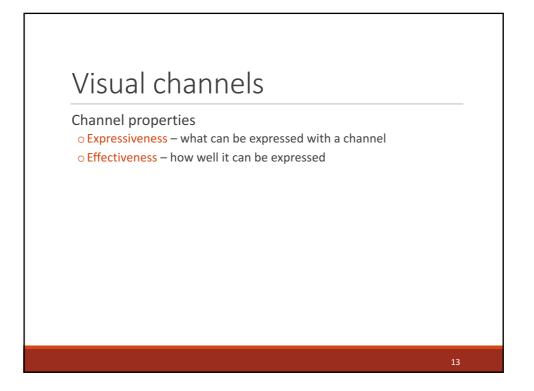
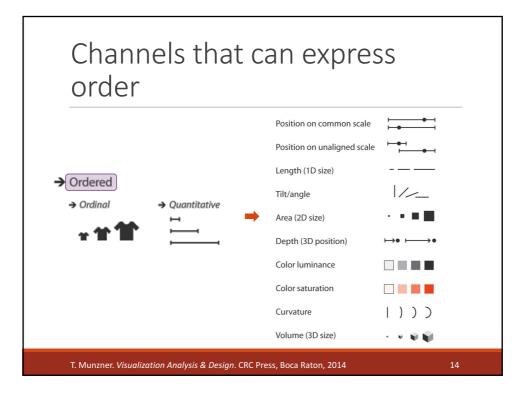
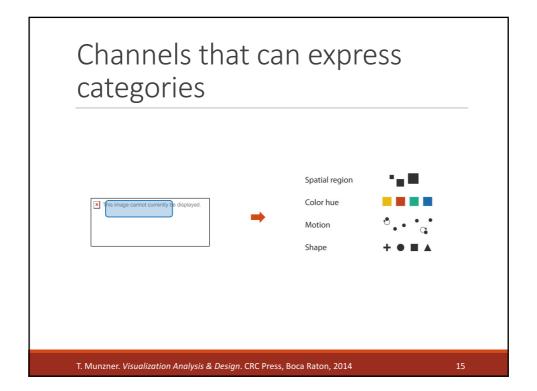
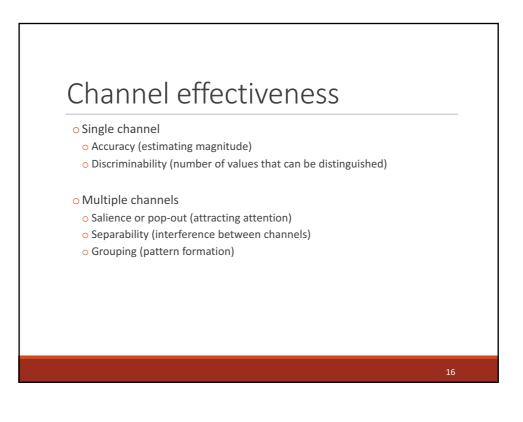


Visual ch	annel	S	
length (1D size)		colour hue	
angle	//	texture density	$\oplus \oplus \oplus \oplus$
curvature	$)$ $)$ $)$	texture pattern	
shape	+ • • •	position (2D)	· * . •
area (2D size)		depth (3D position)	<b>:</b> /.·:
volume (3D size)	· • • •	motion	ి. • ి
lightness black/white		blur/sharpness	
colour saturation		containment	
transparency		connection	Z.
E. J. Maguire. Systematising G	lyph Design for Vis	ualization, PhD Thesis	, University of Oxford, 2014. 12

