

# Escape from Flatland

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# Overview

- Introductions
- Syllabus etc.
- What is flatland? (ie. what is a graphic?)
- Example
- How can we escape?

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# What is a graphic?

- Also known as a plot, chart
- Sketch (or list) the types that you know of
- What makes it different from a picture? Or a map? Or a diagram?

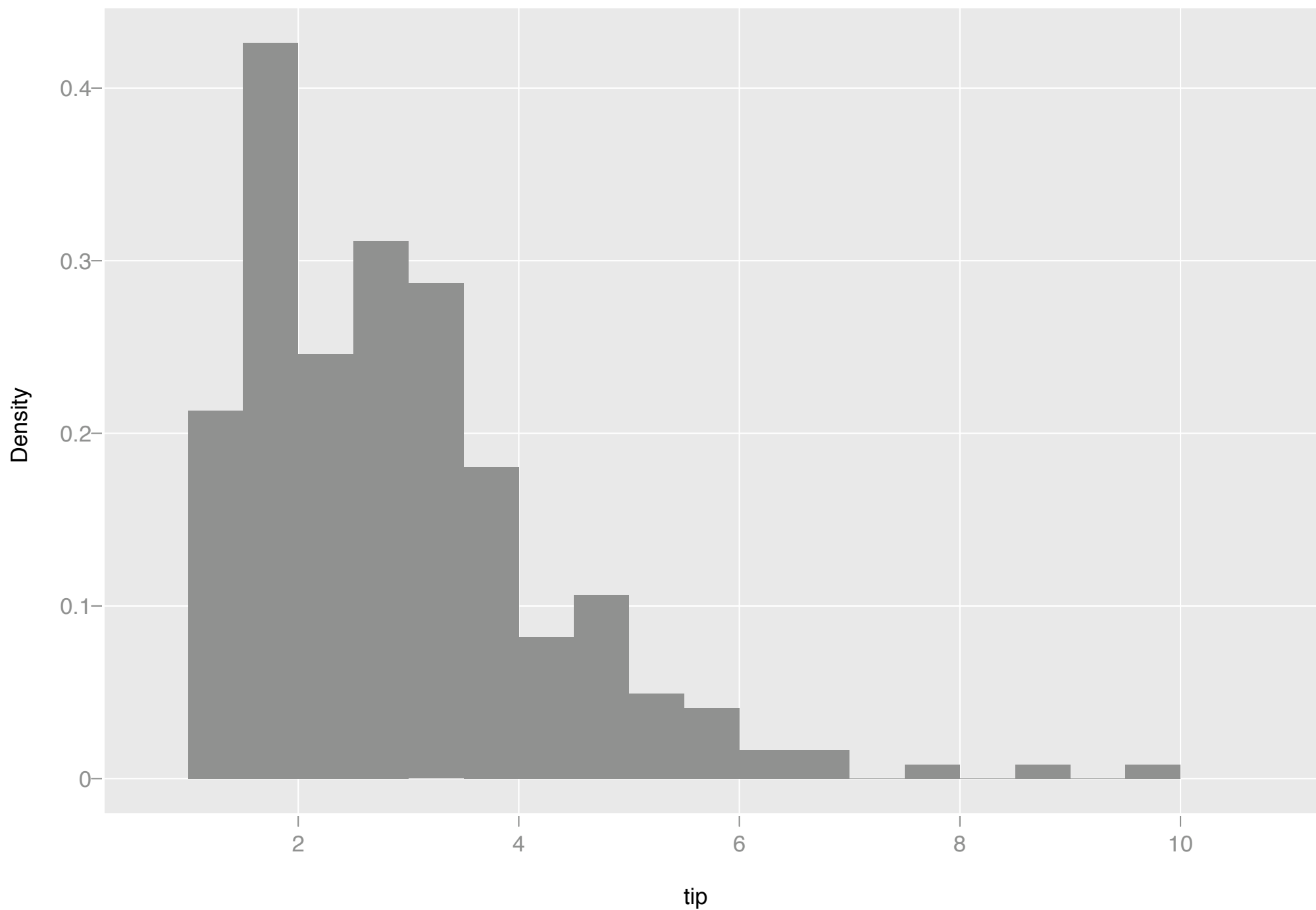
# What is a graphic?

