

## Participant 08

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:29*

Well yeah. I'm familiar with keyframing on slide transition but yeah procedural animation - I heard about it but didn't really get into that idea. Yeah.

2. What is missing in those tools for creating animated data visualizations? *Time in: 00:55*

I think After Effects will be good create a some like cartoony animation. If you have different shapes but it's not like millions of the same shapes. But for data visualization because like it based on data. So like you could have like hundreds of the same shapes to represent the similar data or some of the dimensions of that data. Because of one thing I would point out in After Effects is it has a lot of functions. So the whole interface its composed of like different panels. So it makes the timeline session like sometimes where you need to see the whole how you visually animate the graph. It makes the timeline session very narrow or smaller. So you solve for data visualization you may need to create a multiple hundreds of or any layers. And then it makes you hard to go back to find the one final layer you need to animate. And also when I'm working with After Effects even though it's just like 8 or 10 layer it's already seems a lot in the timeline panel. And when I like for example if it's like 30 or 60 seconds animation then you remember ok this layer from this to this. And then when you animate layer 2, 3, 6 and then you need to go back to animate layer 4 and 1 then you kind of like a forgot like previously what you did. So I think that there is it doesn't like. I mean the layouts thing doesn't really help you to keep you in mind keep you like remember what the structure is.

3. What information about the underlying data do you think should be exposed? *Time in: 03:31*

You mean does the designer want to see the data table to make it visualized? Well if After Effects can make a data visualization. I mean it would make sense to see the data first to understand the data then maybe you could have some rules for designers to specify this data. So then I don't have to manually manipulate every shape layer. And then you just like, with After Effects, it would be boom - based on my rules that it creates this data visualization.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 04:27*

Machine learning (laughs). I understand initially I read and now I go down more and more I was like oh yeah, ok. I mean, like actually procedural makes sense. But when the three types of animation introduce them together together. I would assume they are different types of animation but actually they are the same thing.

5. What's hard about creating animations? *Time in: 05:26*

I think animation you need to like mimic how the physical world moves and sometimes well although we live in the physical world but we it's like if I'm not a sensitive observer then I don't pay attention to how people or how objects move. So I know there's like a 10 principle of animation. But still like a when you really do the work it's hard to tell whether the way you animate really follows

the physical world. Oh people say it's all like these ten principles or based on your own intuition. But what it's like for some people who don't really have this. I wish the software - well I mean the good part is the software gave us the freedom to have us to do in our own way but also I would also want to know whether if there are some hard rules for the physical world movement principles. I would love to see like these software would have this kind of like mechanism telling or helping people to know whether the animation they created really fits.

6. When do you consider using animations in a project? *Time in: 07:05*

Ok. So I like previously I did some UX work. So at the time I'd get into like Framer or InVision so need to like fake how the interface transitions or how people would tap. So that's the one aspect - one area - I would use and After Effects. Another one is because I love creating illustrations, so recently I just began to learn - because I saw those a lot of animated or illustrations on Instagram they create those very cool. So that's how I recently began to learn how to use After Effects to create that kind of animation. And another part is the video. But mostly video don't have to be like that but sometimes I just want to make the video look like nice or whatever. So that's. Yeah. But it's not because some animation you can create in Premiere or other like iMovie.

7. From your experience, what makes a good animation? *Time in: 08:38*

Well what I do I just use very basic ones like a keyframe system like easy ease. They have have this that's what the graphic, what's it called, the easing function. So you're like adjusting the handle to make the animation start faster and then fade out slower. I just like a play around and so. I don't know, I don't have it very - just like intuition. I feel like when I learned that. I think when I learned After Effects initially I kind of leaned to like overdue those like easy ease things. Like bounce boom boom boom. Yeah like this. So Easy easy things like. So I don't know - I'm still learning.