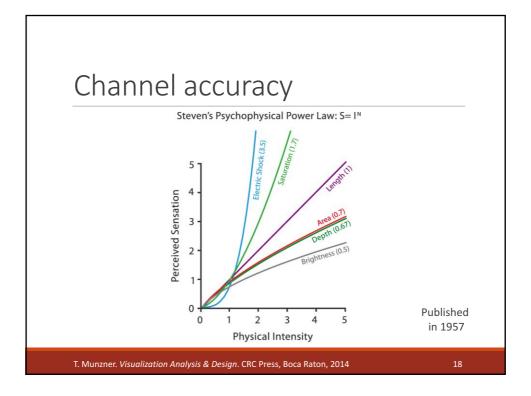


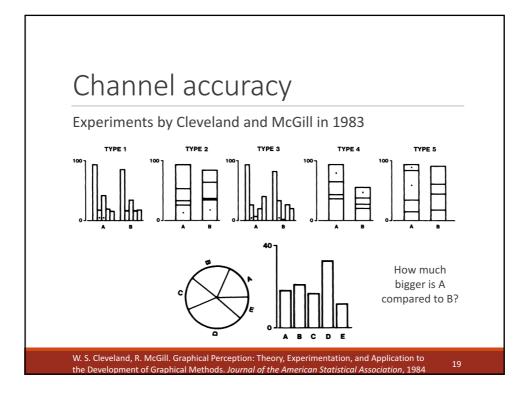


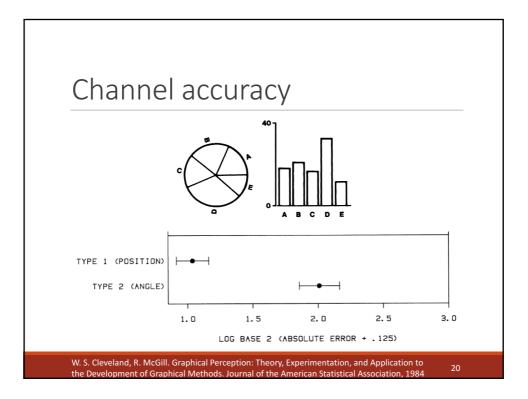


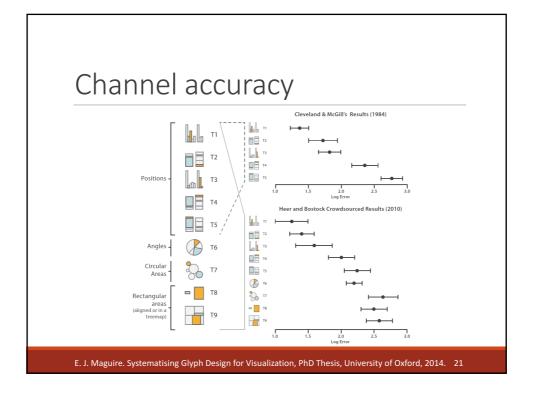


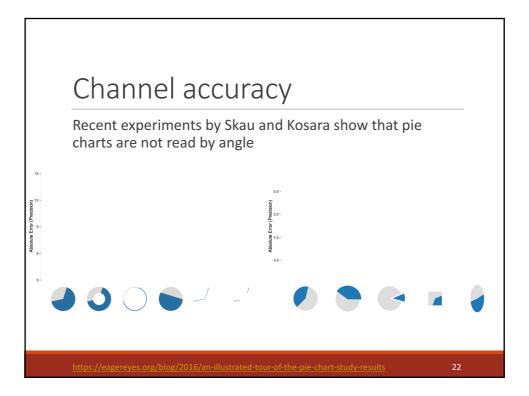


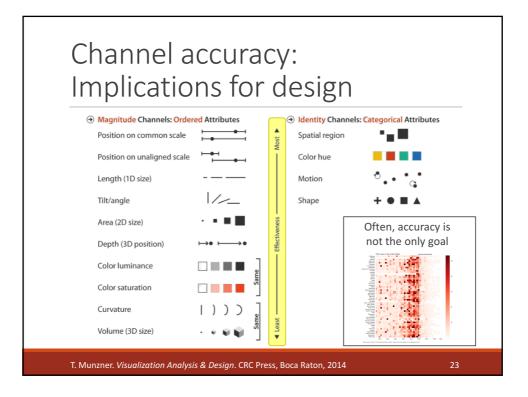


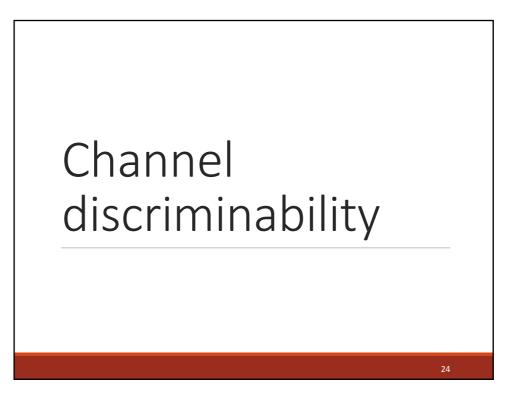




