

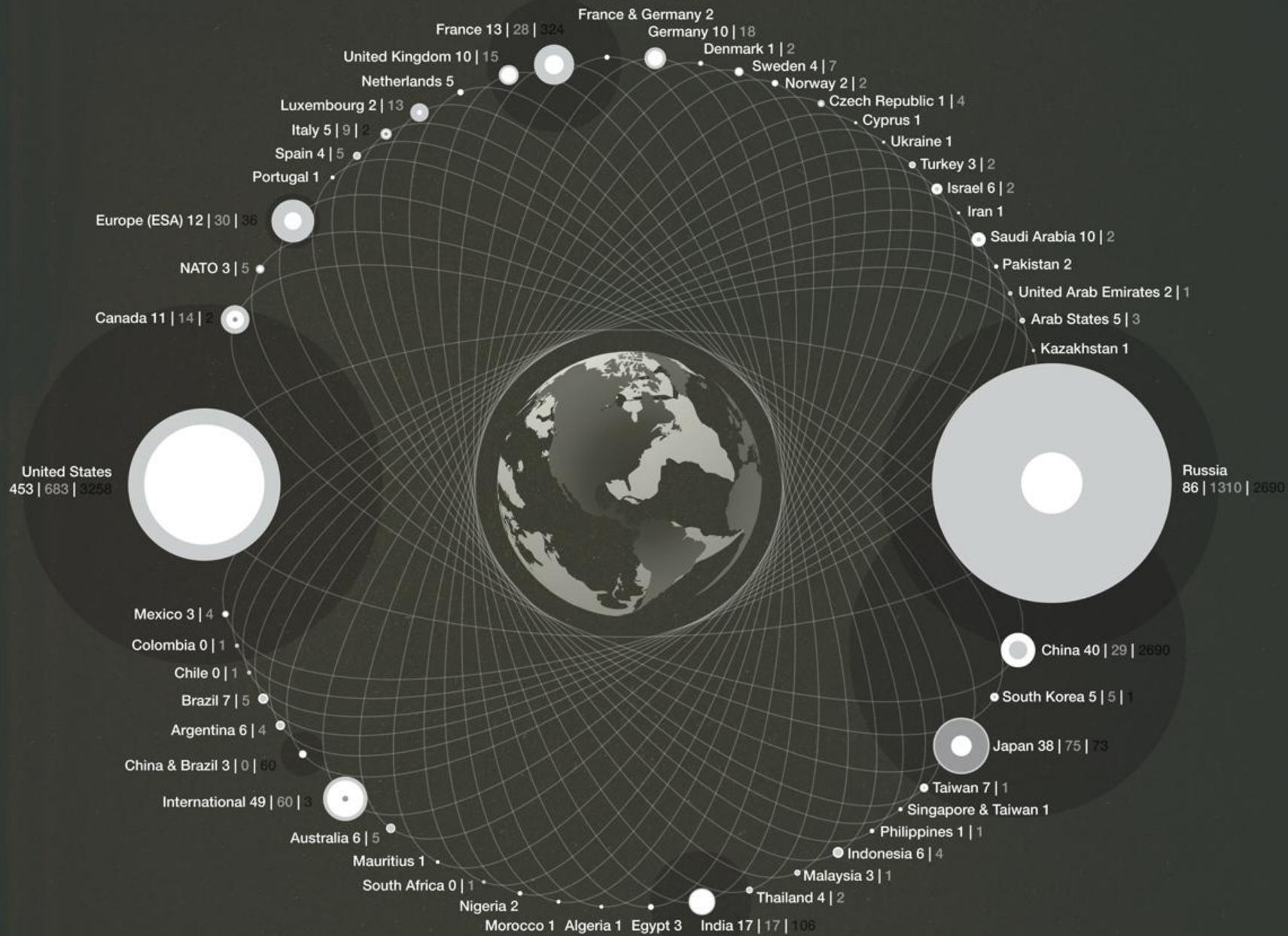
4

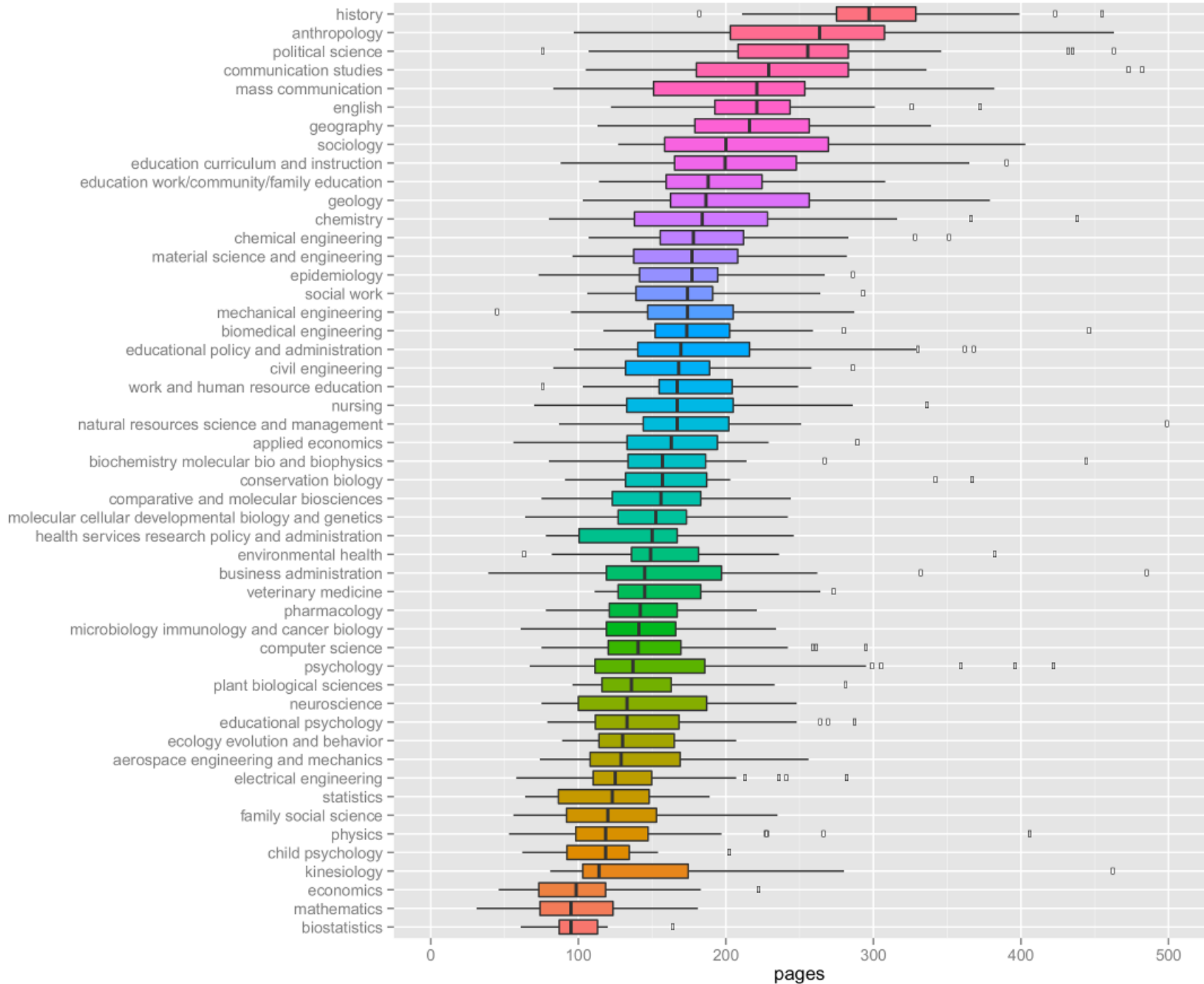
# Communication Design

Images that speak for themselves

“Y’all hella smart.”

- Kevin McVey



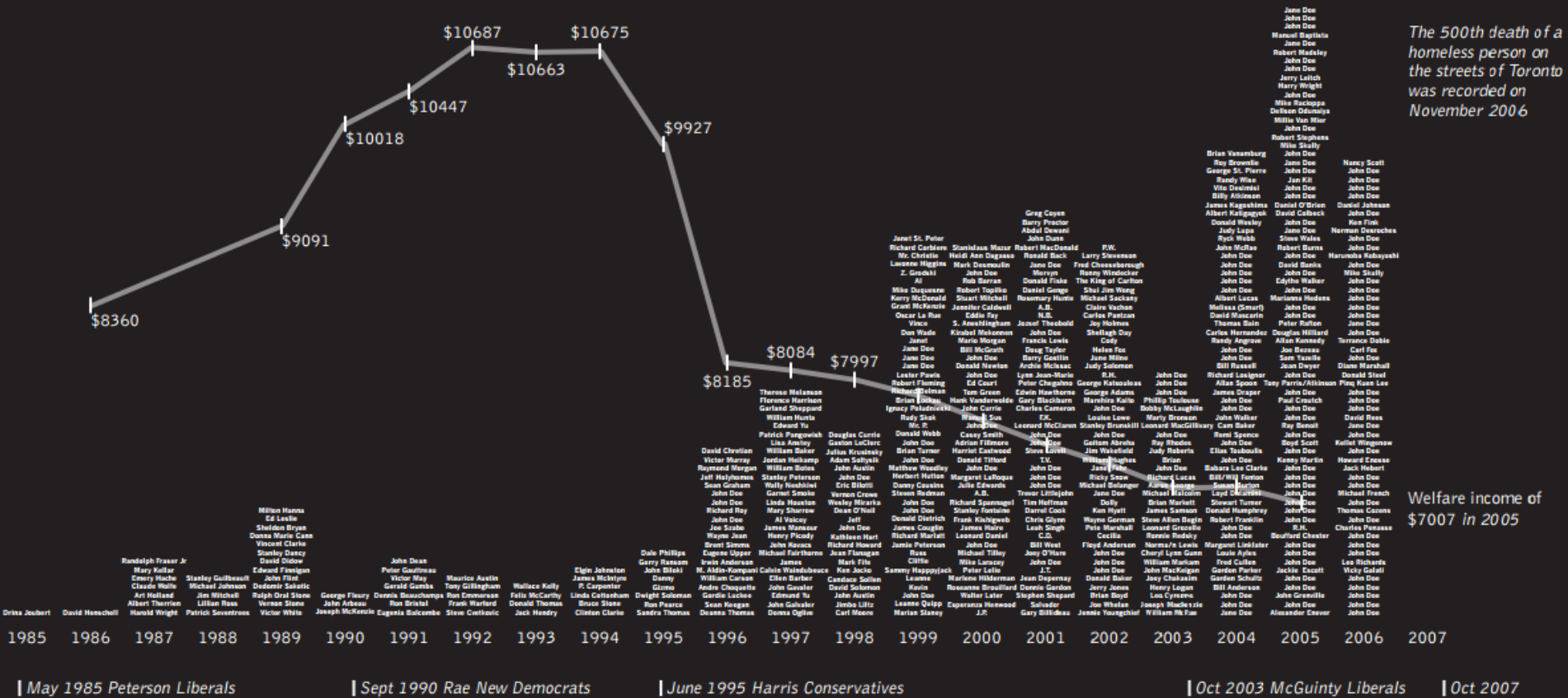


# Common Sense Revolution

Ontario Welfare Income for a Single Person in 2005 Constant Dollars & Homeless Persons Who Have Died on the Streets of Toronto 1985–2006

(National Council of Welfare & the Toronto Disaster Relief Committee)

