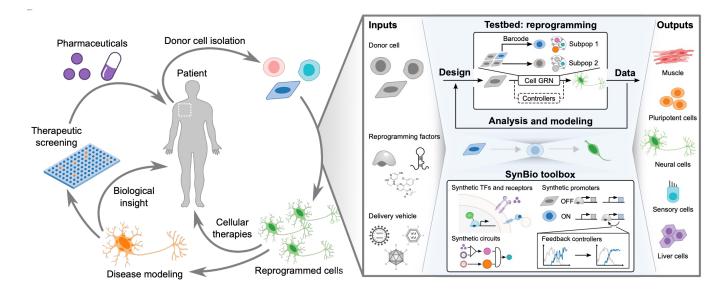
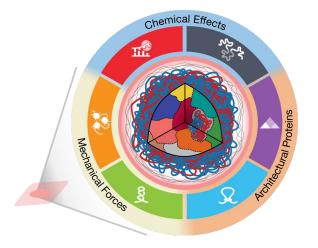
Graphic figure design

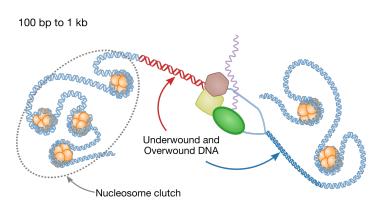


Nathan B. Wang

The Galloway Lab

MIT Department of Chemical Engineering





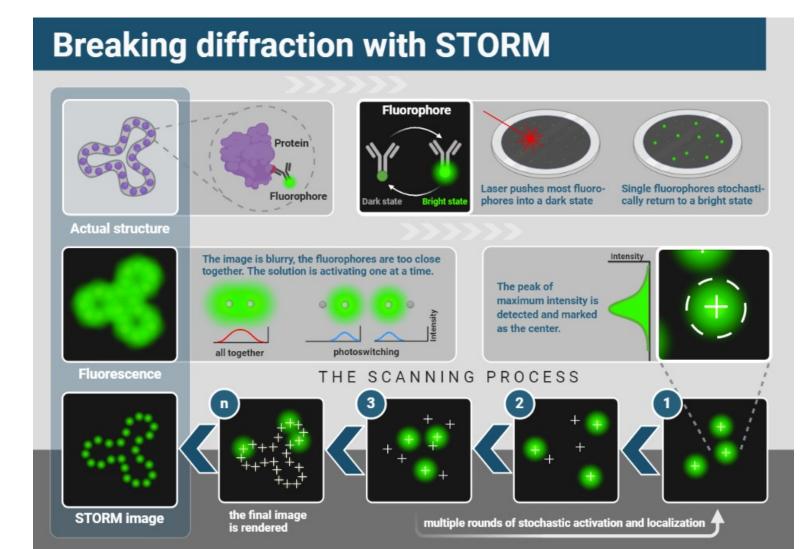
What do you keep in mind when designing graphics?



Where and when do I include a figure? What makes it a "good" figure?

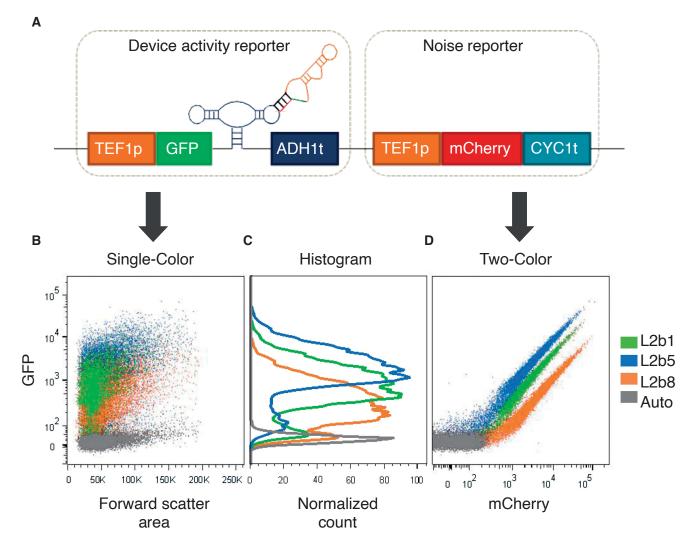
Successful figures make ideas or information easy to understand