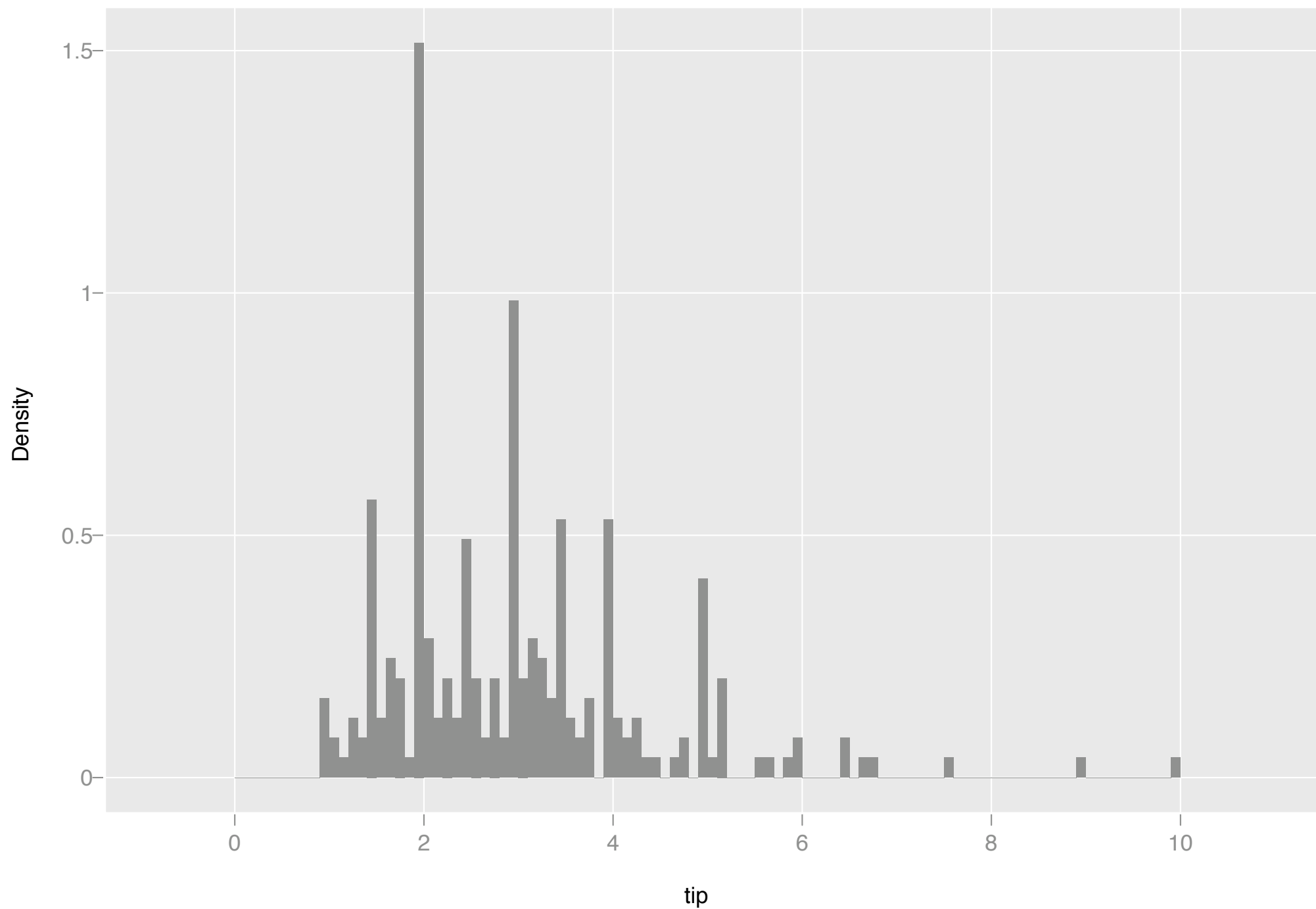
- Key element is (numeric) data
- Abstract, not realistic
- Use visual processing abilities of brain
- Can map back to the data

