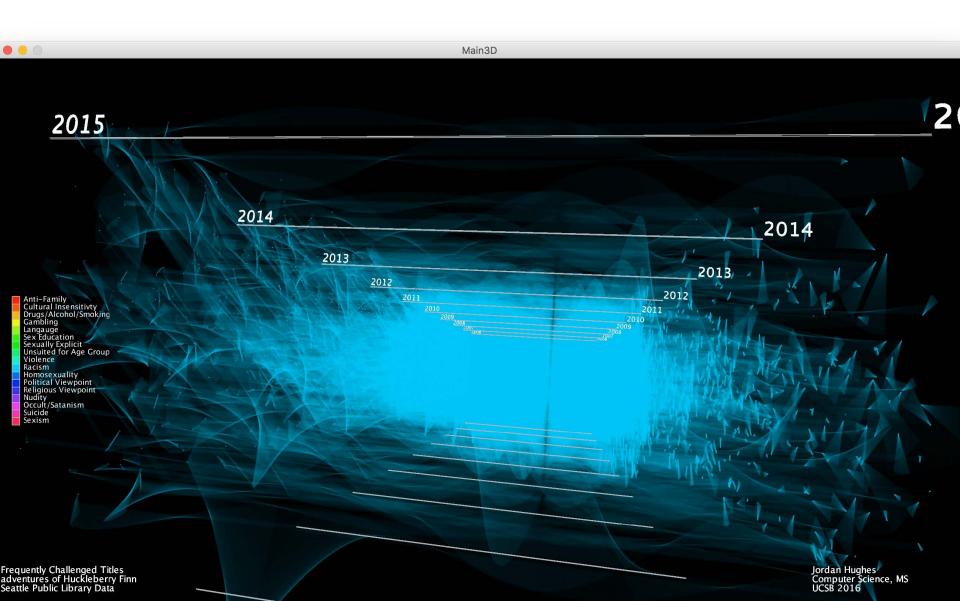
3: Up Vlew

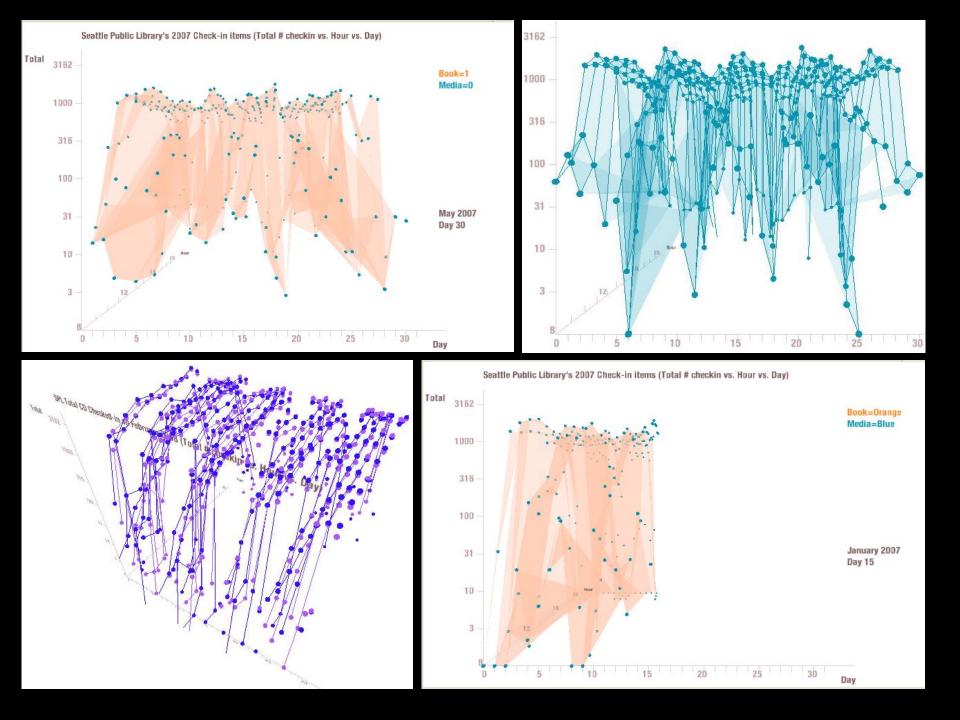
5: Show and Shared spheres

t: Show Book Titles

g: Show Gr

Directional: Change over time

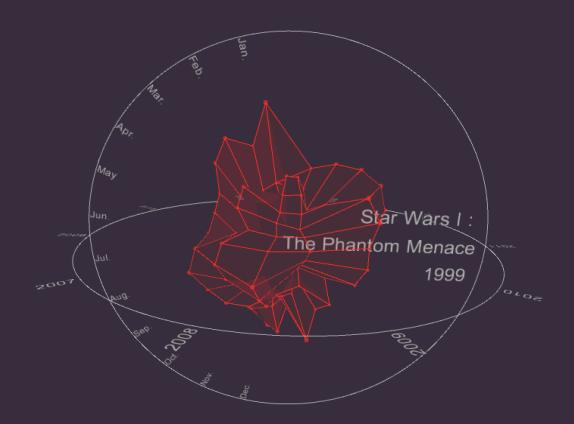




STAR WARS NEBULA Using Data of Checkout Times and Duration Times of the Former 6 in This Movie Series in Seattle Public Library

Press S to show / hide the solids Press N to show / hide the cromatic frames Press F to show / hide grey frames Press T to show / hide the verbal information Press Li to show / hide the cordinate axis and lables

Year Month September November Reset Years Months Junxiang Yao MAT259 PROJ 2 3D Interaction & Change Over Time **Keyboard Control** The radius of the circular cordinate Press 7 / 8 to check the original / prequel trilogy Duration time scaling Press 9 / 0 to check all in one / different cordinate systems Press D to show / hide dots of duration times



STAR WARS NEBULA Using Data of Checkout Times and Duration Times of the Former 6 in This Movie Series in Seattle Public Library

Year	Month
2006	January
2007	February
	March
2009	April
2010	May
2011	June
2012	July
2013	August
2014	September
2015	October
	November
	December

Reset

Months

Star Wars IV (1977) Star Wars I (1999) Star Wars V (1980) Star Wars II (2002) Star Wars VI (1983) Star Wars III (2005)

Keyboard Control

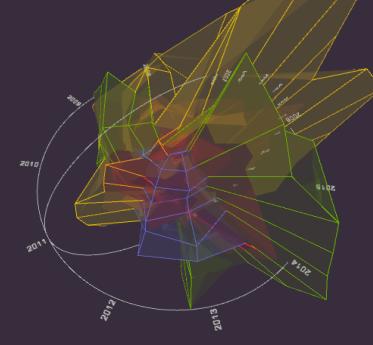
Press 1 / 2 / 3 / 4 / 5 / 6 to check movie individually Press 7 / 8 to check the original / preguel trilogy Press 9 / 0 to check all in one / different cordinate systems

Press D to show / hide dots of duration times

Press S to show / hide the solids

Press N to show / hide the cromatic frames Press T to show / hide the verbal information

Press L to show / hide the cordinate axis and lables



Junxiang Yao MAT259 PROJ 2 3D Interaction & Change Over Time

The radius of the circular cordinate

	•	•	•		
40		120	160	240	

STAR WARS NEBULA Using Data of Checkout Times and Duration Times of the Former 6 in This Movie Series in Seattle Public Library

Year	Month
2006	January
2007	February
2008	March
2009	April
	May
2011	June
2012	July
2013	August
2014	September
2015	October
	November

Reset

Star Wars IV (1977) Star Wars V (1980)

Star Wars I (1999)

Star Wars II (2002) Star Wars III (2005)

Star Wars VI (1983)

