

# Mixing Illustration and Scientific Visualization in the Classroom

David Laidlaw  
Brown University

IllustraVis '09  
Bergen, Norway

IllustraVis 2009  
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illustration | ,ilə 'strā sh ən|

noun

a picture illustrating a book, newspaper, etc. : *an illustration of a yacht.*

- an example serving to clarify or prove something : *this accident is a graphic illustration of the disaster that's waiting to happen.*

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visualize | ' vi zh (ə) wə , lī z |

verb [ trans. ]

1 form a mental image of; imagine : *it is not easy to visualize the future.*

2 make (something) visible to the eye : *the cells were better visualized by staining.*



# Virtual Reality Design for Science, Fall 2008

[Home](#) | [Calendar](#) | [Class Description](#) | [Images](#) | [Links](#)  
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[Brown CS Visualization](#) | [RISD Illustration](#)

This course explores the visual and human-computer interaction design process for scientific applications in immersive virtual reality. It is cross listed at Brown (as CSCI1370) and RISD (as ILLUS5303) and is co-taught by [David Laidlaw](#) from Brown Computer Science, [Fritz Drury](#) from RISD Illustration, and [Sharon Swartz](#) from Ecology and Evolutionary Biology. [Jadrian Miles](#) is the TA.

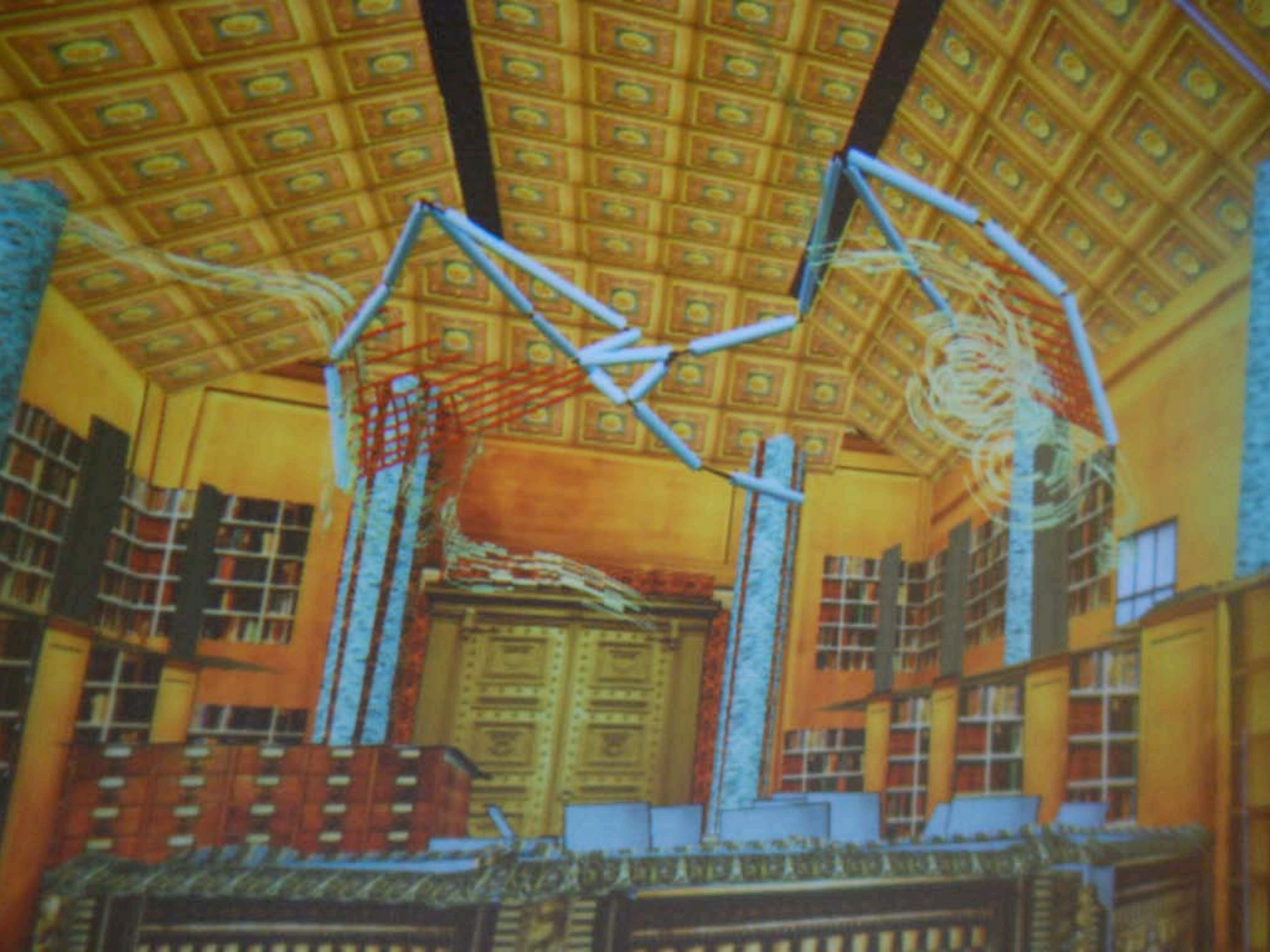
Computer science students learn how to work effectively with each other as well as with artists and designers in creating applications targeting Brown's Cave. A Cave is an 8'x8'x8' cube whose floor and walls are covered with displays, which we will use to create interactive 3D virtual environments.















