

# Perception to visualization II

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# Characteristics of visual variables

## Selective

is a change in just this variable enough to make a mark distinct?

## Associative

can marks sharing this attribute be grouped despite other variables?

## Quantitative

if two marks differ in this variable, can we extract a numerical relationship?

## Order

can we order marks based on the values of this variable

## Length

across how many changes in this variable are distinctions recognizable?

# Eight Visual Variables

Position

Mark or **Glyph** or **Shape**

**Size** (length, area, volume)

**Brightness** or **Luminance**

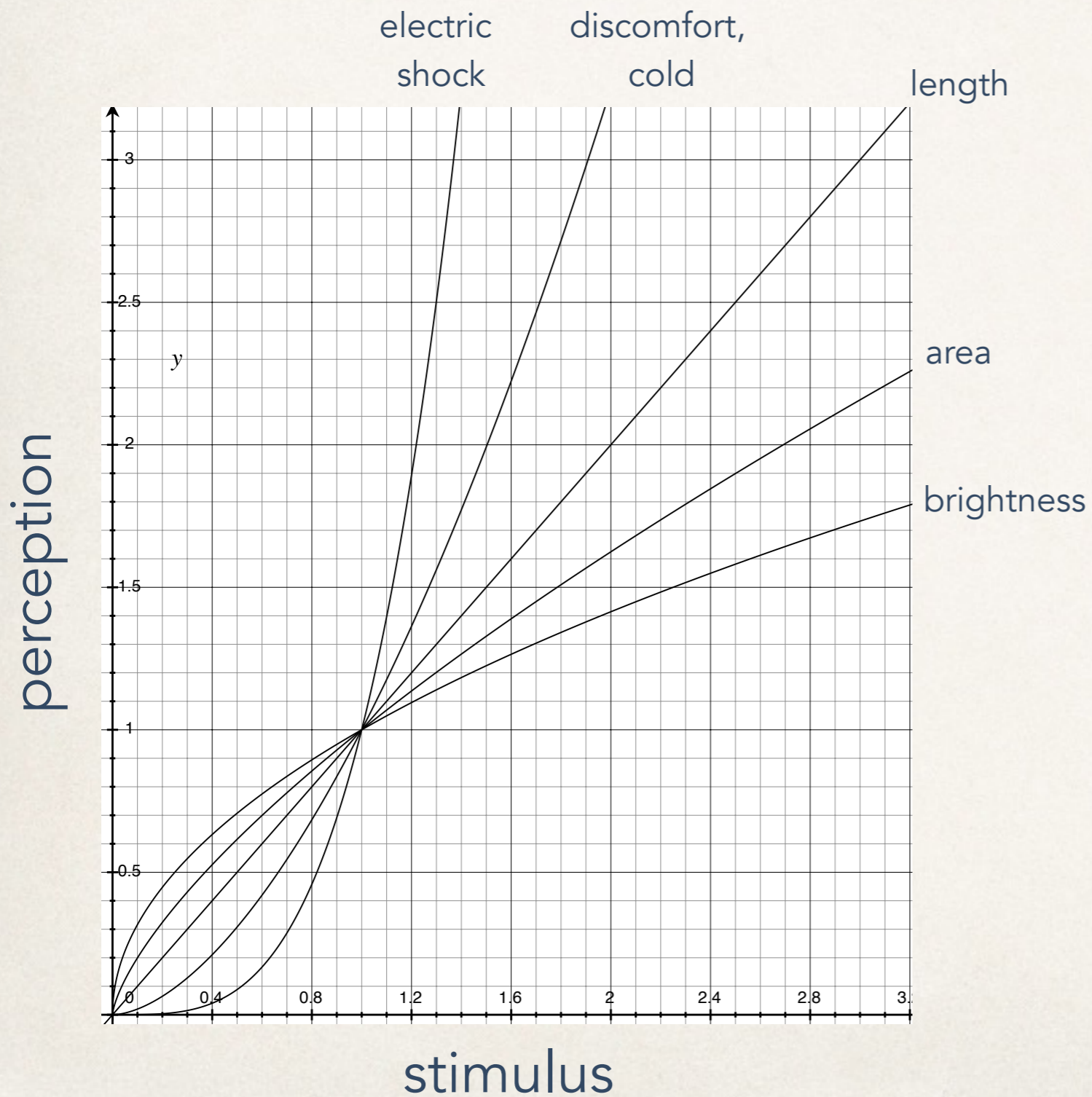
**Color**

**Orientation**

**Texture**

**Motion**

# Steven's power law



$$\psi(I) = kI^a$$

sensation	exponent
shock	3.5
discomfort, cold	1.7
length	1
area	0.7
brightness	0.5

# Weber's Law

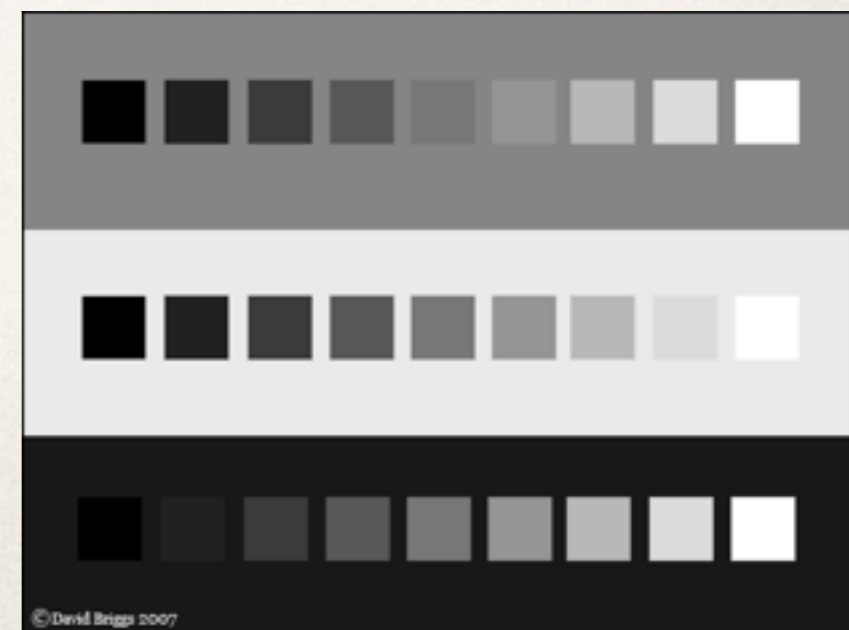
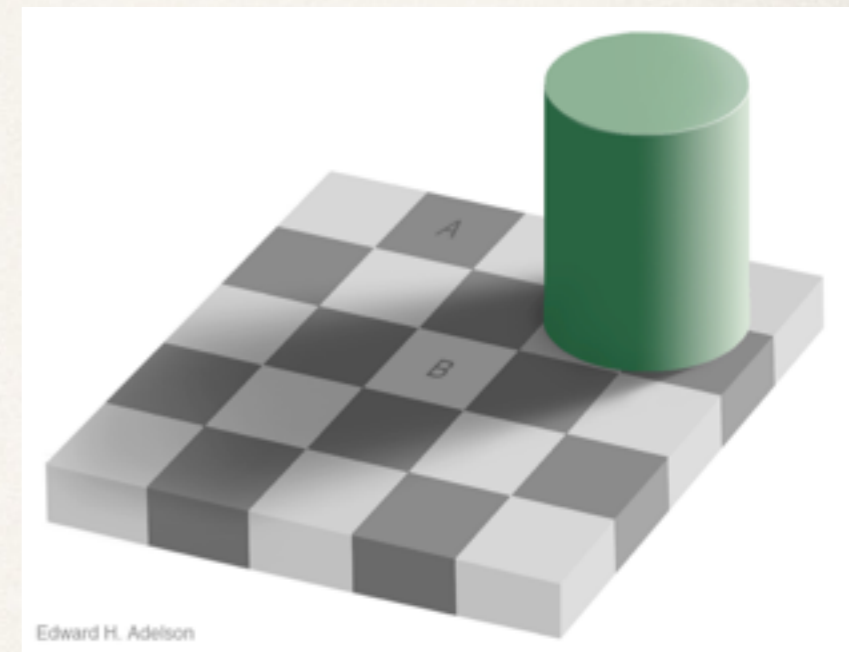
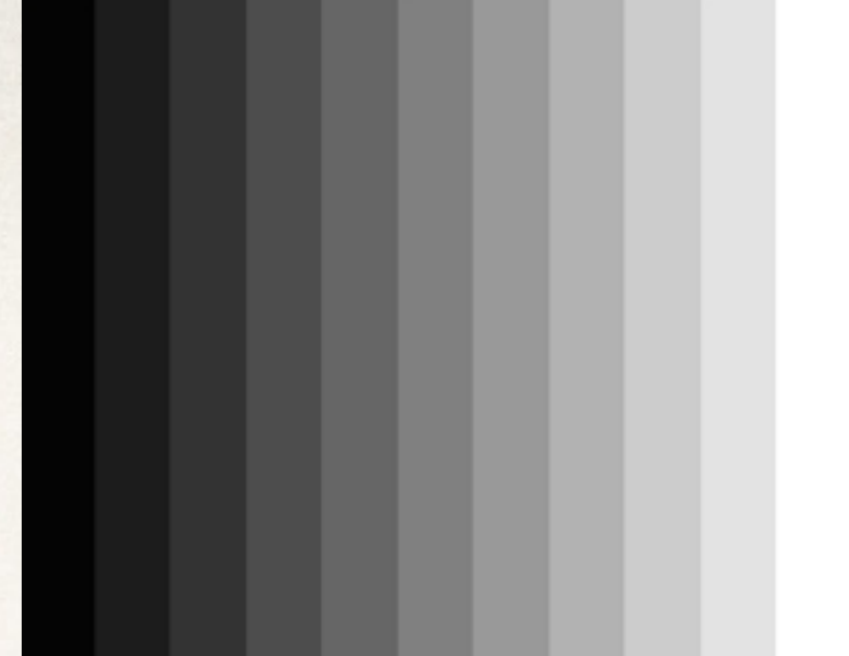
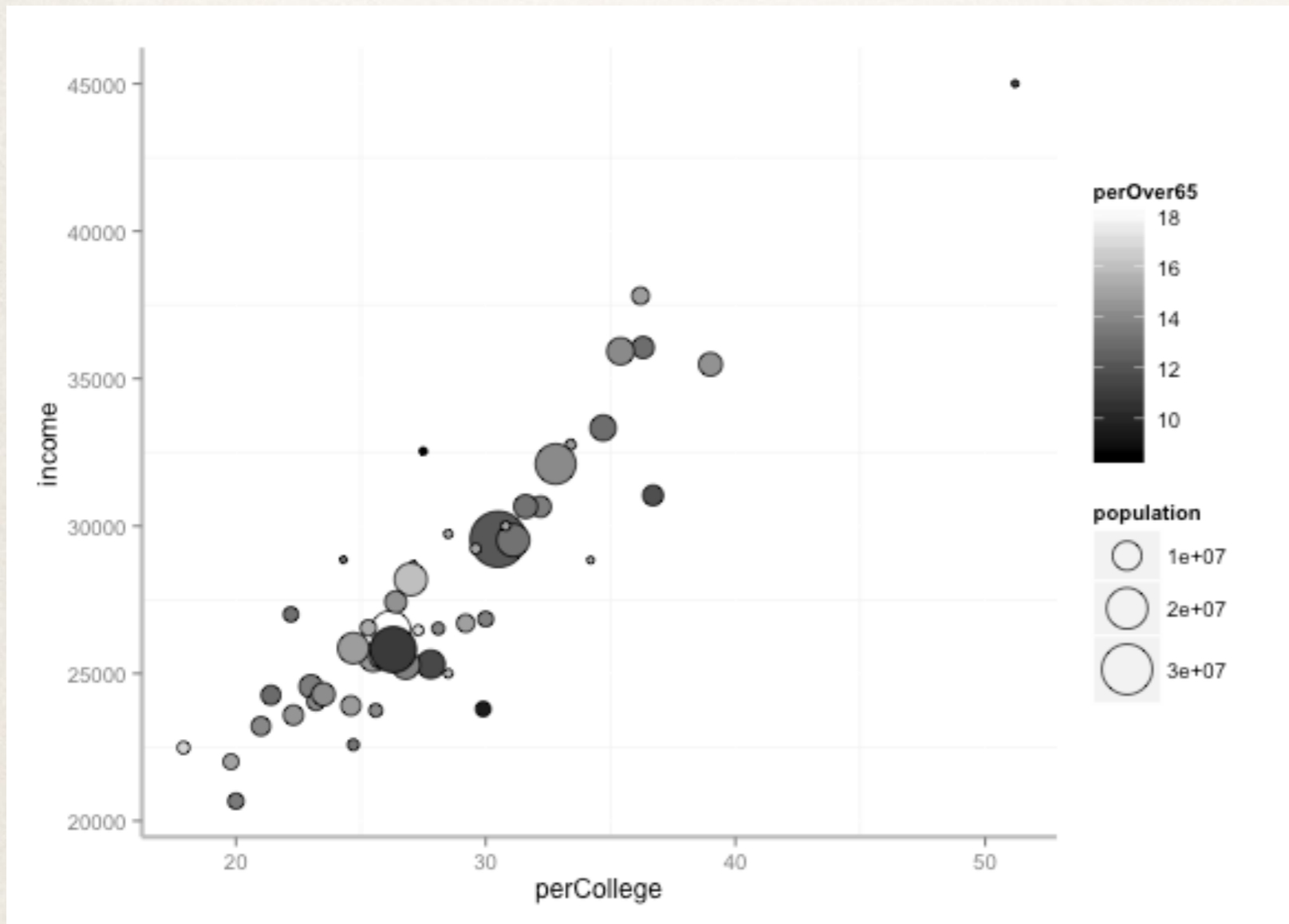
JNB - Just Noticeable Difference

