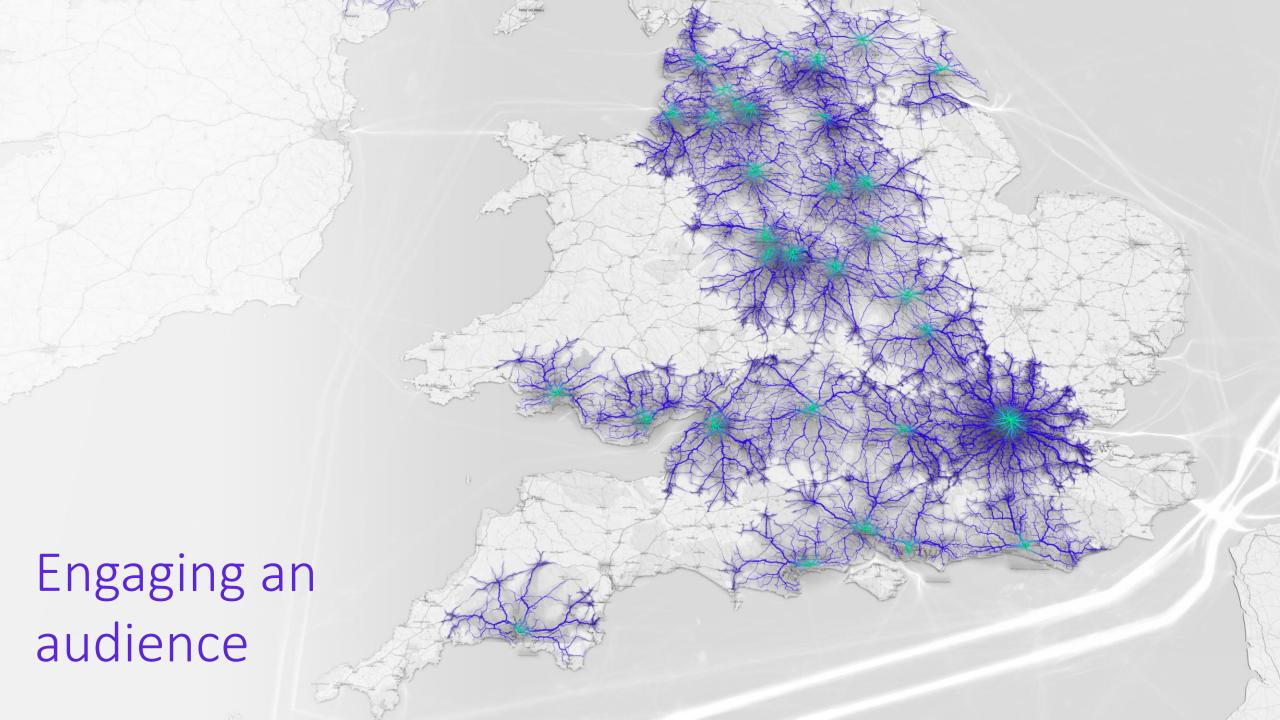
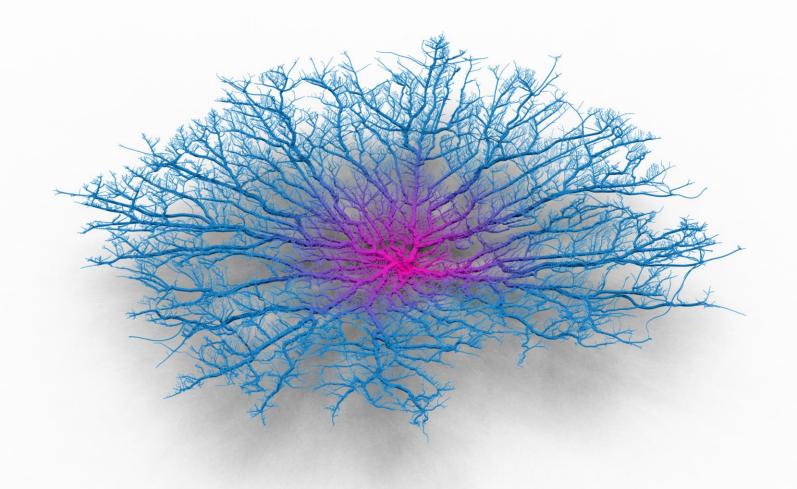


