History Of Information Graphics

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History Of Information Graphics ***2020-10-27***

ALENA ANAYA

Visible Numbers MIT Press
What is inside your body? How does it work? And what can it do? What is it that makes you ... you? Seeing is believing with this book that shows you the facts.
Knowledge Is Beautiful Princeton University Press
From the bestselling author of the acclaimed Chaos and Genius comes a thoughtful and provocative exploration of the big ideas of the modern era: Information, communication, and information theory. Acclaimed science writer James Gleick presents an eye-opening vision of how our relationship to information has transformed the very nature of human consciousness. A fascinating intellectual journey through the history of communication and information, from the language of Africa's talking drums to the invention of written alphabets; from the electronic transmission of code to the origins of information theory, into the new information age and the current deluge of news, tweets, images, and blogs. Along the way, Gleick profiles key innovators, including Charles Babbage, Ada Lovelace, Samuel Morse, and Claude Shannon, and reveals how our understanding of information is transforming not only how we look at the world, but how we live. A New York Times Notable Book A Los Angeles Times and Cleveland Plain Dealer Best Book of the Year Winner of the PEN/E. O. Wilson Literary Science Writing Award
Information Graphics Harvard University Press
An accessible primer on how to create effective graphics from data This book provides students and researchers a hands-on introduction to the principles and practice of data visualization. It explains what makes some graphs succeed while others fail, how to make high-quality figures from data using powerful and reproducible methods, and how to think about data visualization in an honest and effective way. Data Visualization builds the reader's expertise in ggplot2, a versatile visualization library for the R programming language. Through a series of worked examples, this accessible primer then demonstrates how to create plots piece by piece, beginning with summaries of single variables and moving on to more complex graphics. Topics include plotting continuous and categorical variables; layering information on graphics; producing effective "small multiple" plots; grouping, summarizing, and transforming data for plotting; creating maps; working with the output of statistical models; and refining plots to make them more comprehensible. Effective graphics are essential to communicating ideas and a great way to better understand data. This book provides the practical skills students and practitioners need to visualize quantitative data and get the most out of their research findings. Provides hands-on instruction using R and ggplot2 Shows how the "tidyverse" of data analysis tools makes working with R easier and more consistent Includes a library of data sets, code, and functions
Infographic Design John Wiley & Sons
Reading Graphic Design in Cultural Context explains key ways of understanding and interpreting the graphic designs we see all around us, in advertising, branding, packaging and fashion. It situates these designs in their cultural and social contexts. Drawing examples from a range of design genres, leading design historians Grace Lees-Maffei and Nicolas P. Maffei explain theories of semiotics, postmodernism and globalisation, and consider issues and debates within visual communication theory such as legibility, the relationship of word and image, gender and identity, and the impact of digital forms on design. Their discussion takes in well-known brands like Alessi, Nike, Unilever and Tate, and everyday designed things including slogan t-shirts, car advertising, ebooks, corporate logos, posters and music packaging.
Graphics and Graphic Information Processing Laurence King Publishing
This beautifully illustrated book is the first complete handbook to visual information. Well written, easy use, and carefully indexed, it describes the full range of charts, graphs, maps, diagrams, and tables used daily to manage, analyze, and communicate information. It features over 3,000 illustrations, making it an ideal source for ideas on how to present information. It is an invaluable tool for anyone who writes or designs reports, whether for scientific journals, annual reports, or magazines and newspapers.
Reading Graphic Design in Cultural Context Columbia University Press
Graphs, maps, stats, and diagrams: this collection of infographics explores the development of visual communication in the big data age. More than 400 exemplary graphics--ranging from journalism to art, government to education--are accompanied by essays tracing the evolving art form that is pictorial explanation. Complete with in-depth fact...
The Visual History of Type University of Chicago Press
The author calls on his own wealth of design experience to explore signage as a point where graphic design and architecture come together. The book showcases great examples of signage design worldwide, ranging from museums and schools to transport systems, with an emphasis on the most original approaches to tackling the task.
The Infographic MIT Press
Graphical practice. Theory of data graphics.
Information Design BPP, Big Picture Press
The visualization process doesn't happen in a vacuum; it is grounded in principles and methodologies of design, cognition, perception, and human-computer-interaction that are combined to one's personal knowledge and creative experiences. Design for Information critically examines other design solutions —current and historic— helping you gain a larger understanding of how to solve specific problems. This book is designed to help you foster the development of a repertoire of existing methods and concepts to help you overcome design problems. Learn the ins and outs of data visualization with this informative book that provides you with a series of current visualization case studies. The visualizations discussed are analyzed for