$$dp = k \frac{dS}{S}$$

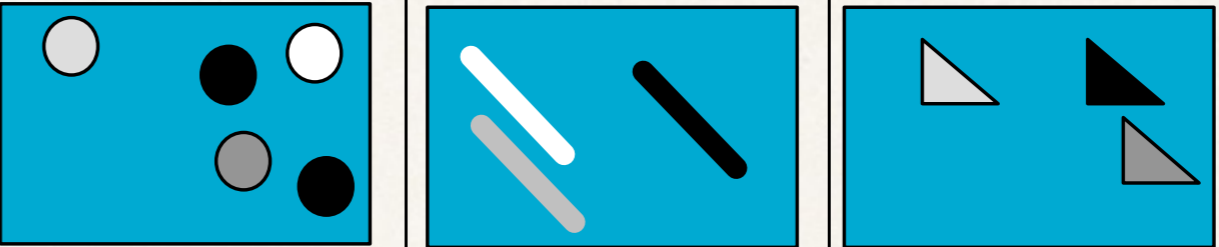
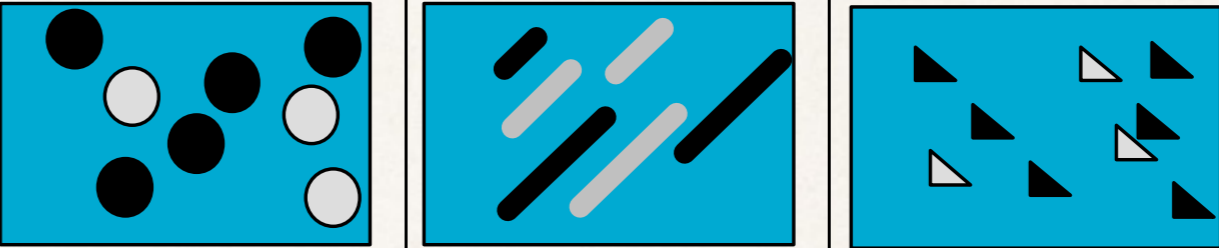
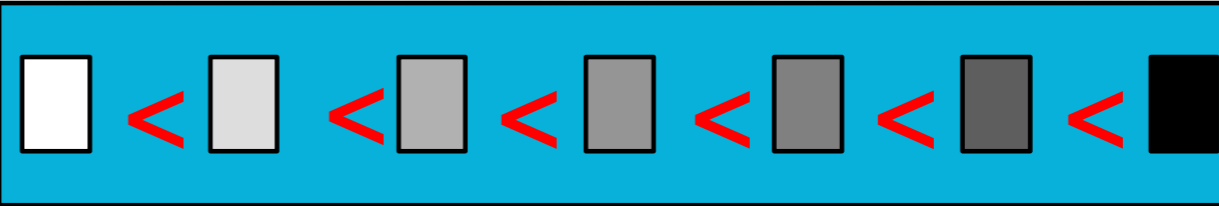
The perceptible difference proportional to the ratio of the difference in stimulus and the current stimulus



# Brightness or Luminance



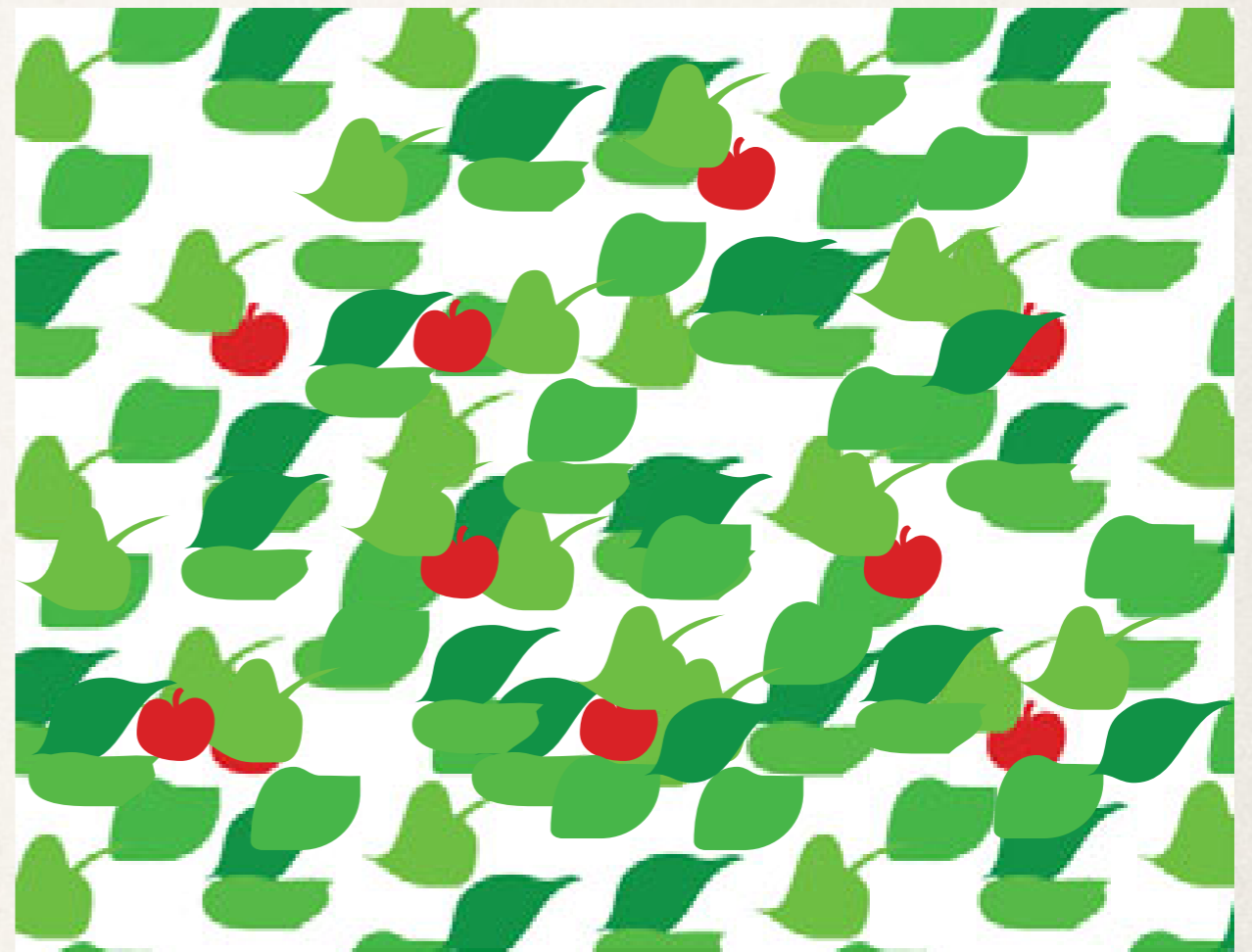
# Luminance characteristics

Visual Variable: Value		
✓	selective	
✓	associative	
≠	quantitative	
✓	order	
✓	length	<ul style="list-style-type: none"> <li>• theoretically infinite but practically limited</li> <li>• association and selection ~ &lt; 7 and distinction ~ 10</li> </ul>