© Scott Sørli





1903

1935

1949

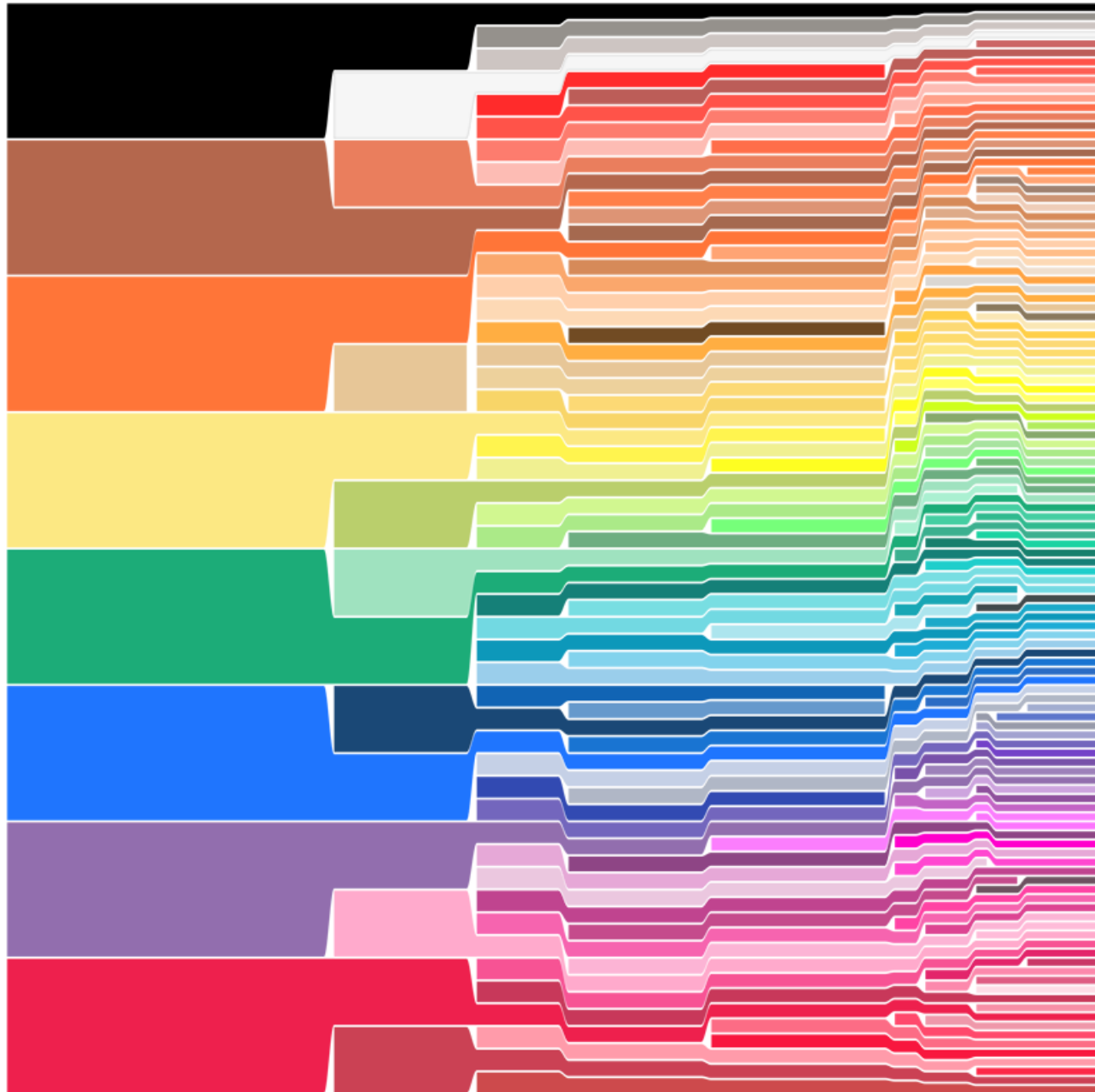
1958

1972

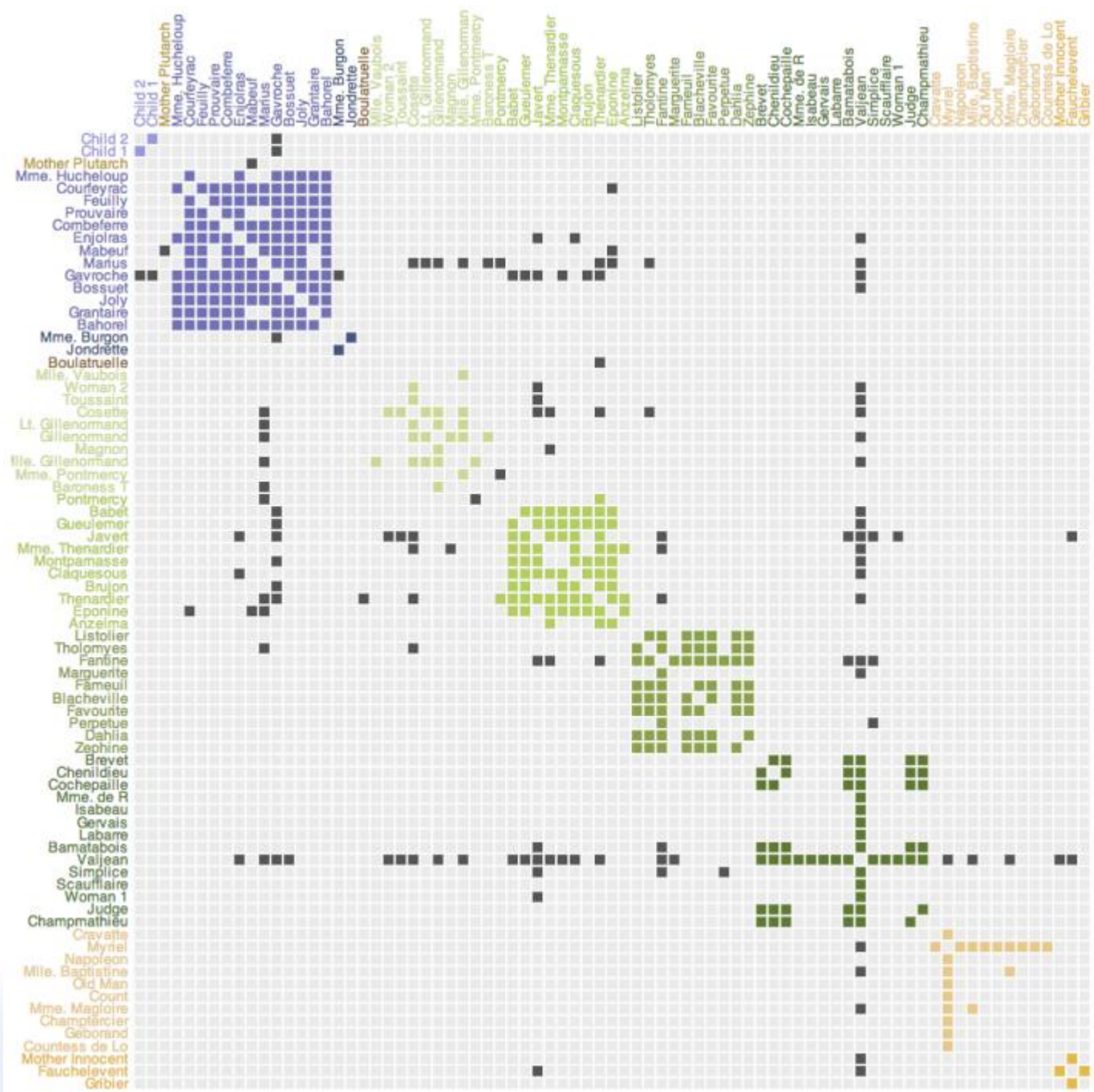
1990

1998

2010











1940  
BATMAN & ROBIN, THE BOY WONDER  
DETECTIVE COMICS



1965  
BATMAN COVER IMAGE  
DC COMICS NO. 170



1966  
BATMAN TV SHOW  
WITH ADAM WEST & BURT WARD



1973  
BATMAN  
DC COMICS NO. 252



1977  
THE NEW ADVENTURES OF BATMAN  
NUMBER SERIES: PEACOCK



1983  
BATMAN AND THE OUTSIDERS  
COVER: JIMMIE



1986  
BATMAN: LEGENDS OF THE DARK KNIGHT  
COVER: WARE, FRANK MILLER



1989  
BATMAN  
TIM BURTON'S FILM: WARNER BROTHERS



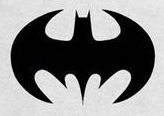
1989  
LEGENDS OF THE DARK KNIGHT  
DC COMICS COVER



1992  
BATMAN RETURNS  
DIRECTED BY TIM BURTON



1993  
BATMAN KNIGHTFALL, NO. 19  
COVER: JIMMIE, DC COMICS



1995  
BATMAN FOREVER  
DIRECTED BY JIMMY KIMMEL



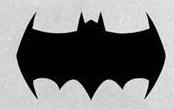
1995  
BATMAN CHRONICLES  
DC COMICS



1997  
BATMAN & ROBIN  
DIRECTED BY JIMMY KIMMEL



1998  
THE BATMAN CHRONICLES  
DC COMICS



1999  
BATMAN: DARK KNIGHT OF THE ROUND TABLE  
DC COMICS



1999  
BATMAN BEYOND  
NUMBER SERIES: WARNER BROTHERS



2001  
BATMAN VENGEANCE  
VIDEO GAME BY BURBURY



2003  
BATMAN: GOTHAM KNIGHTS  
DC COMICS



2003  
BATMAN: DEAD END  
FILM BY SHAY COLLINS



2004  
THE BATMAN  
NUMBER SERIES



2005  
BATMAN BEGINS  
DIRECTED BY CHRISTOPHER NOLAN



2007  
SUPERMAN & BATMAN VS ALIEN & PREDATOR  
DC AND DARK HORSE COMICS



2008  
BATMAN: THE BRAVE AND THE BOLD  
NUMBER TV SERIES, DC COMICS & CARTOON NETWORK



2008  
THE DARK KNIGHT  
DIRECTED BY CHRISTOPHER NOLAN



2009  
BATMAN: ARKHAM ASYLUM  
DEVELOPED BY NINESTARD STUDIOS; RELEASED BY WARNER BROS.



2009  
BATMAN AND ROBIN  
VOL. 1: DC COMICS



2009  
BATMAN: BATTLE OF THE COWL  
DC COMICS



2011  
BATMAN: ARKHAM CITY  
DEVELOPED BY NINESTARD STUDIOS; RELEASED BY WARNER BROS.



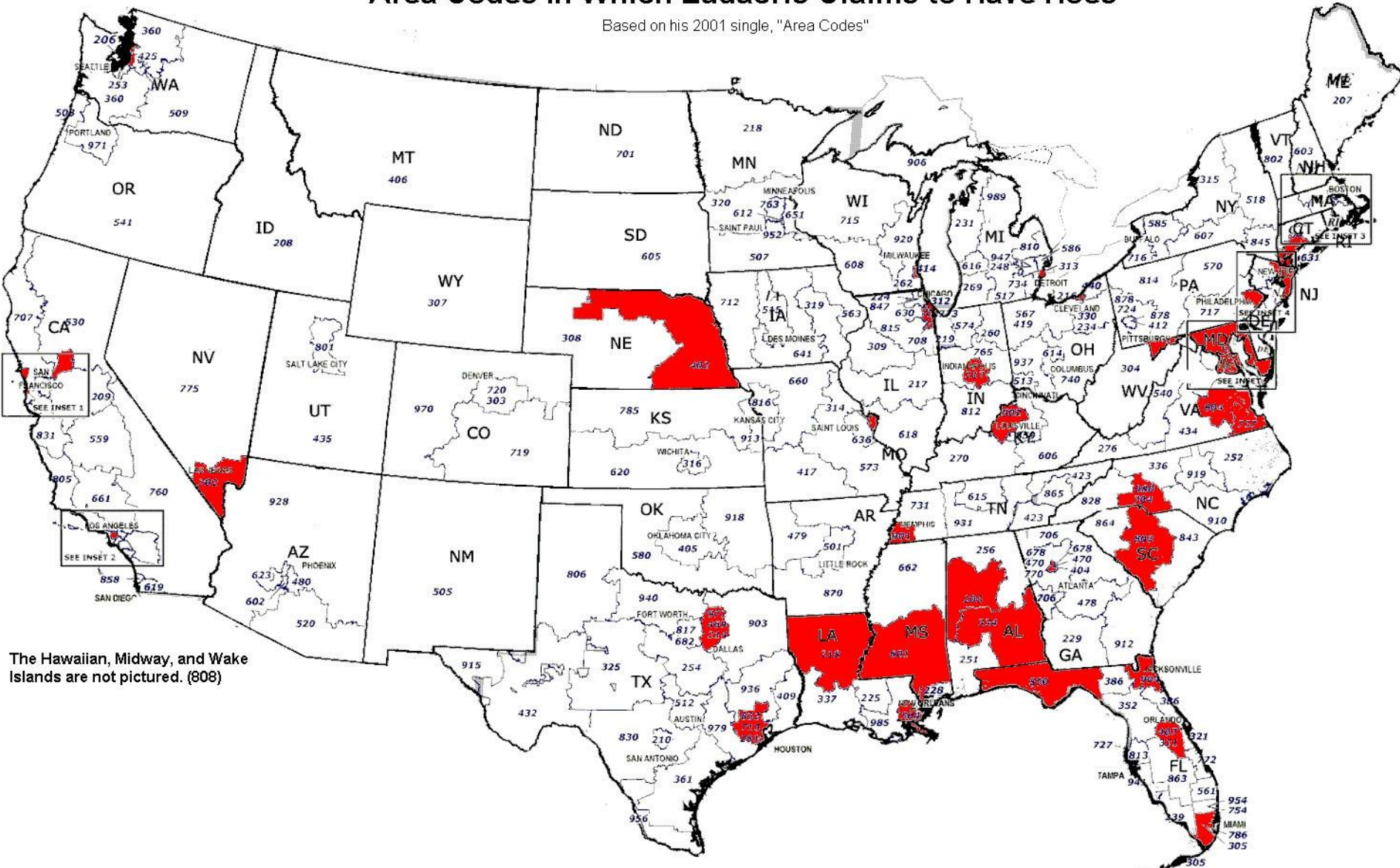
2012  
THE DARK KNIGHT RISES  
DIRECTED BY CHRISTOPHER NOLAN

# EVOLUTION *of* BATMAN



# Area Codes In Which Ludacris Claims to Have Hoes

Based on his 2001 single, "Area Codes"



The Hawaiian, Midway, and Wake Islands are not pictured. (808)

**Graphical Excellence** is all about making large data sets comprehensible and helping the audience to make connections.