Keyboard Control

Press 1 / 2 / 3 / 4 / 5 / 6 to check movie individually

Press 7 / 8 to check the original / prequel trilogy

Press 9 / 0 to check all in one / different cordinate systems

Press D to show / hide dots of duration times

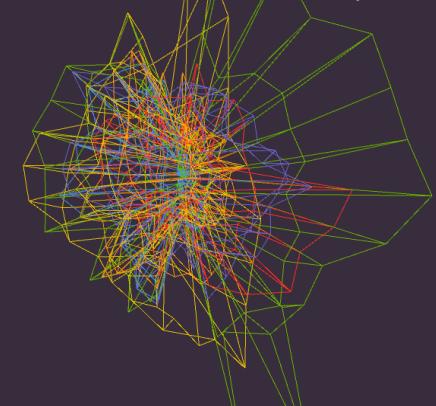
Press S to show / hide the solids

Press N to show / hide the cromatic frames

Press F to show / hide grey frames

Press T to show / hide the verbal information

Press L to show / hide the cordinate axis and lables



Junxiang Yao MAT259 PROJ 2 3D Interaction & Change Over Time

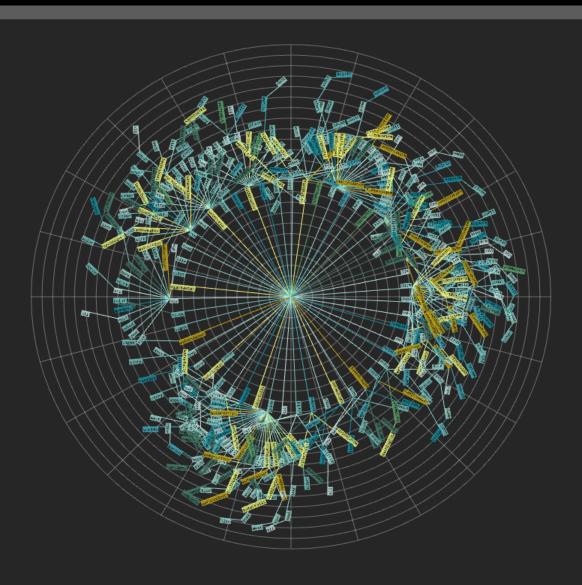
The radius of the circular cordinate axis is 200 checkout times.

Duration time scaling:

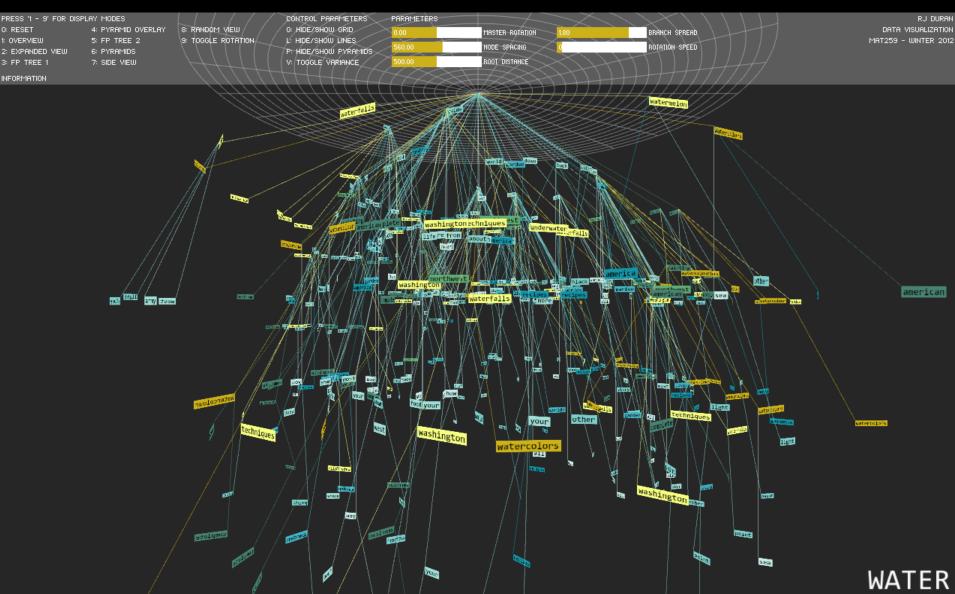


Associative (FPTree Algorithm)

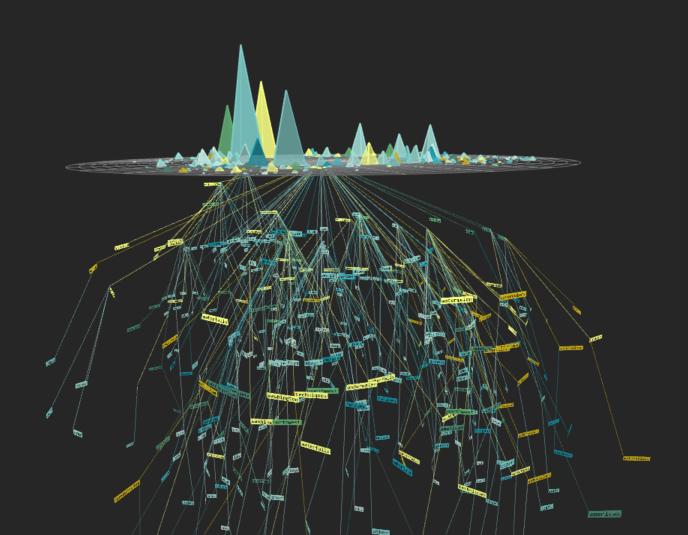




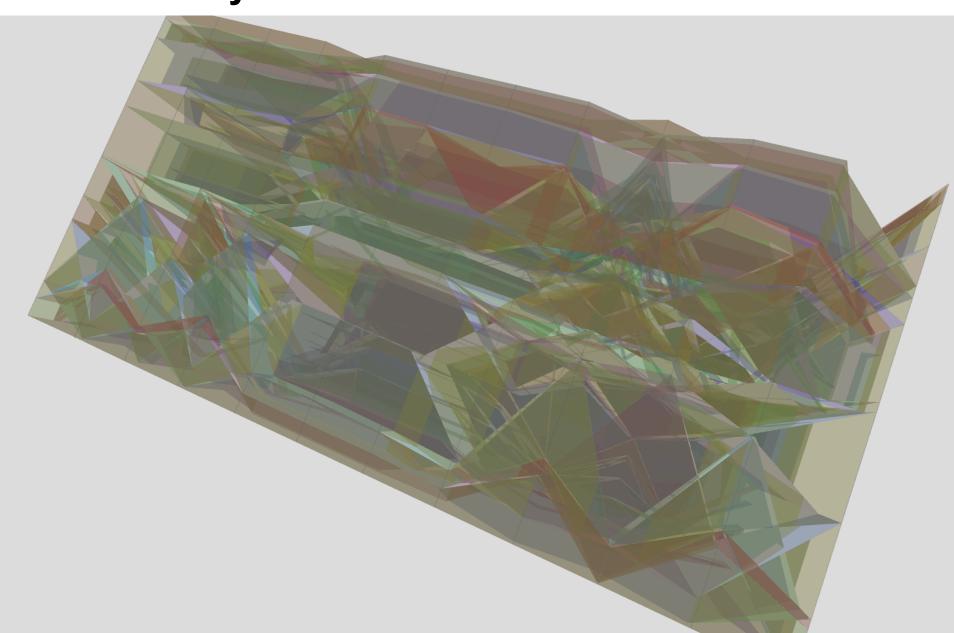
Associative (FPTree Algorithm)