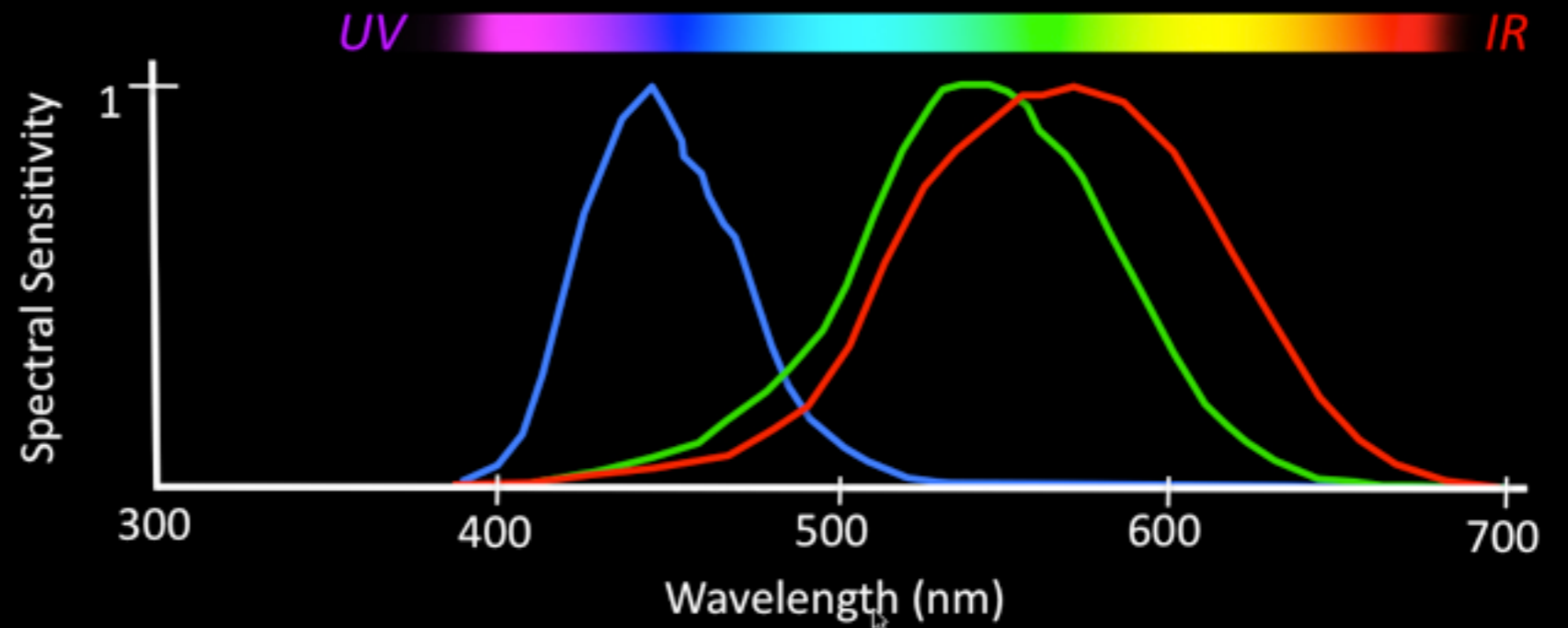


# Color



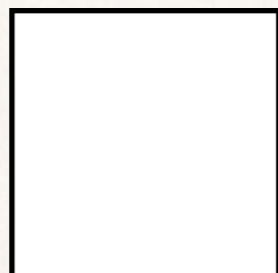
# Visual perception

*Homo sapiens*

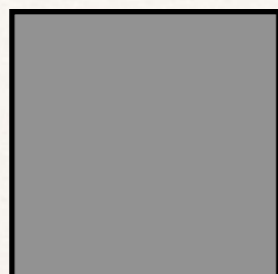


# Universal (?) colors

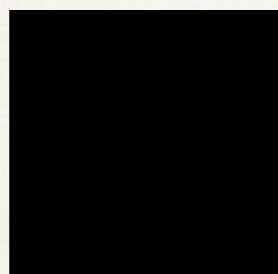
white



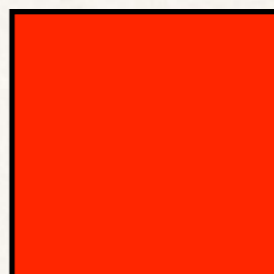
grey



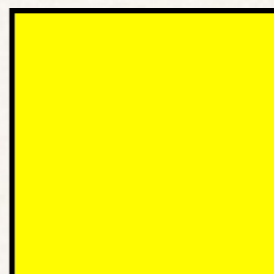
black



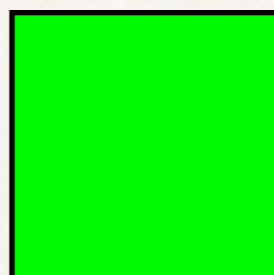
red



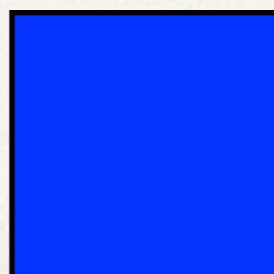
yellow



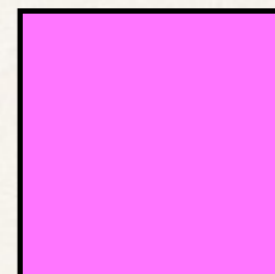
green



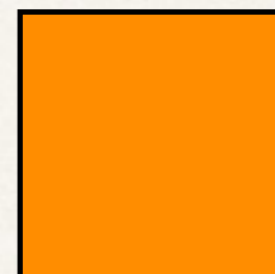
blue



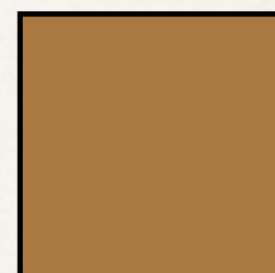
pink



orange



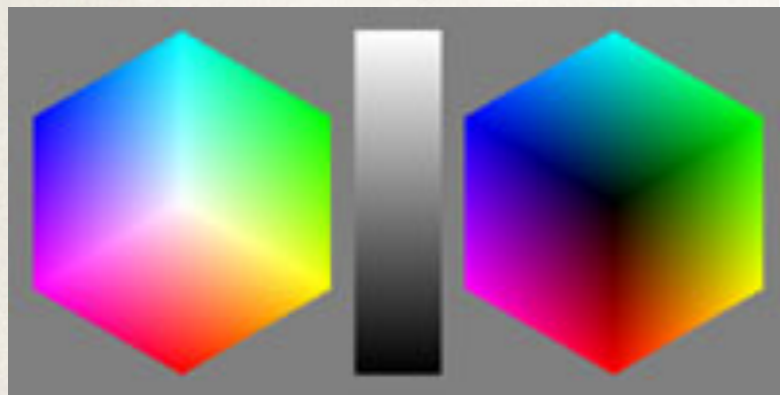
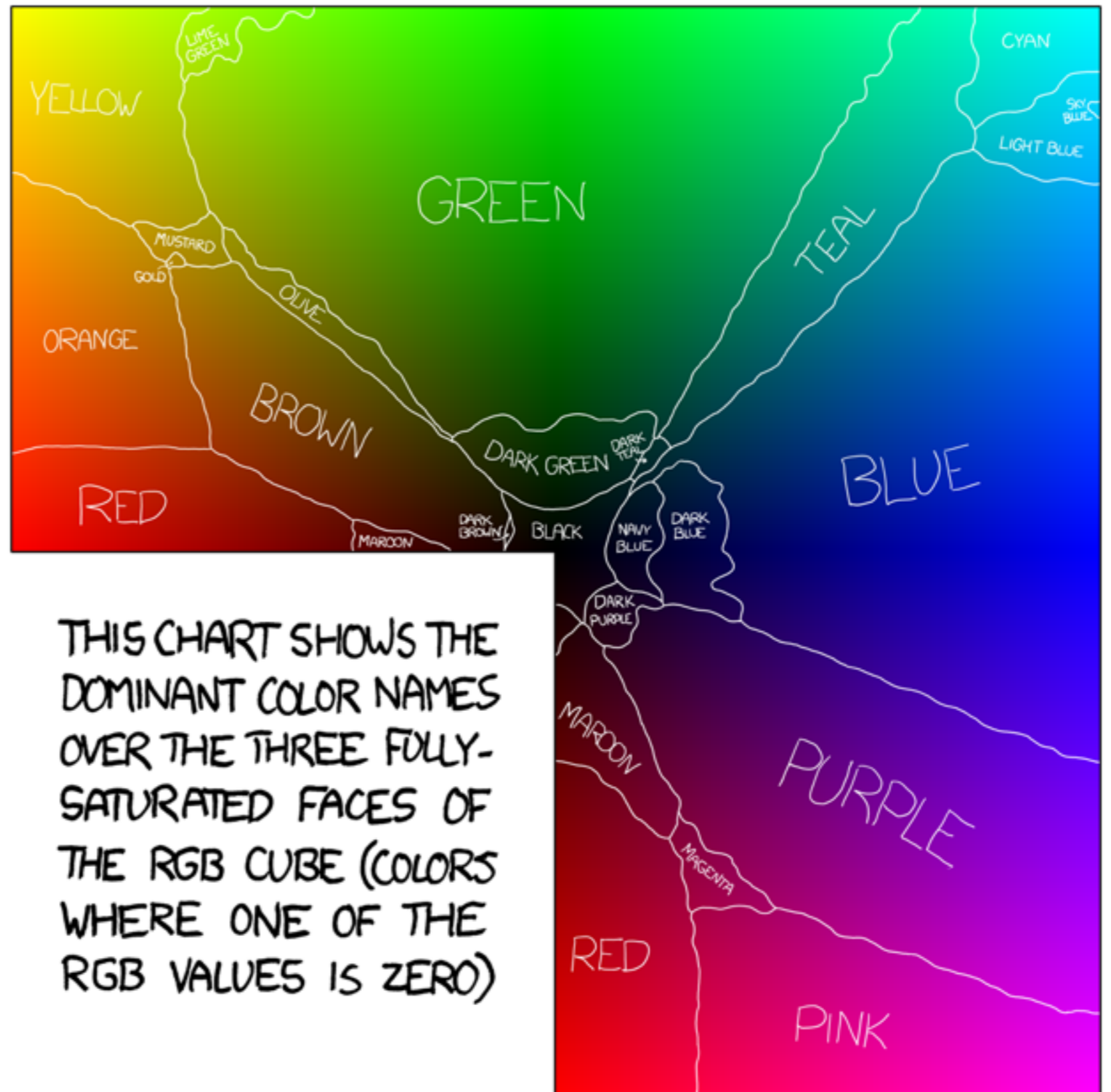
brown



purple

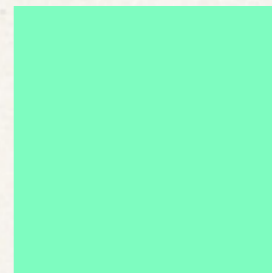
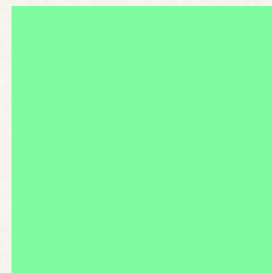
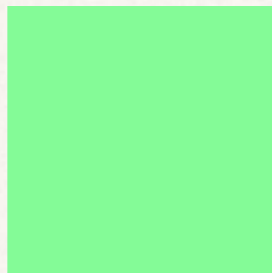
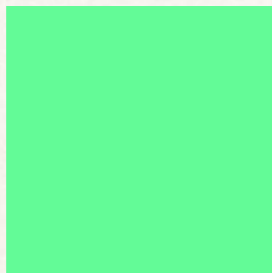


# Color names: XKCD survey

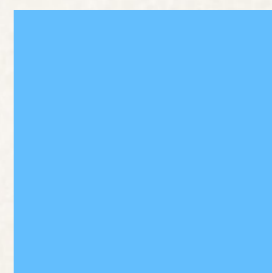
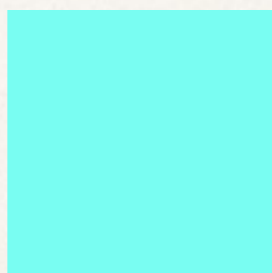
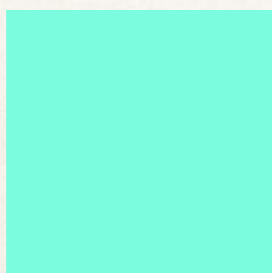