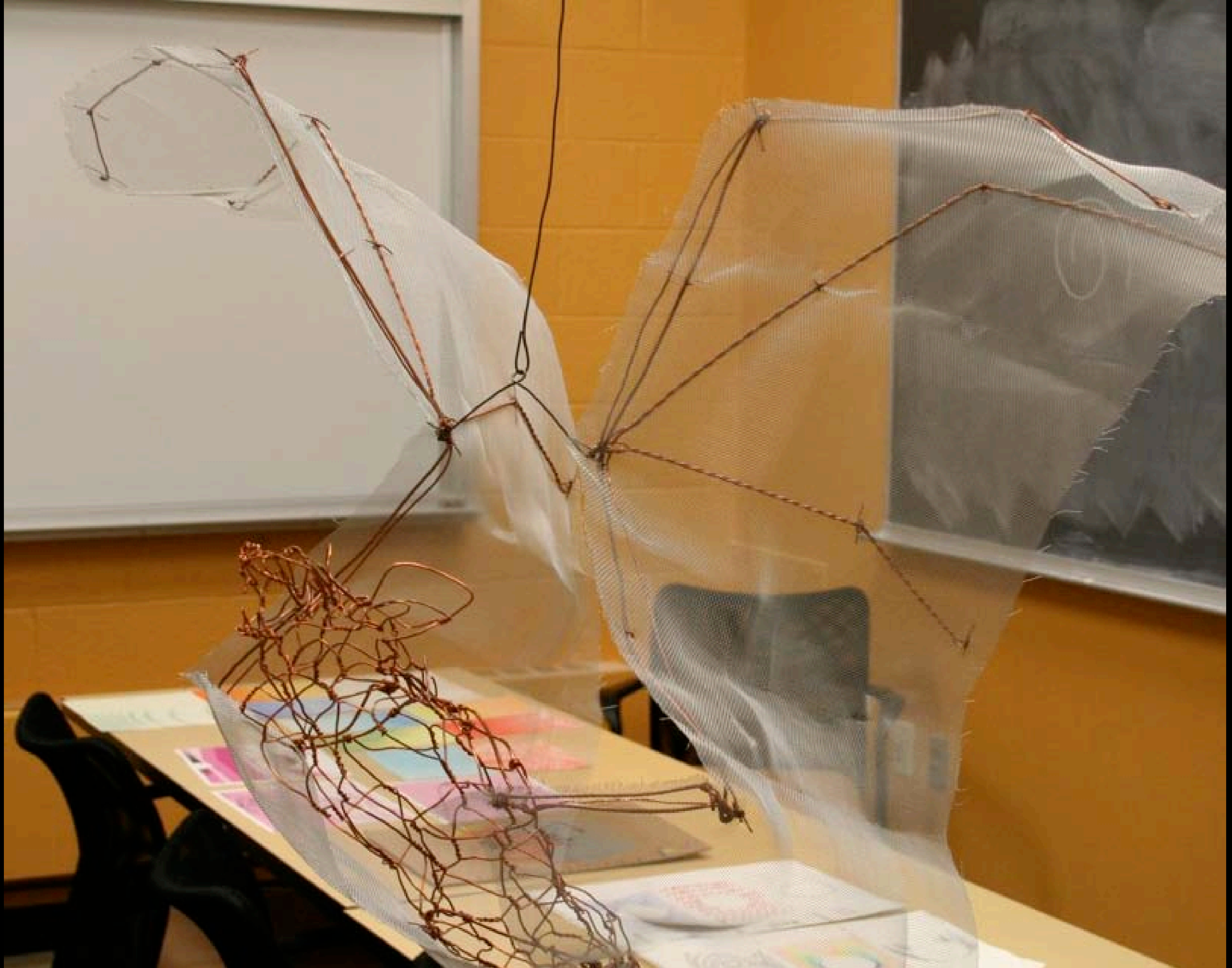








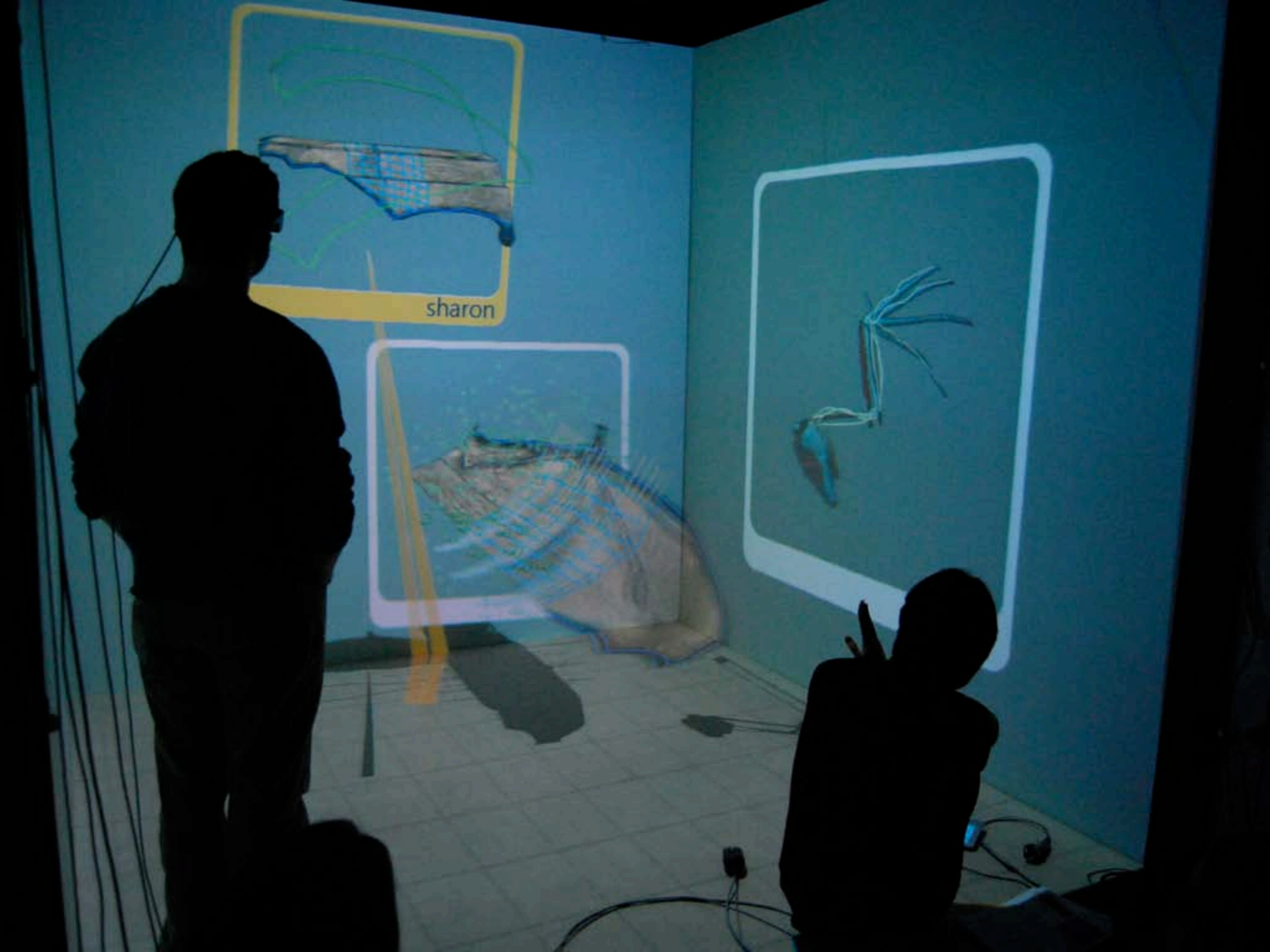












sharon

# CS137 Evaluation

- + VR design experience without coding
- but real design takes too long
- + Victor learned value of crits
- but struggled with unfamiliar areas
- + Iris saw her skills apply to science
- but also struggled
- Minimal real science
- Minimal real IllustraVis collaboration





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# What can we do?

Create and tweak courses

Modify curriculum

Build authoring tools that enfranchise  
illustrators

As visualization researchers

do more principled visual design

Model designer knowledge

Model human cognition to predict tool quality

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