Images for papers
Key points

• Images should be:
  • True
  • Visible
  • Understandable
  • Visually appealing
True

• Don’t be dishonest
This is BAD.
This is GOOD

Figure 1: The Slice WIM interface. To the user, a miniature version of the 3D data appears to float in the air above the table surface. (A digital rendering has been superimposed on the photograph above to demonstrate this effect.) A slice through the data is projected (like a shadow) onto the table below, where multi-touch gestures are used to quickly navigate and explore the data. This user is exploring a high-resolution simulation of blood flow around a mechanical heart valve positioned within a patient-specific model of the left ventricle and aorta. The colored lines visible on the stereoscopic display wall are streamlines describing the flow.

Visible
Visible

- Image was too dark to see anything
- Make sure you have at least some fully bright areas of image
- Images print darker than they look on screen
Visible


Figure 3: The experiment setup.
Visible

- Sometimes, you can use a camera flash
- Sometimes a simple flash will not capture everything
Visible

Fig. 1. Volume Based Modeling Tool 'Naegeli RT'

Visible

• VR setups might require fancy lighting
• Not all image ‘faking’ can be done in Photoshop
Figure 4: Visualization of a simulated ion trajectory in a cubic ion trap. (A) Axis controls label a plot and provide a way to change X and time independently. (B) Horizontal synchronized scrolling coordinates three time series plots showing the X, Y, and Z positions of ions over time. (C) A scatterplot matrix shows the trajectory as seen from three orthogonal sides of the ion trap. (D) An overview uses a portal (circled) to select the extent of a detail view. (E) A perceptual slider enables users to select a visible range of time using a color gradient instead of numeric values. (F) The names of the available trajectory datasets are accompanied by nested views that project each trajectory into a 3-D view.
Understandable

- Not everyone will read your captions
- If possible, images should speak for themselves
Figure 1. Precise dual finger selection techniques enable pixel-precise selections and manipulations on multi-touch screens. This image shows the use of Dual Finger X-Menu in selecting “slow 10X” mode.

Understandable

• If a simple image captures the essence of your work, use it!
Visually appealing
Visually appealing

???
Visually appealing

- There are no hard and fast rules for visual quality
- Use your sense of what looks good
- Study photographic composition
Minor details

• Pay attention to minor details, as they can improve overall quality

• Make sure the focus of your image is what you want