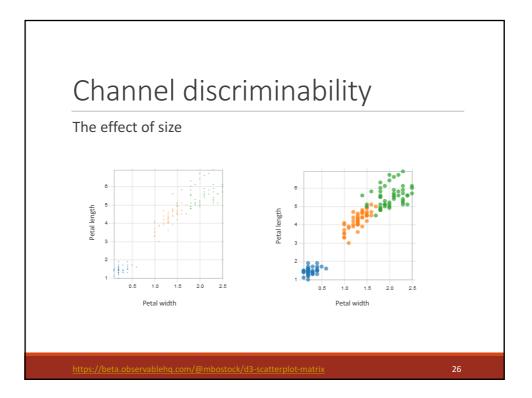


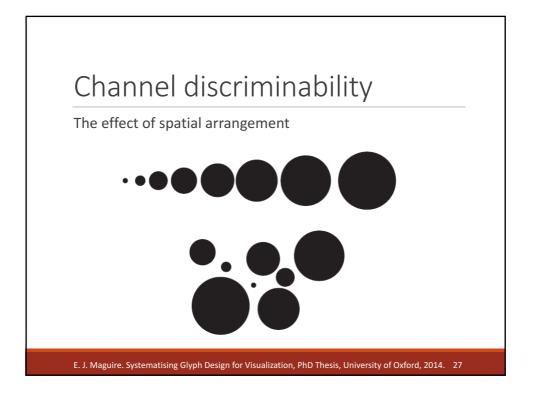


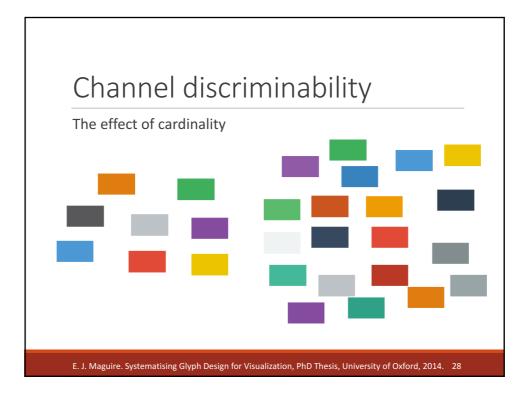


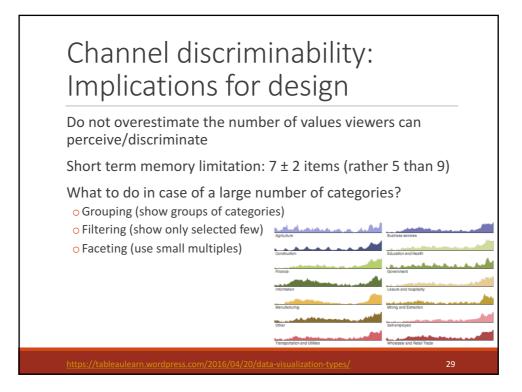


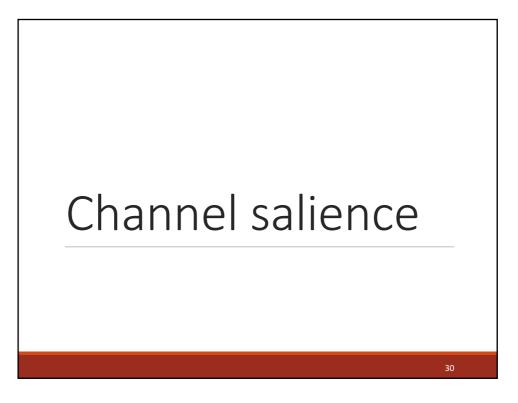


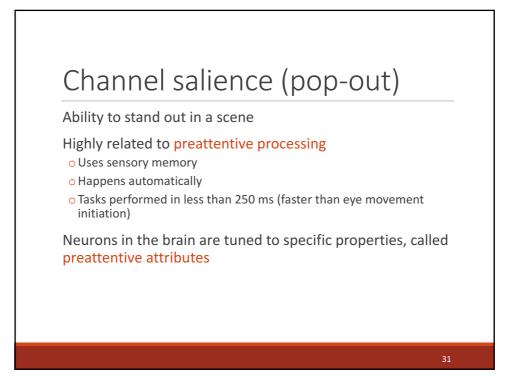