their design principles and methods, giving you valuable critical and analytical tools to further develop your design process. The case study format of this book is perfect for discussing the histories, theories and best practices in the field through real-world, effective visualizations. The selection represents a fraction of effective visualizations that we encounter in this burgeoning field, allowing you the opportunity to extend your study to other solutions in your specific field(s) of practice. This book is also helpful to students in other disciplines who are involved with visualizing information, such as those in the digital humanities and most of the sciences.
W. E. B. Du Bois's Data Portraits MIT Press
How computer graphics transformed the computer from a calculating machine into an interactive medium, as seen through the histories of five technical objects. Most of us think of computer graphics as a relatively recent invention, enabling the spectacular visual effects and lifelike simulations we see in current films, television shows, and digital games. In fact, computer graphics have been around as long as the modern computer itself, and played a fundamental role in the development of our contemporary culture of computing. In Image Objects, Jacob Gaboury offers a prehistory of computer graphics through an examination of five technical objects--an algorithm, an interface, an object standard, a programming paradigm, and a hardware platform--arguing that computer graphics transformed the computer from a calculating machine into an interactive medium. Gaboury explores early efforts to produce an algorithmic solution for the calculation of object visibility; considers the history of the computer screen and the random-access memory that first made interactive images possible; examines the standardization of graphical objects through the Utah teapot, the most famous graphical model in the history of the field; reviews the graphical origins of the object-oriented programming paradigm; and, finally, considers the development of the graphics processing unit as the catalyst that enabled an explosion in graphical computing at the end of the twentieth century. The development of computer graphics, Gaboury argues, signals a change not only in the way we make images but also in the way we mediate our world through the computer--and how we have come to reimagine that world as computational.
Data Visualization National Geographic Books
Impossible ideas, invisible patterns, hidden connections—visualized Deepen your understanding of the world with these mind-blowing infographics from the bestselling author of The Visual Miscellaneum
Information Graphics New Riders
Expand your knowledge of the aesthetics, forms and meaning of motion graphics as well as the long-running connections between the American avant-garde film, video art and TV commercials. In 1960 avant-garde animator and inventor John Whitney started a company called "Motion Graphics, Inc." to make animated titles and logos. His new company crystalized a relationship between avant-garde film and commercial broadcast design/film titles. Careful discussion of historical works puts them in context, allowing their reappearance in contemporary motion graphics clear. This book includes a thorough examination of the history of title design from the earliest films through the present, including Walter Anthony, Saul Bass, Maurice Binder, Pablo Ferro, Wayne Fitzgerald, Nina Saxon, and Kyle Cooper. This book also covers early abstract film (the Futurists Bruno Corra and Arnaldo Ginna, Leopold Survage, Walther Ruttmann, Viking Eggeling, Hans Richter, Oskar Fischinger, Mary Ellen Bute, Len Lye and Norman McLaren) and puts the work of visual music pioneers Mary Hallock-Greenewalt and Thomas Wilfred in context. The History of Motion Graphics is the essential textbook and general reference for understanding how and where the field of motion graphic design came from and where it's going.
Plus Belles Bibliotheques Du Monde Routledge
Bibliophiles, rejoice! In this rapturous photographic journey, Massimo Listri travels to some of the oldest and finest libraries around the world to celebrate their architectural and historical wonder. From medieval to 19th-century institutions, private to monastic collections, this is a cultural-historical pilgrimage to the heart of our halls...
The Visual Display of Quantitative Information Oxford University Press
Information Design provides citizens, business and government with a means of presenting and interacting with complex information. It embraces applications from wayfinding and map reading to forms design; from website and screen layout to instruction. Done well it can communicate across languages and cultures, convey complicated instructions, even change behaviours. Information Design offers an authoritative guide to this important multidisciplinary subject. The book weaves design theory and methods with case studies of professional practice from leading information designers across the world. The heavily illustrated text is rigorous yet readable and offers a single, must-have, reference to anyone interested in information design or any of its related disciplines such as interaction design and information architecture, information graphics, document design, universal design, service design, map-making and wayfinding.
Mapping the Nation Taylor & Francis
Infographics and data visualization are graphic visual representations of information, data or knowledge intended to present information quickly, easily and clearly to the masses. This title will explore the basic knowledge of infographics and data visualization by explicating its history and the major types used. Fifteen well-selected masters and talents on data visualization will share their work in the book and tell us more about how they meet and handle information and data. It will serve as a great book for information designers and common readers who like visualizing information and analyzing data.
Information Graphics Laurence King Publishing
A l'ère du "big data" et de la diffusion numérique, alors que les informations voyagent plus vite et plus loin et que les médias se disputent une part volatile de l'attention des internautes, l'infographie est propulsée sur le devant de la scène. A la fois nuancée et claire, l'infographie sait traduire des idées abstraites, des statistiques complexes et des découvertes inouïes sous une forme synthétique, percutante et souvent très esthétique. Cartographes, designers, programmeurs, statisticiens, scientifiques et journalistes réunissent leur expertise pour rendre visuel le savoir complexe. Pourtant cette approche n'est pas nouvelle - ses traces se décèlent à travers les siècles. Ce recueil ambitieux explore la riche histoire de la forme infographique en retraçant l'évolution de la visualisation des données, du Moyen Age à l'ère du numérique. Conçu sous la direction de Sandra Rendgen, il offre un panorama spectaculaire et systématique de la communication graphique à travers quelque 400 exemples qui relèvent de l'astronomie, la cartographie, la zoologie, la technologie et autres disciplines. Une sélection qui s'étend aussi à travers les pays, les époques et les techniques - où les manuscrits médiévaux côtoient les impressions en couleur, les rouleaux de parchemin rencontrent les atlas de prestige et les diagrammes peints à la main voisinent avec les infocartes

