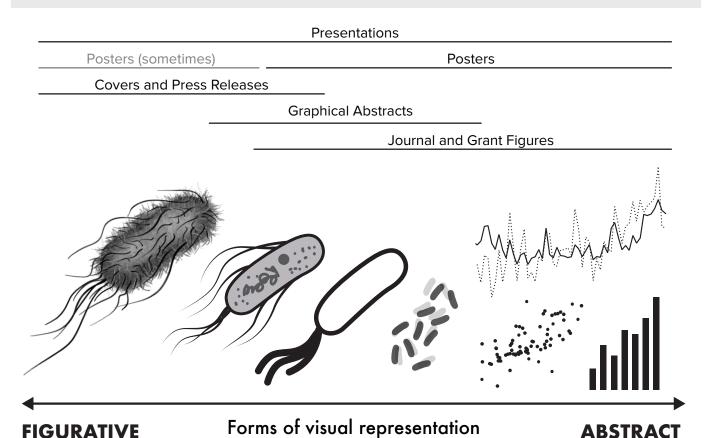
GRAPHICS SCIENTISTS MAKE



6 STEPS TO MAKING A GOOD FIGURE

1. WHAT IS THE FORMAT?

Large or small? Image heavy or text heavy?

2. WHAT IS THE CONTENT?

What is the message/story?

Main elements, "characters" or data?

3. USE YOUR VISUAL TOOLS

Eye-flow, Layout, Typography Choose Colors

4. EDIT YOUR FIGURE

Remove what's unneccessary **Emphasize** the most important part

5. CHECK YOUR WORK

Does it work in its final size?

Does it read in grayscale?

Is it accessible/ colorblind-friendly?

6. STEP AWAY

Repeat 4 if necessary

MAAYAN VISUALS visual storytelling for science



