

The Illusion of Life Disney Animation

Even though *The Illusion of Life* is about how Disney's Animation was born and its fundamental studies and Walt Disney's philosophy about animation, it tells many important things about what to concern when any kind of drawing and visualization is made. So called "The Fundamental principles of animation" in this paper are covered very specifically and all of them have very strong supporting reasons (and it seems it works as it should based on the popularity of Disney animation), It was very interesting to read about "Squash and Stretch", "Exaggeration", "Solid drawing", and "Appeal". I especially enjoyed reading those topics as i have found very interesting and helpful topics that might benefit how the visualization should be.

"Squash and Stretch" as it is might not be as helpful and directly effective as its fundamental understanding of "Squash and Stretch". The fundamental understanding of "Squash and Stretch" is to draw characters moves as dramatic as possible yet it maintains certain unchanged properties such as volume. All these can be done from extensive studies in detail of human movements and therefore can be simplified yet maintain its prominent feature. Without deep understanding of certain nature, it will not be easy to describe its important features. I believe "Exaggeration" is also interesting as unlike its name indicate, it only exaggerate the nature of what is being represented not the exaggeration of representation itself. This exaggeration is also come from extensive studies of what is being drawn. Along with the exaggeration, I believe that very solid drawing and emphasis on appeal makes the animation characters stand out.

I liked reading this paper not only it has very interesting topics on well-structured principles in animation, but also i was able to see how this principles are made and how this could be well applied to our visualization in this class. Without careful observation, planning and extensive studies of data that was gathered from the experiment, one cannot visualize the character of data as simple, prominent and clearly understandable as possible.

Pad++: A Zoomable Graphical Sketchpad

for Exploring Alternate Interface Physics

From CS465 and through out this semester, Pad++ has been familiar topics to me in terms of what it does and how it looks and the significance of Pad++. However i had not read any articles or paper that dealt with technical detail as well as visualization except for this paper. The overall impression that i have had while reading this paper was that so many thought, observation and plans were taken and done to Pad++. From the overall impression, i made my own personal hypothesis that the idea of Pad++ was so creative and definitely needed for computing environment, we are now able to see how the main idea of Pad++ is applied to the current OS such as stack in OSX and preview feature in Windows Vista and upcoming Windows 7.

One of the most interesting parts of this paper was to see many variation of visualization of Pad++ based on the same principle. However among many different ways of visualization, I found a visualization that i thought it lacked the purpose and another visualization that maximized what Pad++ could have done.

Space-Scale Diagrams are my least favorite of the visualization due to some reasons. First of all, it is too complicated to understand at a glance. I believed that visualization, especially one like Pad++, needs no more than a few minute (or within a minute of two in the very best case) for other people to understand and ready to try using them. However, Space-Scale Diagrams requires more than necessary understanding to know how to use it despite of excellent main idea of Pad++.

Unlike Space-Scale Diagram, Oval Document Layout is my personal favorite among other visualization. It has not only included the main idea of Pad++ (which is obvious since it is a visualization of Pad++), but also it incorporated the geometric intuition of the users as well. By placing first page closer and larger to the users, it brought out the sense of distance within the same screen where everything can be grasped at a glance. If it could be improved, it would like it very much to see the combination of Oval Document and Directory Browser where document files are replaced with directory where each directory has metadata visualized.