Bringing location data to life







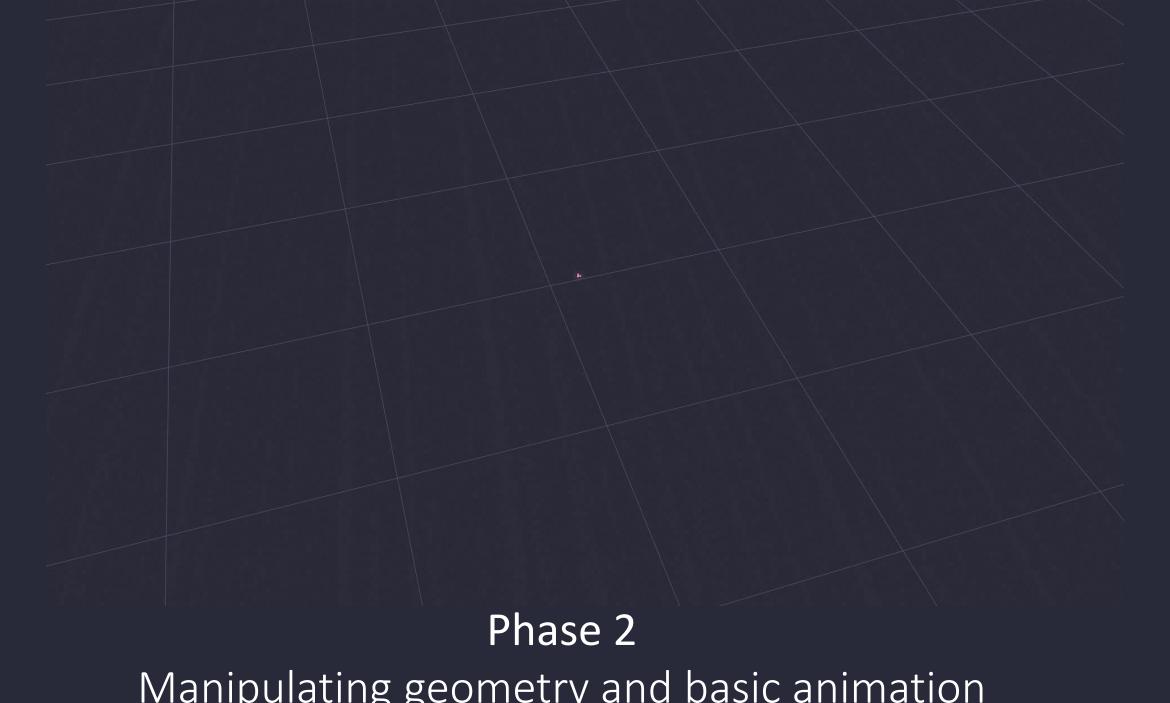
Coral Cities

Conceptualising

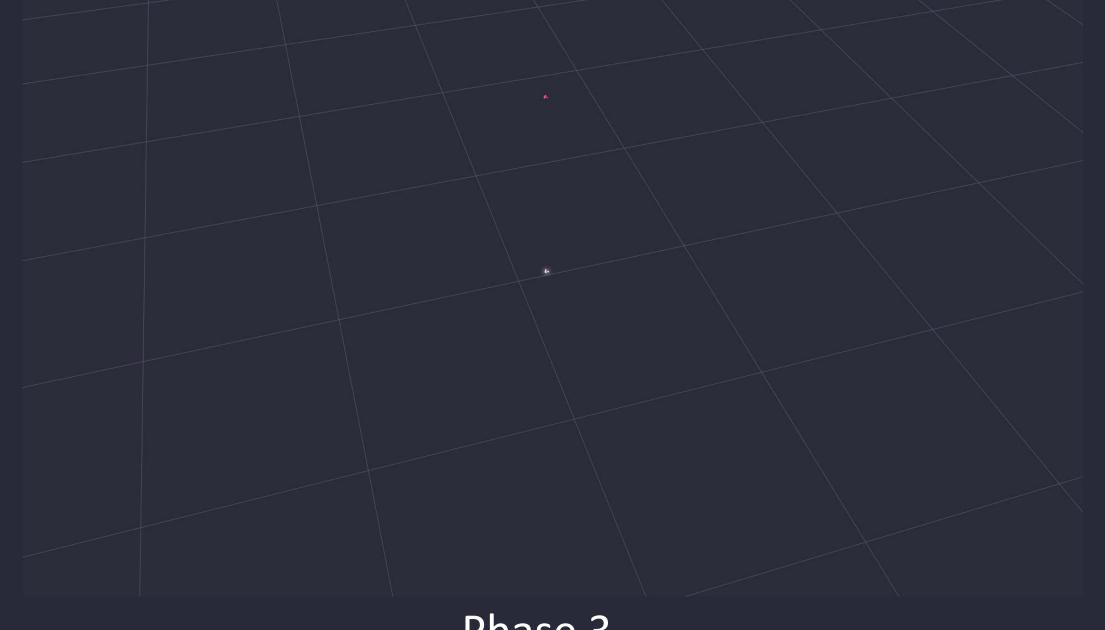
