





No unjustified 3D

- 3D legitimate for true 3D spatial data
- 3D needs very careful justification for abstract data
- enthusiasm in 1990s, but now skepticism
- be especially careful with 3D for point clouds or networks



[WEBPATH-a three dimensional Web history. Frecon and Smith. Proc. InfoVis 1999]

Function first, form next

- start with focus on functionality
- -straightforward to improve aesthetics later on, as refinement
- $-\mathrm{if}$ no expertise in-house, find good graphic designer to work with
- dangerous to start with aesthetics

-usually impossible to add function retroactively

Resolution beats immersion

- immersion typically not helpful for abstract data -do not need sense of presence or stereoscopic 3D
- resolution much more important
- -pixels are the scarcest resource
- -desktop also better for workflow integration
- virtual reality for abstract data very difficult to justify



[Development of an information visualization tool using virtual reality. Kirner and Martins. Proc. Symp. Applied Computing 2000]

Overview first, zoom and filter, details on demand

• influential mantra from Shneiderman

[The Eyes Have It: A Task by Data Type Taxonomy for Information Visualizations. Shneiderman. Proc. IEEE Visual Languages, pp. 336–343, 1996.]

- overview = summary → Identify
- -microcosm of full vis design problem



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→ Compare