# Color names

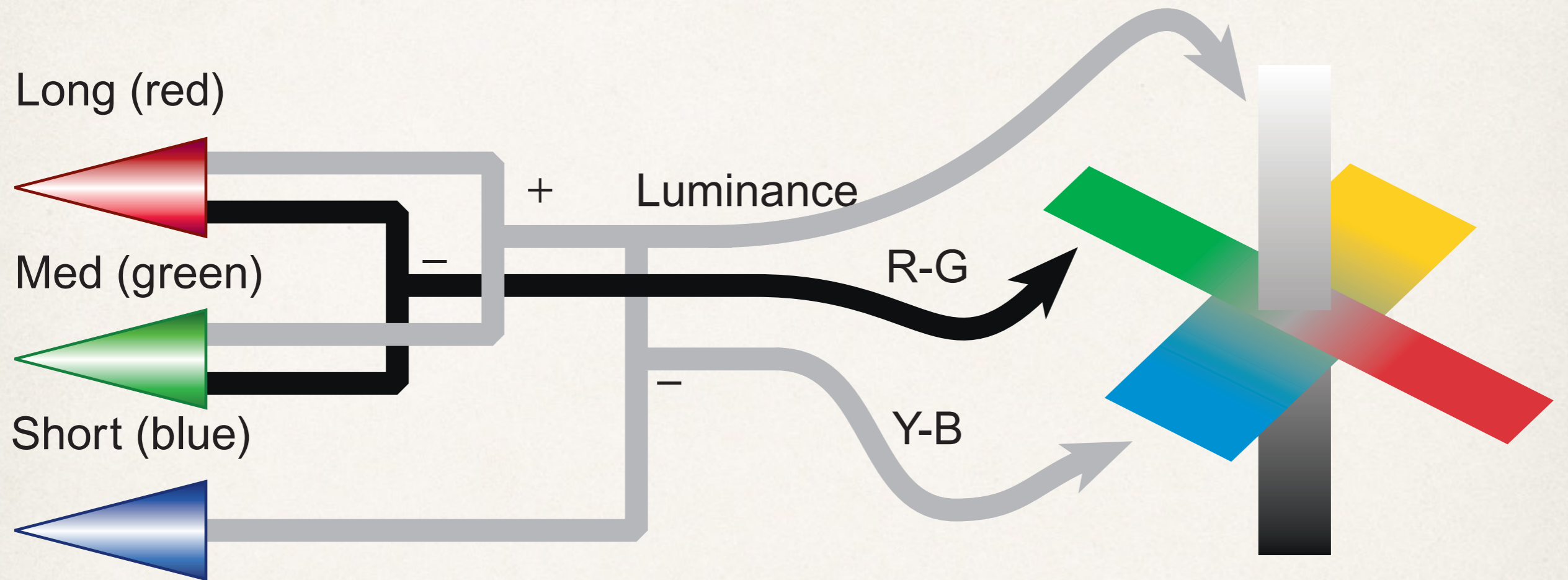
Greens



Blues

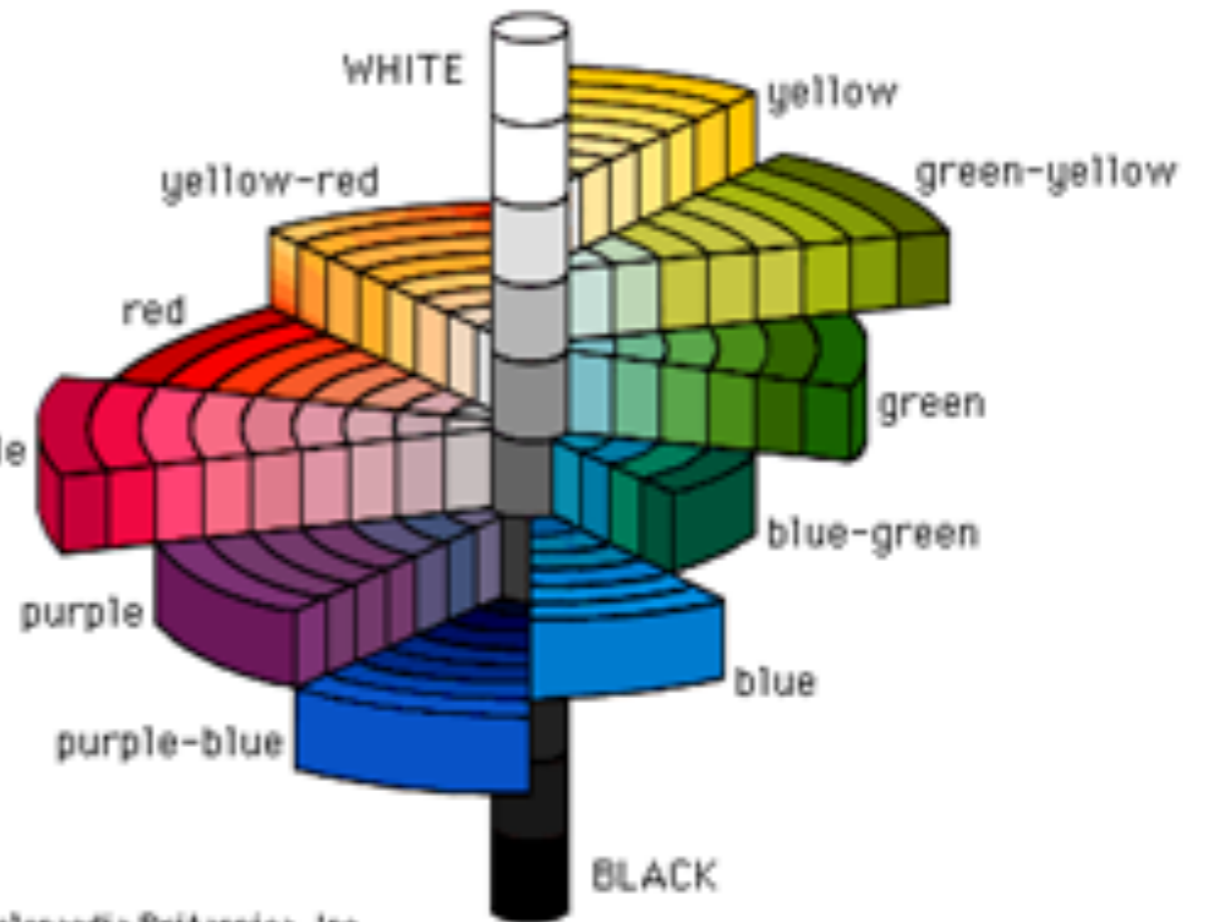
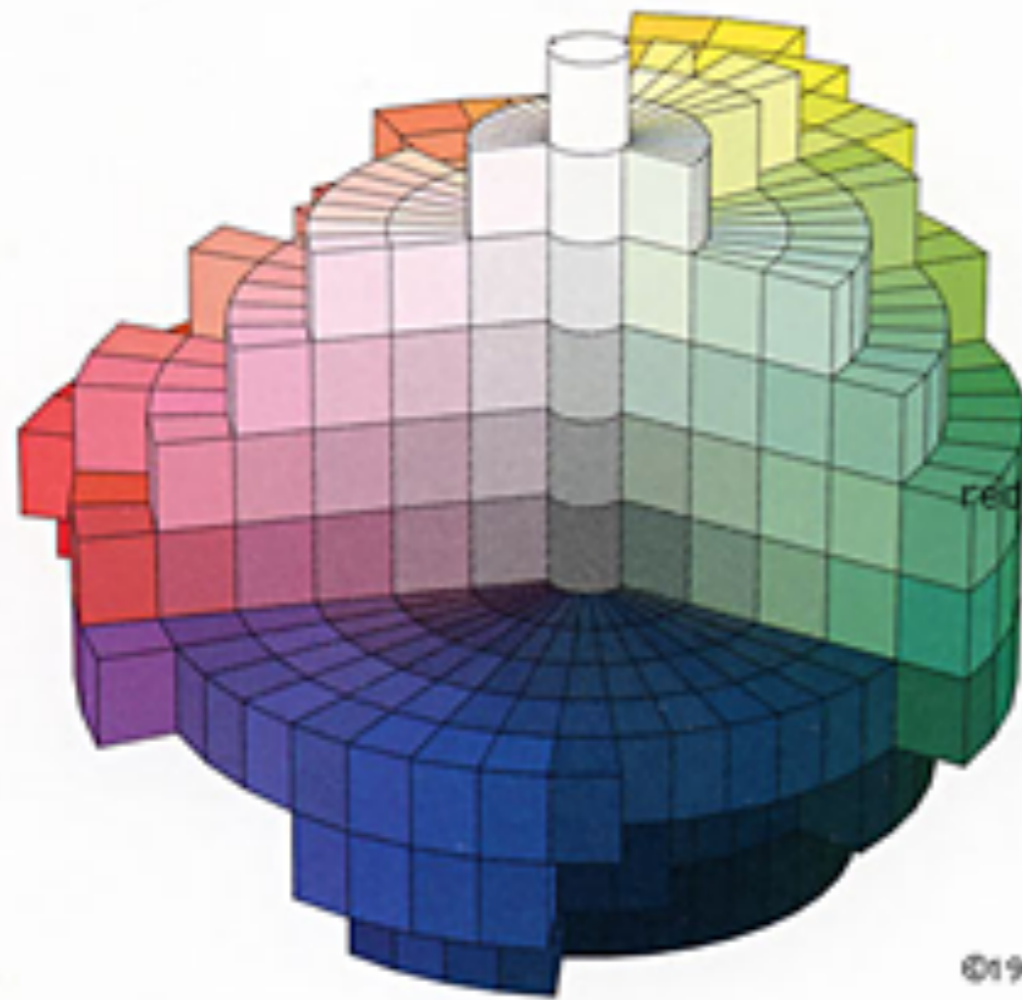


# Opponent Process model



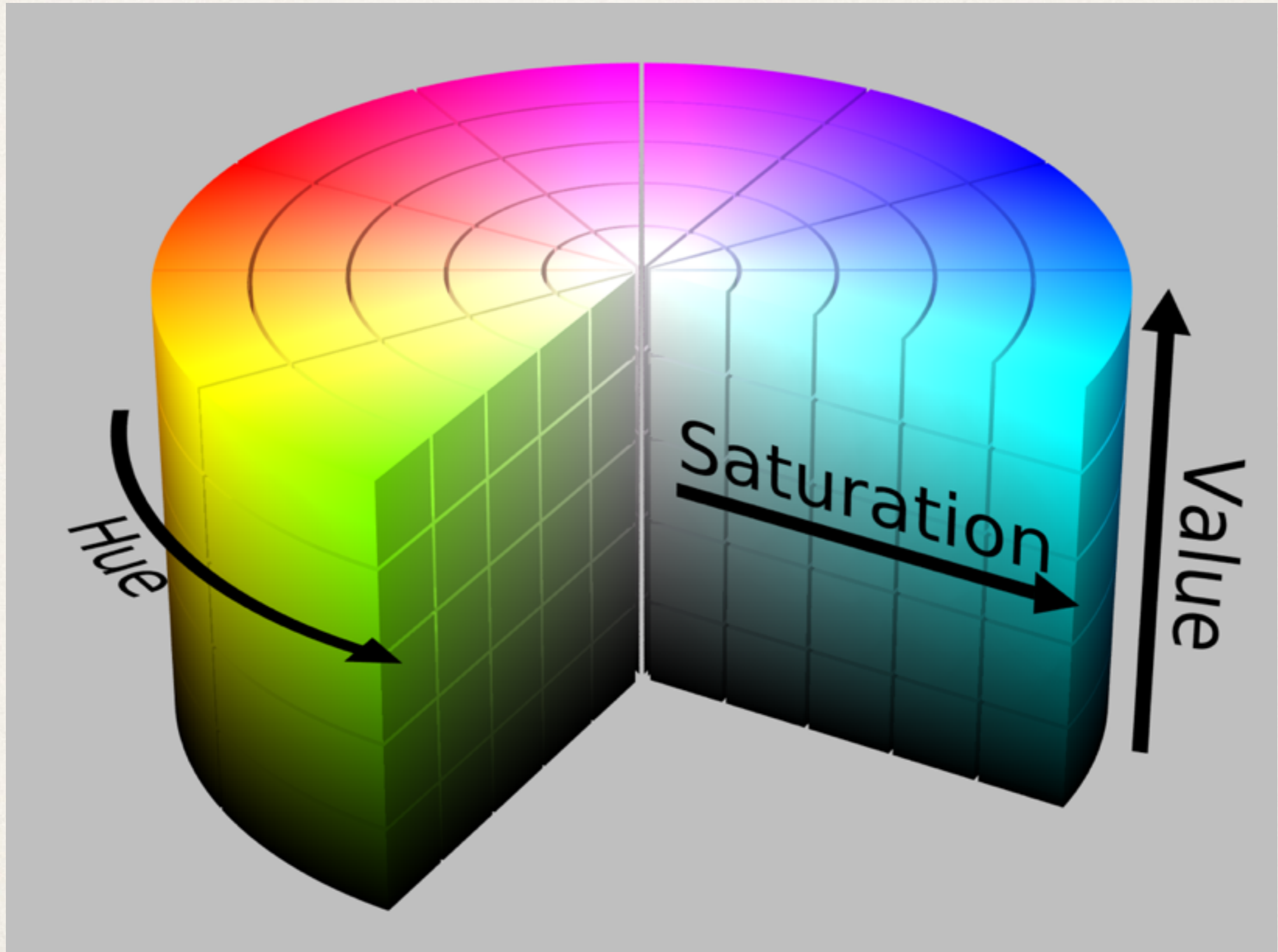
no "reddish-green" or "bluish-yellow"

# Munsell's color system



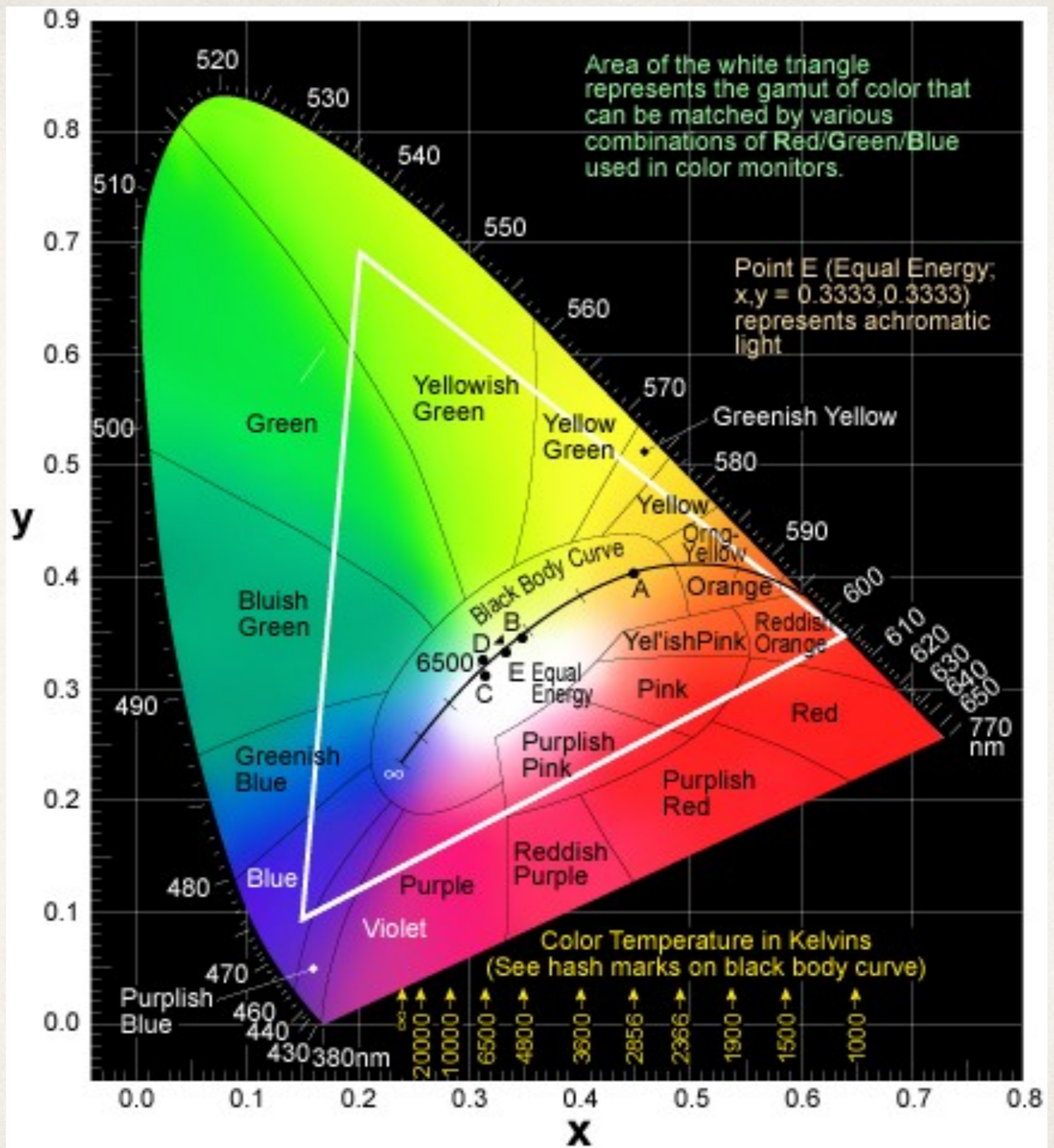
©1996 Encyclopaedia Britannica, Inc.