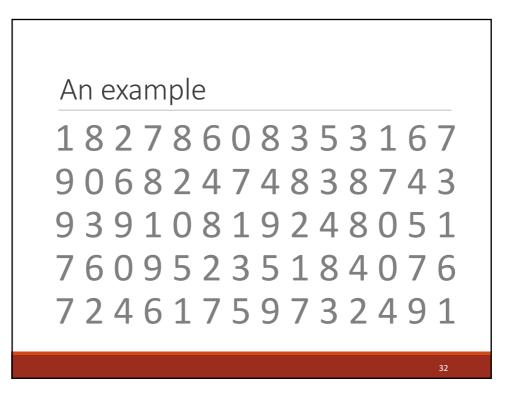


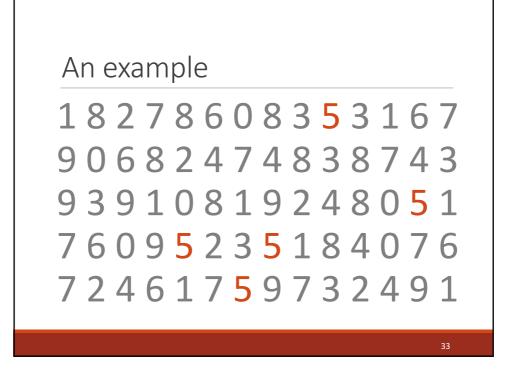


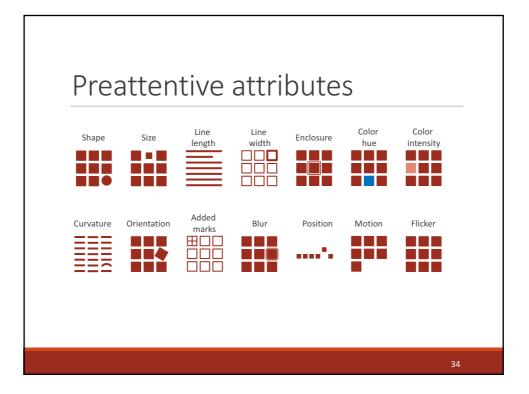


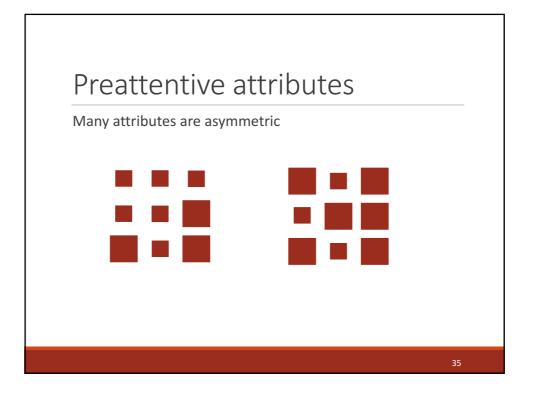


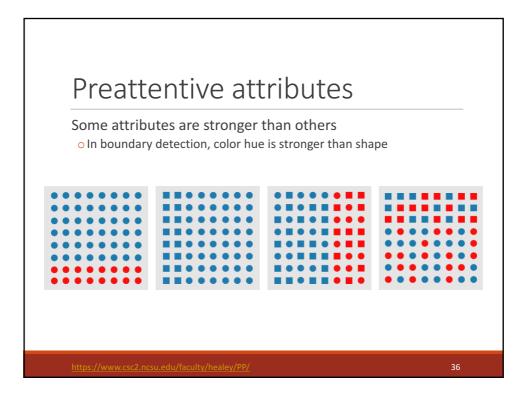


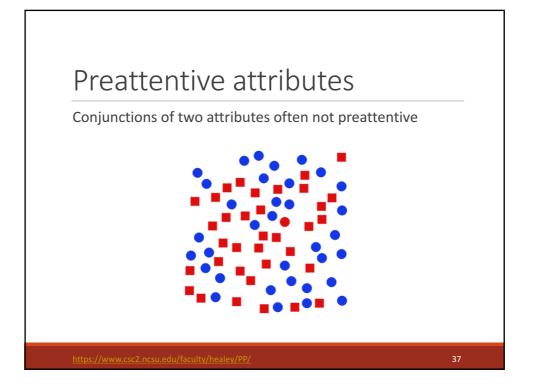


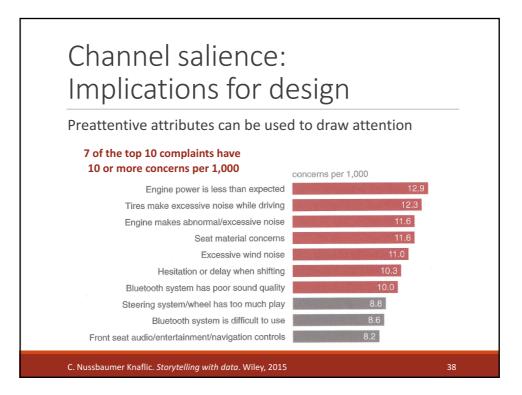