drive-time catchments



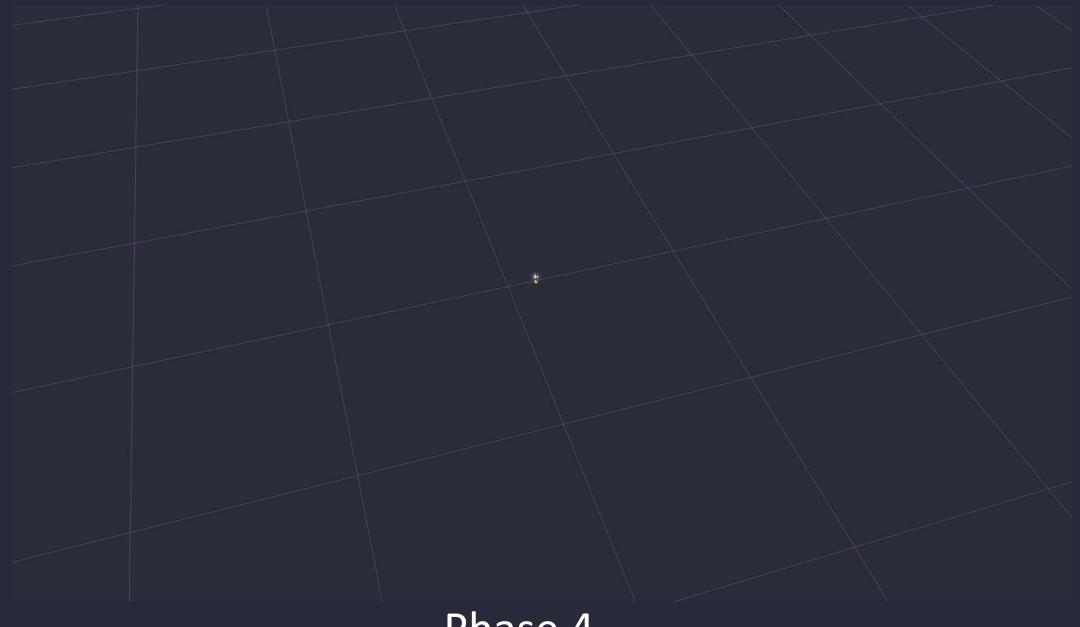
Drive time isochrones



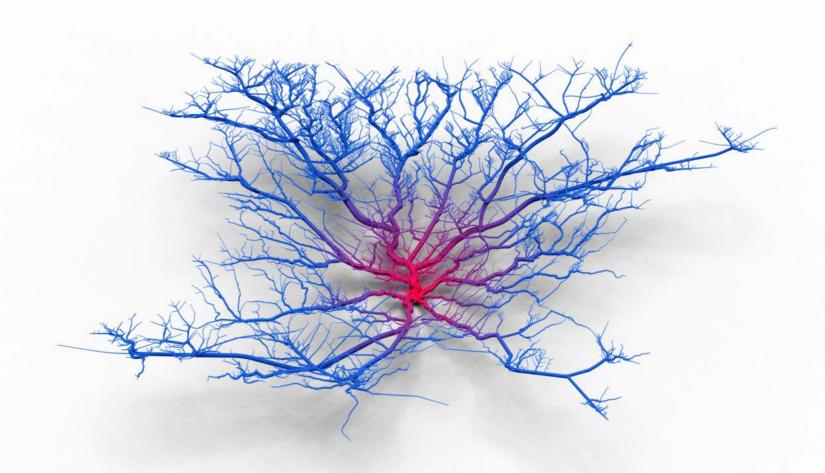
Manipulating geometry and basic animation