# Hue, saturation, brightness/value/intensity

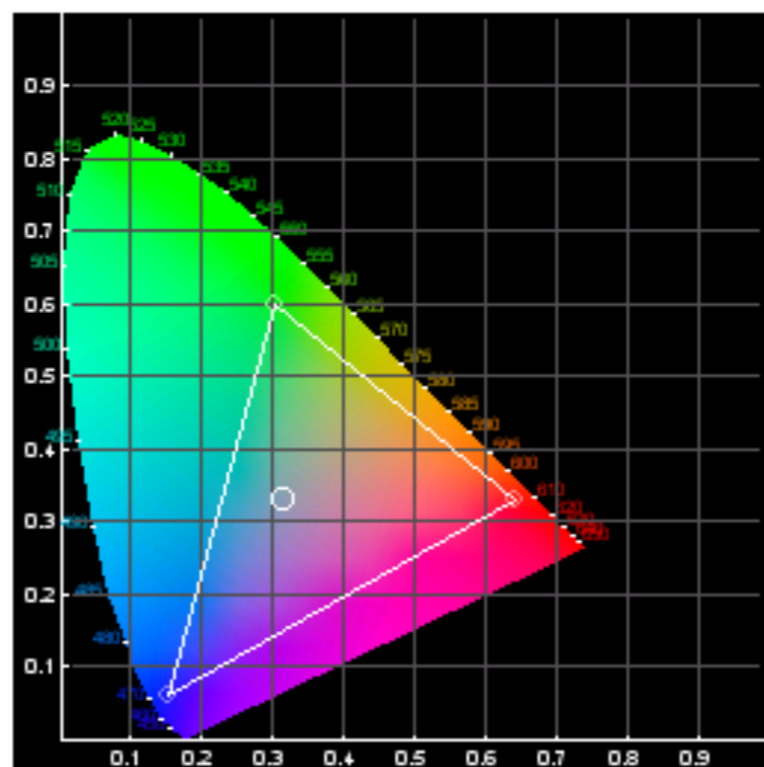




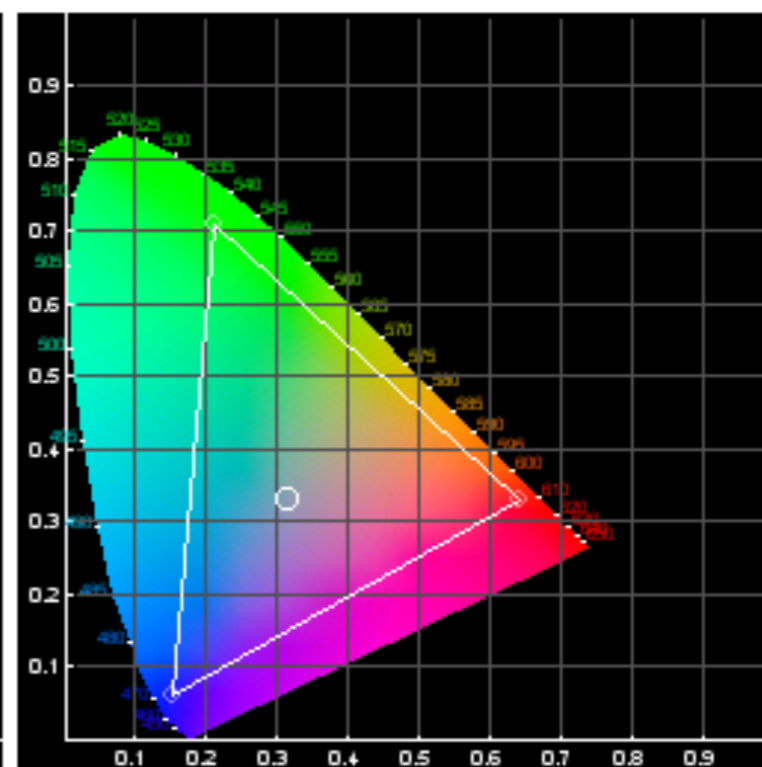
# CIE XYZ



# Color gamut



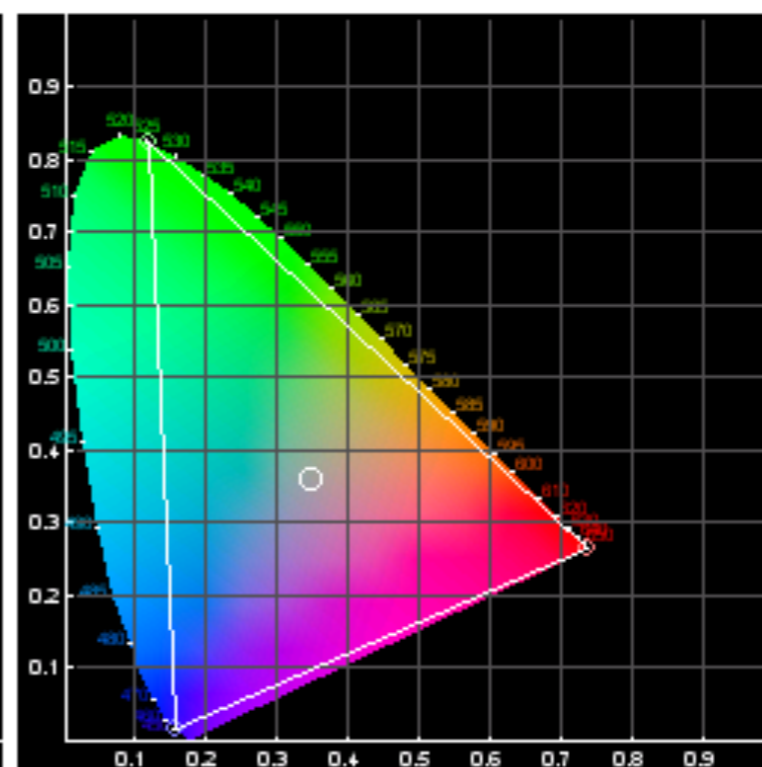
sRGB



AdobeRGB



ProPhotoRGB



Wide Gamut RGB

# Color blindness



Protanopia

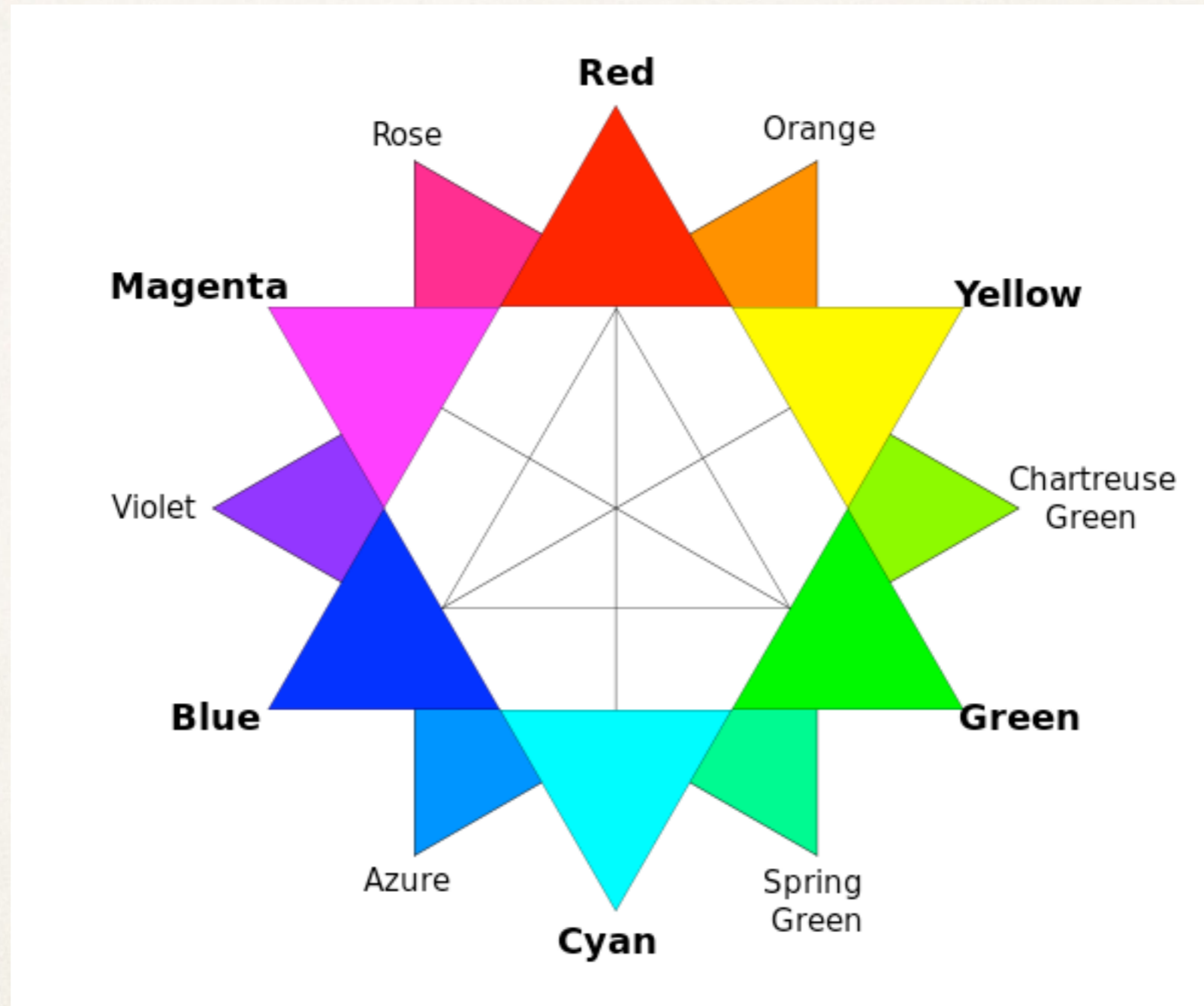
Deuteranopia

Tritanopia

# Color blindness



# Complementary colors



# Complimentary colors



*The Cafe Terrace on the Place  
du Forum*  
Vincent van Gogh

# Simultaneous contrast



Josef Albers

# Simultaneous contrast



Josef Albers



# Chromatic adaptation

Color Constancy



# Chromatic adaptation

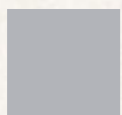