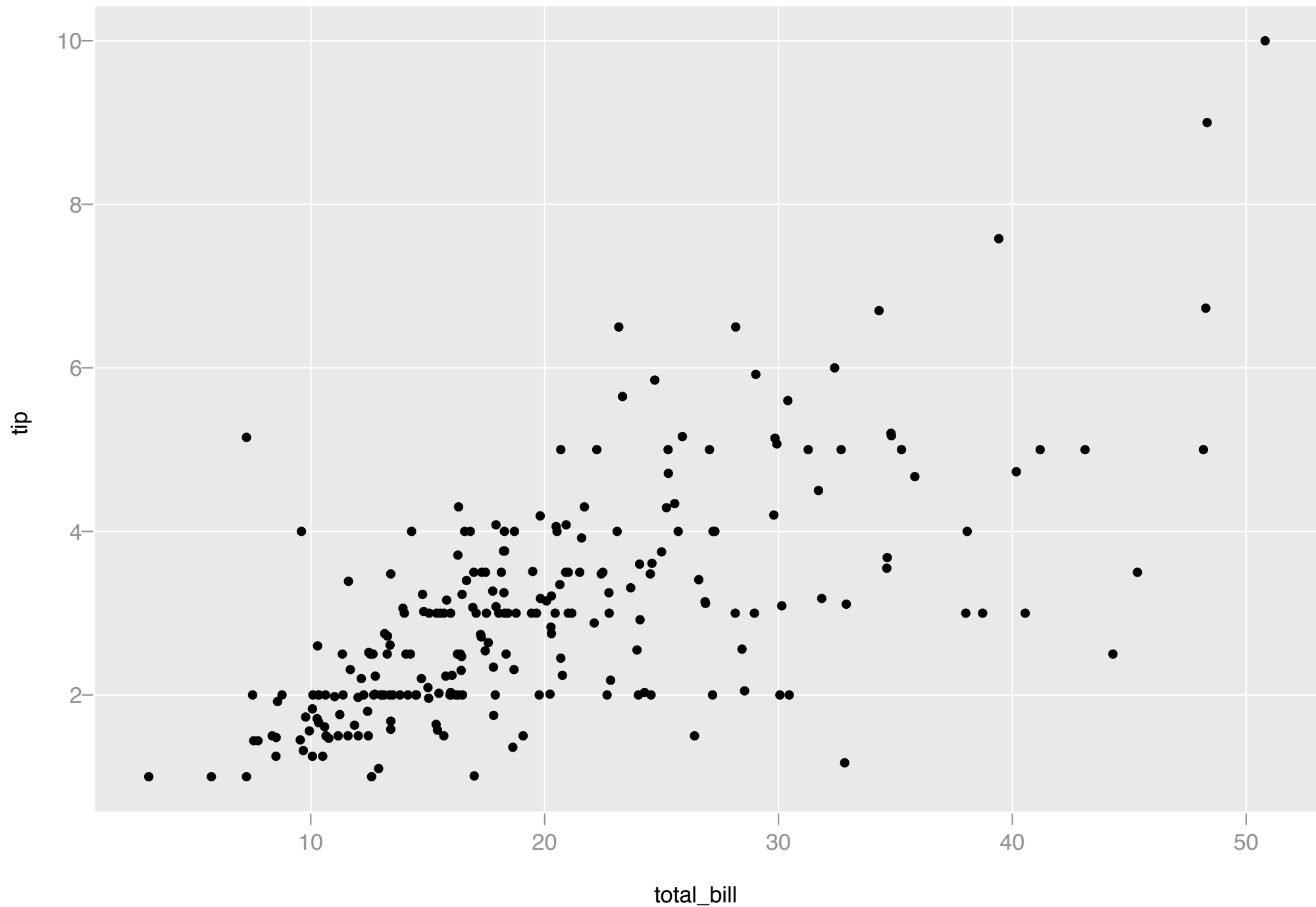
# Example

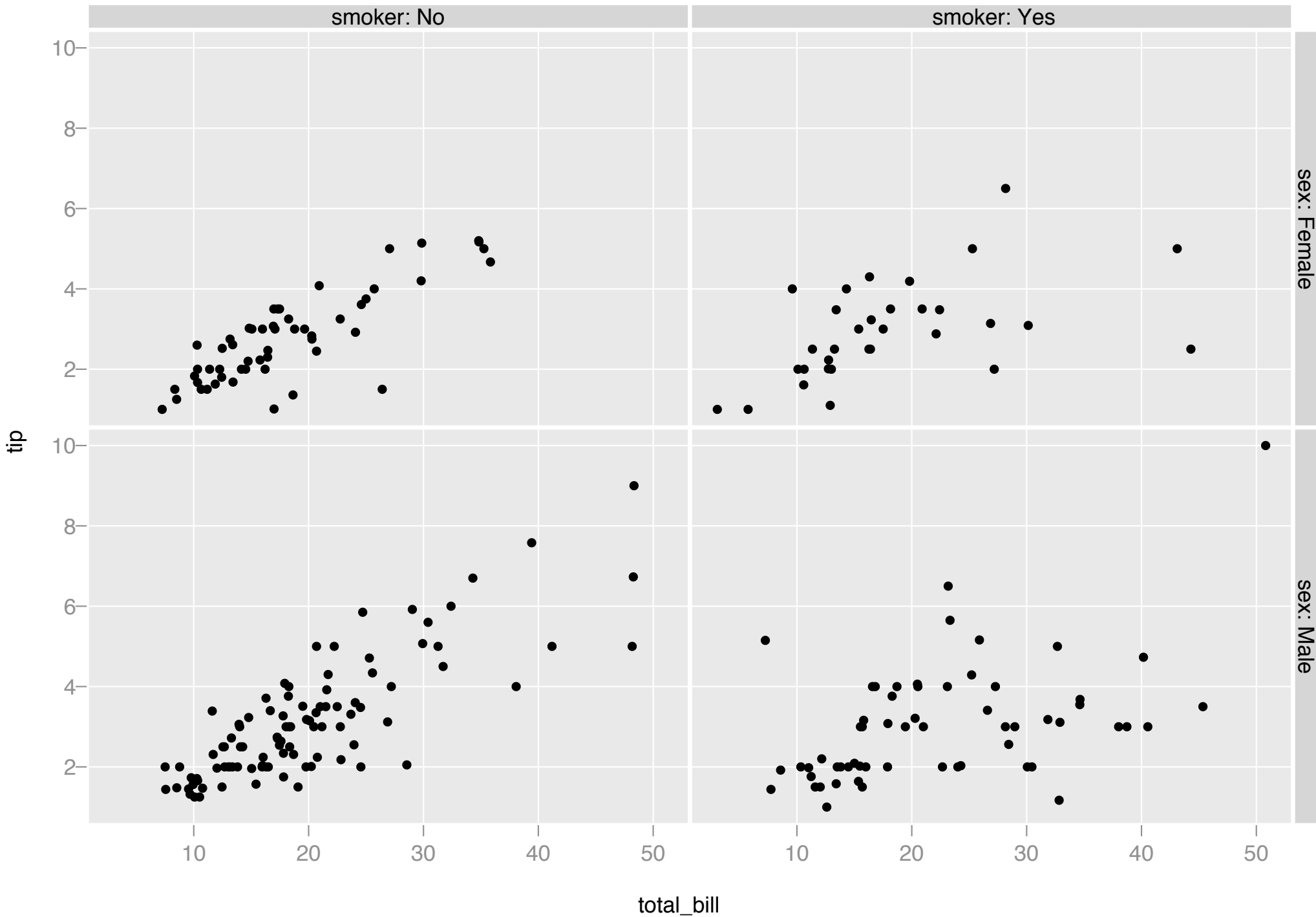
- Tipping data, collected by a waiter
- Data collected (variables)
  - Total bill, tip
  - Sex, Smoker/Non-smoker
  - Size of party
  - Day, time

