SCALABLE VECTOR GRAPHICS (SVG)

BEFORE D3

HTML
CSS
DOM
Javascript
SVG
LAB 2

HTML
CSS
DOM
Javascript
SVG

WHY USE SVG?

- Resolution Independent
WHY USE SVG?

- **Reduces HTTP Request Time** (meaning, your page will load faster!)
  - SVG is a subtype of HTML - therefore it loads with the rest of the page
  - Images require additional requests from the client

- **Styling**
  - Because SVG is an HTML/DOM element we can style them with CSS - this is very helpful when styling similar marks in visualizations

- **Scripting**
  - Most importantly for us, we can run JavaScript to modify, add, animate, etc. any of the SVG elements in the DOM

- **Interaction**
  - SVG elements support a lot of the interaction events that other HTML elements support (e.g. click, hover, etc.)
WHY USE SVG?

• Infinite possibilities, limited only by your imagination

https://www.visualcinnamon.com
(last link in Additional Reading for Lab 2)

LAB PROCEDURE

Before Class
• Read second half of Chapter 3 - Interactive Data Visualization for the Web by Scott Murray
  ★ Read: Understanding SVG Coordinate Systems and Transformations (Parts 1 + 2) by Sara Soueidan
• Git pull example code (https://github.gatech.edu/CS-4460/Labs.git)

In-Class
• Open Lab 2 instruction page (https://github.gatech.edu/CS-4460/Labs/wiki)
• Work through activities

After Class
• If you run out of time, finish all lab activities
• Lab Solutions will be posted Monday nights
Options to Git Pull

https://github.gatech.edu/CS-4460/Labs.git

Mac
Select the “Sync” button on Mac.

Windows
Select the “Pull origin” button on Windows.

Open a new Terminal (Mac) or Command Prompt (Windows)
Navigate to directory you want to clone to, for example:
cd ~\Documents\CS-4460\
git pull