**Graphical Excellence** is all about making large data sets comprehensible and helping the audience to make connections.

$$2 + 2 = 5$$

# Communication Design

# Communication Design

A design discipline focused upon studying the effectiveness of written and visual communication.





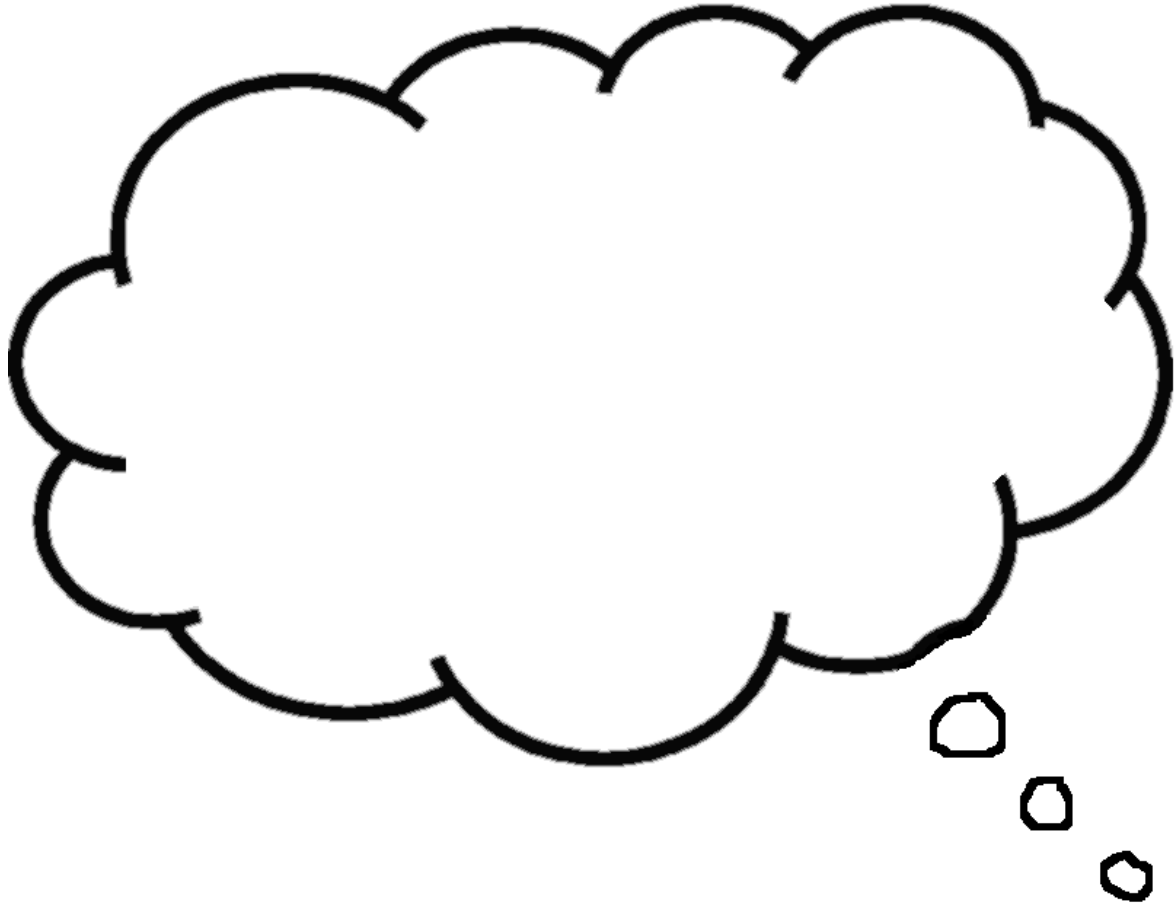


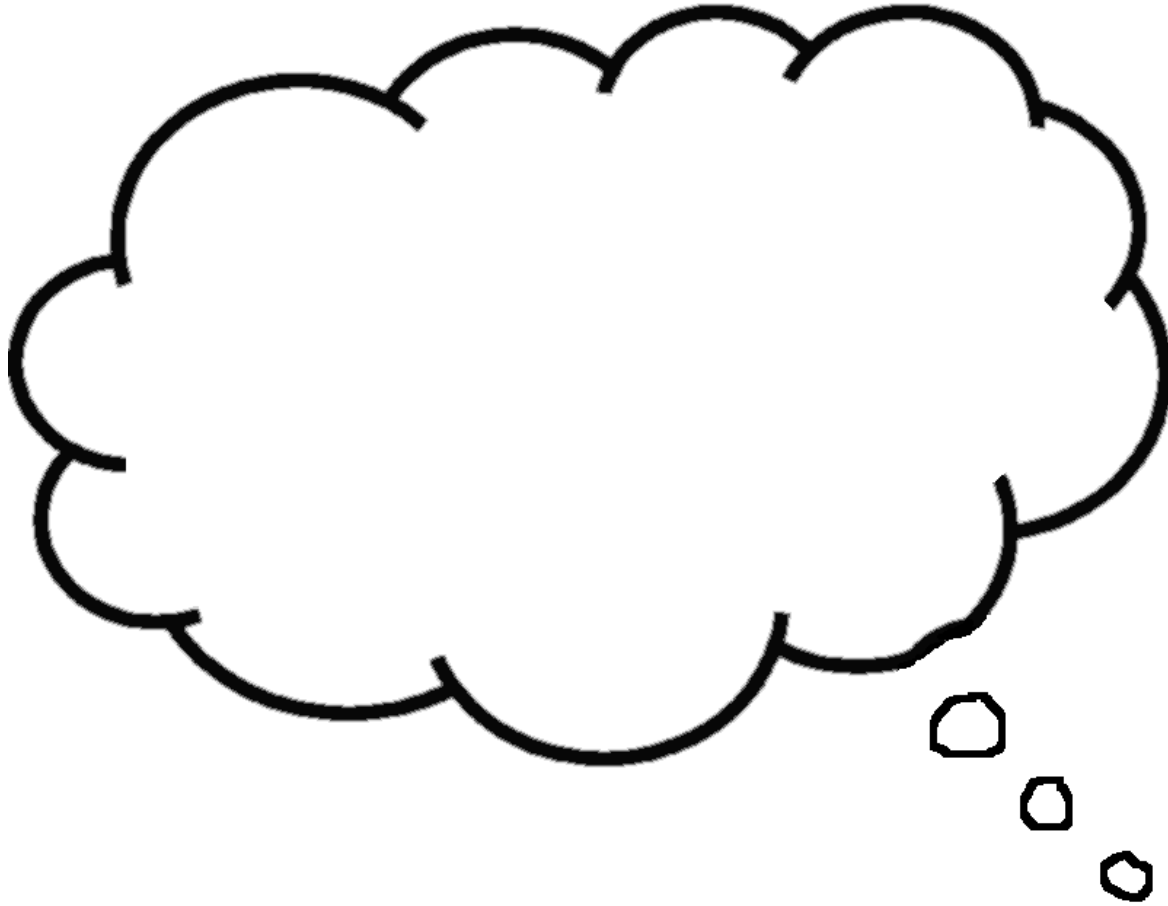
“Caution” / “Warning”





“Play”





“Thought” (“Gas?” “Gunfire?”)

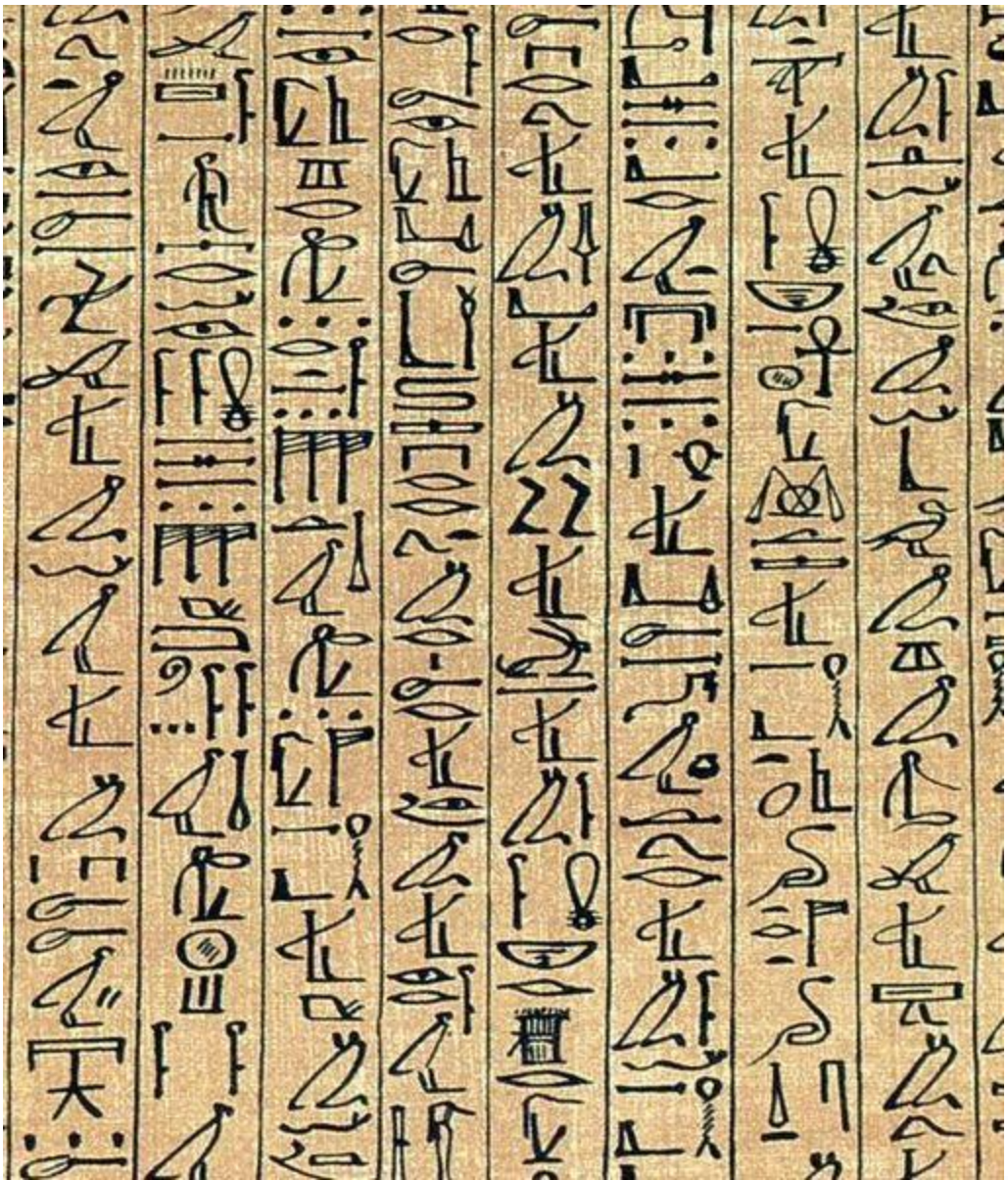


**Some images appear commonly and can be immediately interpreted.**

**Some images appear commonly and can be immediately interpreted. **Culture** and past experience plays into this.**

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**“Cultural Constraints” – Tom Horton CS3205**







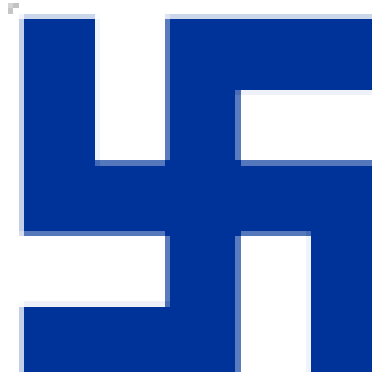
Renren: a social network



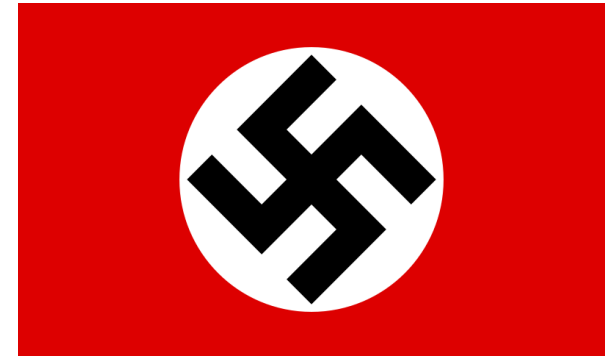




Decoration evoking  
“Sacred Force”