digitales. Parmi les chefs d'oeuvre présentés, on trouve la fameuse carte du monde de Martin Waldseemüller, les représentations cartographiques célestes d'Andreas Cellarius et les méticuleuses études zoologiques de Ernst Haeckel, ainsi qu'une multitude de trésors inconnus. L'introduction de l'auteure et les légendes détaillées éclairent le contexte historique et culturel des oeuvres, tandis que quatre experts de l'infographie - David Rumsey, Michael Friendly, Michael Stoll et Scott Klein - offrent en autant de chapitres un aperçu des collections historiques uniques qu'ils ont chacun constituées.

Human Body Thames & Hudson
Updated to reflect our rapidly changing world.

Information Graphics Bloomsbury Publishing
Preface: Infographics would not exist without journalism / Javier Errea -- Masters. Peter Sullivan -- Masters. Nigel Holmes -- Insights: What does data journalism look like today: A 10-step guide / Simon Rogers -- Masters. Jan Schwochow -- Talents. Alberto Lucas López -- Talents. Monica Ulmanu -- Insights: The elevator pitch: Graphics that connect with your audience / Kat Downs -- Insights: Infographics vs. post-truth: The new disregard for information / Thomas Heumann -- Masters. Amanda Cox -- Insights: This machine makes thought (and feelings, too) / Steve Duenes -- Masters. Archie Tse -- Insights: The social graphics wave / Javier Zarracina -- Talents. Carlos Monteiro -- Talents. Mónica Serrano -- Insights. Faraway, so close. The evolution of a long-term relationship between information design and the media / Paolo Ciuccarelli -- Talents. Simon Ducroquet -- Talents. Anatoly Bondarenko -- Talents. Alijaž Vindiš -- Insights: Illustrating science / Jen Christiansen -- Masters. Pablo Loscri -- Insights. Uncertainty and graphicacy: How should statisticians, journalists, and designers highlight uncertainty in graphics for public consumption? / Alberto Cairo -- Masters. Giorgia Lupi -- Masters. John Grimwade -- Talents. Antonio Farach -- Talents. Manuel Cabrera -- Masters. Fernando G. Baptista -- Masters. Jaime Serra.

Design for Information Taschen America Llc
The pixel as the organizing principle of all pictures, from cave paintings to Toy Story. The Great Digital Convergence of all media types into one universal digital medium occurred, with little fanfare, at the recent turn of the millennium. The bit became the universal medium, and the pixel--a particular packaging of bits--conquered the world. Henceforward, nearly every picture in the world would be composed of pixels--cell phone pictures, app interfaces, Mars Rover transmissions, book illustrations, videogames. In A Biography of the Pixel, Pixar cofounder Alvy Ray Smith argues that the pixel is the organizing principle of most modern media, and he presents a few simple but profound ideas that unify the dazzling varieties of digital image making. Smith's story of the pixel's development begins with Fourier waves, proceeds through Turing machines, and ends with the first digital movies from Pixar, DreamWorks, and Blue Sky. Today, almost all the pictures we encounter are digital--mediated by the pixel and irretrievably separated from their media; museums and kindergartens are two of the last outposts of the analog. Smith explains, engagingly and accessibly, how pictures composed of invisible stuff become visible--that is, how digital pixels convert to analog display elements. Taking the special case of digital movies to represent all of Digital Light (his term for pictures constructed of pixels), and drawing on his decades of work in the field, Smith approaches his subject from multiple angles--art, technology, entertainment, business, and history. A Biography of the Pixel is essential reading for anyone who has watched a video on a cell phone, played a videogame, or seen a movie. 400 pages of annotations, prepared by the author and available online, provide an invaluable resource for readers.

Better Data Visualizations John Wiley & Sons
If you have any interest in information graphics, maps, or history, you know of the seminal flow map of Napoleon's 1812 march into Russia by Charles-Joseph Minard, made famous by Edward Tufte, and considered to be one of the most magnificent data graphics ever produced. The Minard System explores the nineteenth-century civil engineer's career and the story behind this masterpiece of multivariate data, as well as sixty of Minard's other statistical graphics reflecting social and economic changes of the Industrial Revolution in Europe and around the world. These stunning drawings are from the collection of the École Nationale des Ponts et Chaussées in Paris and have never before been published in their entirety.