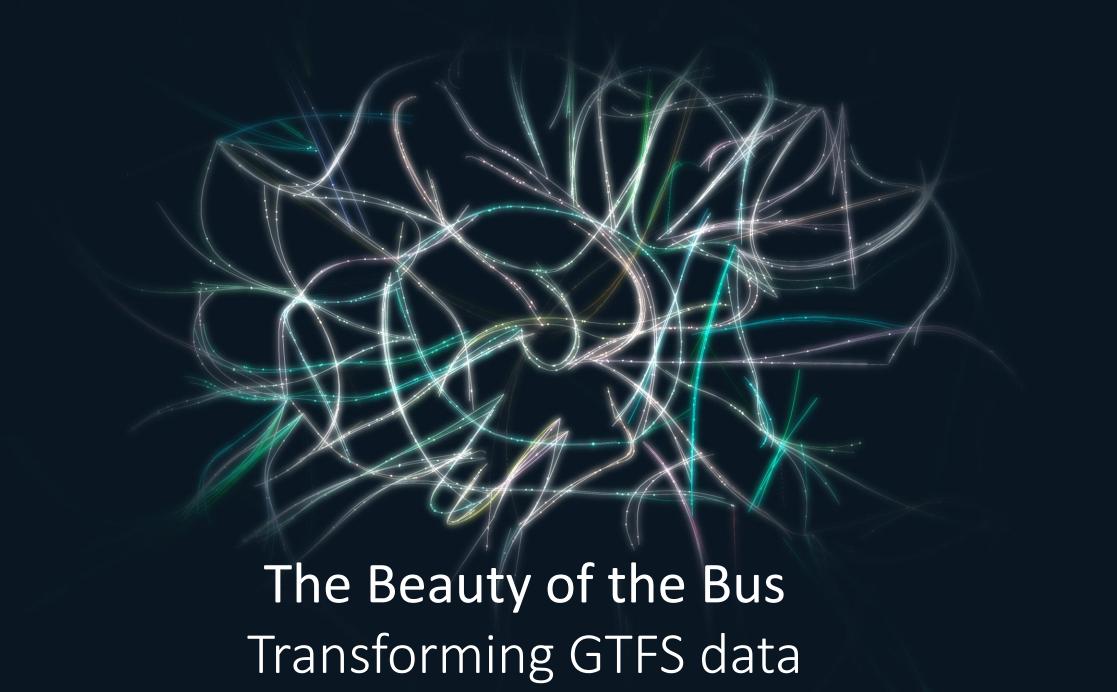


Phase 3
Applying z values to link to create mountains/webs

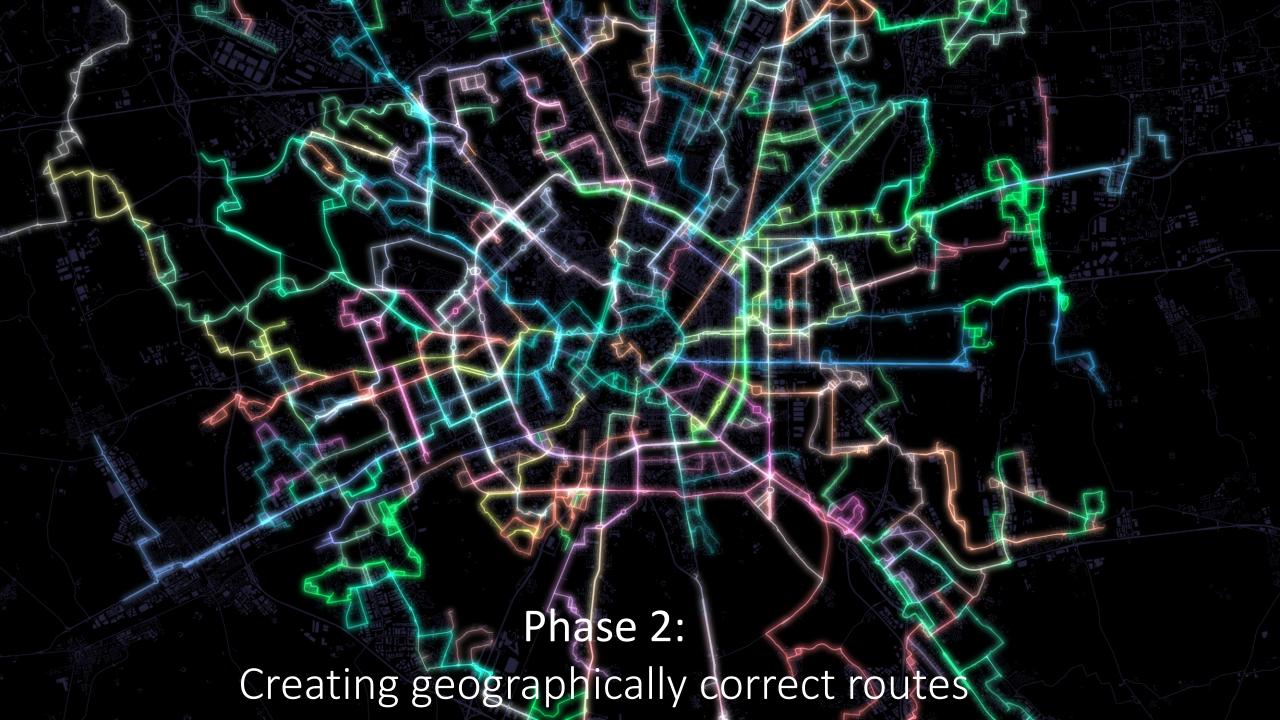


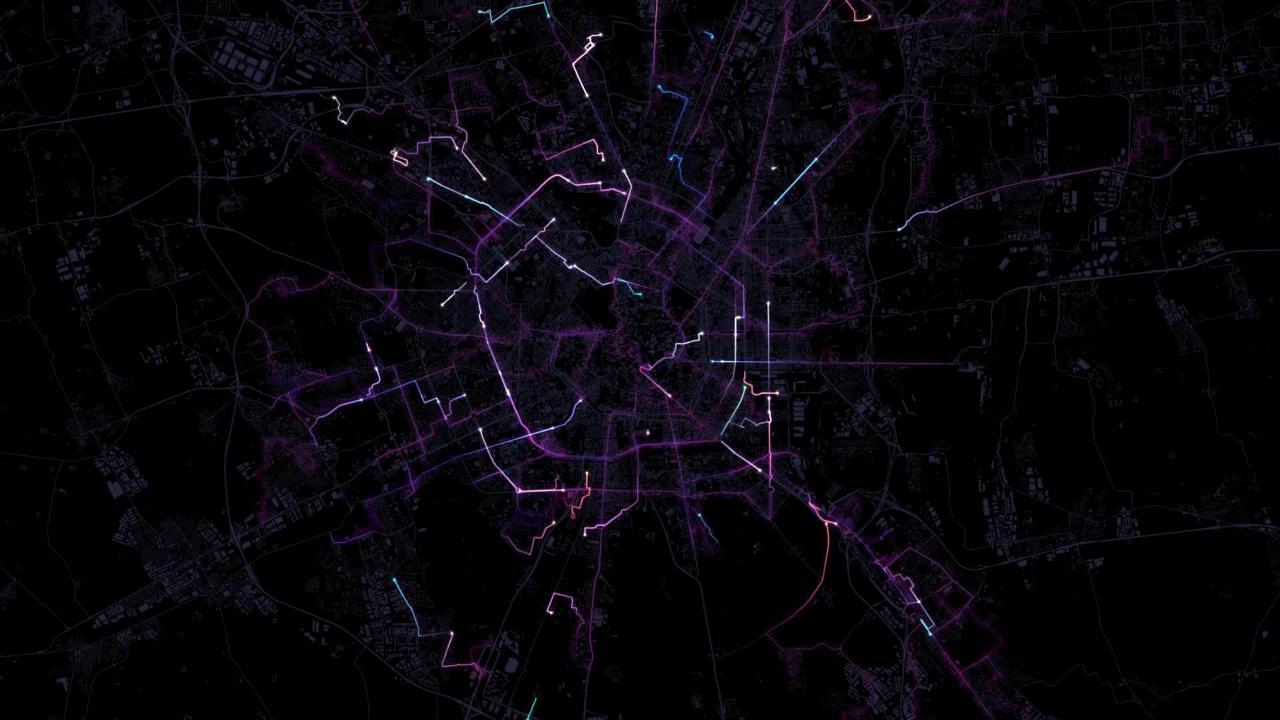
Phase 4
Inversion of height to simulate coral formations