Finnish Air Force



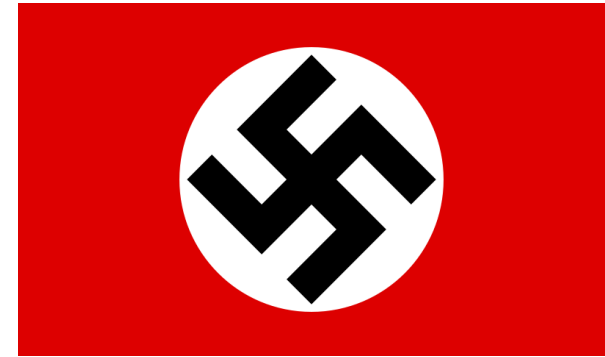
Flag of the Nazi Party



Decoration evoking  
“Sacred Force”

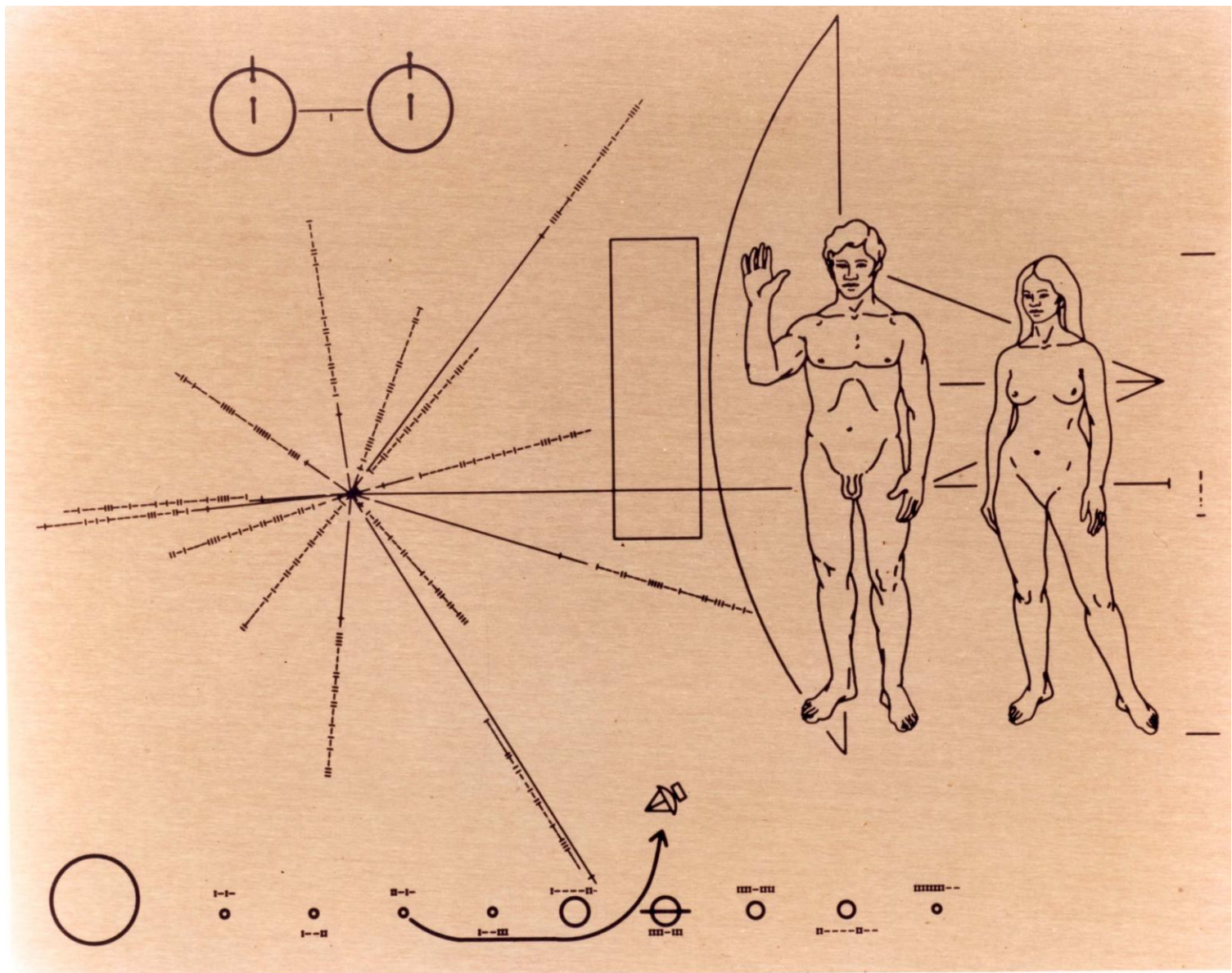


Finnish Air Force



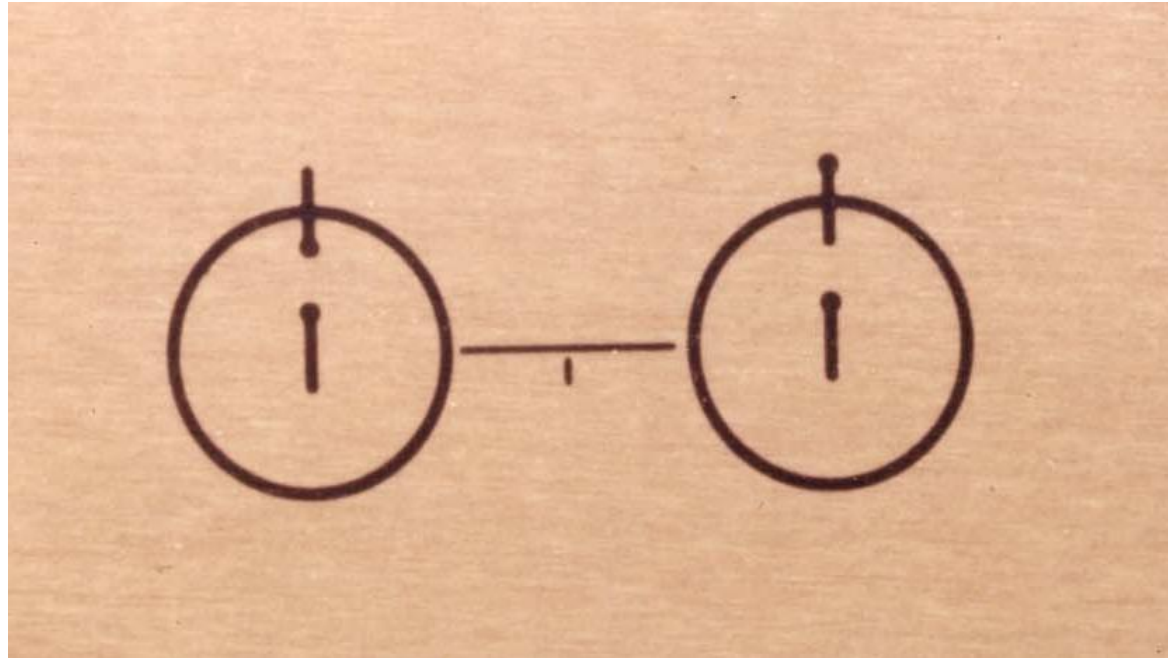
Flag of the Nazi Party

**It can be important to understand your audience.**

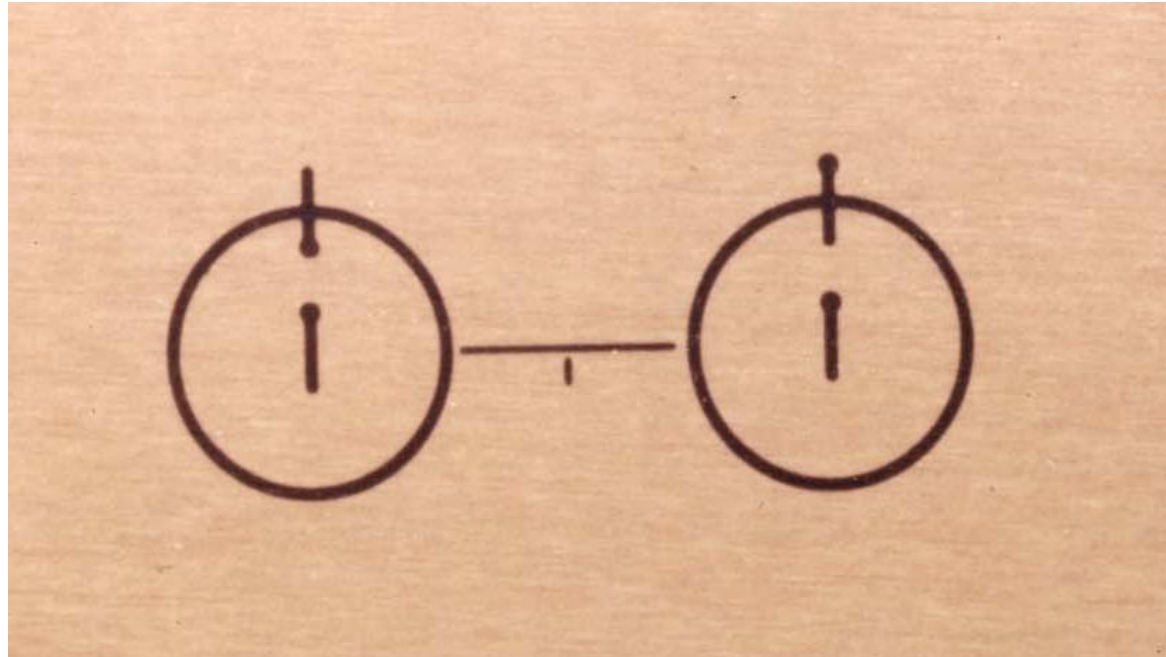


Pioneer Plaque

Linda Salzman Sagan, Carl Sagan, Frank Drake



“Hyperfine transition of Hydrogen”



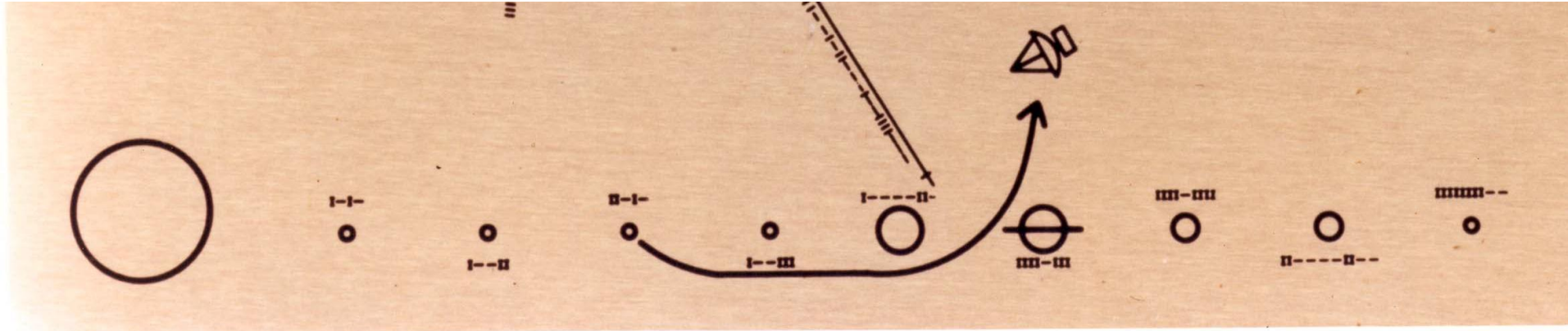
## “Hyperfine transition of Hydrogen”

Identifies object as a known element

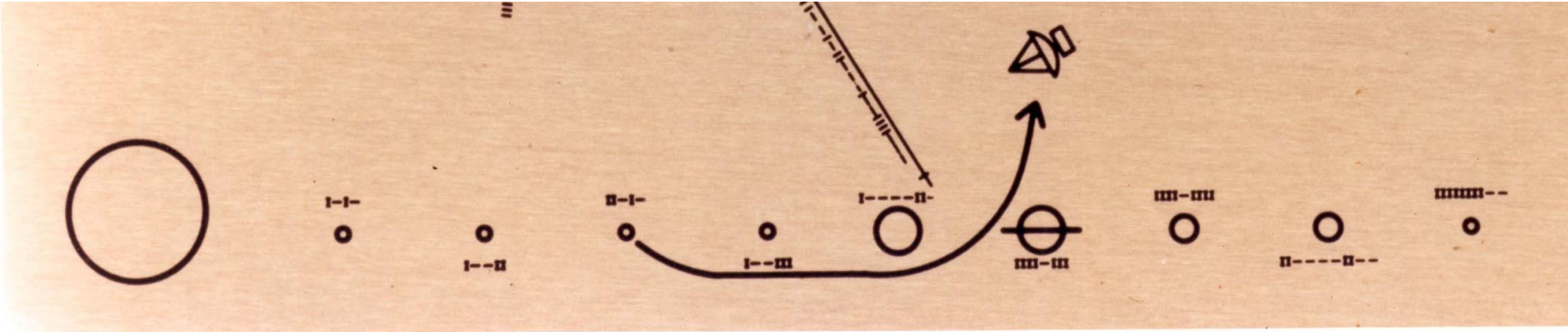
Establishes “|” as a unit of distance: 23cm (Wavelength)