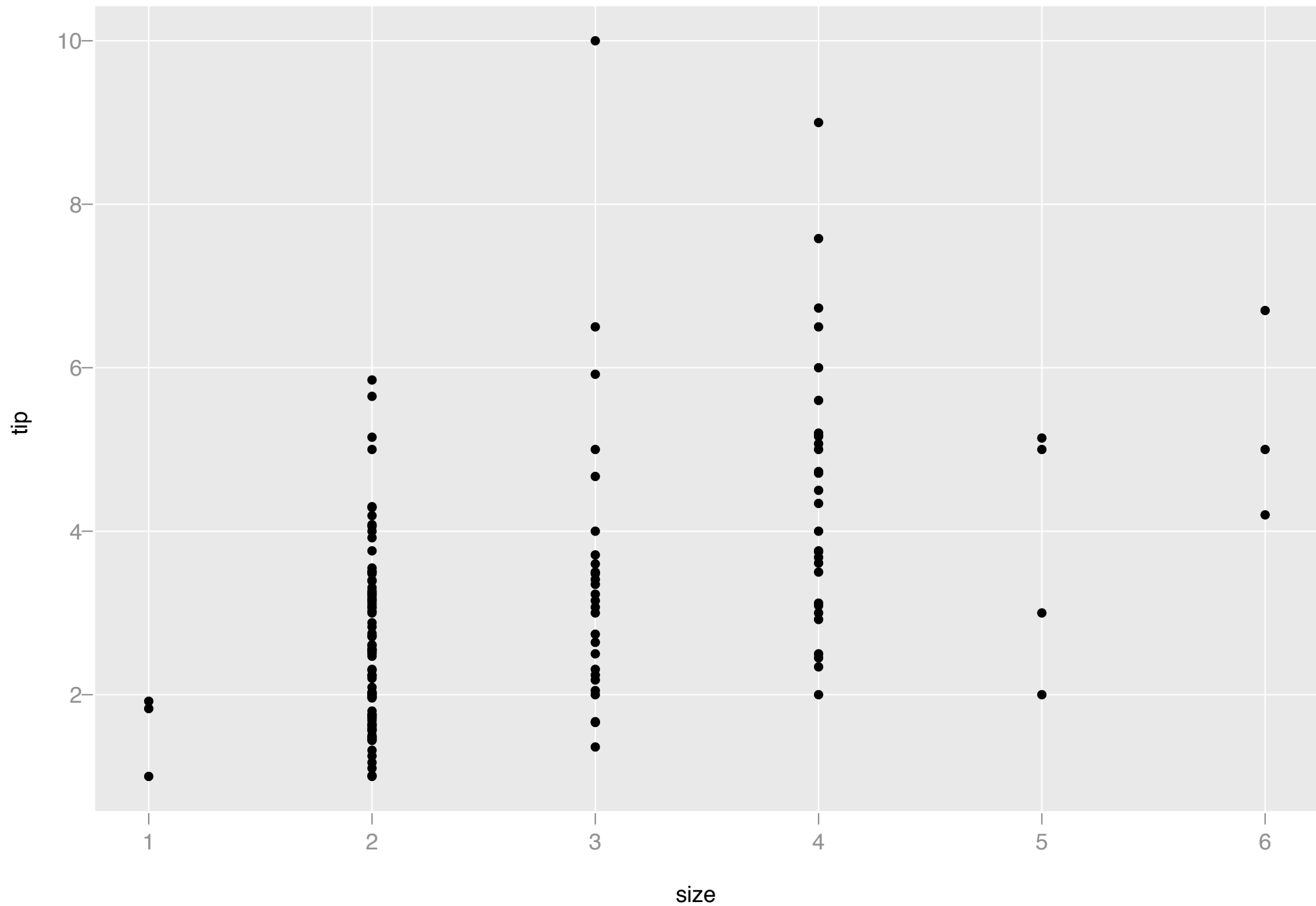
What might the waiter  
want to find out?