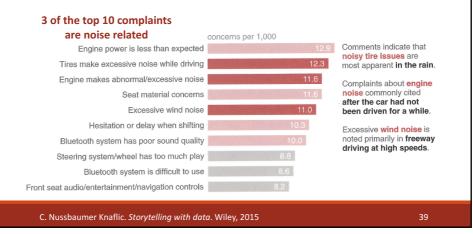


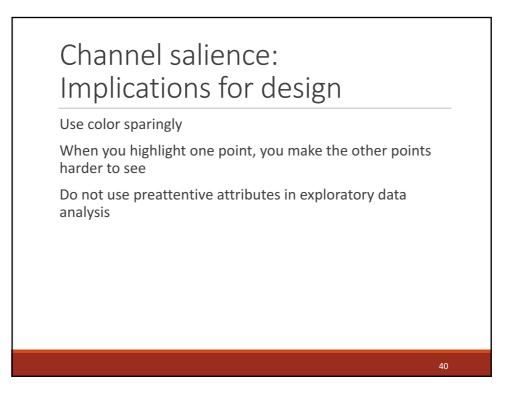




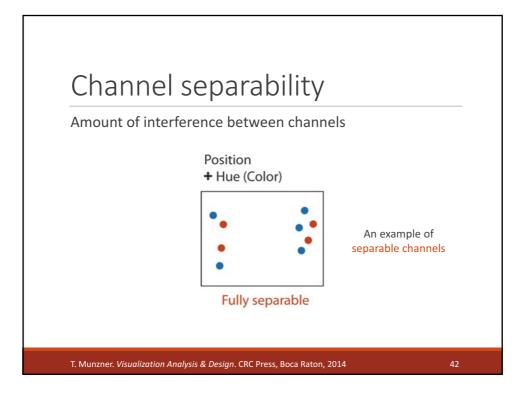
## Channel salience: Implications for design

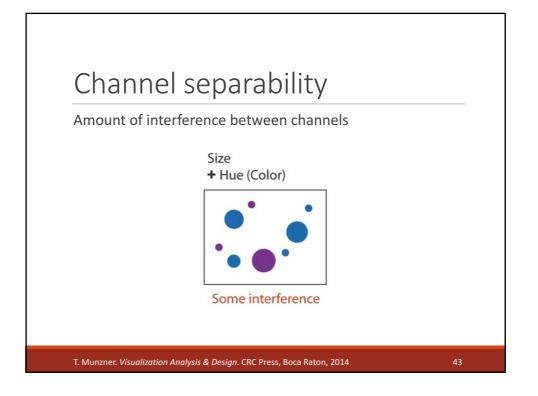
Preattentive attributes can be used create a visual hierarchy of information