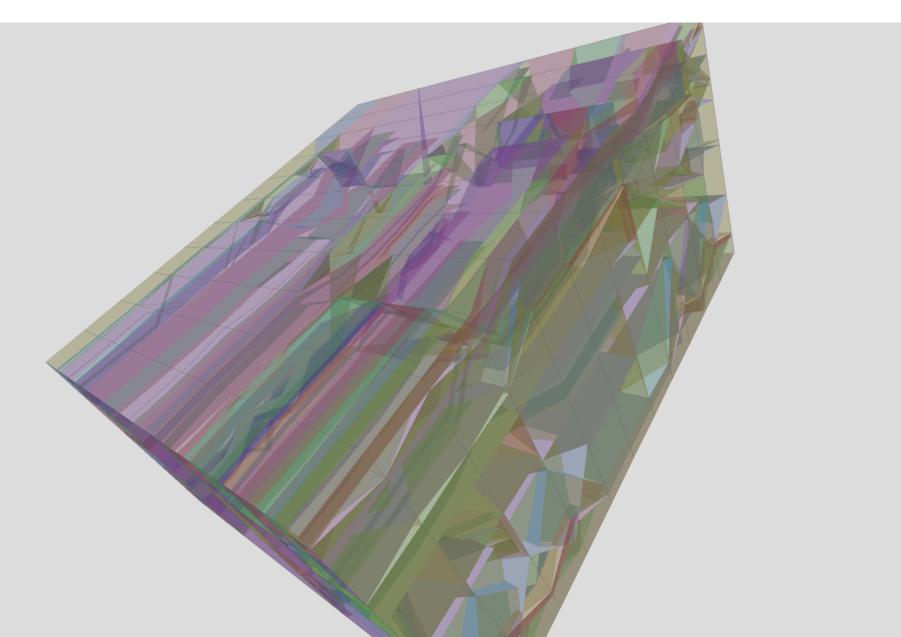
Associative (FPTree Algorithm)