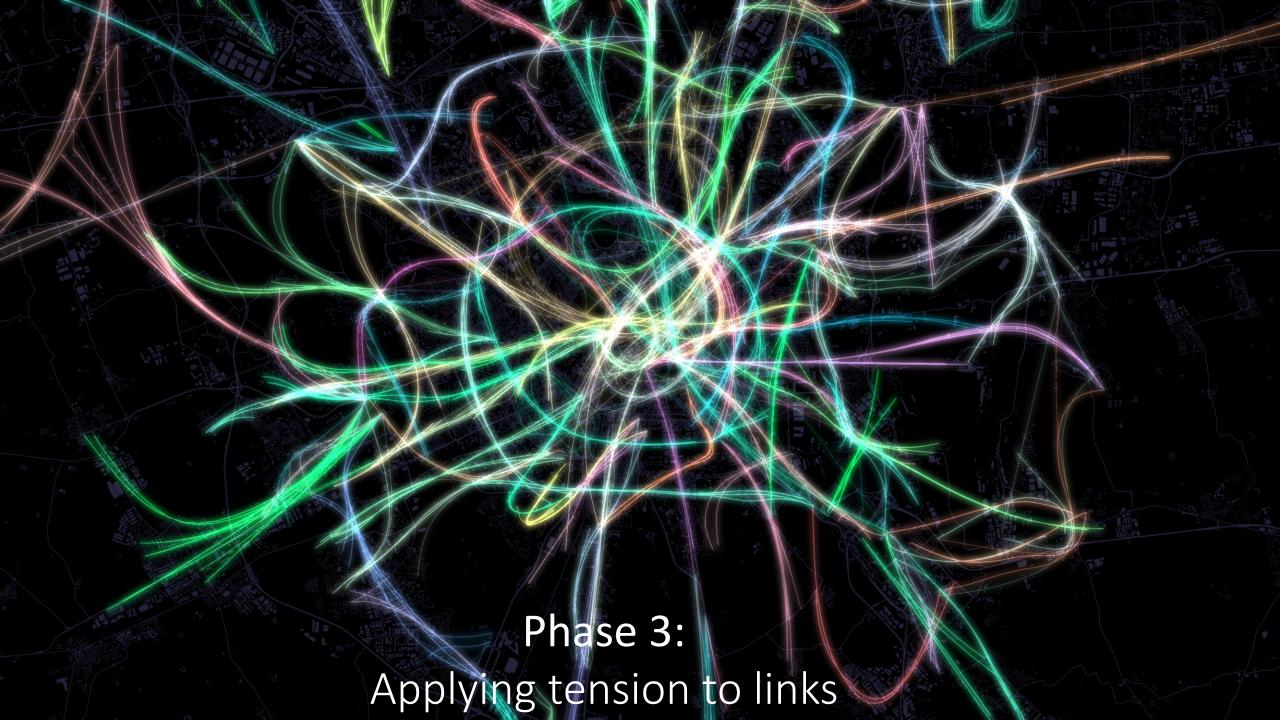






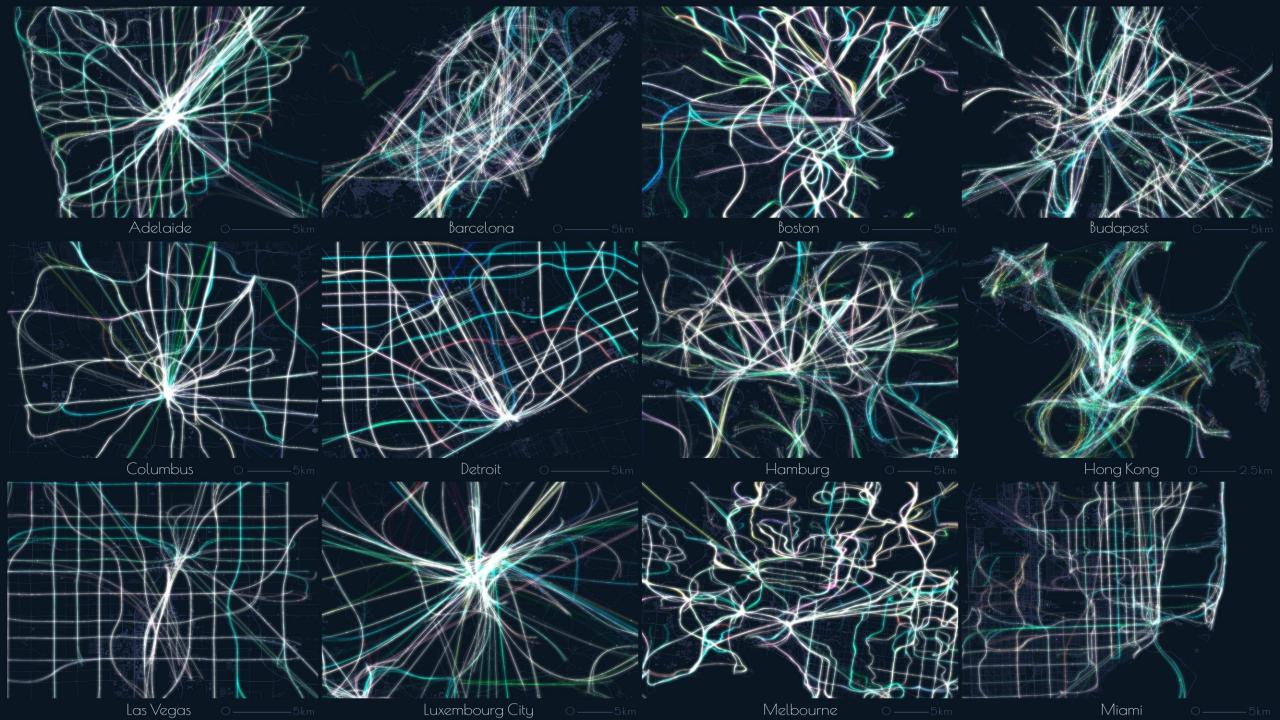




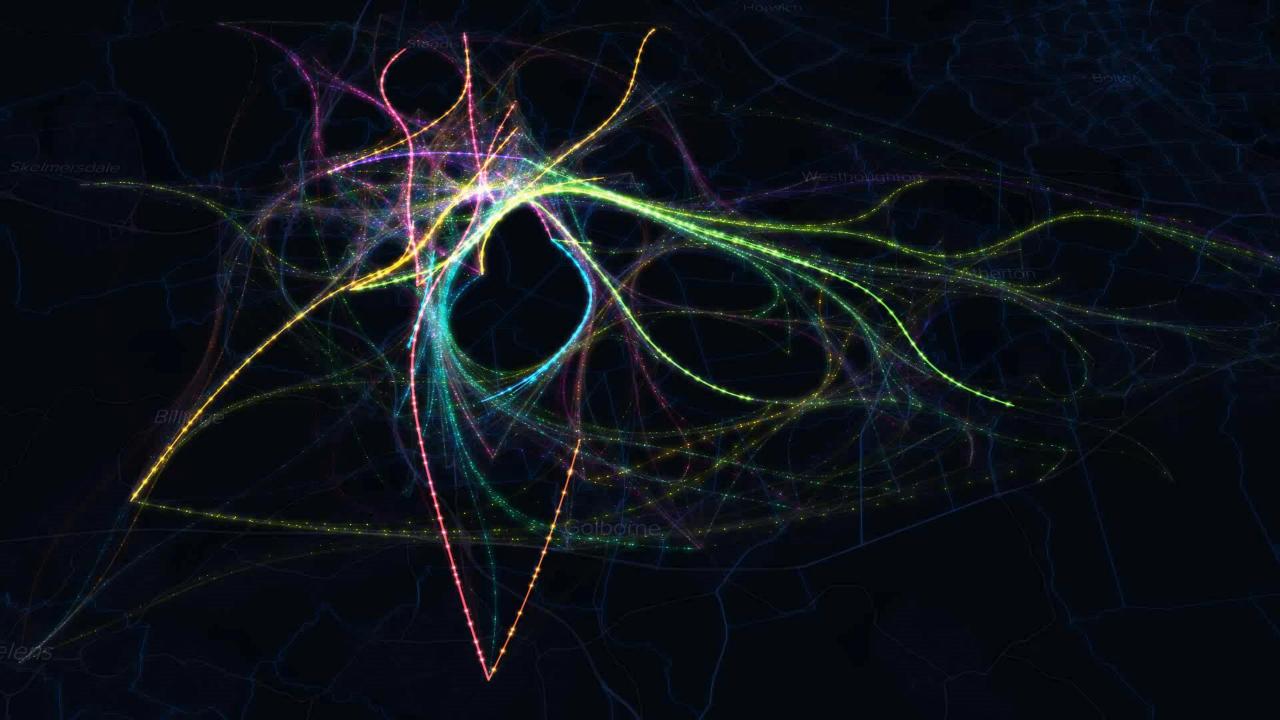