Establishes “|” as a unit of time: 704.2psec (Frequency 1420MHz)





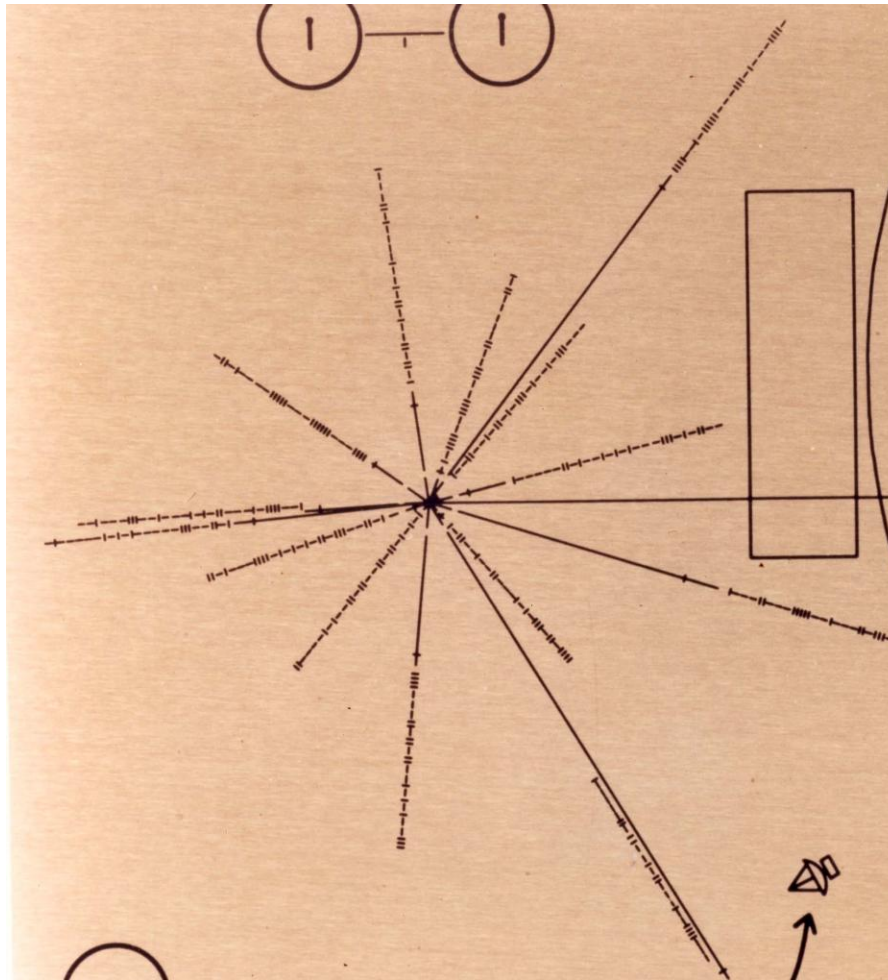
“Map of the solar system”



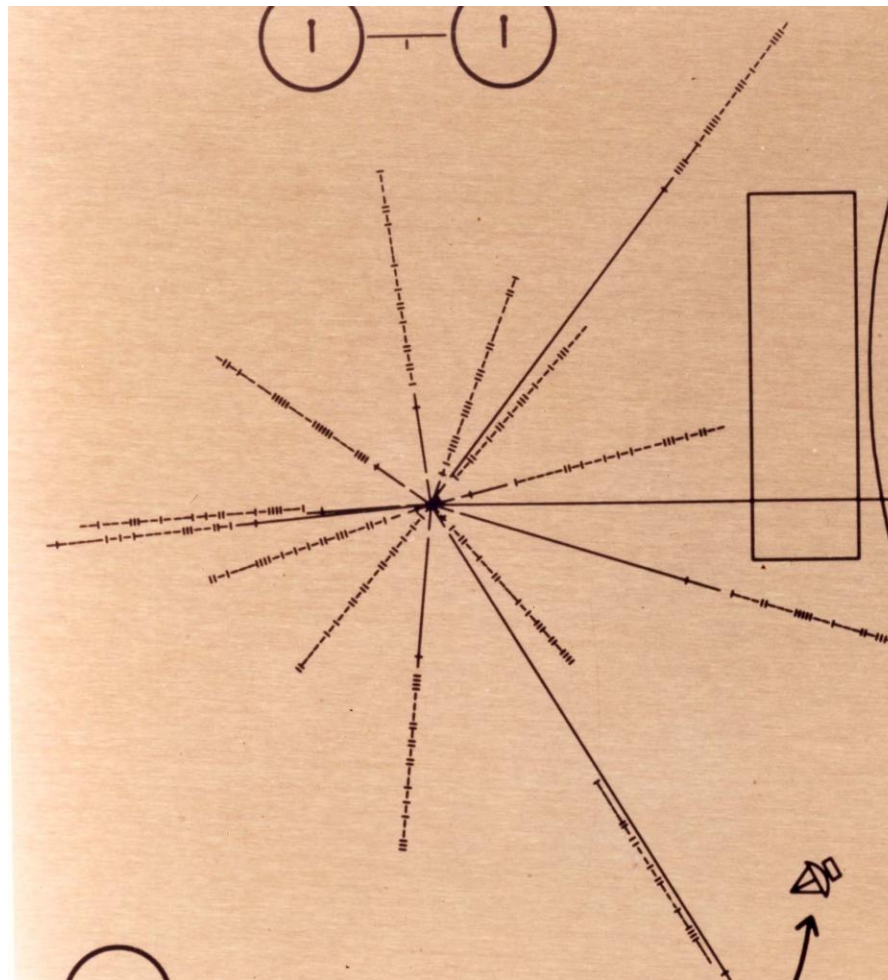
“Map of the solar system”

Shows trajectory of Pioneer spacecraft

Shows planets with representation of distance from the sun



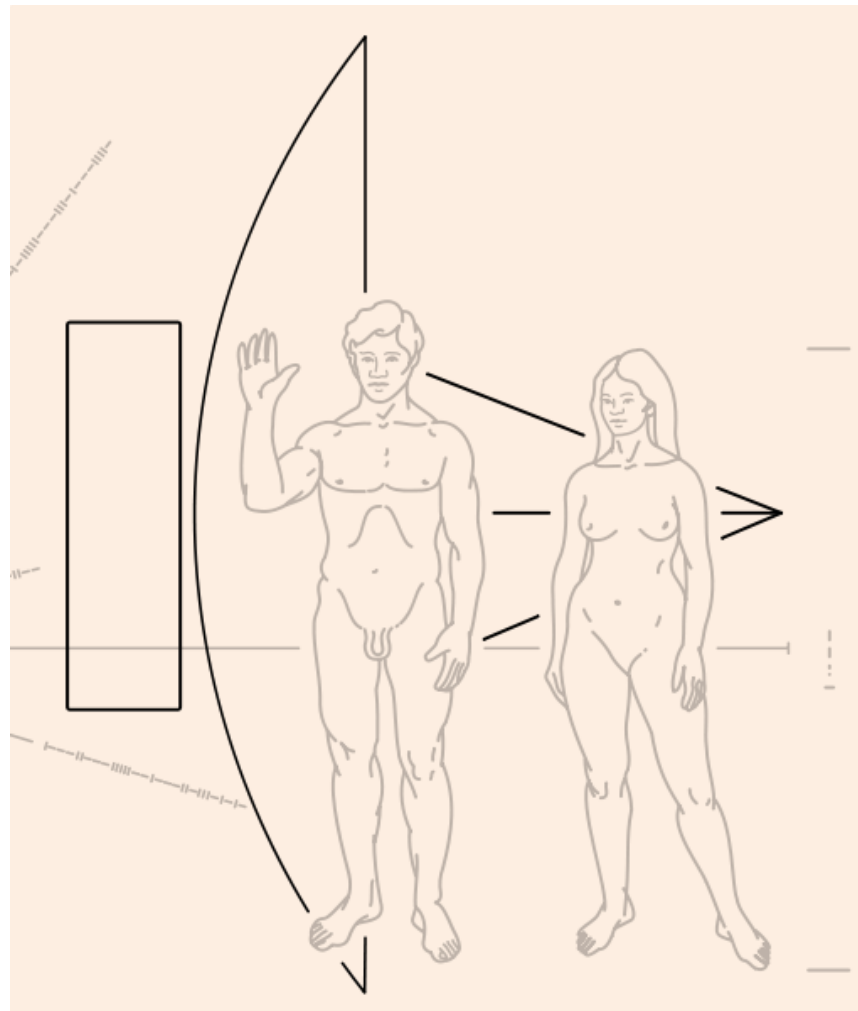
“Position of the sun”



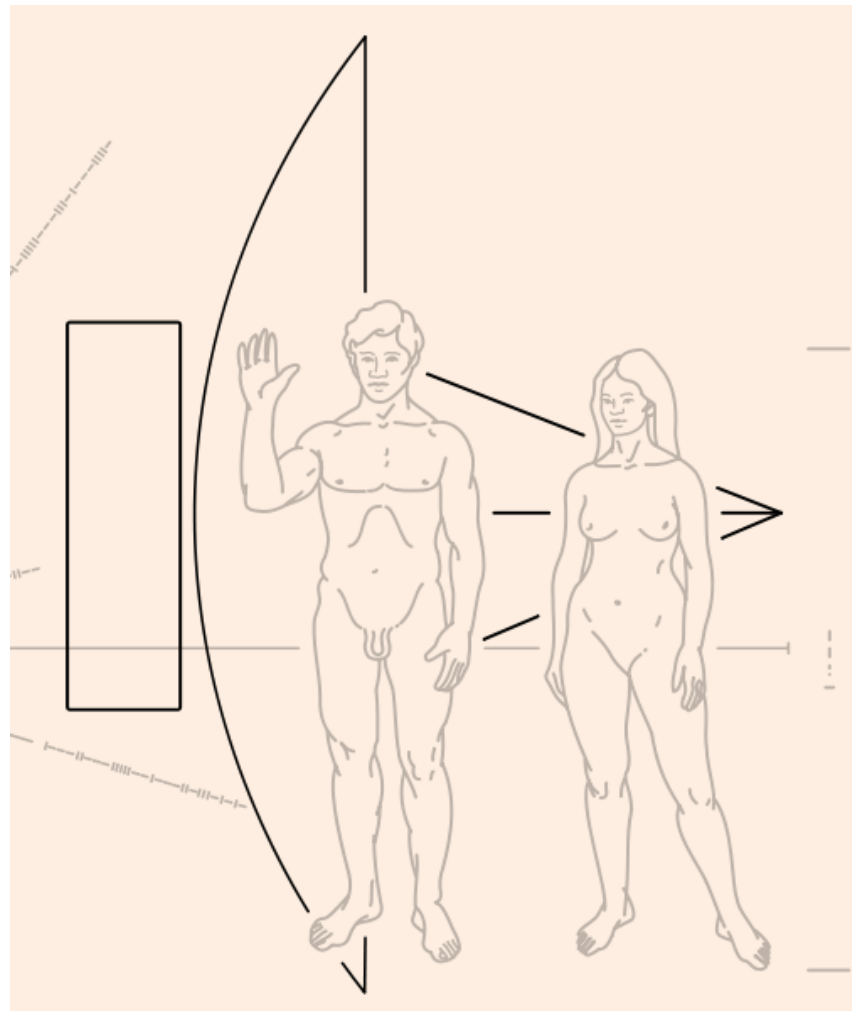
“Position of the sun”

Greater scale of location

Uses 14 pulsars as reference points



“Pioneer silhouette”



“Pioneer silhouette”

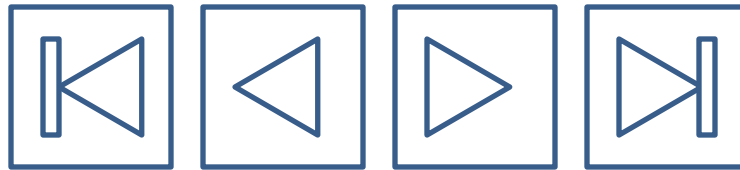
Shows man and woman to scale against a silhouette of the craft itself.