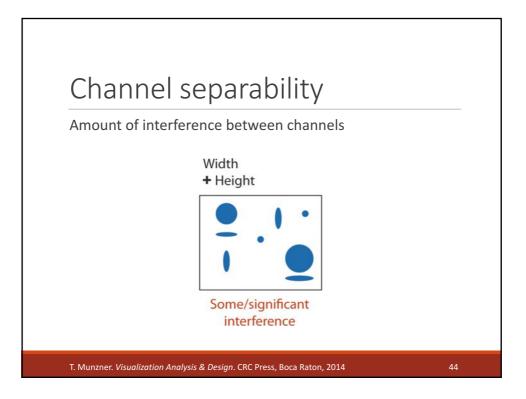


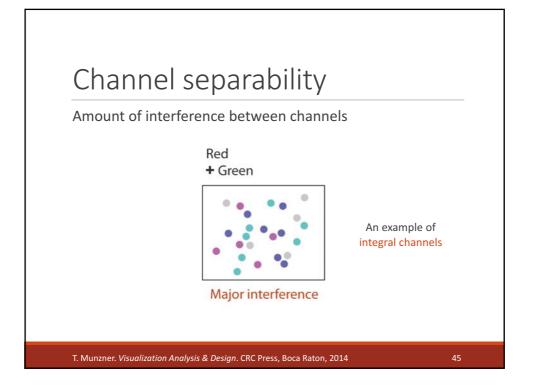








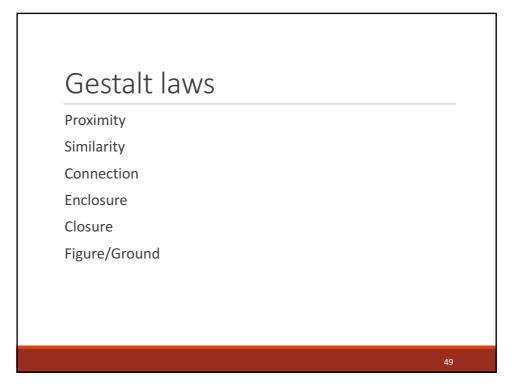


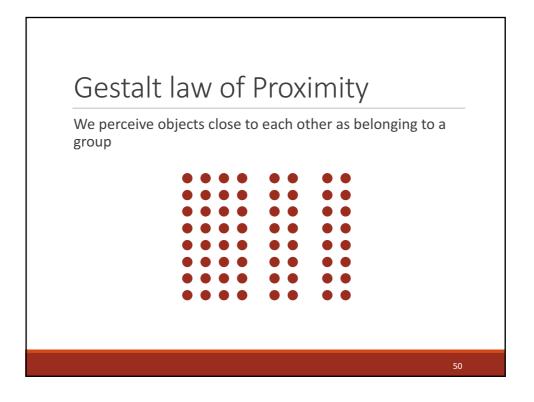


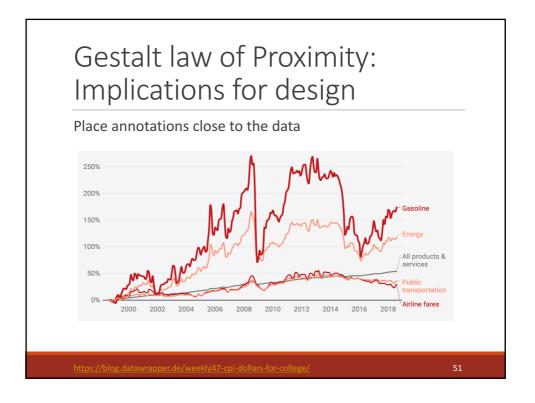


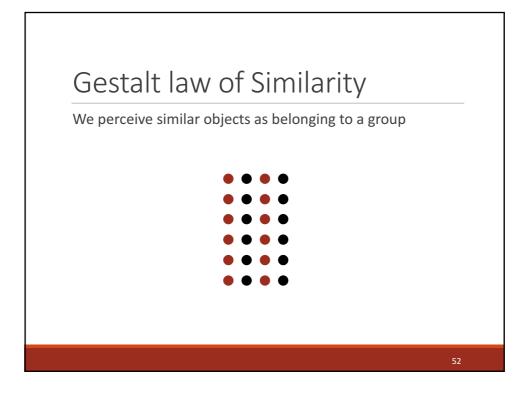


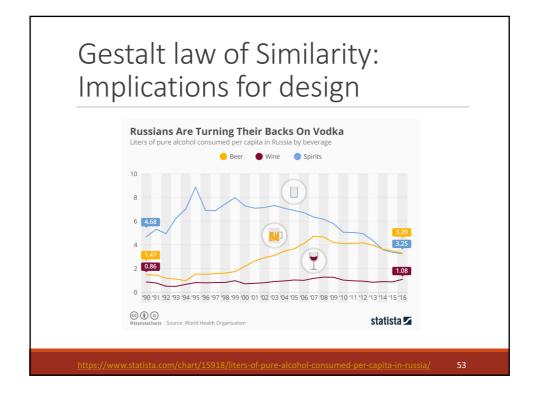


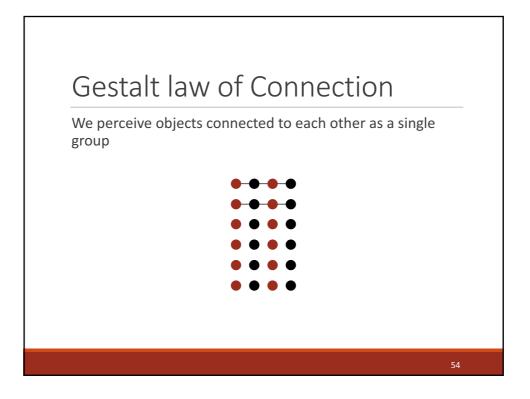


