

# Task 1

Start | End

SHAPE

SHAPE

Rectangle

Rectangle

DATA

DATA

Drafted Player

Drafted Player

VISUALS

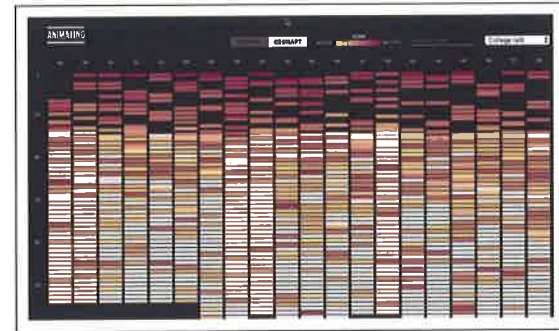
X only change Y position

DURATION

Constant Time

DELAY

X moves top down. (data-driven versus  
visual-property driven)



key frame  
procedural  
slide transitions

# Task 2

Start End

SHAPE SHAPE

Rectangle Rectangle

DATA DATA

Drafted Player Drafted Player

VISUALS

X 20% opacity for players who do not fit col in params.  
100% opacity

DURATION

Constant Time

DELAY

X



# Task 3

Start	End
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SHAPE

SHAPE

Circle

Circle

DATA

DATA

Drafted Player

Drafted Player

VISUALS

X color, size, opacity, y pos.

DURATION

Based on data  
(draft positions moved)

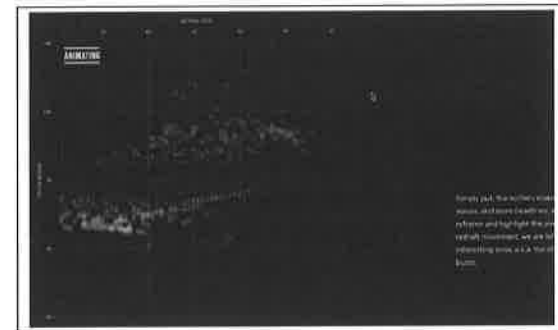
DELAY

X Spots moved

ROI < X

trans fast

ROI



# Task 4

Start	End
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SHAPE

SHAPE

Annotation  
(circles, line, text)

Annotation  
(circles, line, text)

DATA

DATA

N/A

N/A

VISUALS

X x, y coords. of circles  
size of circles in animation  
length of anchor pt. & direction

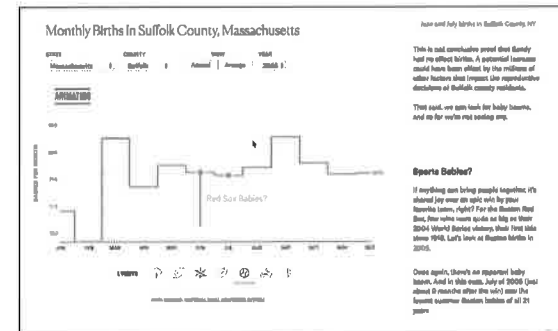
text fades in

DURATION

Variable Durations

DELAY

X circles finish  
sequential order.



# Task 5

Start

End

SHAPE

SHAPE

Line

Line

DATA

DATA

Births per Year  
(State A)

Births per Year  
(State B)

VISUALS

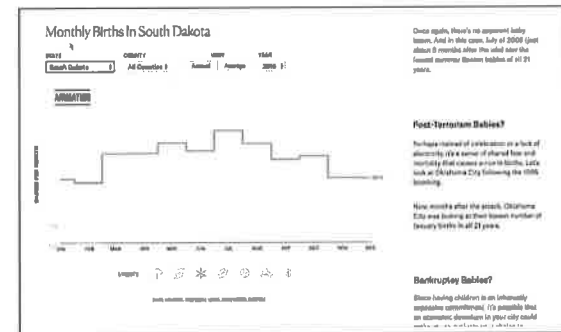
X Scale changes  
Line segment changes.

DURATION

Constant Time

DELAY

X delay based on date



# Task 6

Start End

SHAPE SHAPE

Multiple Lines 1 Line

DATA DATA

Births per Year  
(State A) Averaged Births  
(State A)

VISUALS

X coords of grey lines change; opacity changes  
the blue line changes opacity; y coords converge to pink line.  
pink line becomes full opacity.

DURATION

Constant Time

DELAY

X based off of year.