# Logical Constraints & Mapping

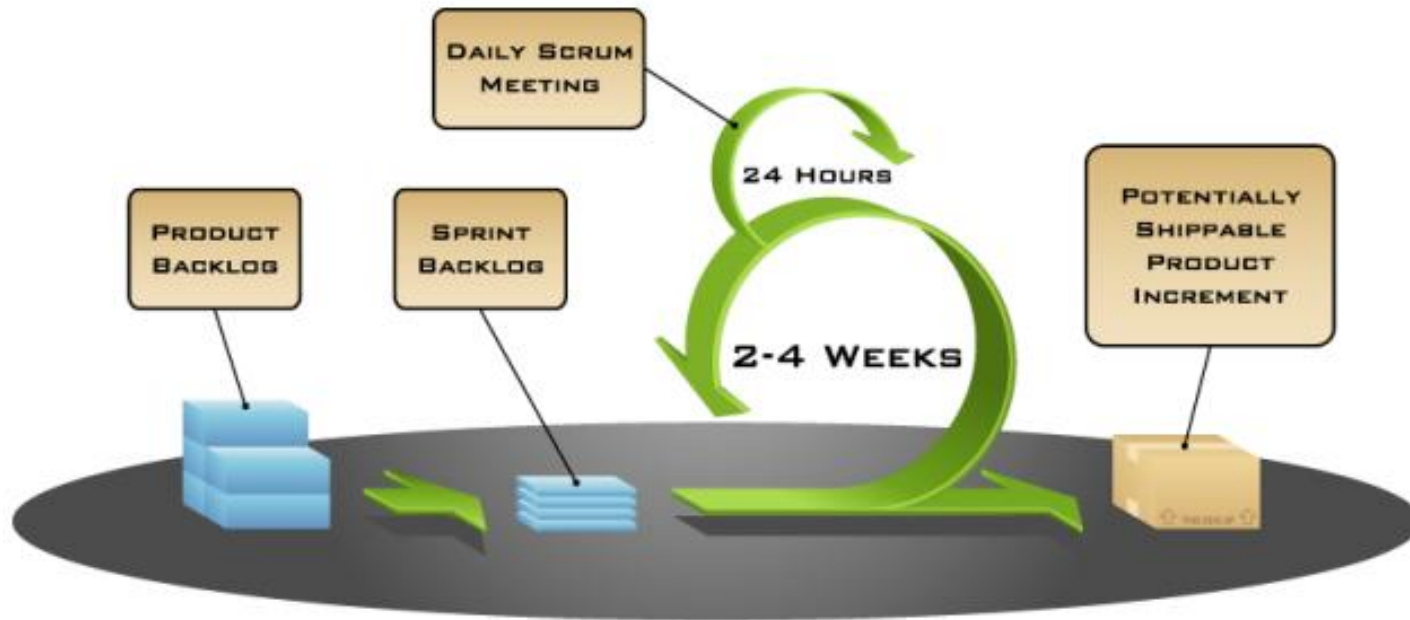
The relationships between images and their counterparts in the real world.

## Logical Constraints & Mapping

The relationships between images and their counterparts in the real world.

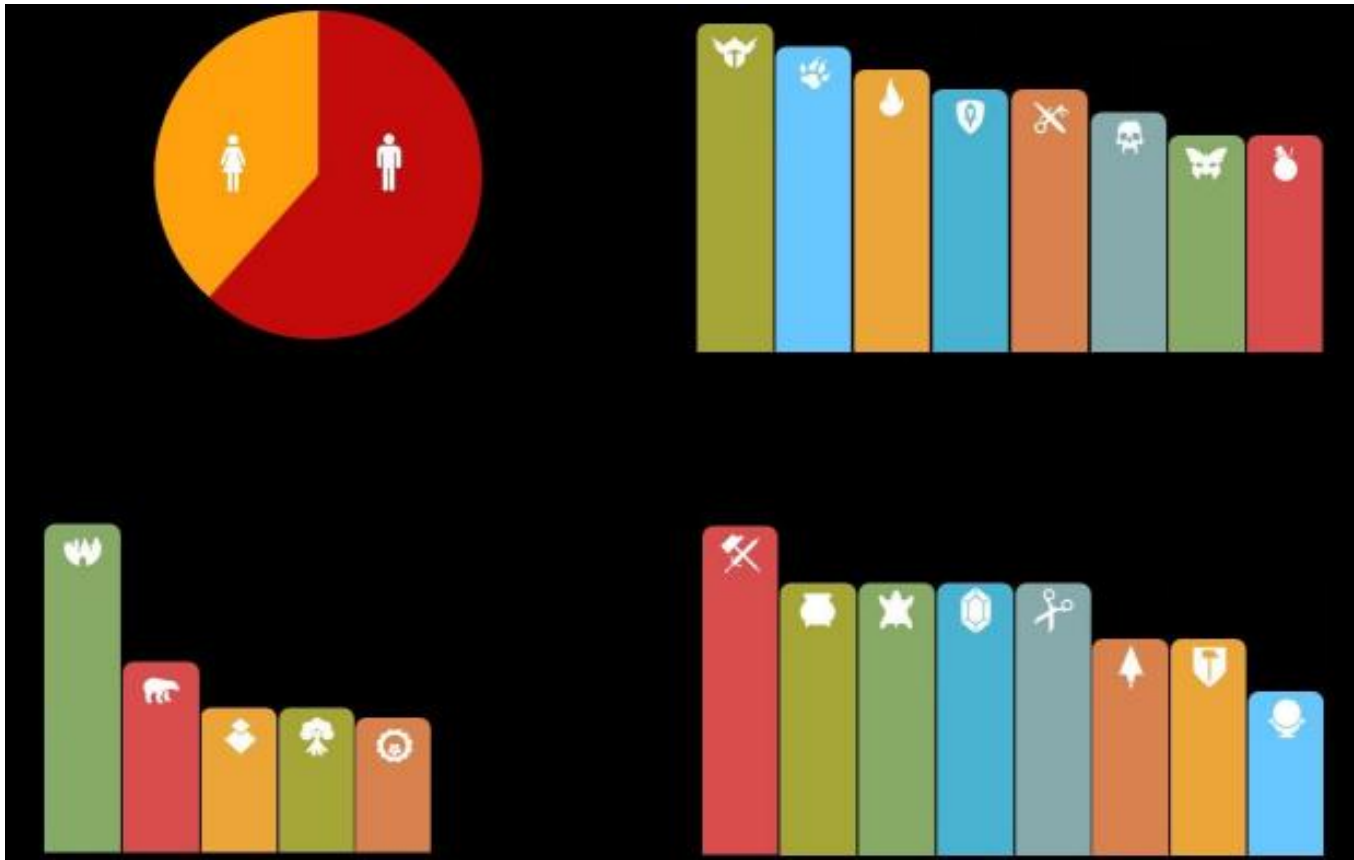






COPYRIGHT © 2005, MOUNTAIN GOAT SOFTWARE

Icons and shapes used to logically depict the Scrum process



Symbols clean the visualization for their intended audience.



Sometimes being literal helps get the point across...



FIVE STATES WITH THE HIGHEST PERCENTAGE OF DRUNK DRIVERS



FIVE STATES WITH THE HIGHEST PERCENTAGE OF DRUGGED DRIVERS



... but sometimes it can lead to classic chartjunk.

# Consistency

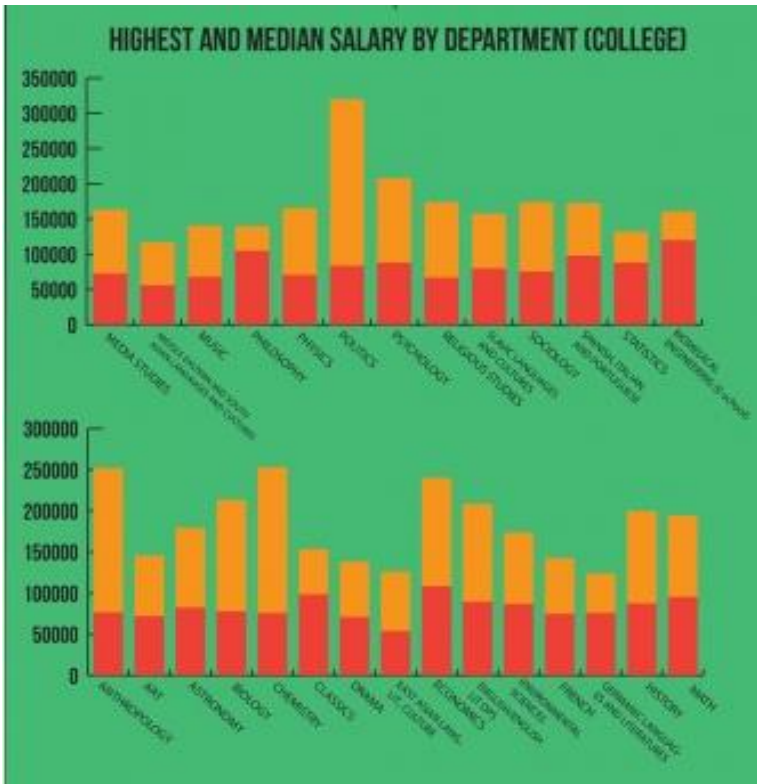
Similar design with similar function.

# Consistency

Similar design with similar function.  
(Seems obvious, right?)

# Consistency

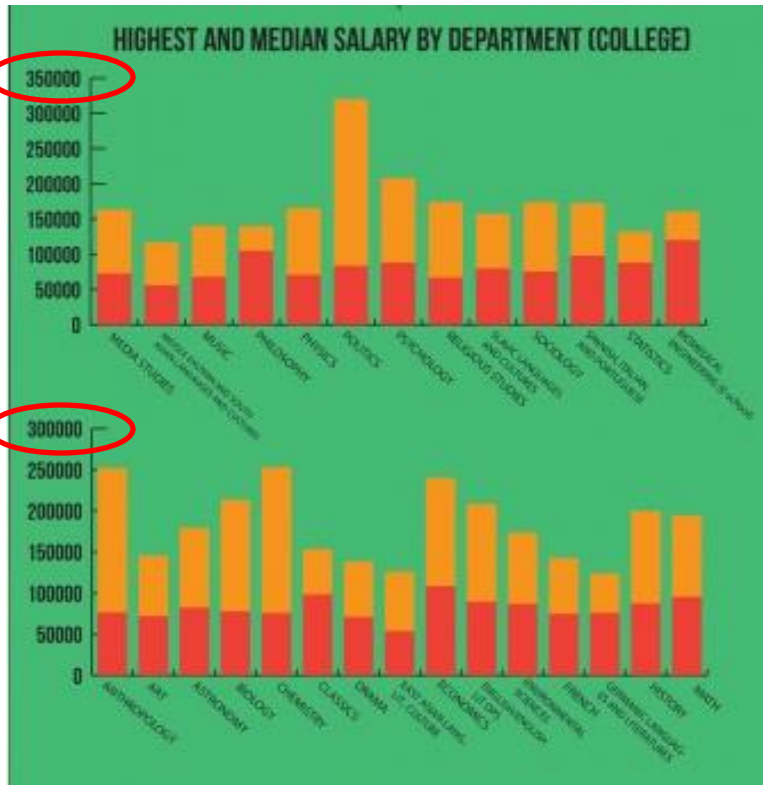
Similar design with similar function.  
(Seems obvious, right?)



Cav Daily

# Consistency

Similar design with similar function.  
(Seems obvious, right?)