• BioRender's graphical abstract contest is a great example of these



Successful figures make ideas or information easy to understand

• 2nd fluorescent reporter improves regulatory element screening in yeast¹

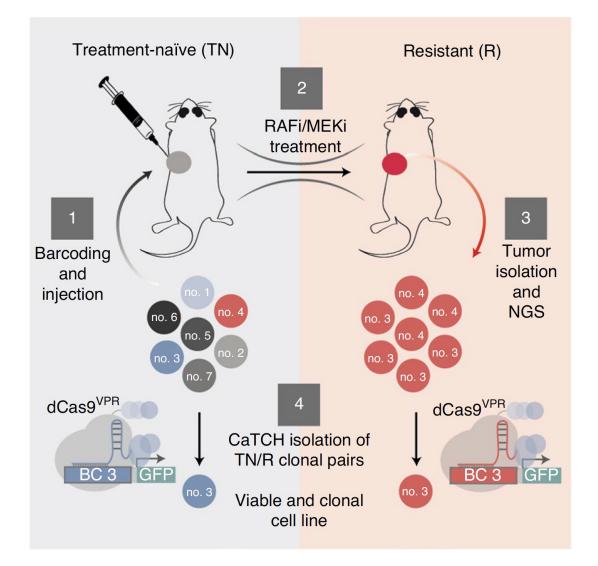


Where and when do you include a figure?

- 1. Is there a confusing process?
- 2. Would it help the audience understand something? (e.g. map out interconnected ideas)
- 3. Is it hard to visualize or describe if you haven't seen it before?
 - Where is it happening?

• More on this next week

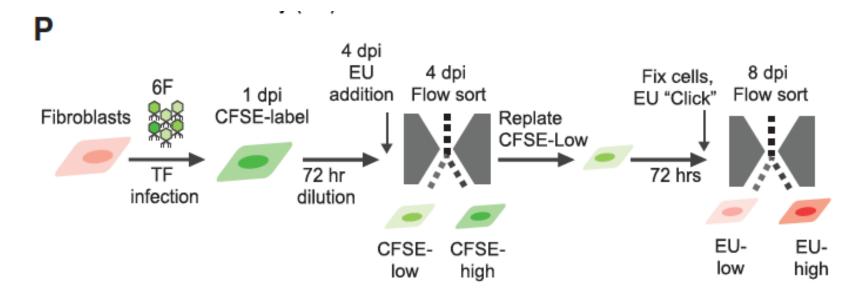
Figures that diagram a process



Isolating live cell clones from barcoded populations using CRISPRa-inducible reporters (Umkehrer et al., *Nat. Biotech.*, 2020)

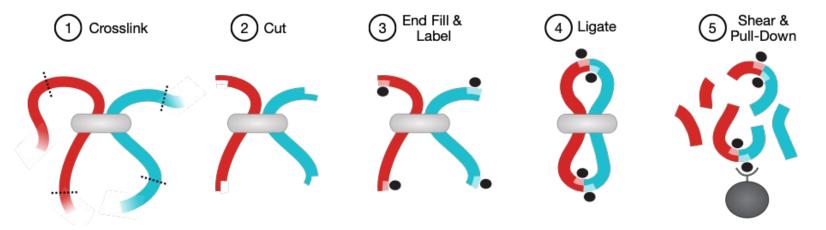


Figures that diagram a process



Babo & Galloway et al., *Cell Stem Cell*, 2019)

