

Participant 02

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:22*

Well I'd say they're fairly the same if not extremely similar. From a framework standpoint and how I would approach the animation from the tools I've used. They're very similar to what I would do right now with the visualizations you showed. Associate attributes of that vector or graphic to like a timestamp. This is where it should be. This is what it needs to look like at 0 seconds and then this is what it needs to look like in 7 seconds and then let that translation happen. So yeah I would say they're almost exactly the same bar interface of what it would be. And even from a conditional standpoint like in programming it would be if the statement would say this data should follow this path. Yeah.

2. What is missing in those tools for creating animated data visualizations? *Time in: 01:27*

Conditions. Yeah. Because right now you have to manually do all of it unless you're in a blender or unity. I know for a fact like they add some kind of procedural stuff but that does get into a much more complex interface that takes a while to get used to having tried to make a little bit of it. But otherwise key frames and are great for very controlled - I don't want it dilute it by linear animations but the moment you're dealing with huge amounts of data that are traveling different paths fairly difficult to execute that animation if it's just not going from point A to point B. It's like following a different path.

So that stuff is definitely missing. Where like right now you would have to create like a cascade or an interval delay yourself. But that's also because I guess those tools are meant for a more general audience. After effects is not just for cartoons or video or it's for everything but if it's something more specific like data is where you know that already traditional techniques used in animation such as a cascading effect and intervals between animations that kind of options would help and also this is kind of there in After Effects but being able to select certain bits of data and then kind of combining them into a group to create one kind of animation would be super helpful.

3. What information about the underlying data do you think should be exposed? *Time in: 03:07*

I would say things that would be an interesting challenge would be the moment you select a group of data it may not all necessarily have the same attributes so common attributes should be the first thing that comes up in the interface to say like OK you selected three elements that are kind of similar but not exactly. Like if you were to accidentally select the scale and the data the x axis different attribute to the actual data points. So being able to come up with common attributes. Okay. If you want to teach these things together. These are the things you can actually customize, that's super valuable. Knowing I cannot do this or it also tells me whether I've selected the right elements or not.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 03:58*

From an animation standpoint not really. I'm familiar with procedural stuff but I have not practiced it enough but nothing about it was like out at this point.

5. What's hard about creating animations? *Time in: 04:19*

The concept is not difficult, almost ever. But it's painfully time consuming - painfully. Because sometimes to make sure your animation is right. Like if you want to make something breathe that's not just like it's like a circle or pulse. So it's not just going from zero like 10 percent to a hundred percent. It goes 10 percent to 110 then a 100 then 105 then 100. So it's like giving that heartbeat. The only way to know whether it's doing it properly is for me to first painfully make the key frames then test it. Then I come back and then I'm like OK it's not good enough. So I would say the biggest thing that throws people off or like me off is the fact that it's abusively time consuming and it's not the fact that the concept is too hard to look get on with it. Actually you bring up another interesting point. If there were a way for me to replicate a certain sequence on another graphic that would be huge. And I think that's missing from After Effects right now where I would have to effectively recreate the same thing by opening up that ones vector animations and then figure out how to redo it.

6. When do you consider using animations in a project? *Time in: 05:43*

I'm an HCI guy, so I use it sometimes for interfaces but it's mostly for videos to communicate a potential future concept of an interface. So there is a lot of moving vectors and graphics and that's what I mostly use it to communicate an interaction. Like between a user and some kind of thing and like what that gesture may look like. The animations and After Effects give me the freedom of going beyond just swipe or dissolve or box transition. So that's what I use it for mostly is to make something on illustrator and then come up with my own way to create a new gesture that the interface can do.

7. From your experience, what makes a good animation? *Time in: 06:29*

Well it kind of connects back to that idea of - I would base my jump on how much of the time jump from 2004 to 2012 would be a slower animation than 2004 2005. So it's definitely a successful animation for me has a little bit more personality where the motion itself communicates certain information. So like that movement tells me something is urgent, something's not urgent, something requires more importance than something else. That's where the animation is effective. Otherwise, sure it needs to grab attention but then most things do. Almost subconsciously gets registered what you're trying to communicate about that piece of data.