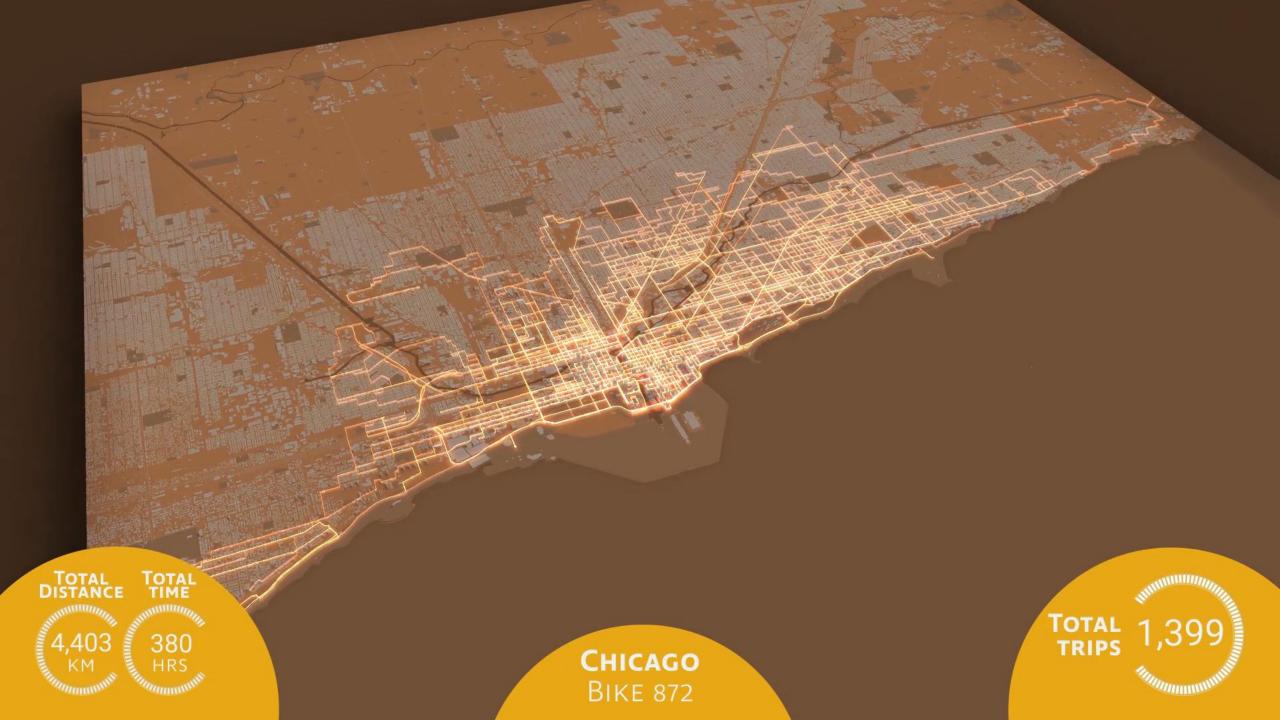




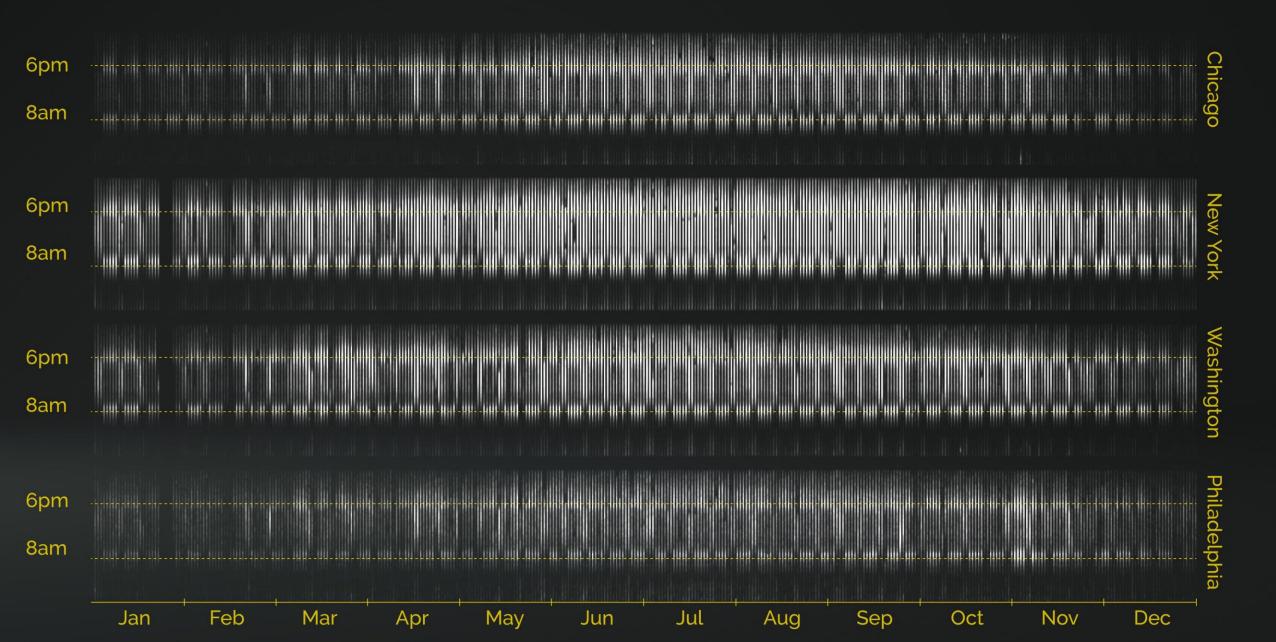