Color Constancy




# Chromatic adaptation

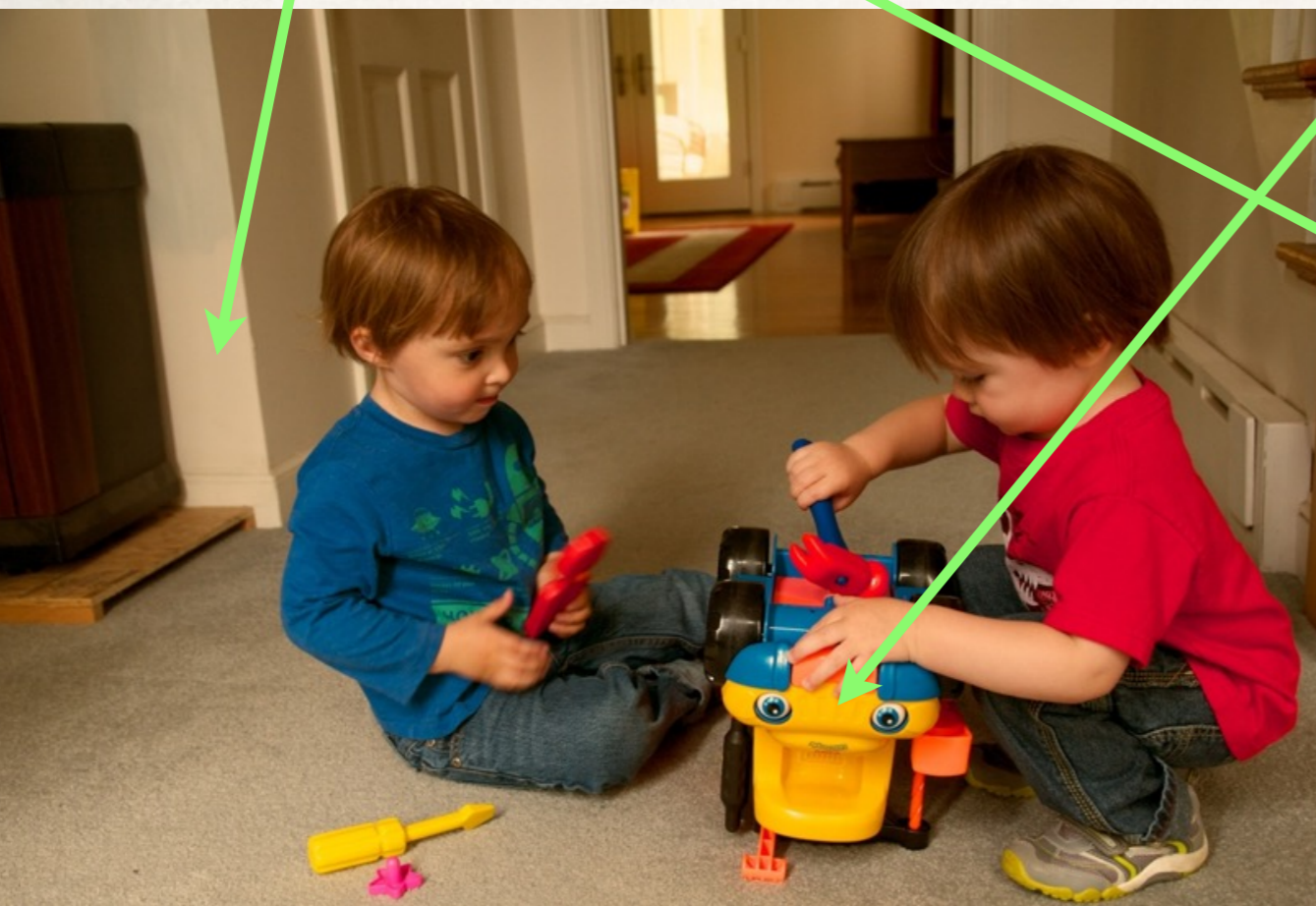
## Color Constancy

 210,177,137

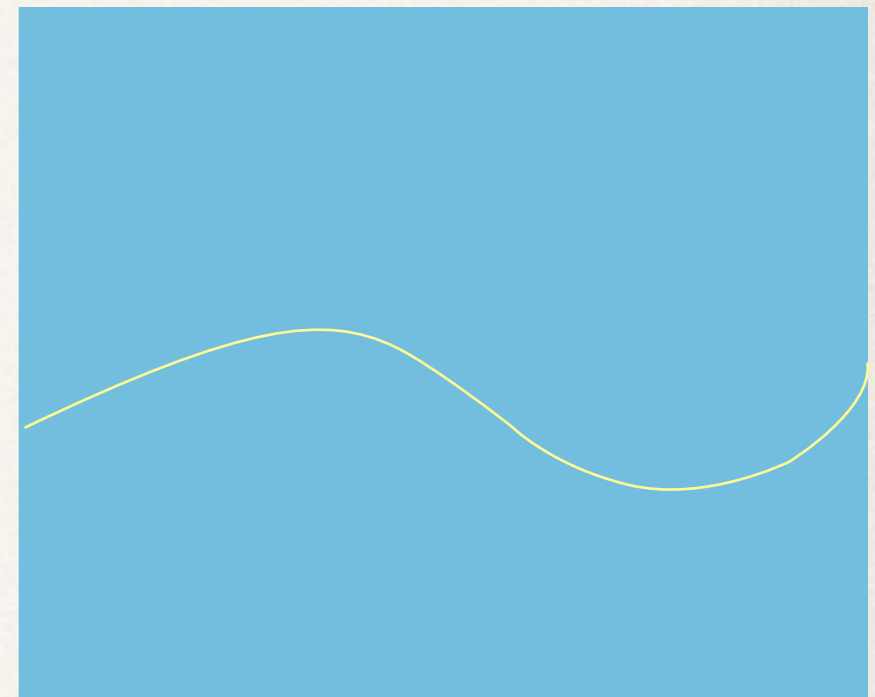
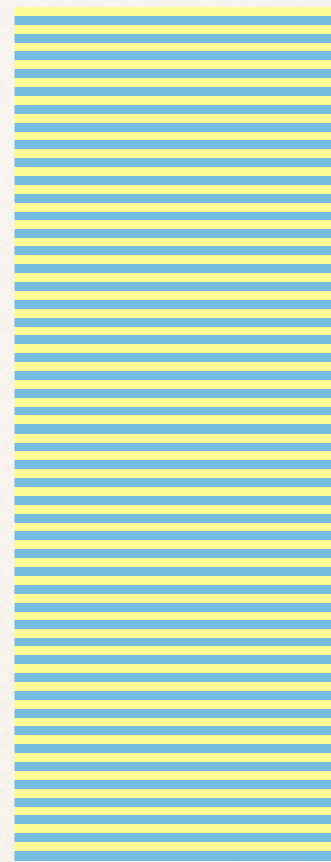
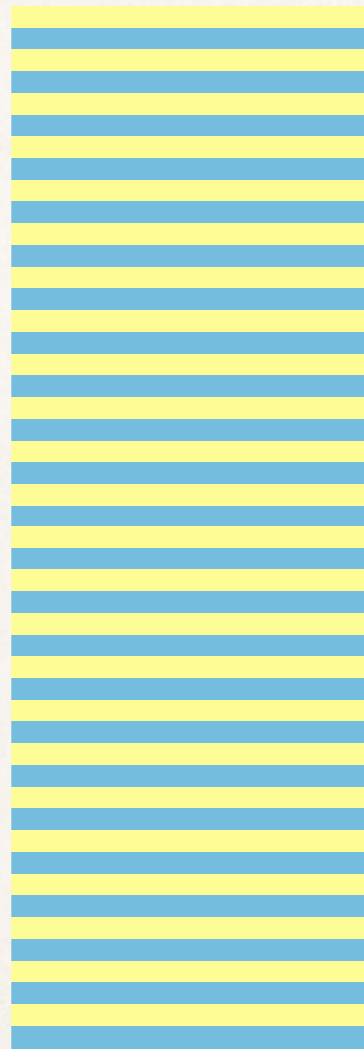
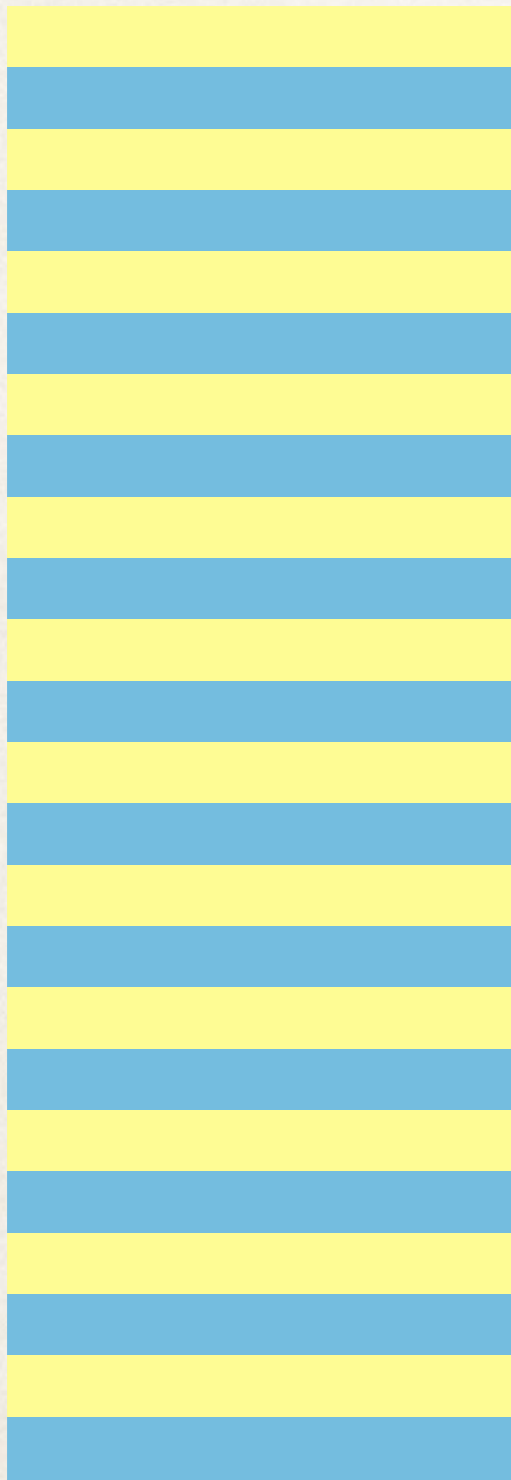
 178,180,185

 253,189,44

 242,196,44



# Visual aggregation



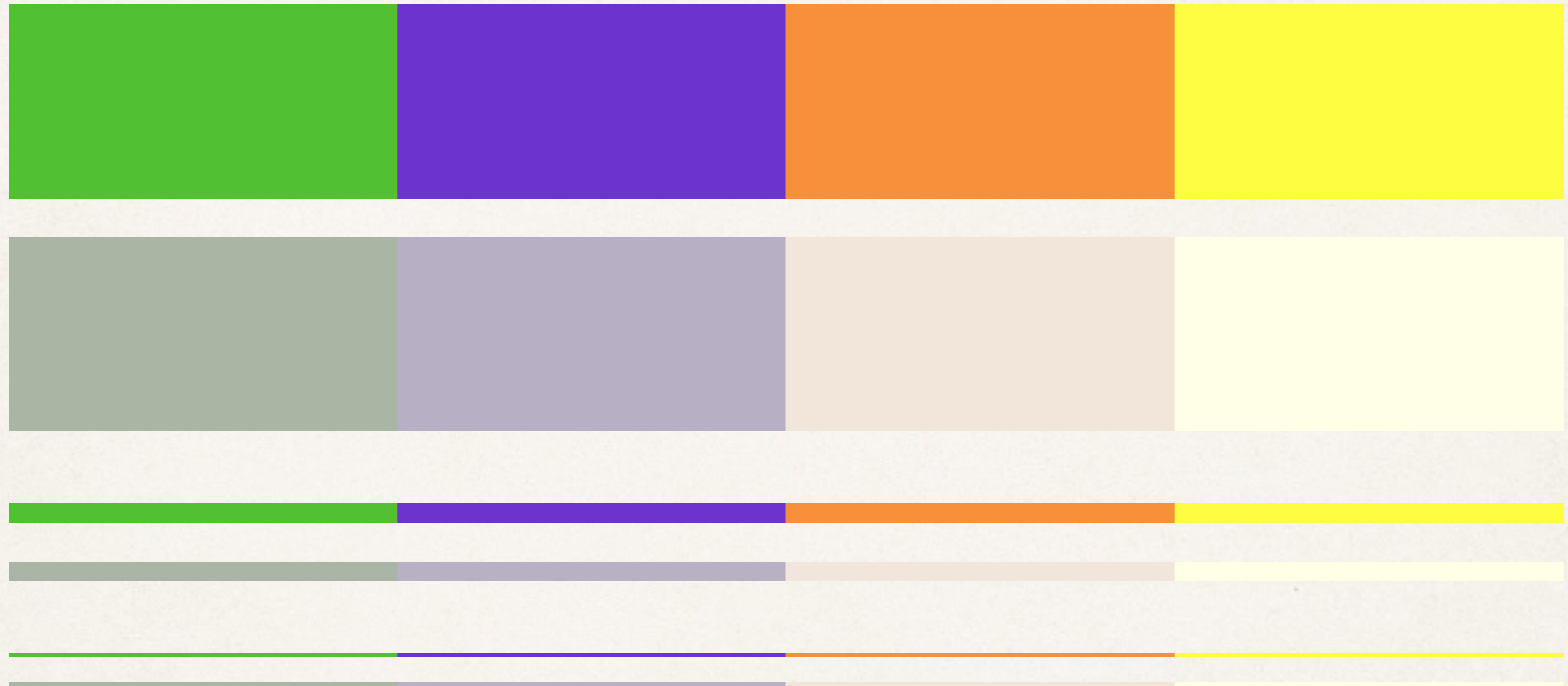
# Chromostereopsis

Chromostereopsis is the illusion of depth caused by the interactions of two colors, usually red and blue. There are several theories as to what causes this, including chromatic aberration in the eye. Whatever the cause, just don't do it. My eyes will thank you.