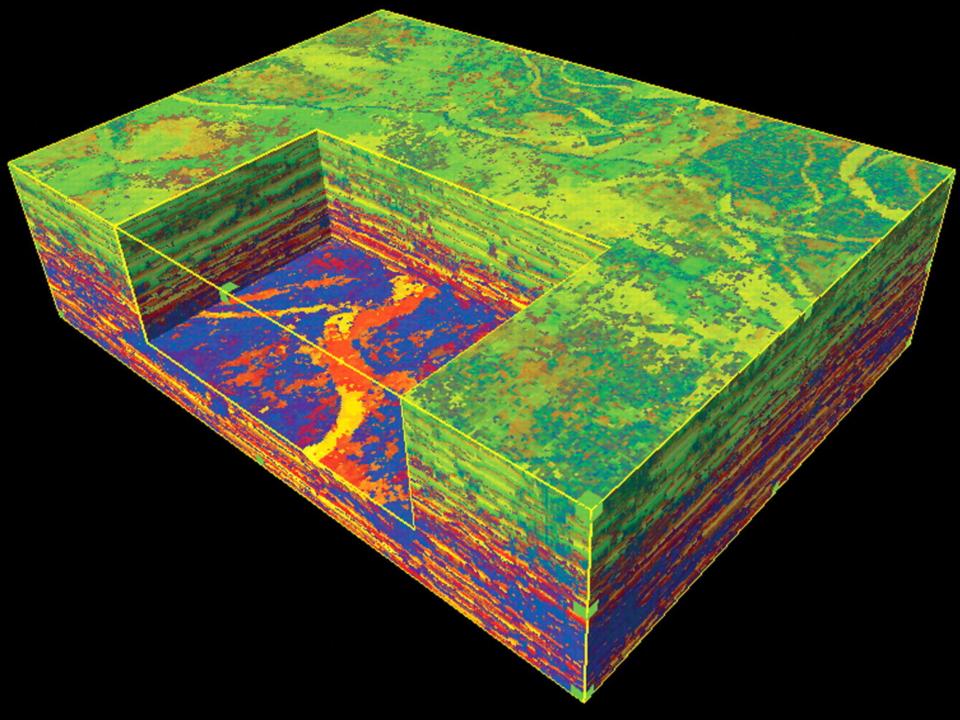


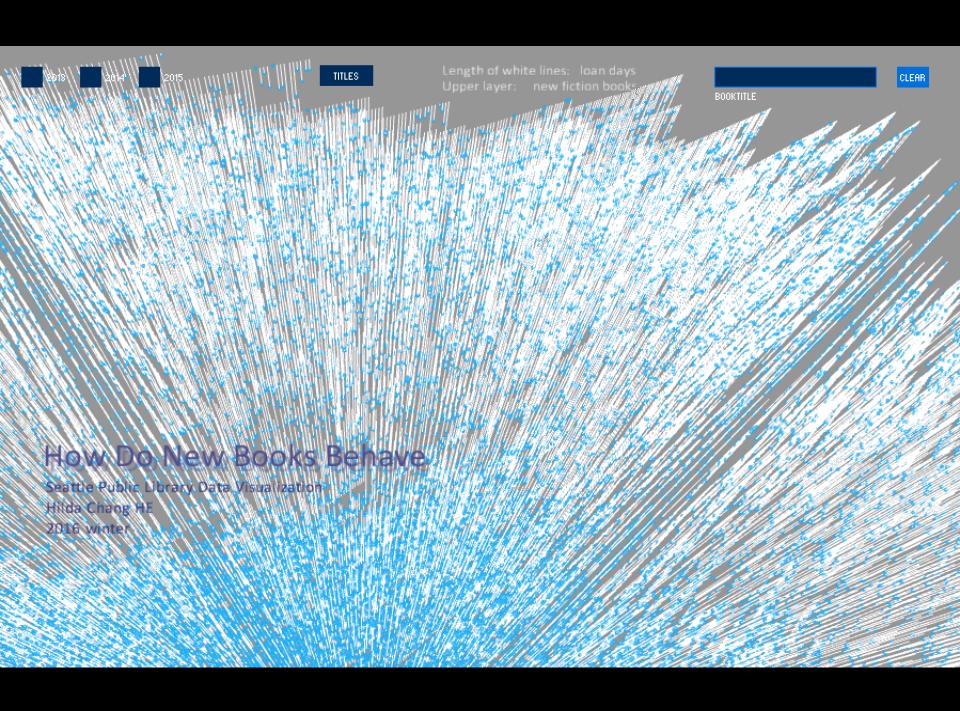
Data Density

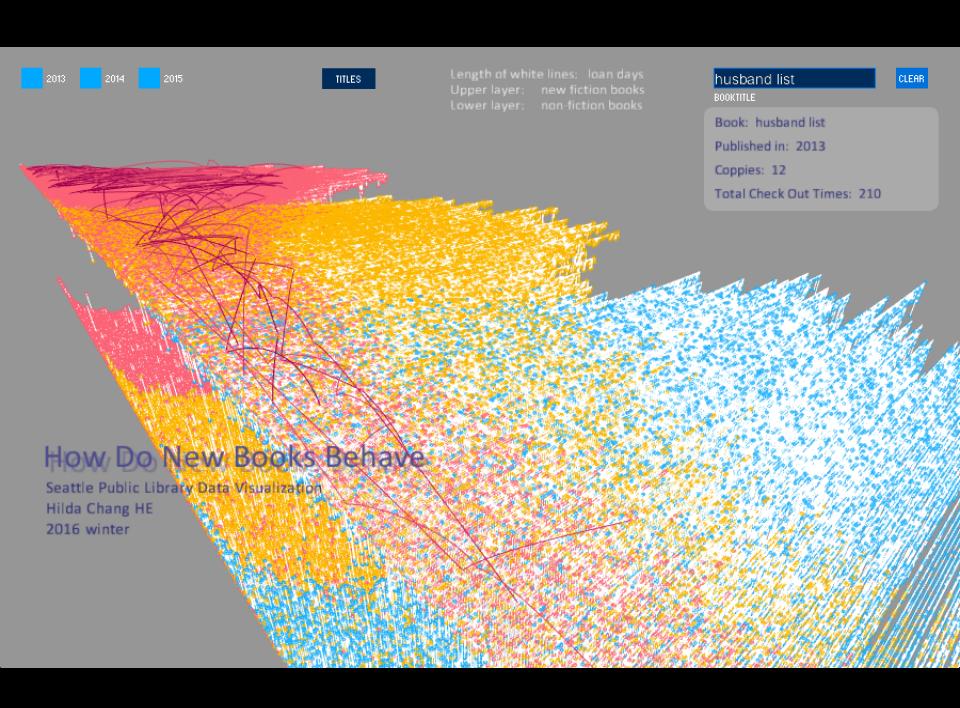


Data Density

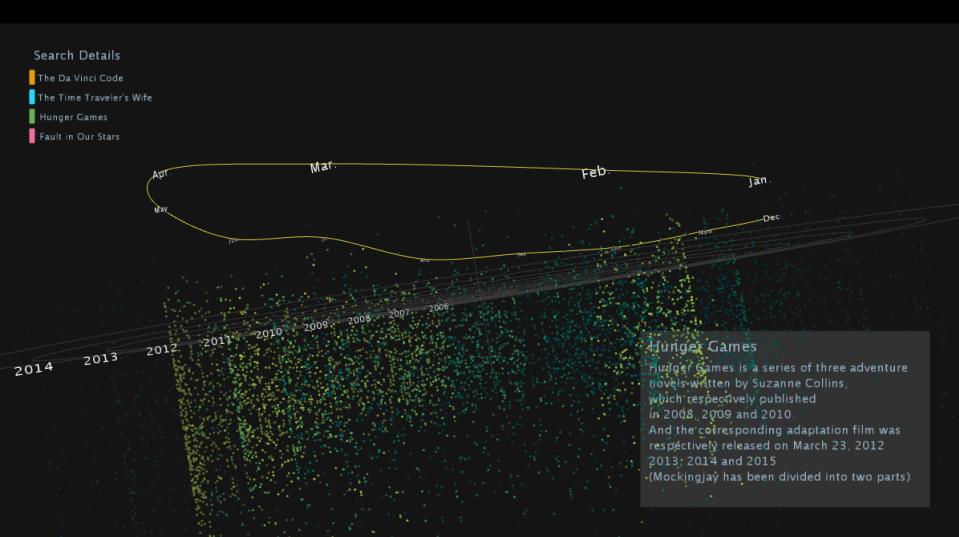




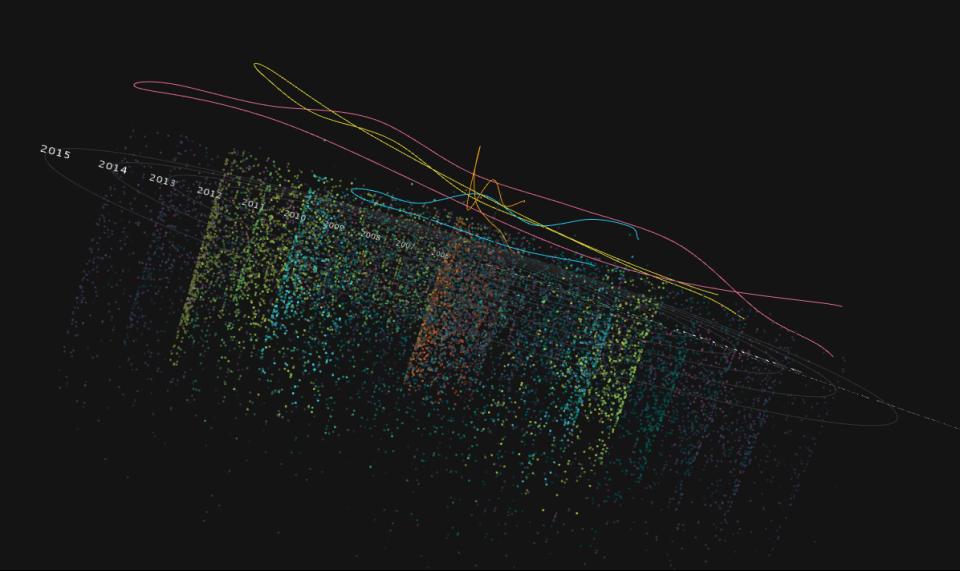




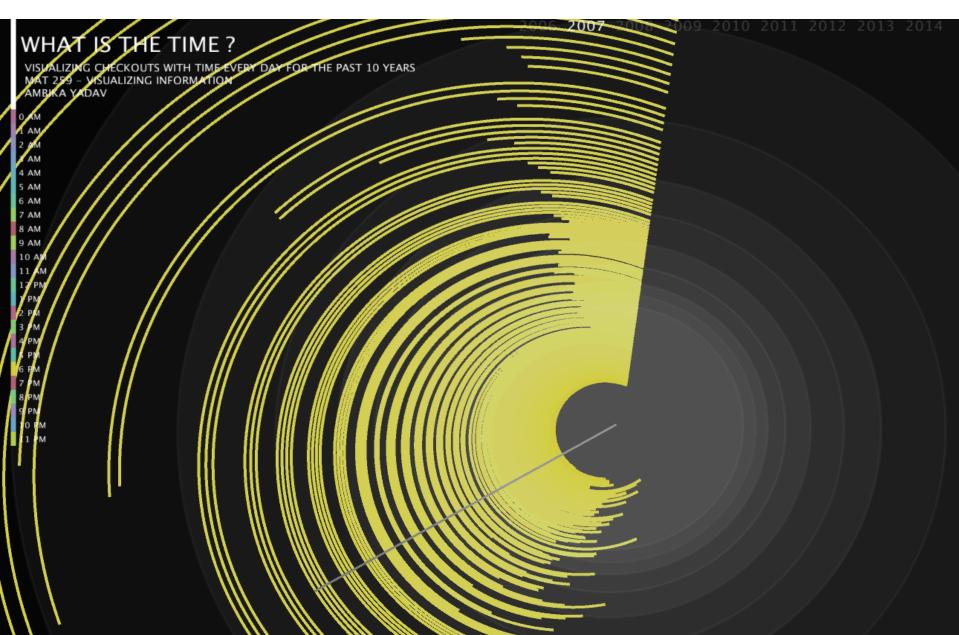
Cultural Trends

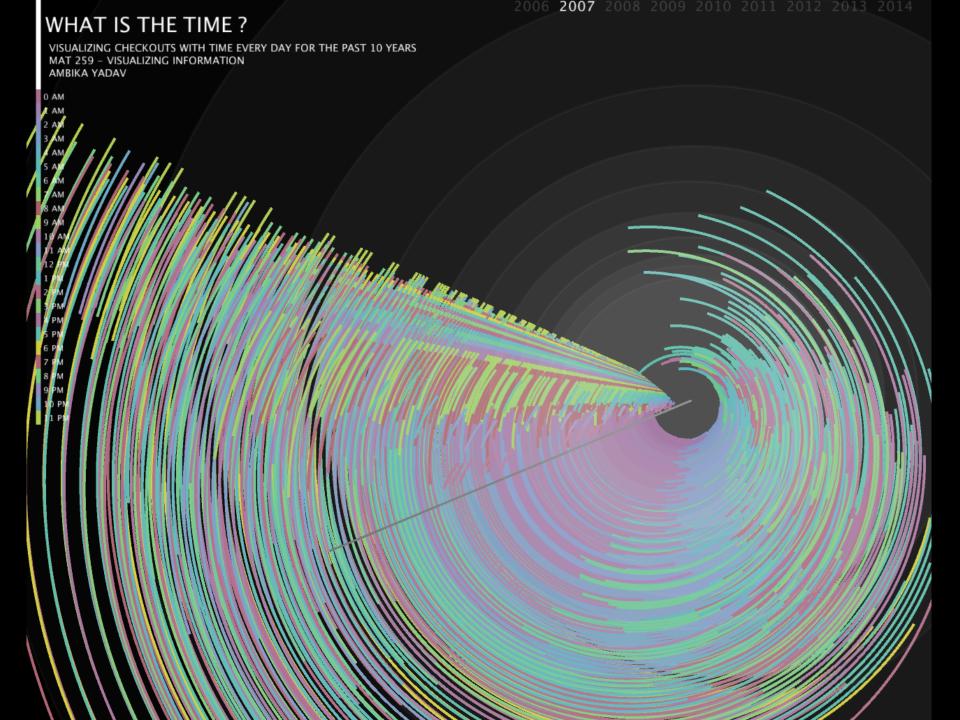


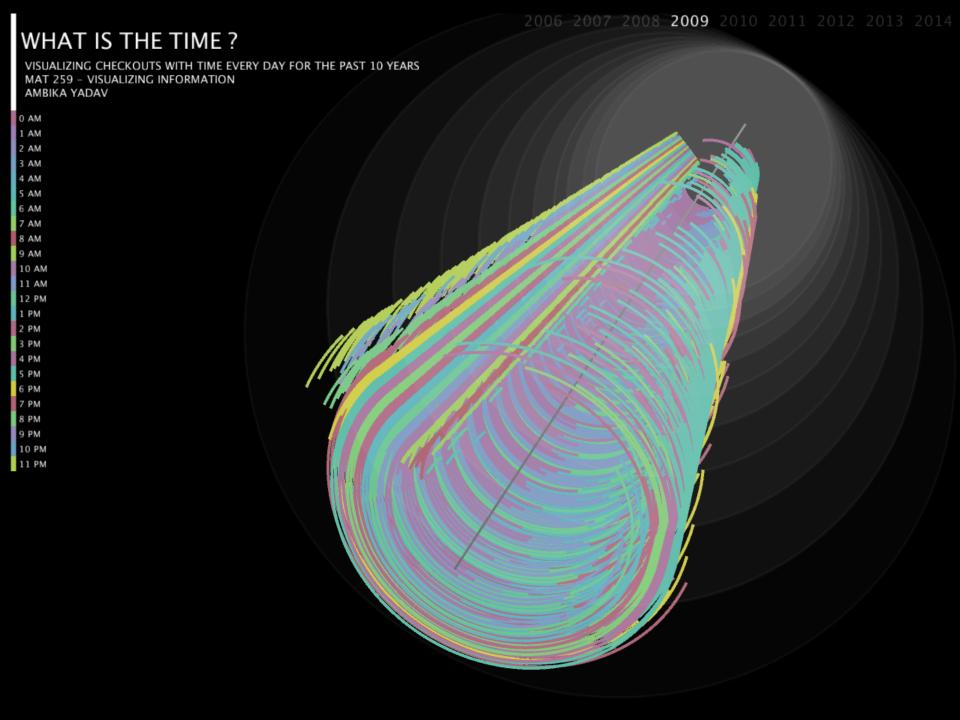
Cultural Trends