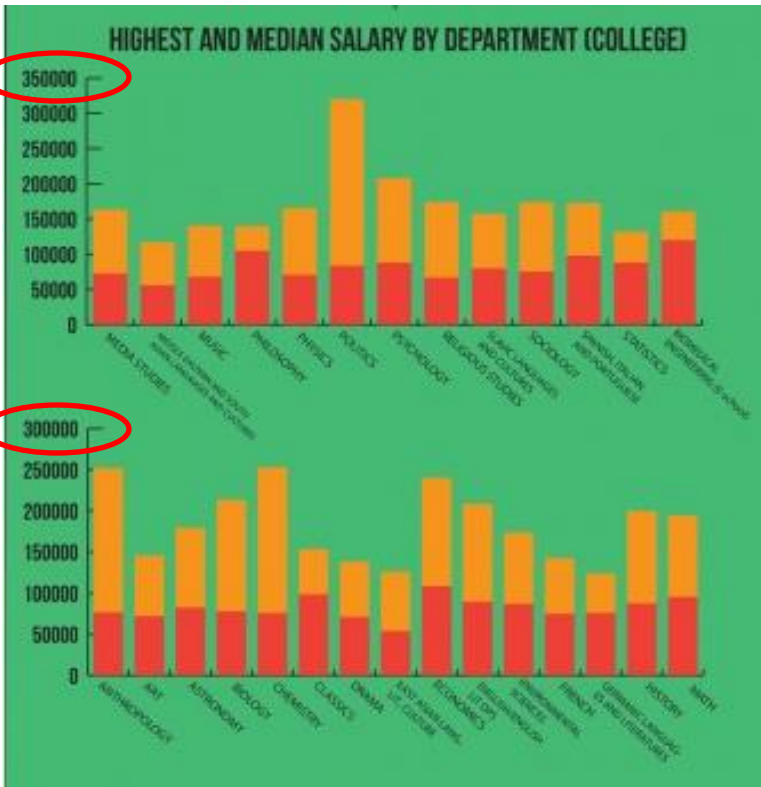


Cav Daily



# Consistency

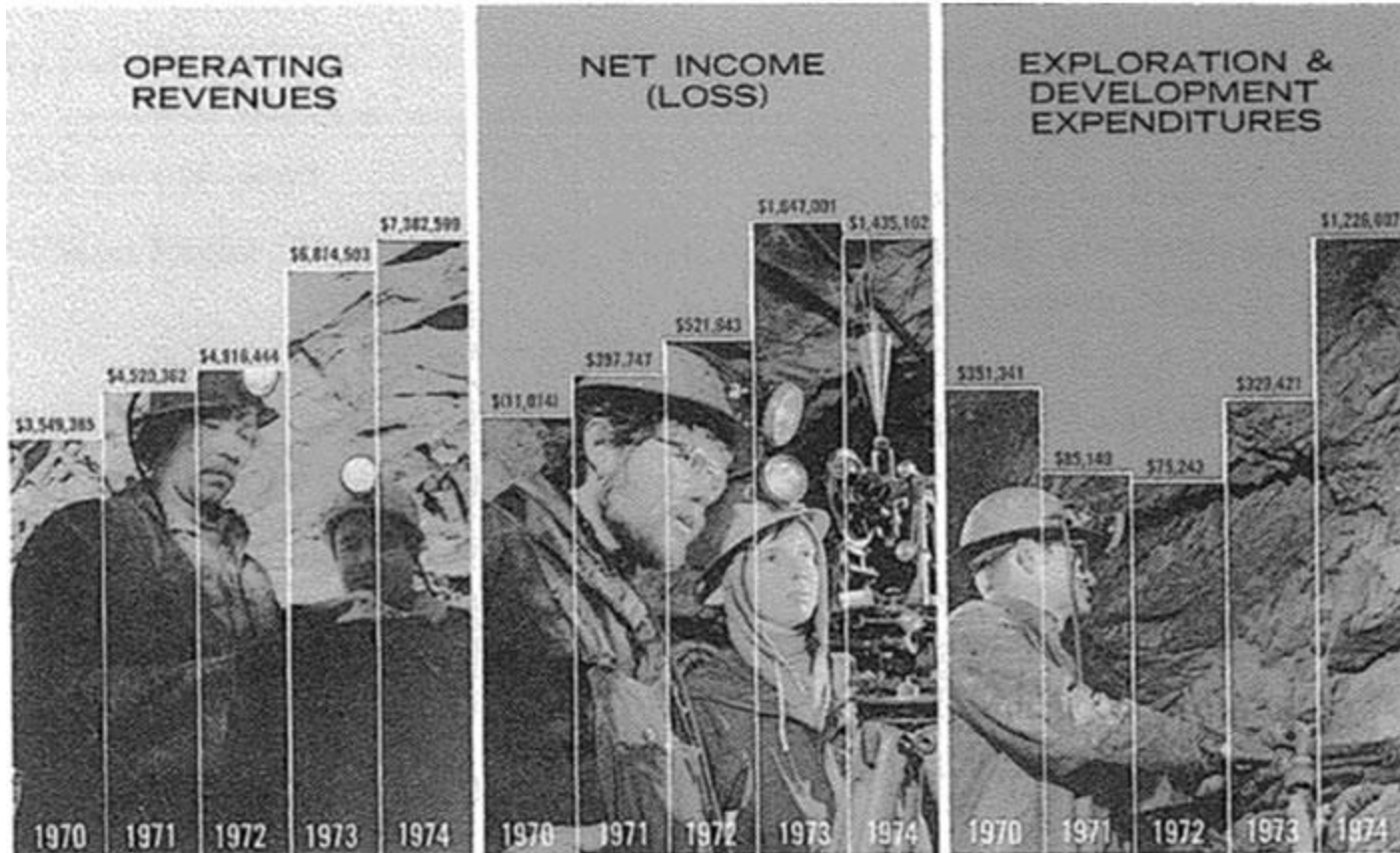
Similar design with similar function.  
(Seems obvious, right?)



Cav Daily

# Consistency

Similar design with similar function.  
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# Consistency

Similar design with similar function.  
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# Consistency

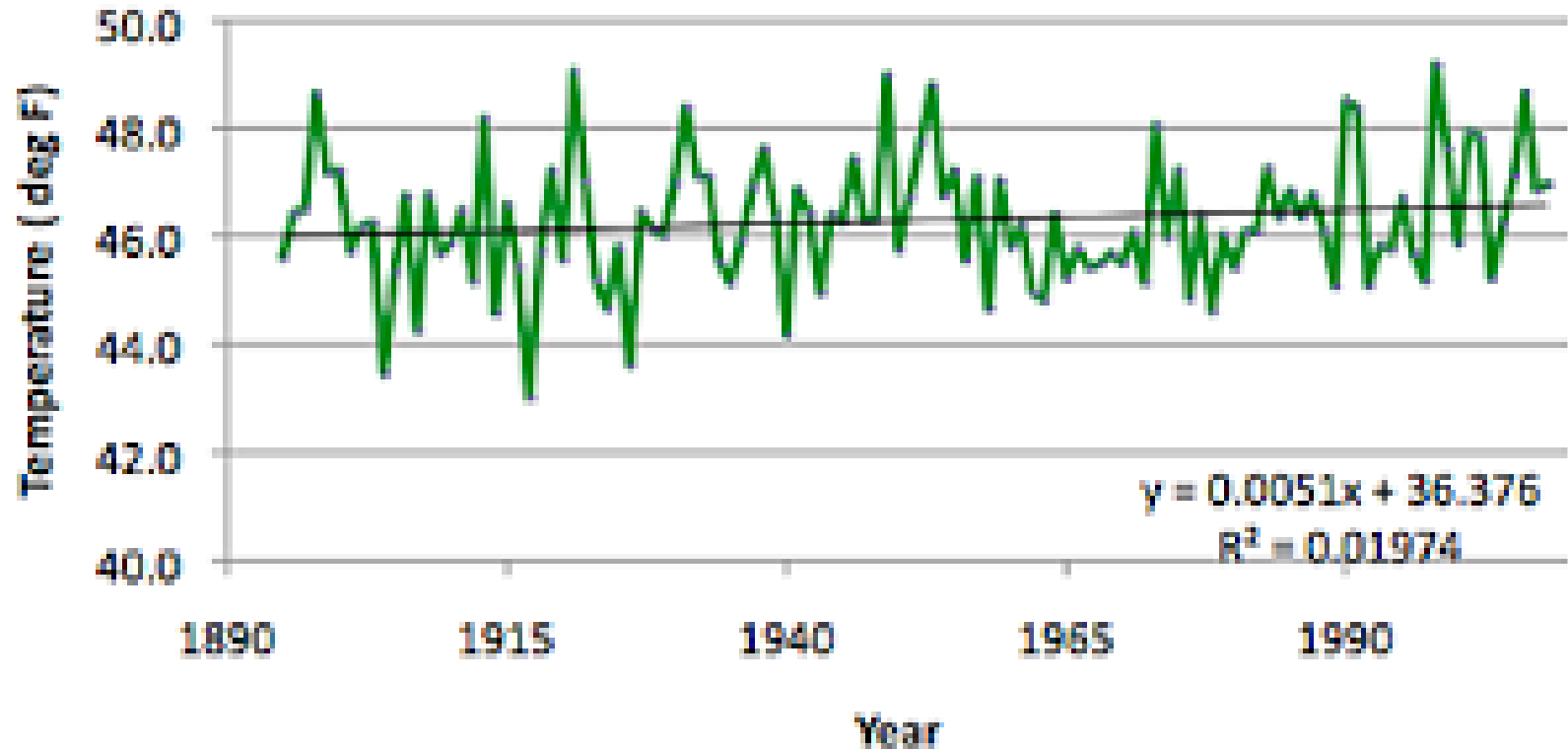
Similar design with similar function.

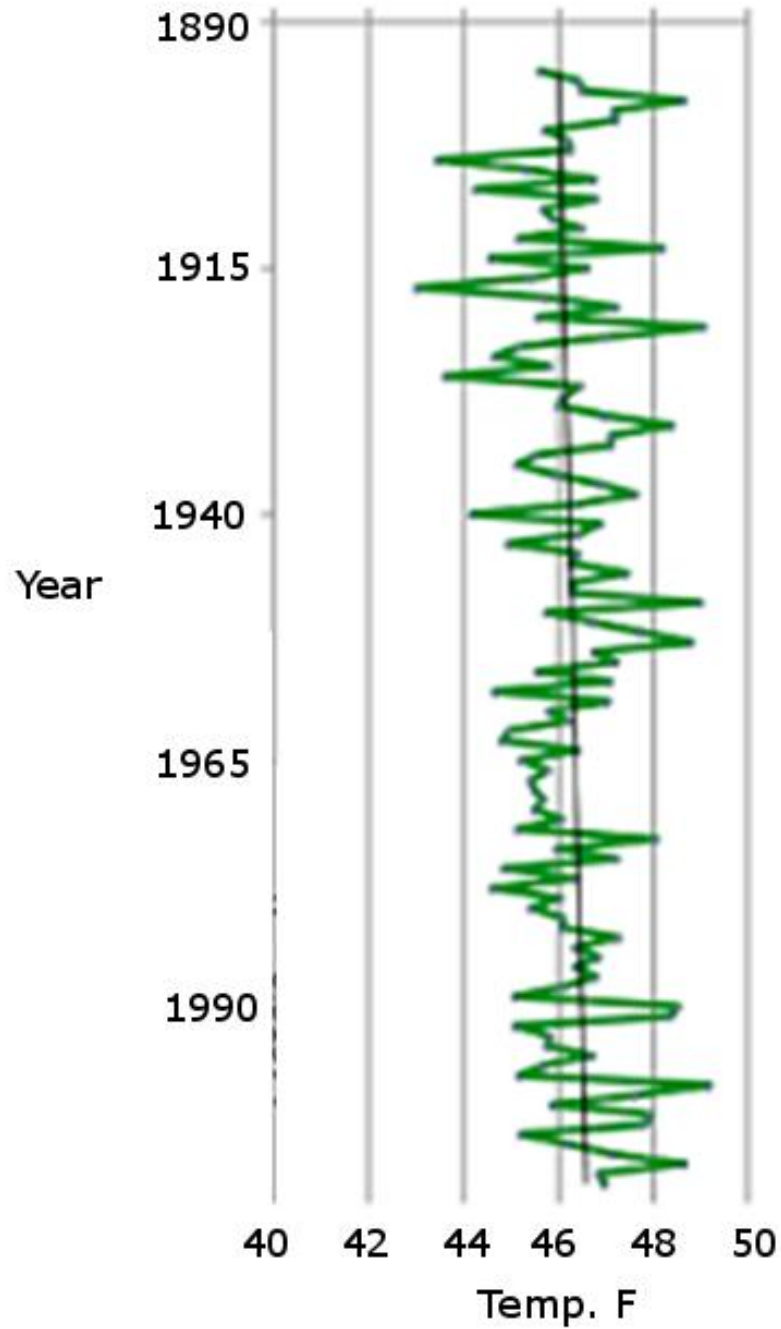
(Seems obvious, right?)

**Internal Consistency:** operations and design choices within one visualization

**External Consistency:** operations and design choices across visualizations

# TOBS Temperature v Time



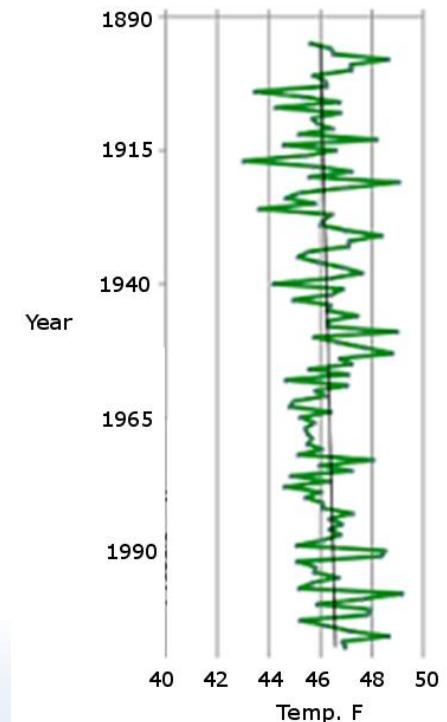
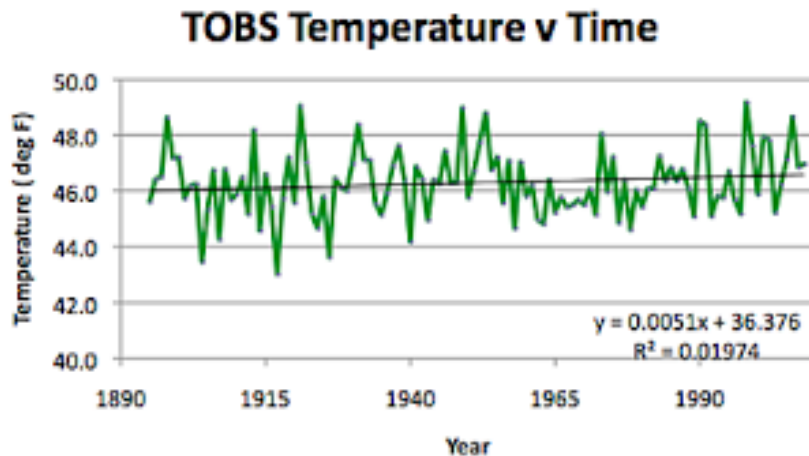


# Consistency

Similar design with similar function.  
(Seems obvious, right?)