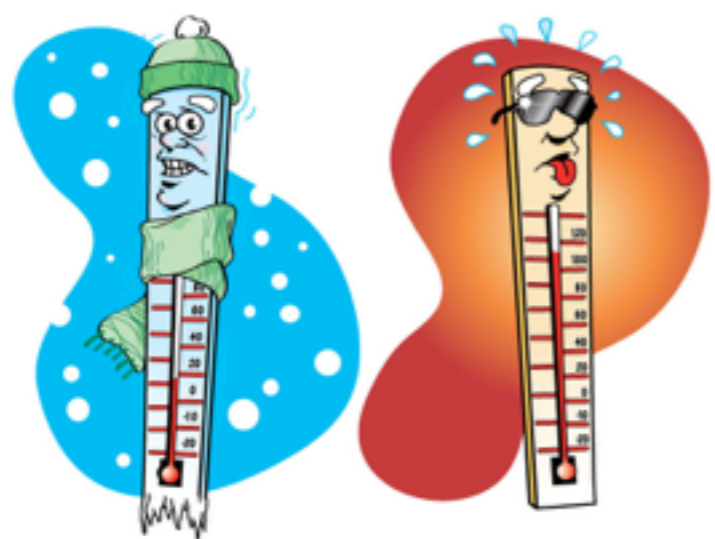
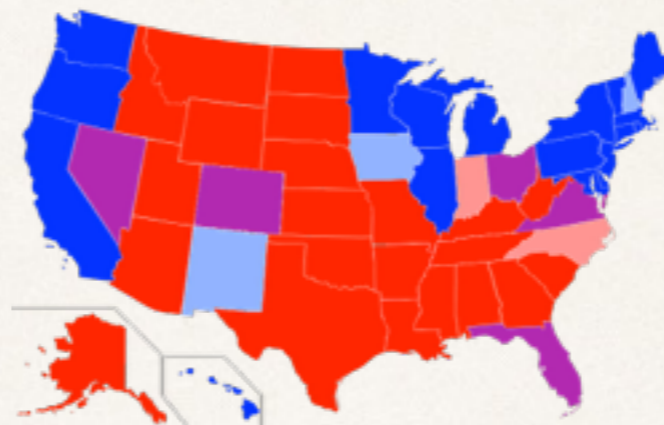
# Color vs contrast

While color is good for distinguishing between objects, it is important to note that color alone is not enough. If the luminance of two colors is the same, there is no contrast and it becomes very hard to distinguish between the two values.

# Effects of size



# Cultural conventions





# Thoughts about using color

Use only a few colors (~6)

Colors should be named and distinct

As objects get smaller, increase saturation

Make sure you have luminance contrast between figure and ground

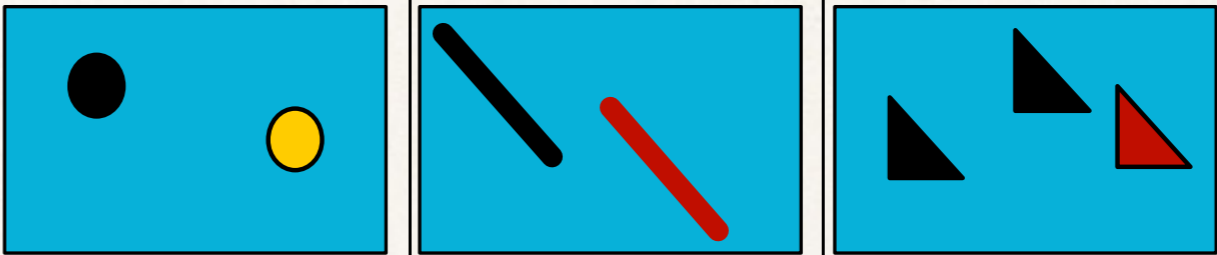

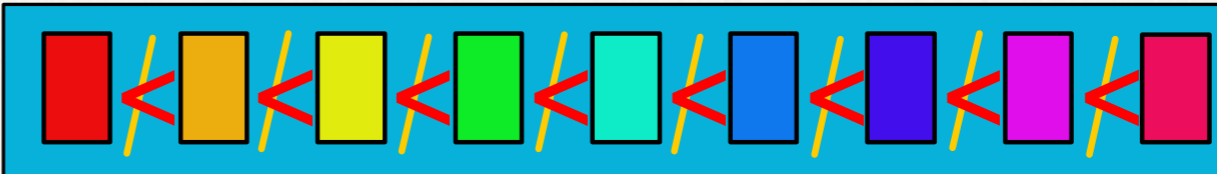

Don't assume color will be perceived the same in multiple contexts

Be attentive to cultural conventions and symbolism

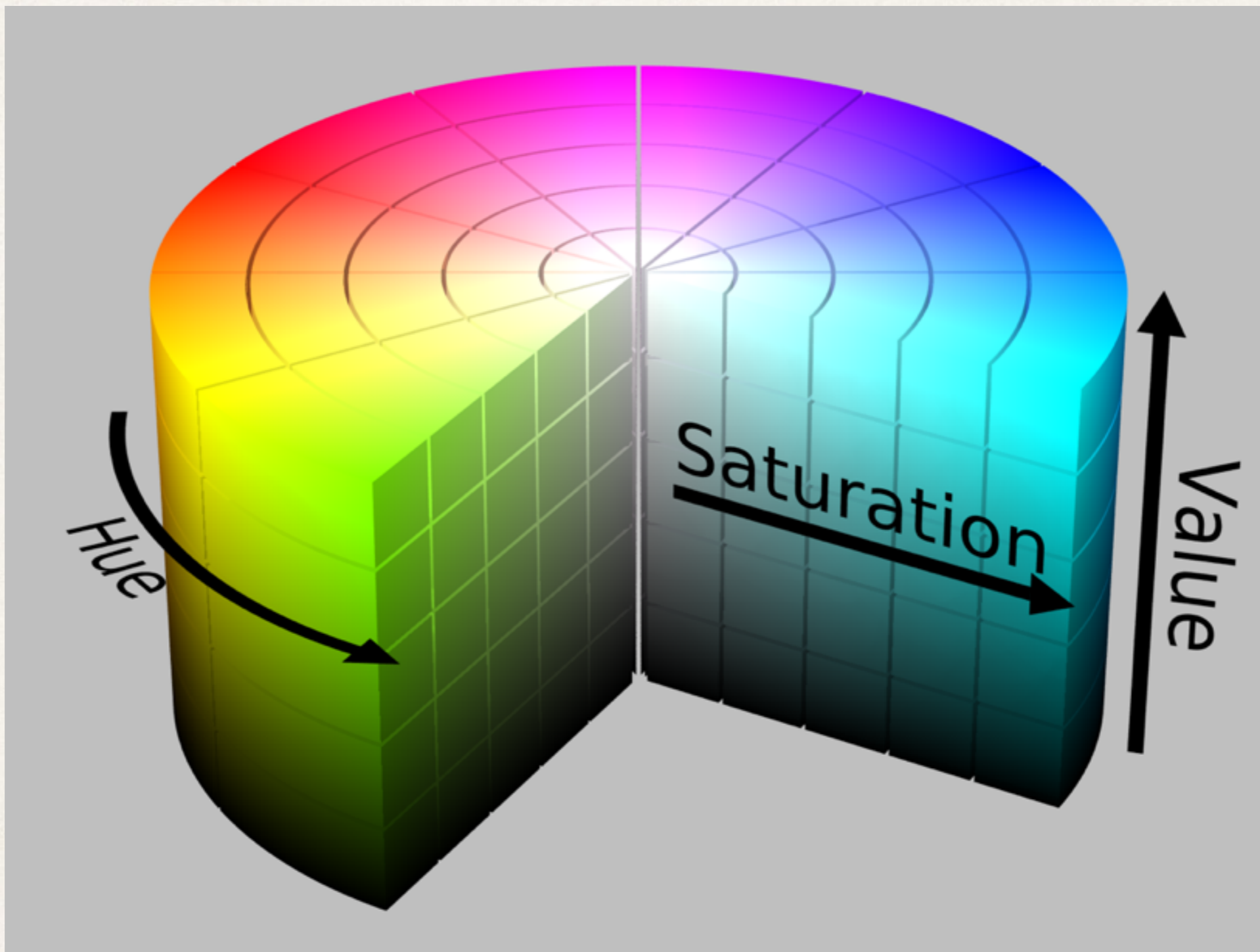
Be aware of bad interactions (like red/blue)

Respect the color blind

# Characteristics of color

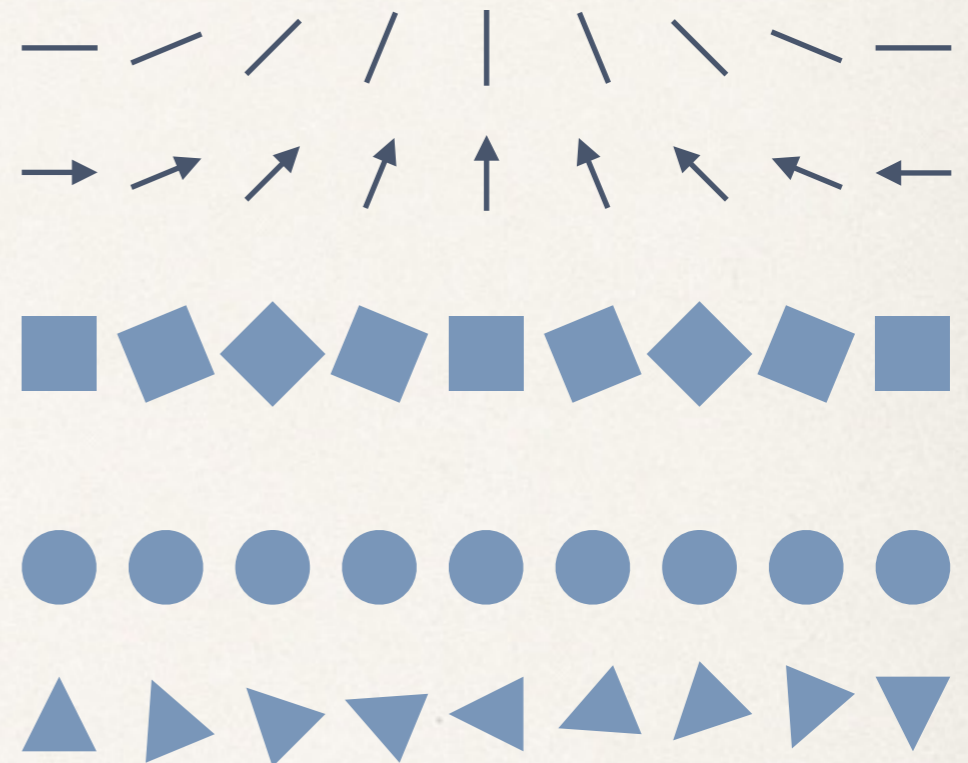
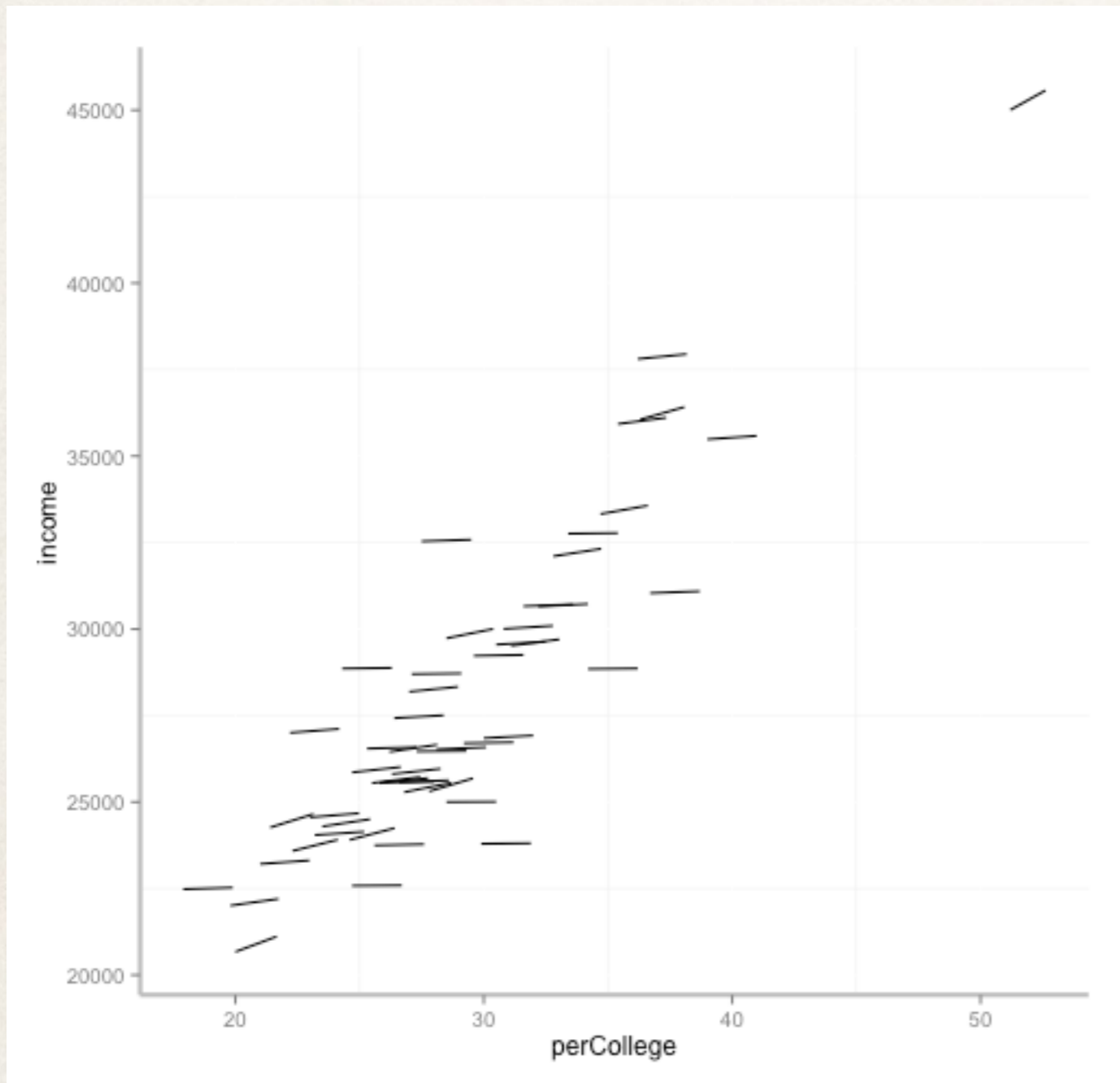
Visual Variable: Colour		
✓	selective	
✓	associative	
≠	quantitative	
≠	order	
✓	length	 <ul style="list-style-type: none"> <li>• theoretically infinite but practically limited</li> <li>• association and selection ~ &lt; 7 and distinction ~ 10</li> </ul>