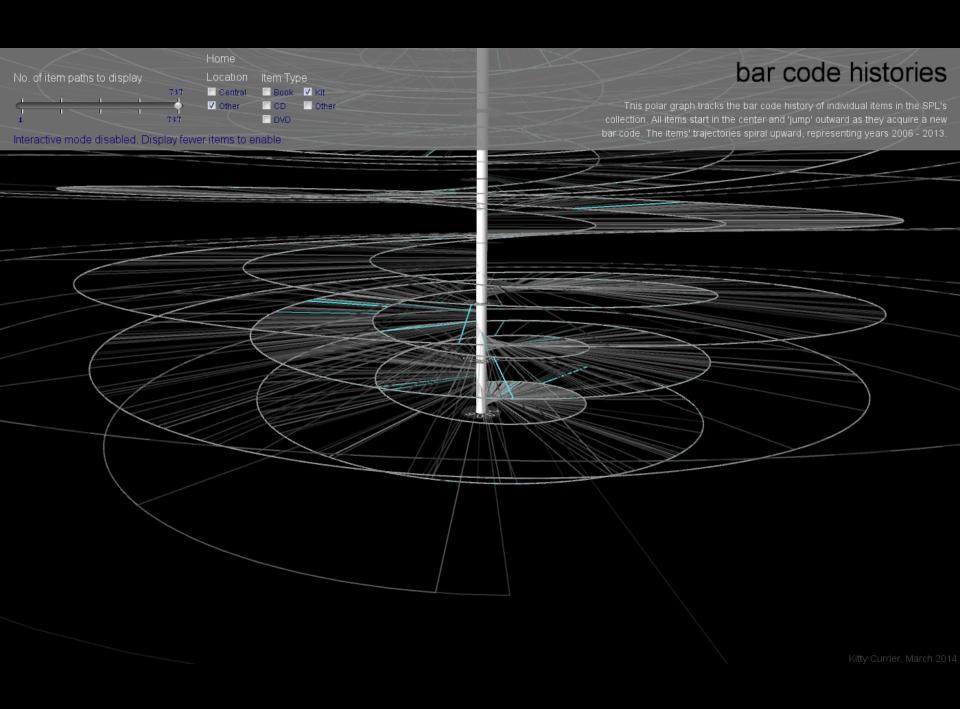


Circular Examples





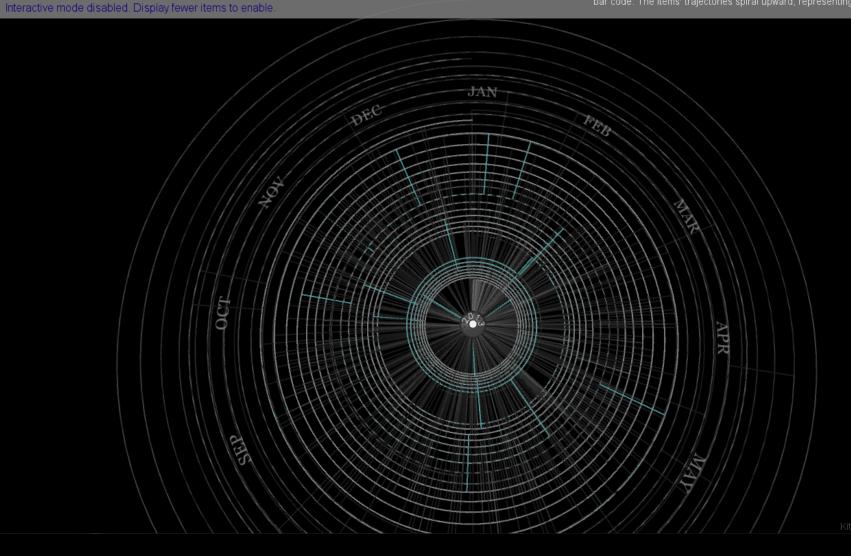


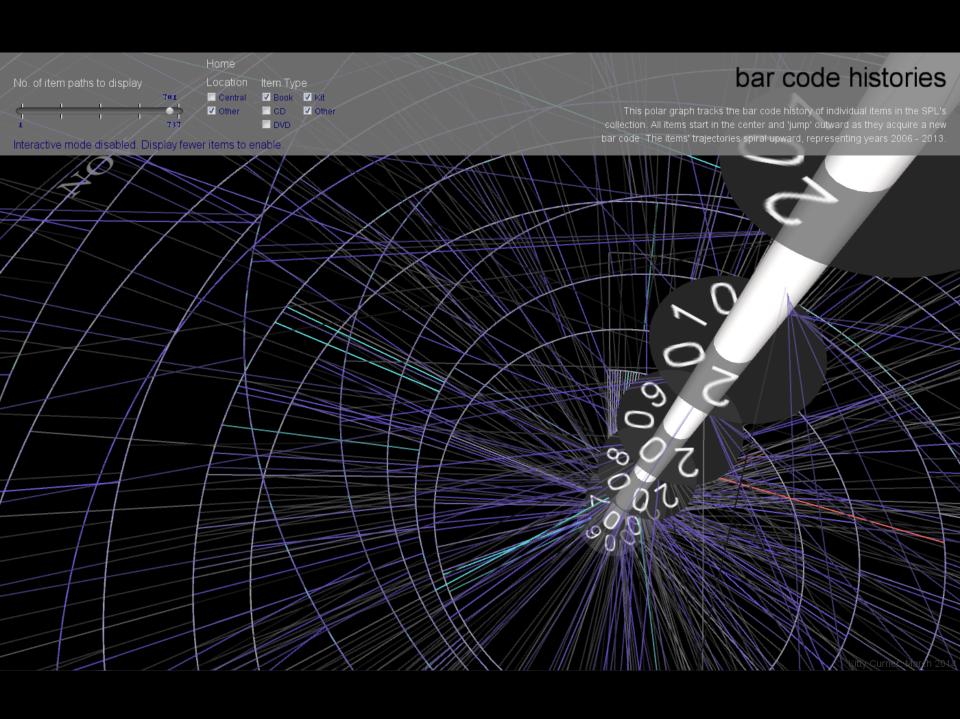




bar code histories

This polar graph tracks the bar code history of individual items in the SPL's collection. All items start in the center and 'jump' outward as they acquire a new bar code. The items' trajectories spiral upward, representing years 2006 - 2013.