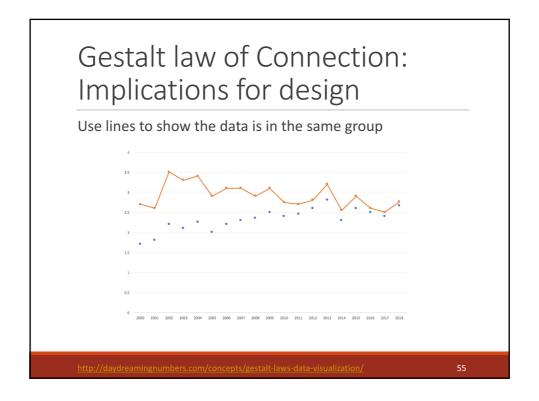


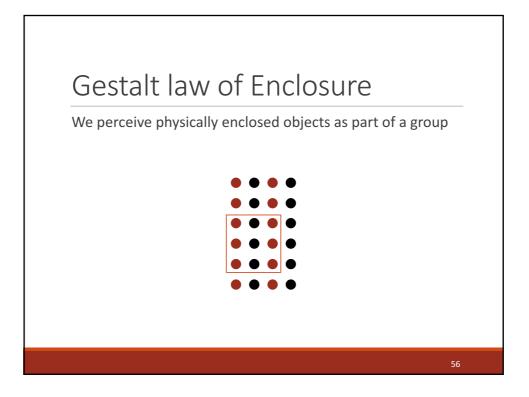




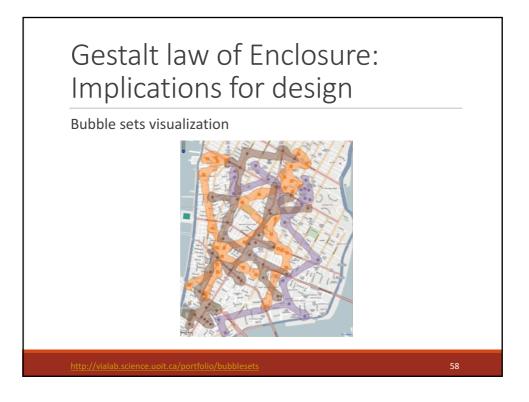


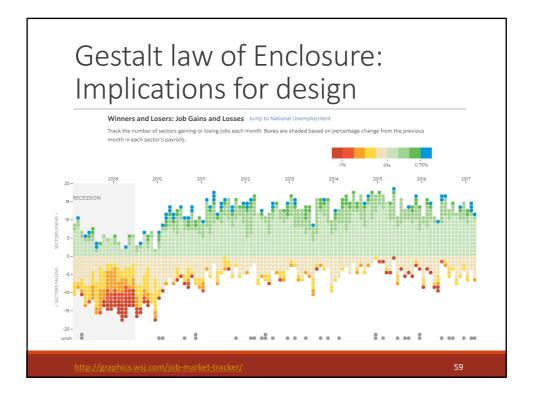


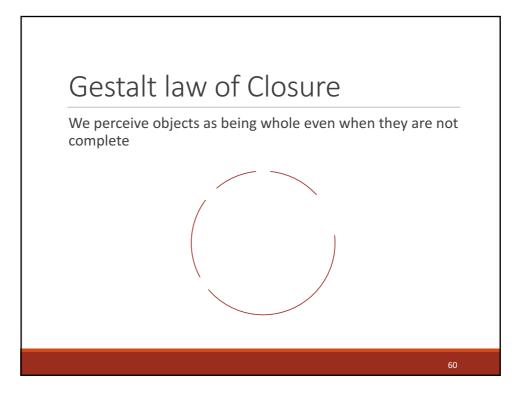


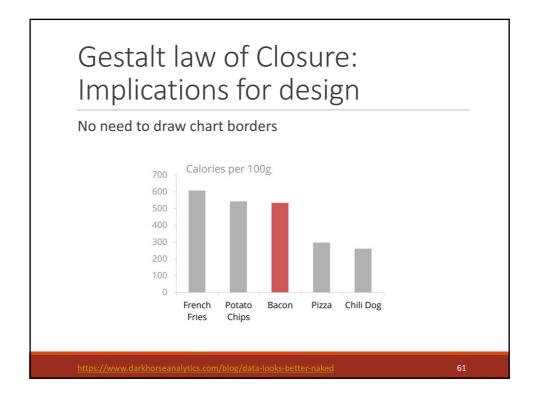


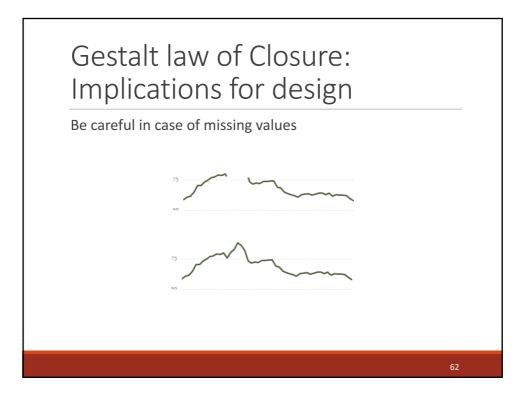




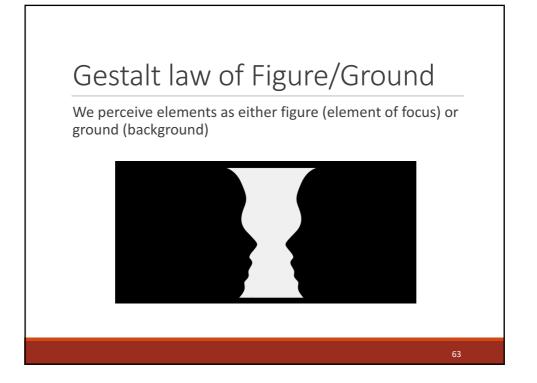








31





## Channel efficiency summary

Accuracy • Prioritize high ranking channels

Discriminability • Do not use more than 5-7 colors

Salience (pop-out) • Be mindful with how you direct attention

Separability

o Use separable channels to perceive one variable at a time

o Use integral channels to obtain a holistic effect

## Grouping

o Be mindful of how visual elements form groups

65