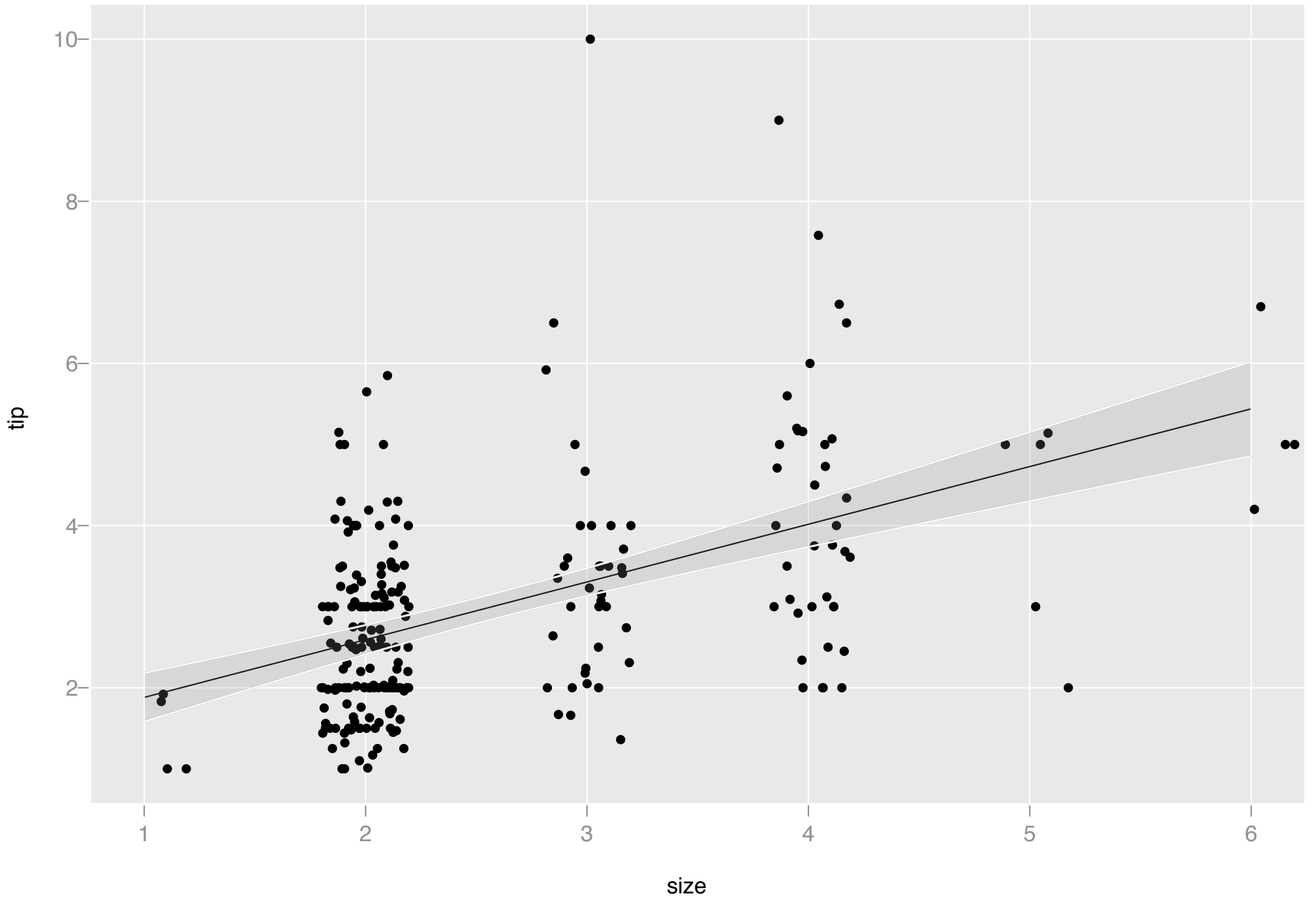


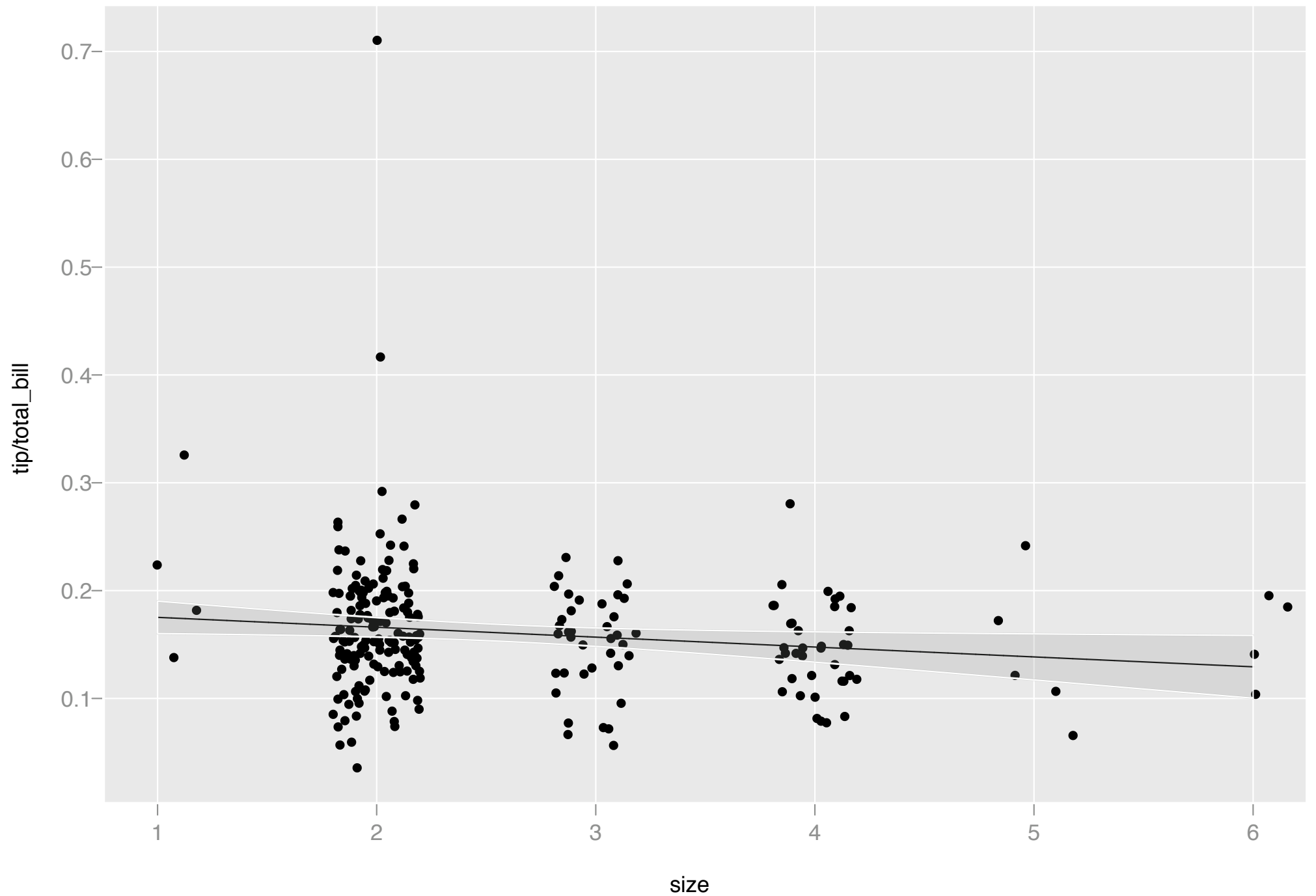


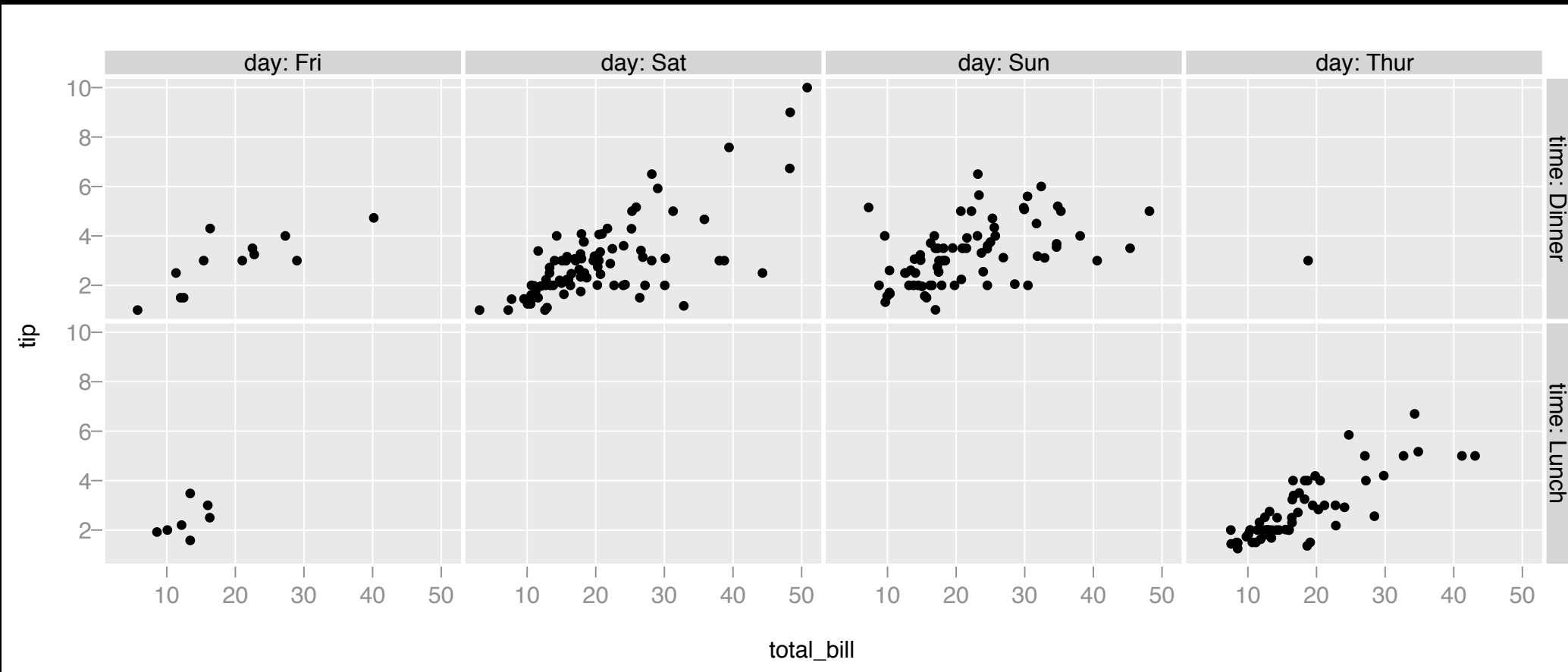












How can we escape?

# How can we escape?

- 3d (real or illusionary)
- Movies
- Interaction

# Another example

- Using GGobi
- Scatterplots and barcharts
- 3d scatterplots
- Linked brushing
- Identify