Earth

Data mining from Seattle Public Library 2005-2011

Dewey Class Color

100 - 199 : Philosophy & Psychology 200 - 299 : Religion

300 - 349 : Social Sciences

350 - 399 : Social Sciences

400 - 449 : Languages

450 - 499 : Languages

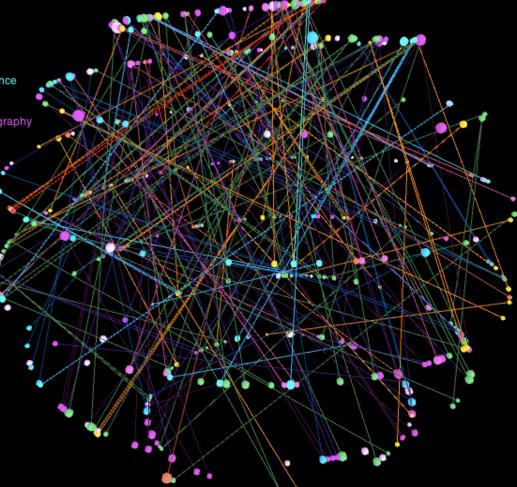
500 - 599 : Science & Mathematics

600 - 699 : Technology & Applied Science

700 - 799 : Arts & Recreation

800 - 899 : Literature

900 - 999 : History & Geography & Biography



MAT259, Data Visualization Final Project: 3D Visualization By Yoon Chung Han

Press key 1-5

1: Full sphere, 2: Lines, 3: Spheres

4: Spheres with Dates text, 5: Book title texts

Earth

Data mining from Seattle Public Library 2005-2011

Dewey Class Color

100 - 199 : Philosophy & Psychology 200 - 299 : Religion

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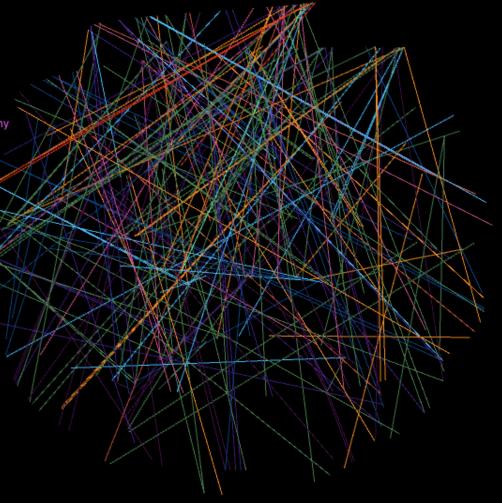
600 - 699 : Technology & Applied Science

700 - 799 : Arts & Recreation

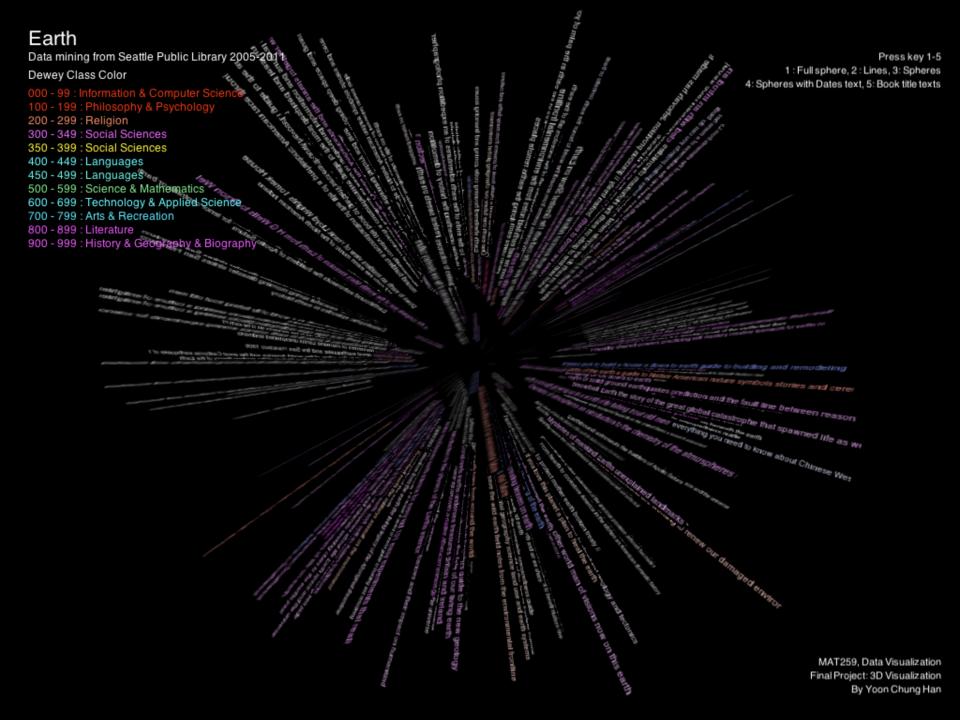
800 - 899 : Literature

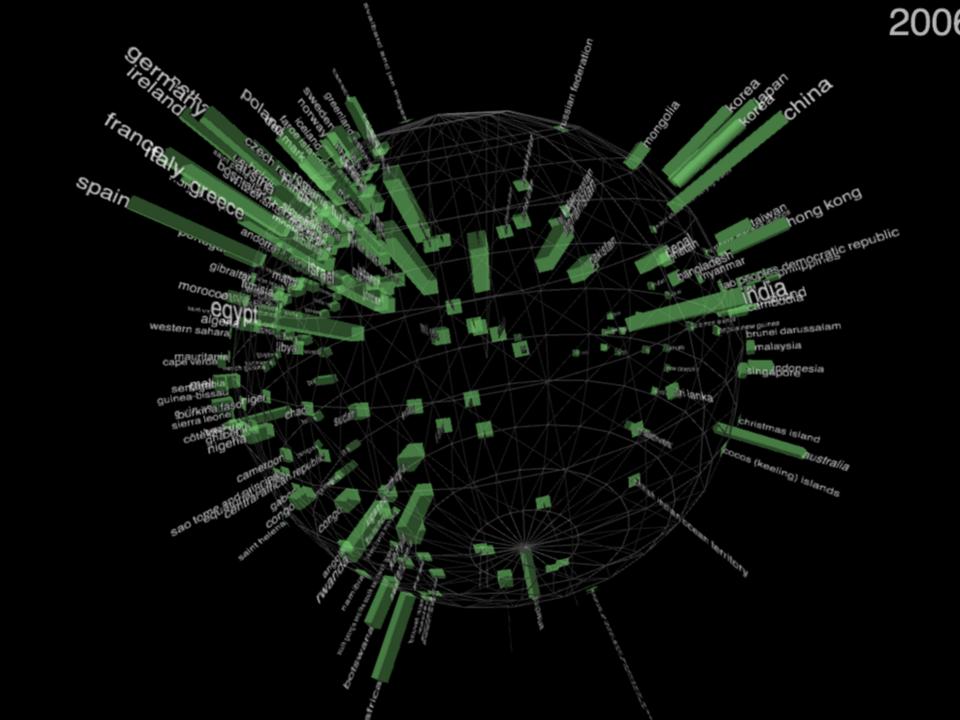
900 - 999 : History & Geography & Biography