# Rainbow maps


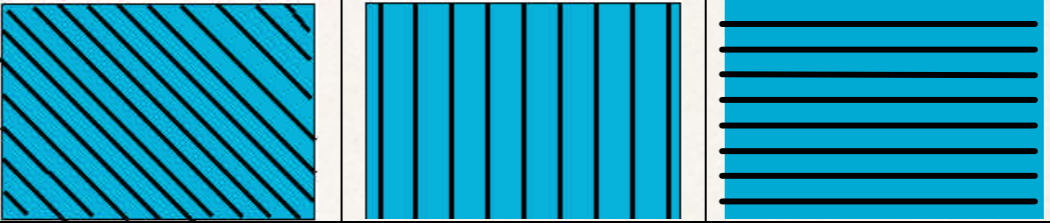





hue is periodic, not monotonic

# Orientation



# Orientation characteristics

Visual Variable: Orientation		
✓	Selective	
✓	associative	
≠	Quantitative	
≠	Order	
✓	Length	

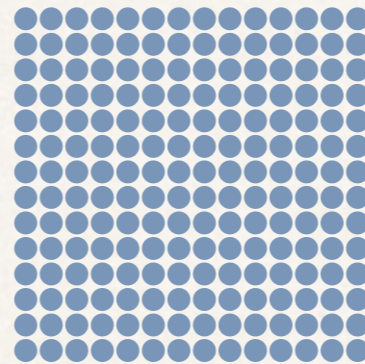
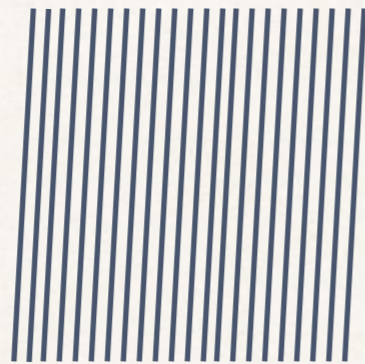
# Texture

## Combination of other variables

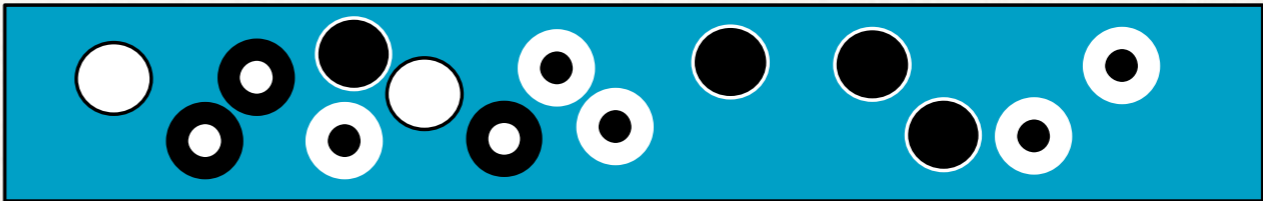
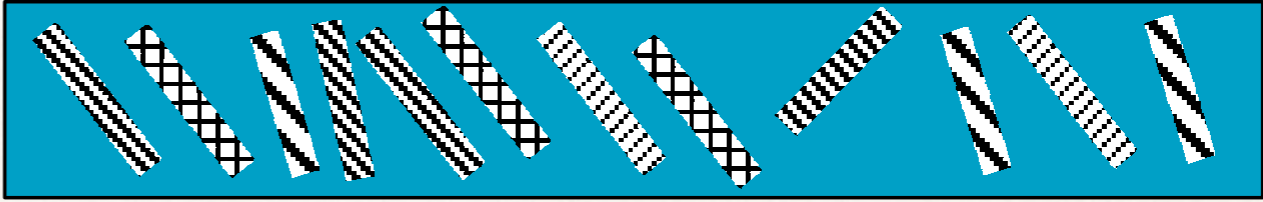

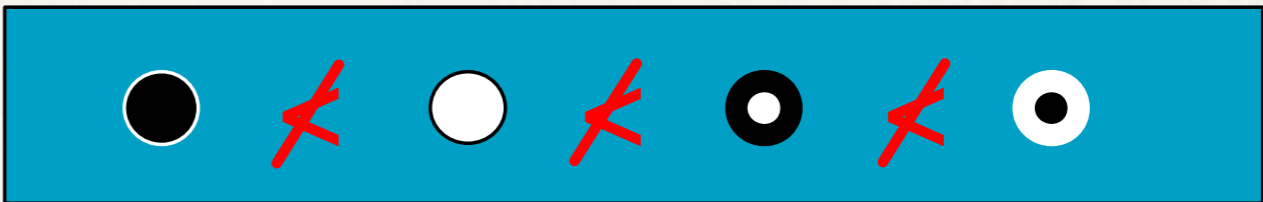
marks

color

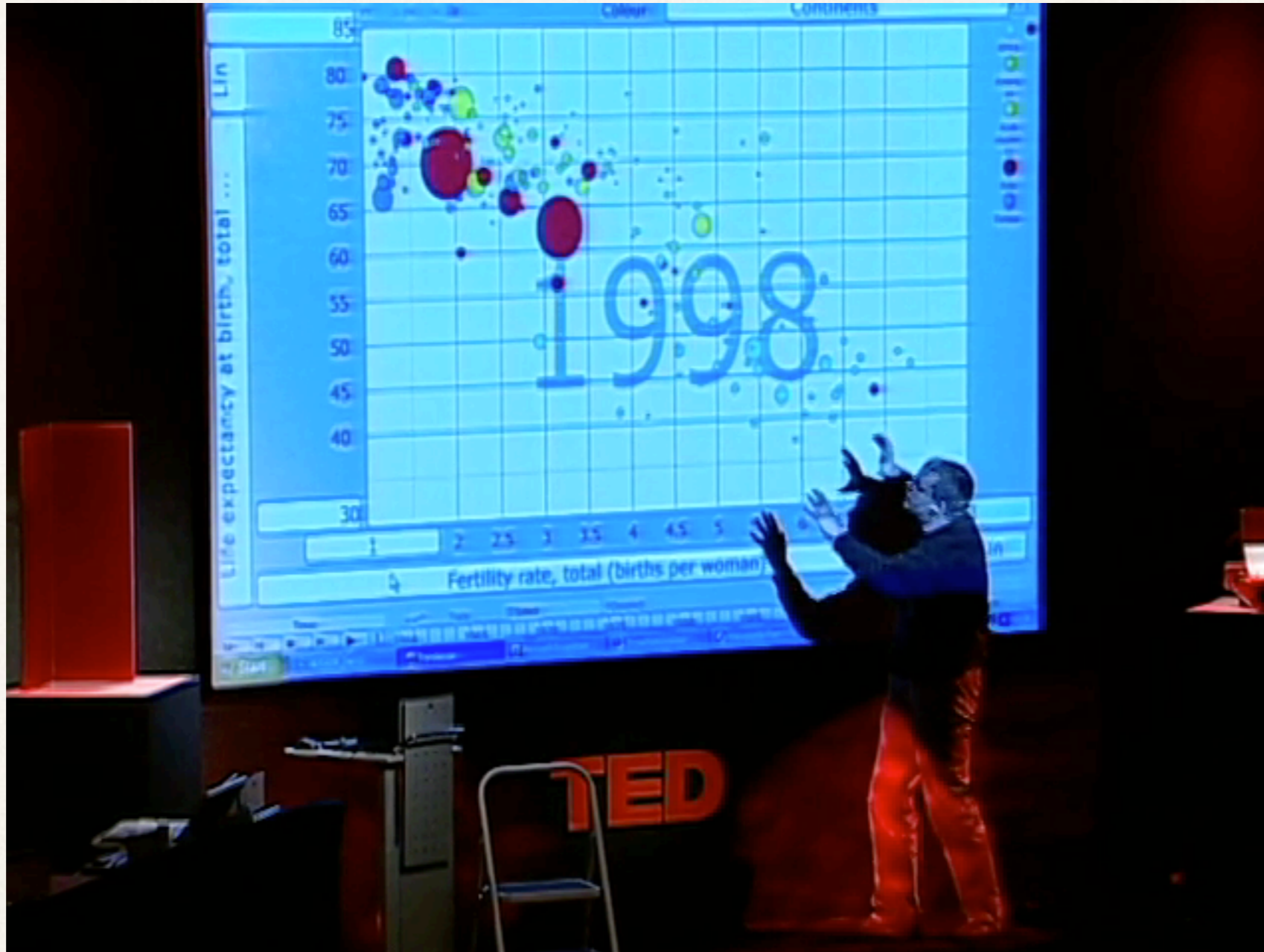
orientation



# Texture characteristics

Visual Variable: Grain		
✓	Selective	
✓	associative	
≠	quantitative	
≠	order	
✓	Length	<ul style="list-style-type: none"> <li>theoretically infinite but practically limited association and selection ~ &lt; 5</li> </ul>

# Motion



Hans Rosling: The best stats you've ever seen

[http://www.ted.com/talks/hans\\_rosling\\_shows\\_the\\_best\\_stats\\_you\\_ve\\_ever\\_seen.html](http://www.ted.com/talks/hans_rosling_shows_the_best_stats_you_ve_ever_seen.html)

<http://www.gapminder.org>



# Summary of characteristics

	selective	associative	quantitative	order	length
position	✓	✓	✓	✓	✓
shape	maybe	maybe	✗	✗	✓
size	✓	✓	maybe	✓	✓
brightness	✓	✓	✗	✓	✓
color	✓	✓	✗	✗	✓
orientation	✓	✓	✗	✗	✓
texture	✓	✓	✗	✗	✓

# Picking an encoding

## **Principle of Consistency**

The properties of the image (visual variables) should match the properties of the data

## **Principle of Importance Ordering**

Encode the most important information in the most effective way

# Quantitative estimation ranking

most accurate



position, aligned scale

position, identical nonaligned scales

length

angle, slope

area, volume

color

least accurate

Cleveland and McGill, 1984

# Mackinlay's ranking of encodings

## Quantitative

position

length

angle

slope

area

volume

density

saturation

hue

texture

connection

containment

shape

## Ordinal

position

density

saturation

hue

texture

connection

containment

length

angle

slope

area

volume

shape

## Nominal

position

hue

texture

connection

containment

density

saturation

shape

length

angle

slope

area

volume