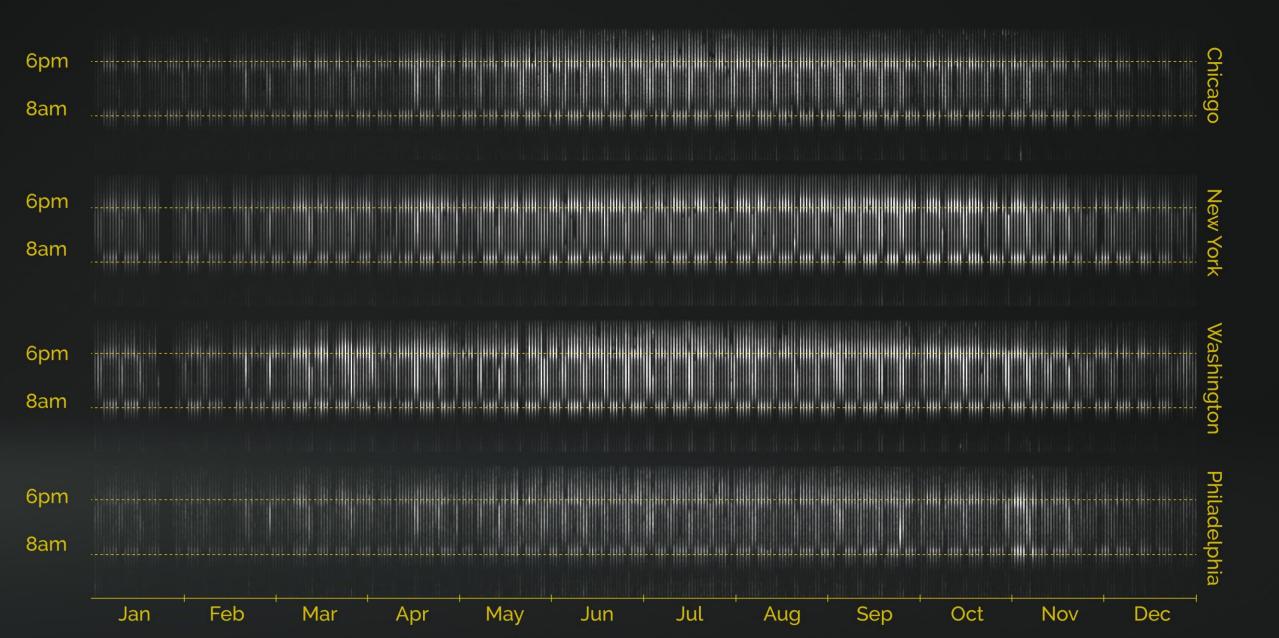




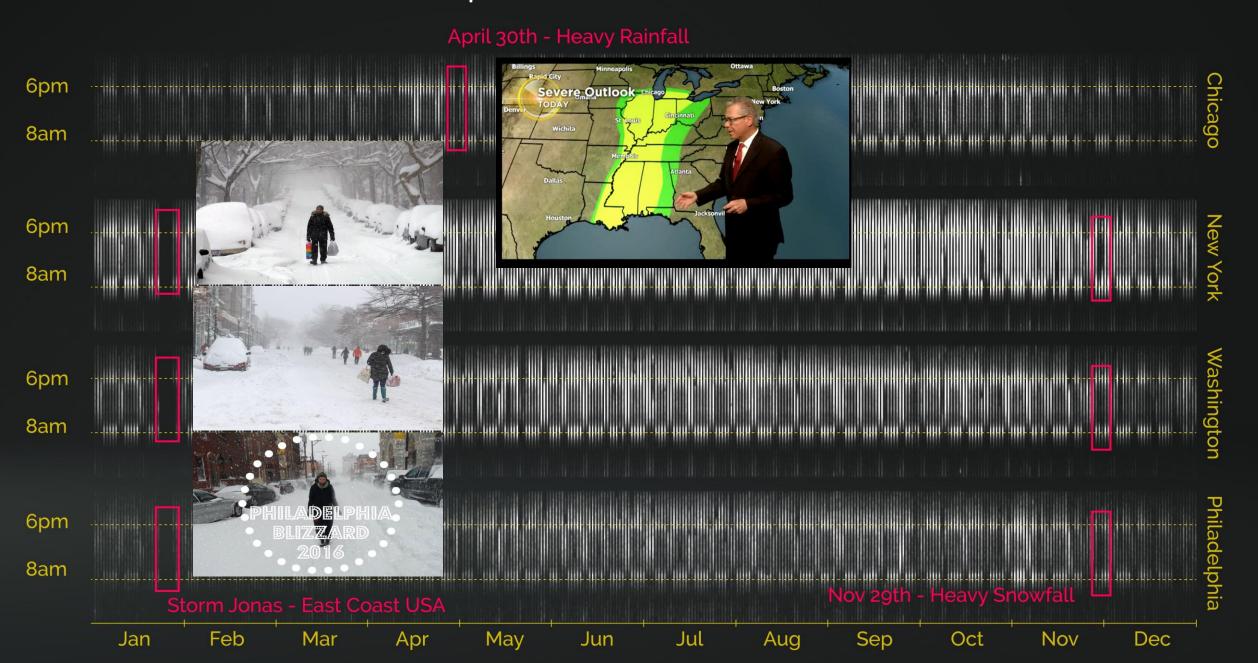
Americas Busiest Bikes | The Spectrograph