Press key 1-5 1: Full sphere, 2: Lines, 3: Spheres 4: Spheres with Dates text, 5: Book title texts



MAT259, Data Visualization Final Project: 3D Visualization By Yoon Chung Han

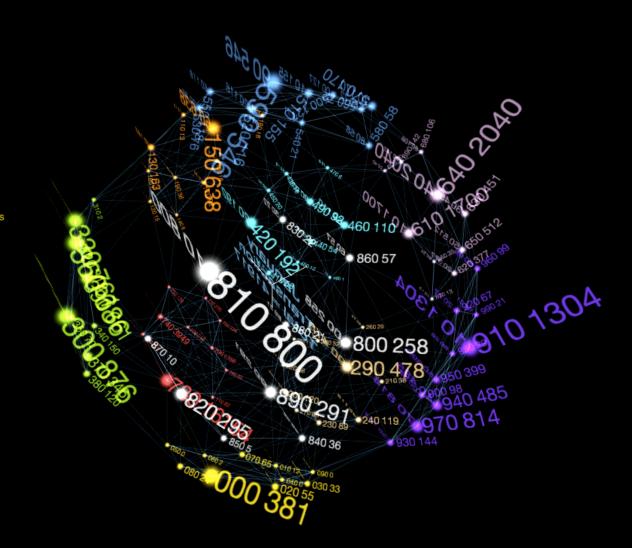


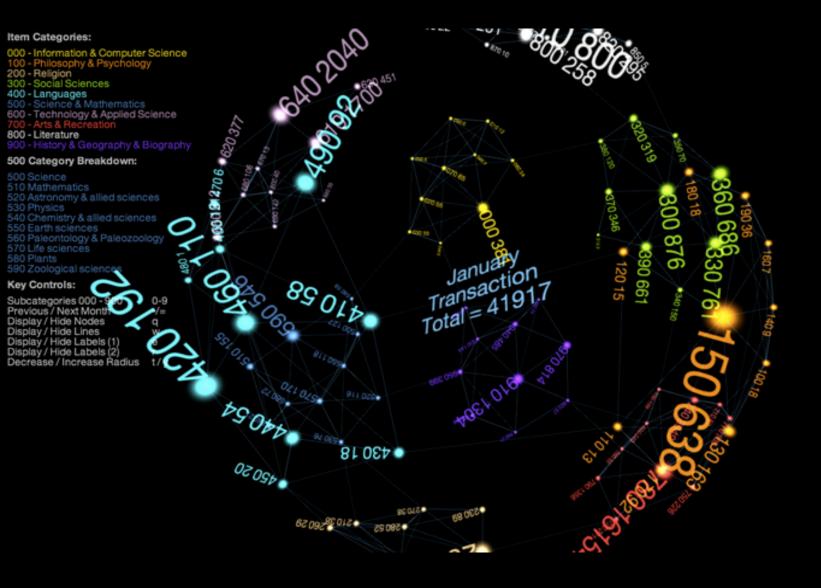


000 - Information & Computer Science 100 - Philosophy & Psychology 200 - Religion 300 - Social Sciences 400 - Languages 500 - Science & Mathematics 600 - Technology & Applied Science 800 - Literature 900 - History & Geography & Biography

Dewey Category Breakdown:

000 Computer science & Information
010 Bibliographies
020 Library & Information sciences
030 Encyclopedias & books of facts
040 [Unassigned]
050 Magazines, journals & serials
060 Associations, organizations & museums
070 News media, journalism & publishing
080 Quotations
090 Manuscripts & rare books





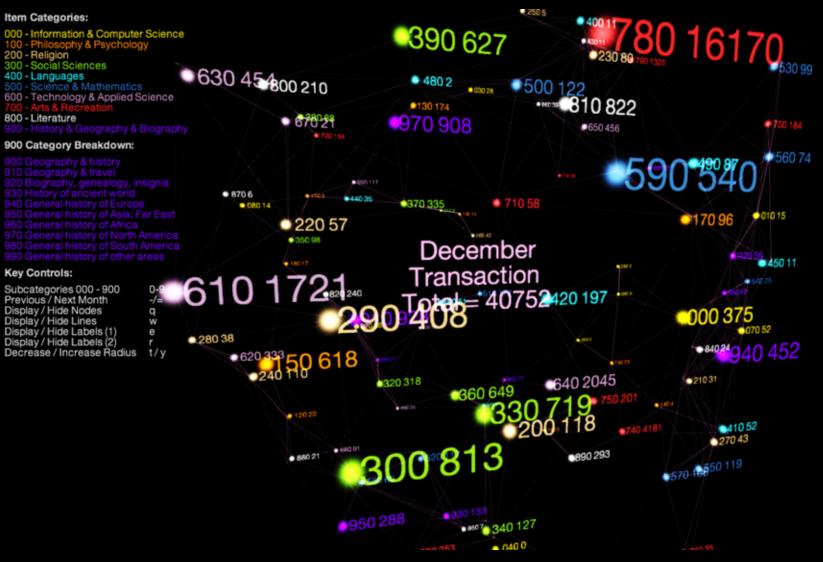
Physical Parameters Key

Node Distance -/+ Node Attraction -/+ Node Seperation -/+ System Damping -/+ Sphere Radius -/+ Reset Parameters

System Values

Node Distance Node Attraction Node Seperation System Damping Sphere Radius

0/p [/] a/s



Physical Parameters Key

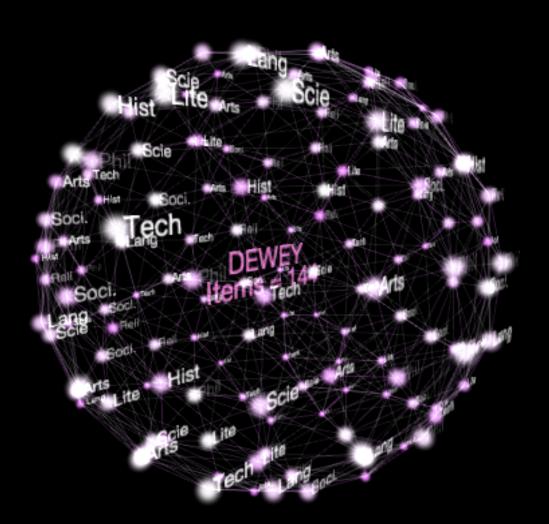
Node Distance -/+ Node Attraction -/+ Node Seperation -/+ System Damping -/+ Sphere Radius -/+ Reset Parameters

System Values

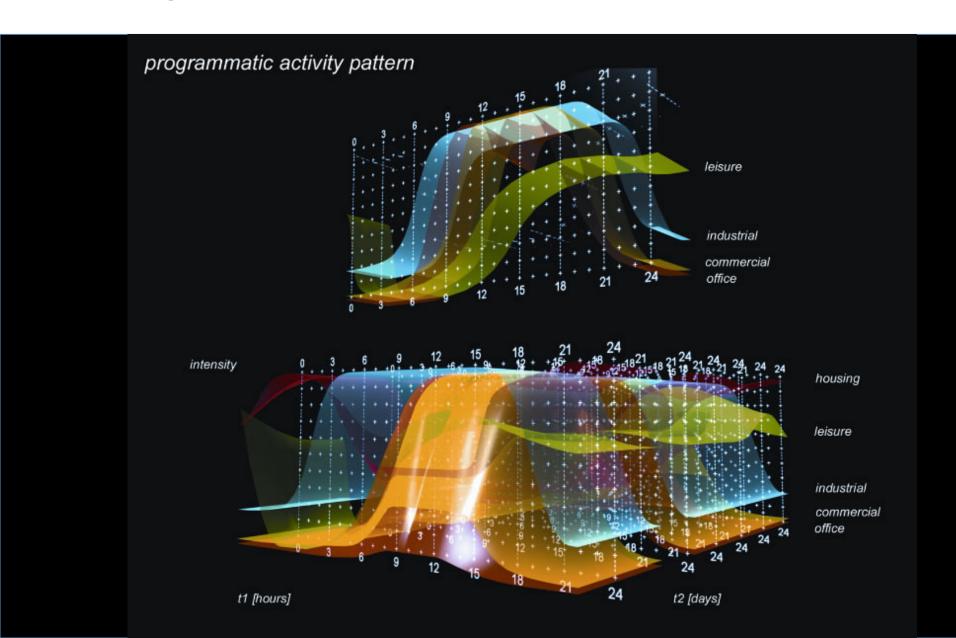
Node Distance Node Attraction Node Seperation System Damping Sohere Radius