**Internal Consistency:** operations and design choices within one visualization

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# Consistency

Similar design with similar function.  
(Seems obvious, right?)

**Internal Consistency:** operations and design choices within one visualization

**External Consistency:** operations and design choices across visualizations



If something is a convention, like **cause and effect**,  
that might be for a good reason.



# Affordance

The quality of an object that allows it to perform an action.

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The quality of an object that allows it to perform an action.



Push or pull?

# Affordance

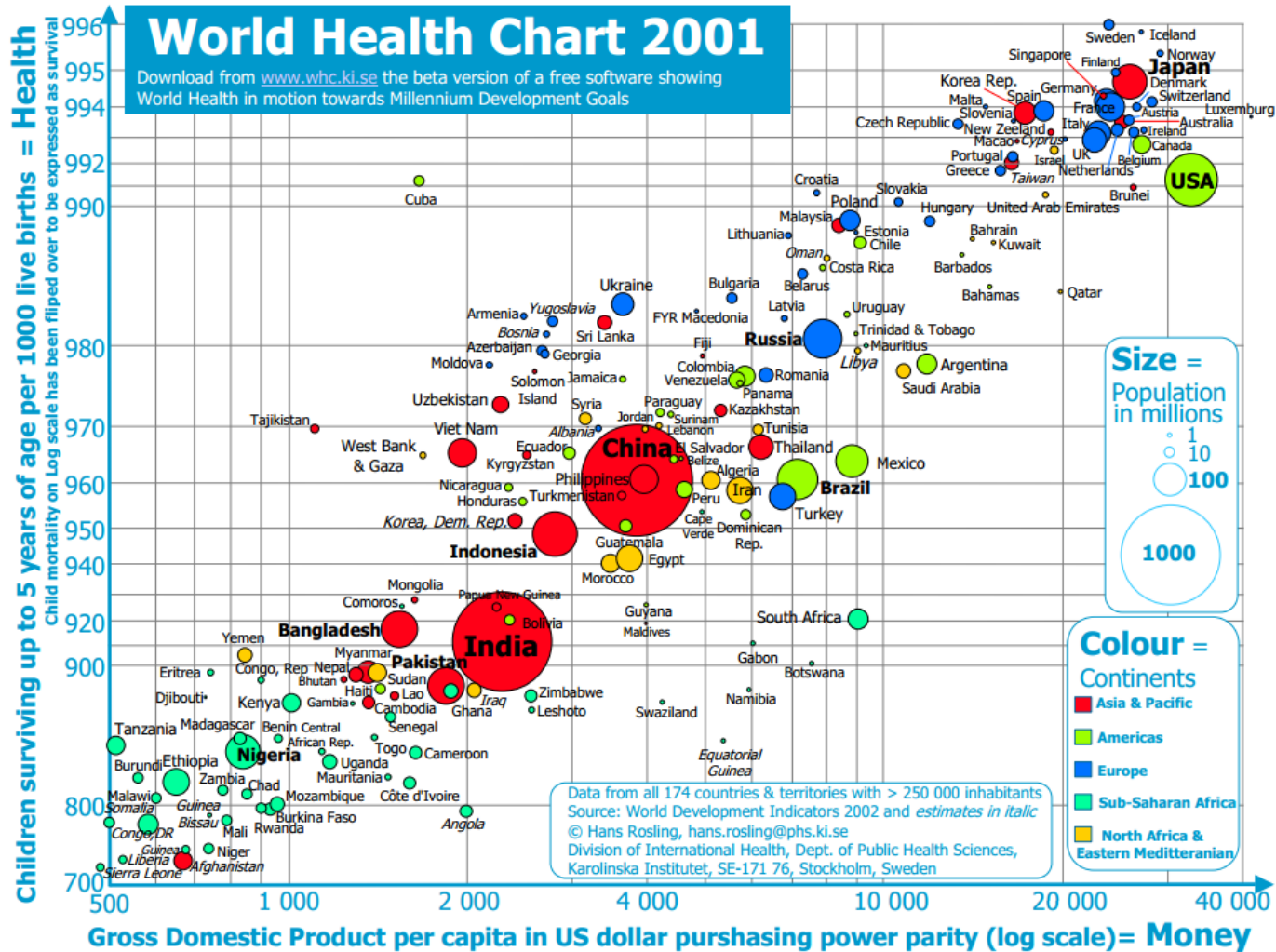
The quality of an object that allows it to perform an action.



Which affords being picked up more?  
Standing more?  
Pouring more?

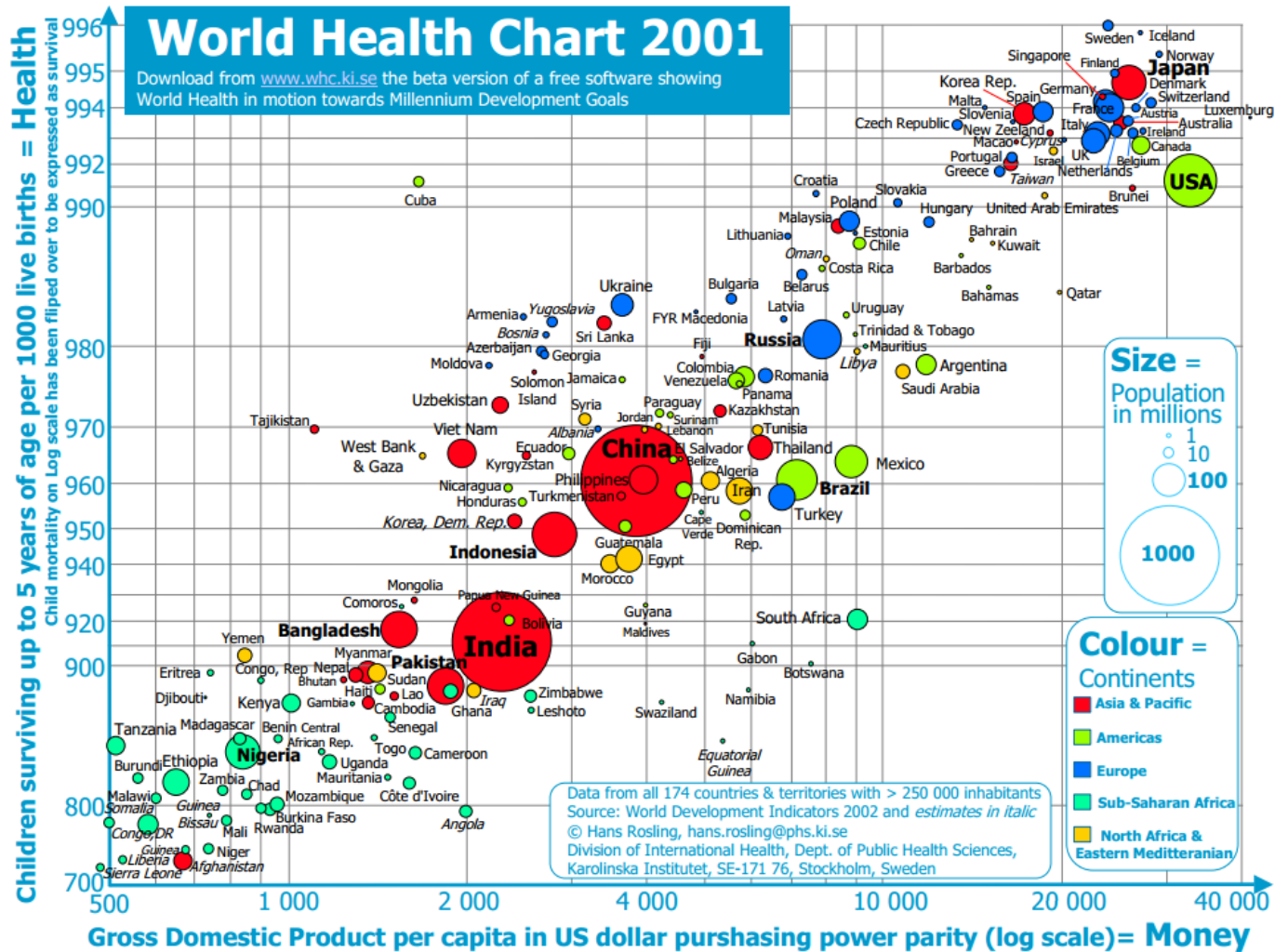
# Affordance

The quality of an object that allows it to perform an action.



# Affordance

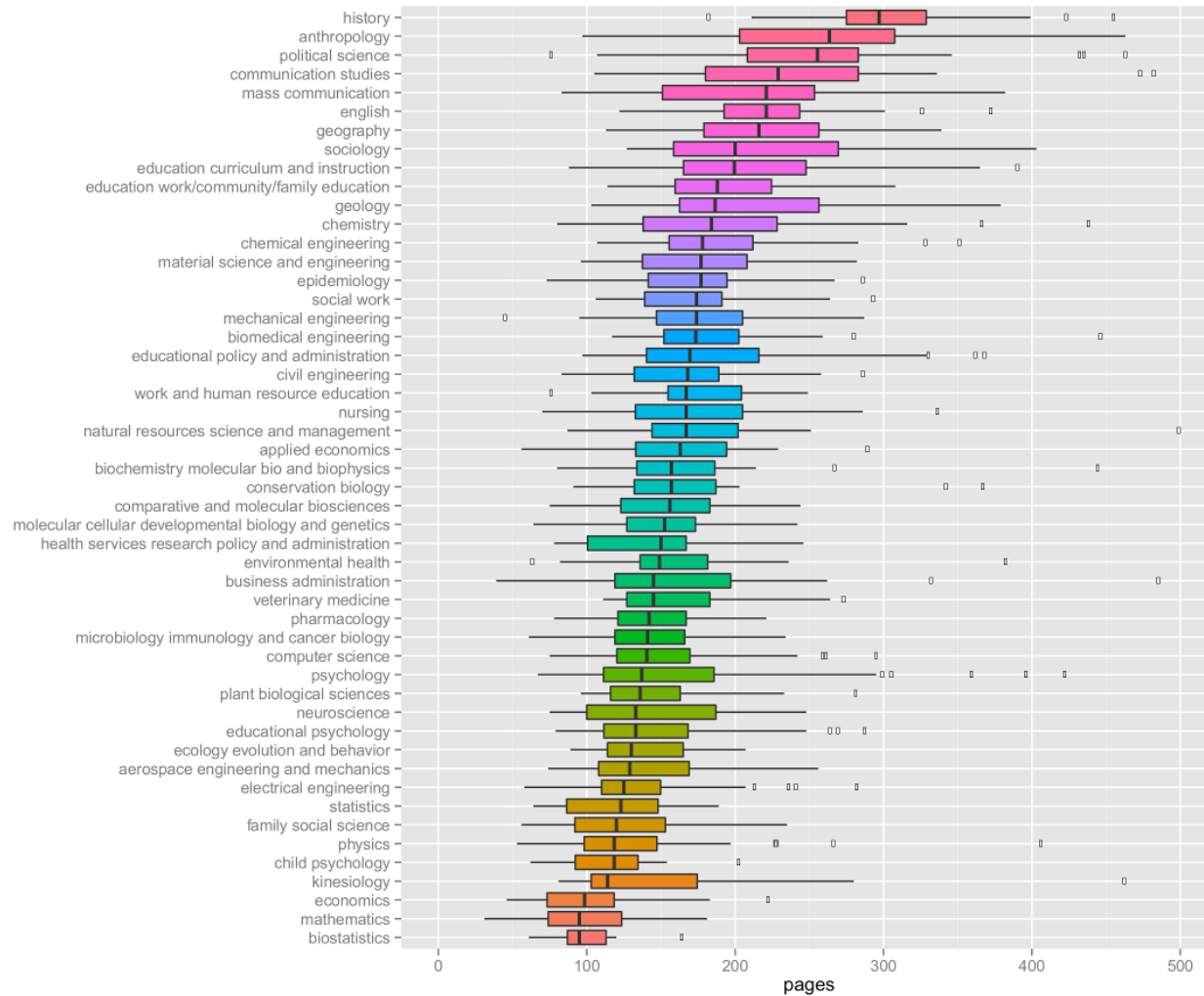
The quality of an object that allows it to perform an action.



Your visualizations should afford being read, guiding the eye gently to the information you present

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The quality of an object that allows it to perform an action.



Your visualizations should afford being read,  
guiding the eye gently to the information you present

# HOMework

(This is on Collab)

Pick two simple tasks, for instance multiplying numbers or making a ham and cheese sandwich. Draw a guide to explain pictorially how this would work. No words allowed.

(You will not be graded on your artistic abilities, I promise!)