



Preliminary Questionnaire

1. Have you ever taken a course on modeling for 3d computer graphics?

Yes.



2. Have you ever followed a tutorial in order to create a 3d model?

Yes. Failure. Don't use YouTube

3. On a scale of 1 to 5, how confident do you feel that you could create a 3d model that you have never attempted before using a tutorial? 1 being the least confident, 5 being the most confident.

1

2

3

4

5

Study Questionnaire

Part I. In general, compare the use of a video or static document tutorial to the interactive visualization system.

1. Rate the usefulness of each of the following on a scale of 1 to 5, 1 being the least useful and 5 being the most useful.

Usefulness for getting a general overview of how a model is constructed

Tutorial Document:	1	2	3	4	5
Tutorial Video:	1	2	3	4	5
Interactive Vis:	1	2	3	4	5

Usefulness for investigating key details and understanding how they were achieved

Tutorial Document:	1	2	3	4	5
Tutorial Video:	1	2	3	4	5
Interactive Vis:	1	2	3	4	5

2. If you had to choose only one way of learning how to make a model, please rank your preference for each type of tutorial/visualization in the order you would choose.

1st choice: Interactive Vis

2nd choice: Tutorial Video

3rd choice: Tutorial ~~Video~~ Document

3. What did you like about your first choice compared to the others?

I can learn at my own pace, ^{and} concentrate on certain areas with the filtering options. The tutorial video was way too long and the guy was going fast. The tutorial document wasn't clear enough, it had more images than explanations.

Part II. Compare the tutorial screenshots to the screenshots from the interactive visualization system.

1. Rate the usefulness of each of the following on a scale of 1 to 5, 1 being the least useful and 5 being the most useful.

Usefulness for getting a general overview of how a model is constructed

Sna
Tutorial: ① 2 3 4 5
Interactive Vis: 1 2 ③ 4 5

Usefulness for investigating key details and understanding how they were achieved

Tutorial: ① 2 3 4 5
Interactive Vis: 1 2 3 ④ 5

Usefulness of the graphical annotations

Tutorial: ① 2 3 4 5
Interactive Vis: 1 2 ③ 4 5

2. If you had to choose between the two, which set of images better explained how the model was built (tutorial or interactive vis)? Explain what you liked about your choice.

Interactive vis. There were more graphical annotations with the interactive vis. I can clearly see when the person is extruding, what he's selecting etc.

3. How did the use of graphical annotations affect your choice?

It was ~~the~~ the most important for me. The lack of graphical annotations in the Tutorial makes it less appealing.

Part III. Compare the interactive visualization system with and without the ability to cluster or filter changes to the model.

1. Rate the usefulness of each of the following on a scale of 1 to 5, 1 being the least useful and 5 being the most useful.

Usefulness of for getting a general overview of how a model is constructed

Clustering:	1	2	3	4	5
Filtering by types of operations:	1	2	3	4	5
Filtering by selecting parts of the model:	1	2	3	4	5

Usefulness for investigating key details and understanding how they were achieved

Clustering:	1	2	3	4	5
Filtering by types of operations:	1	2	3	4	5
Filtering by selecting parts of the model:	1	2	3	4	5

2. Would you prefer to have the ability to cluster and filter changes to the model? Explain why or why not.

Yes. Even though I'd like to see how the model was formed step by step. I don't want to see all the steps. ~~step~~ What's nice about the Interactive Vis is ~~that~~ the ability to concentrate on an ~~area~~ ^{the} area of model you're ~~concerned~~ most concerned with by filtering out other steps that ~~relate to the other parts~~ are unrelated. ~~or~~

Part IV. Consider the interactive visualization system. Please leave a few comments on each of the following.

1. In general, do you think that the ability to interact with the visualization and change characteristics of what you see helps you to understand how a model was created? How so?

Yes, it does help me understand how a model was created much easier than most video or online text tutorials.

I'm able to navigate through the interactive vis at ^{as I want} my own pace, going back and forth as many times, and seeing all the changes ~~about~~ in the modeling along the way. The filtering and clustering options are really nice to.

2. Do the clustering of operations and the graphical annotations help to give you an overview of how the model was created? Do you find this useful? How so?

The clustering of operations and graphical annotations are really helpful since I can ~~filter out~~ go through a tutorial at my own pace at the depth of detail I prefer.

3. Do you think you would change the level of detail in the clustering often? How important to you is the ability to change this level of detail?

I would change the level of detail often. Not everyday do I need to see all the steps in the tutorial. Sometimes I just want a quick overview. The ability to do this is very important.

4. Does filtering out types of operations help you to focus on parts of the model creation process that are interesting to you? Please give an example.

Yes, with this ability I can skip steps that relate to camera views and just concentrate on things like ~~just~~ extrusions, for example.

5. Does filtering out operations that affect only certain parts of the model help you to focus on parts of the model creation process that are interesting to you? Please give an example.

Yes. This is a really nice touch. Sometimes I don't want to see how the whole biped is being changed. Maybe I just want to see in detail how the head was made.

6. Do filtering out sections of the timeline and using the thumbnail views help you to focus on parts of the model creation process that are interesting to you? Please give an example.

Yes. The timeline and thumbnail views help to locate different parts of the model more easily than other tutorials I've seen. You don't waste time trying to search for it, well... you waste a lot less time with the help of the thumbnail views. Good example was the biped model, with the timeline and thumbnail views, I can see how the model began and transformed over time.

7. In general, please rate the usefulness of each of the following features compared to one another on a scale of 1 to 5, 1 being the least useful and 5 being the most useful.

Graphical annotations:

1 2 3 ~~4~~ 5

High level clustering (seeing many operations at once):

1 2 3 4 5

Ability to control the clustering level of detail:

1 2 3 4 5

Filtering by types of operations:

1 2 3 4 5

Filtering by selecting parts of the model:

1 2 3 4 5

Filtering by focusing on the timeline and thumbnails:

1 2 3 4 5