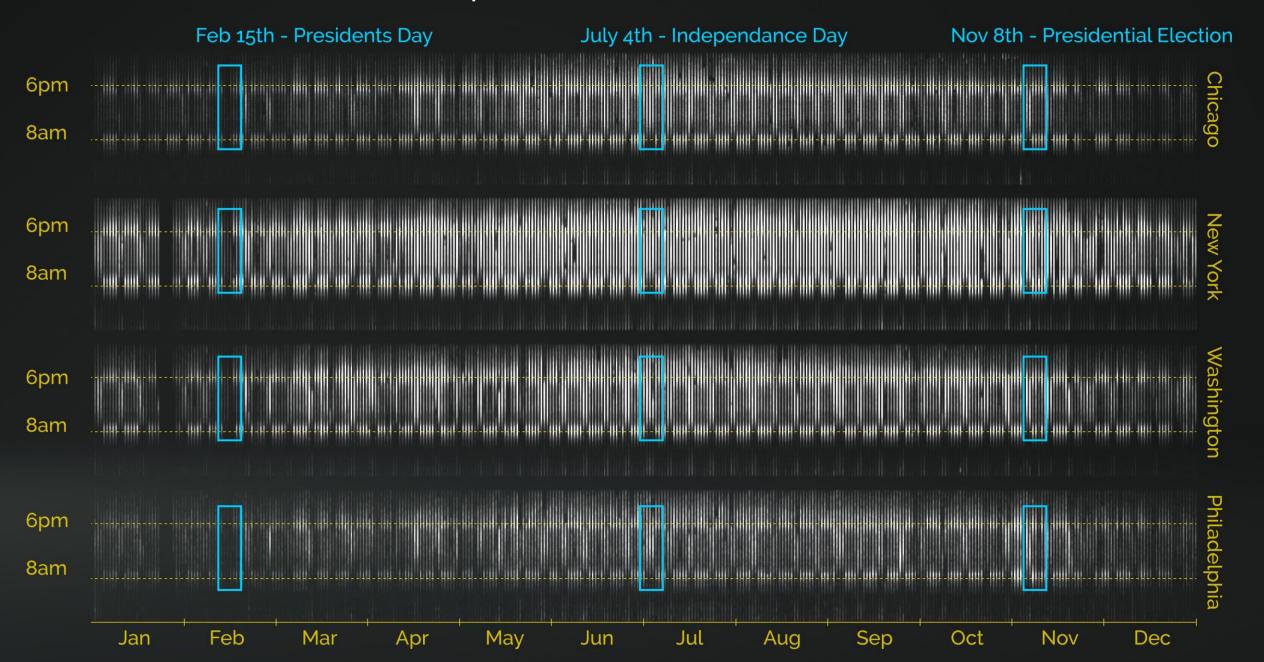
Americas Busiest Bikes | Commuting Zones



Americas Busiest Bikes | Weather Events



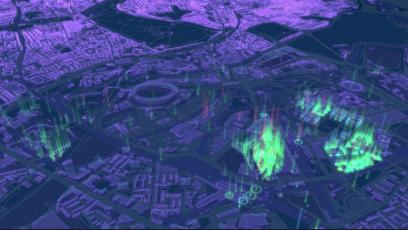
Americas Busiest Bikes | Public Events

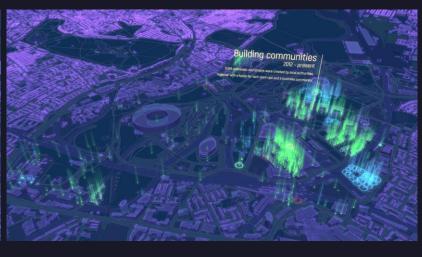




Storyboard











Small multiples (Sub-regional Scale)

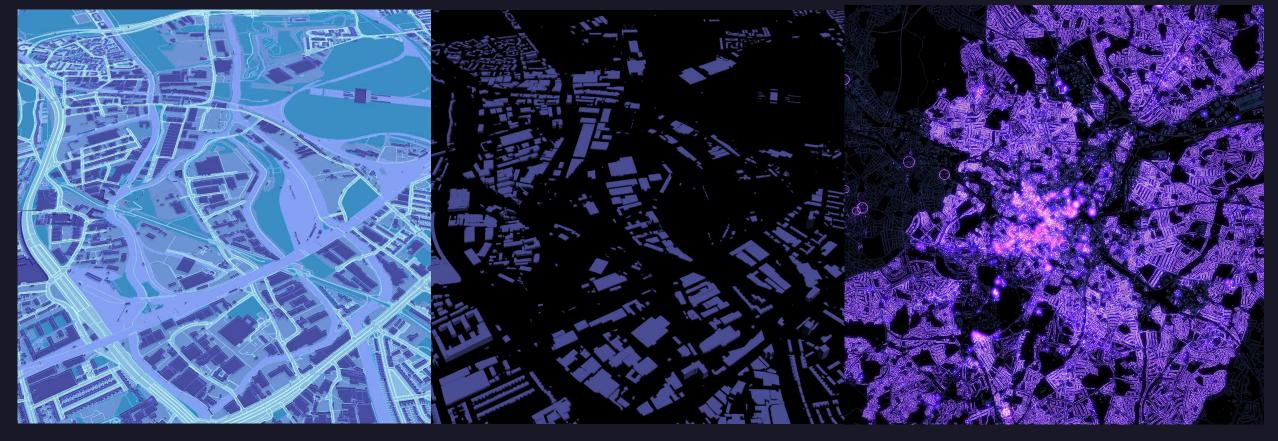
A national picture of change

Challenges

Mapping change in mastermap data

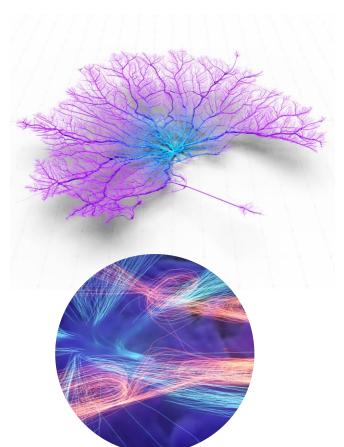
Animating building growth/decline

Visualising a huge volume of change









Thank you

https://towardsdatascience.com/coral-cities-an-ito-design-lab-concept-c01a3f4a2722

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