0/p

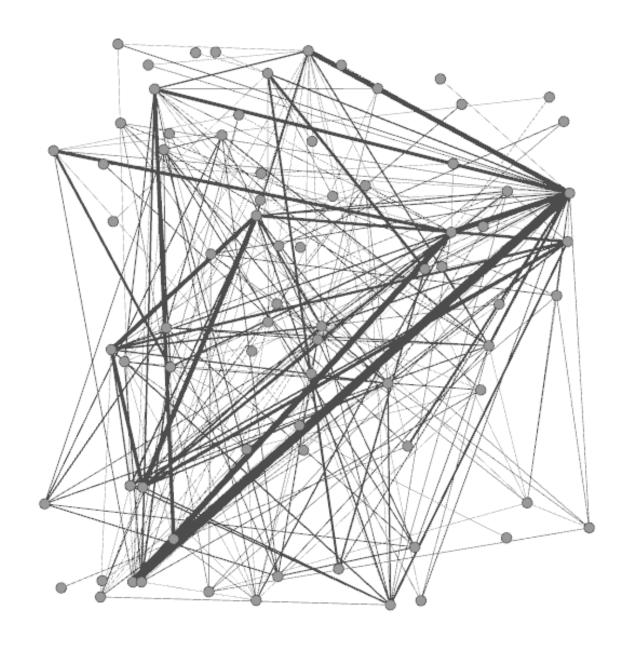
a/s



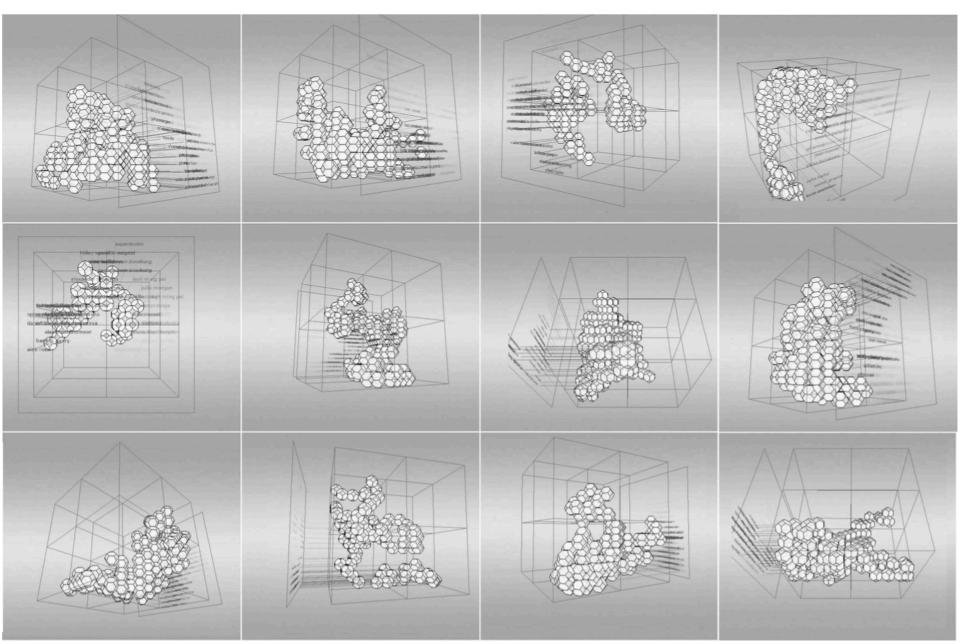
Labeling: How much?



Nodes

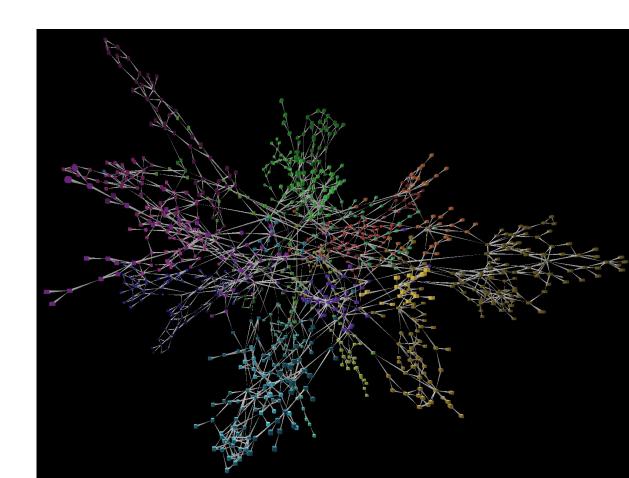


Cuboctahedrons interConnected Nodes



Nodes & Links

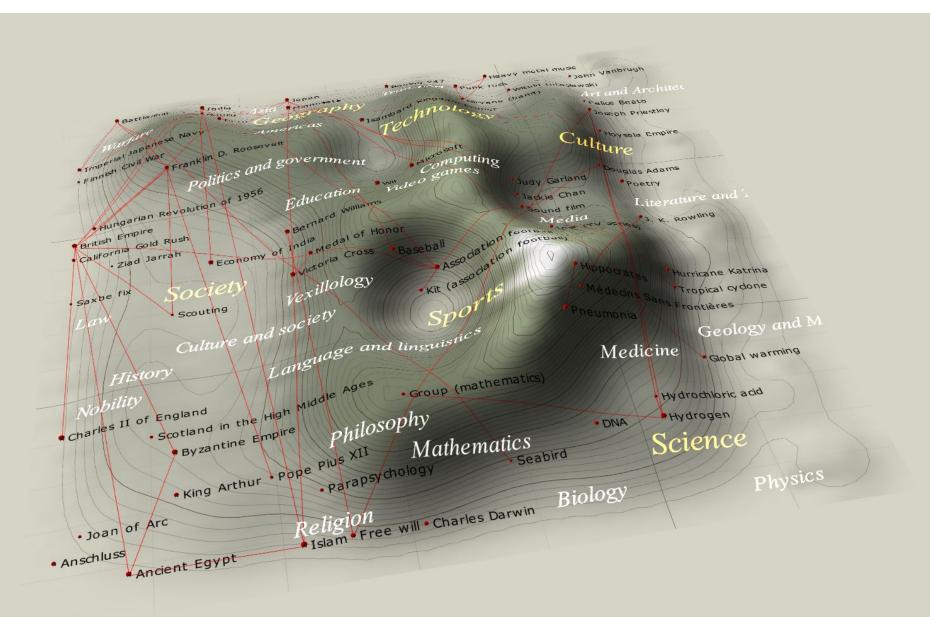
Can be top down hierarchical, or independent, spatially distributed and clustered to highlight relationships



Data Mapping

- Literal one-to-one relation from data to pixel
- Adjust proximal placement:
 - Statistical, mean, average, etc.
 - Self-organizing map algorithm (Kohonen, neural network)

Self-Organizing Map: Proximity based on metadata



Recommendations

- Let the data define the shape of the outcome
- Do not use pre-existing, predetermining forms (like a map)
- The data needs to be granular (detailed) to get interesting results