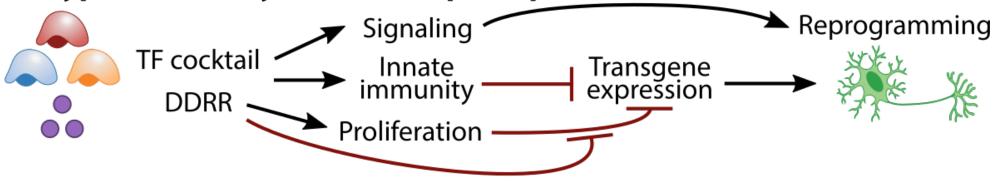
a Proximity Capture Workflow



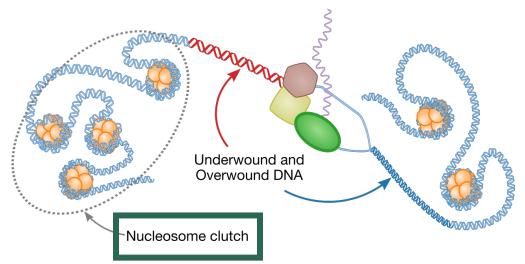
Johnstone & Wang et al., *Cell Systems*, 2020)

Figures that clear up confusing ideas

A Hypothesized systems-level principles



100 bp to 1 kb



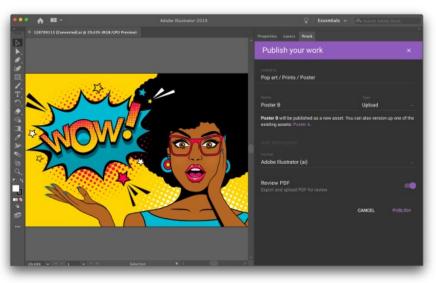




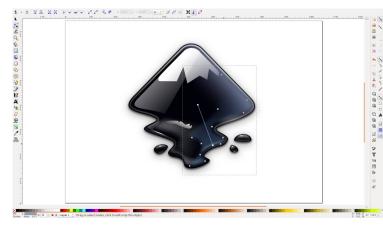
How do I make this sketch a digital graphic?

Programs

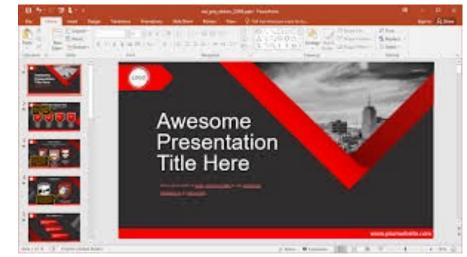
1. Adobe Illustrator



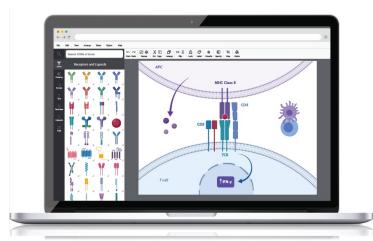
2. Inkscape



3. PowerPoint



4. BioRender



General guideline of when to start deciding on details

Big picture

1st Level

- Size
- Layout
- Color palette
- Font

2nd Level

- White space
- Level of physical/scientific accuracy
- Color separations/overlays

3rd Level

- White space (yes again!)
- Alignment
- Embellishments (outlines, shadows, effects, etc.)

Small details

1st level

1st Level

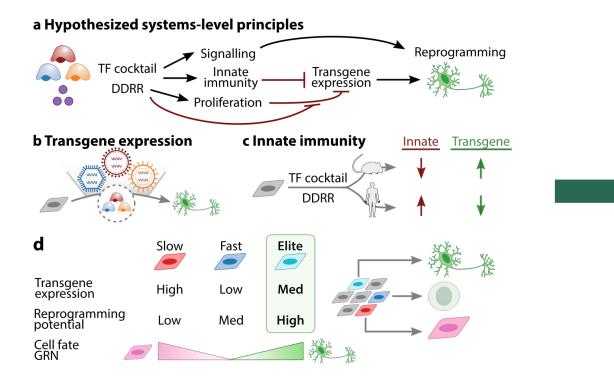
- Size
- Layout
- Color palette
- Font

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				Default		~
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Size

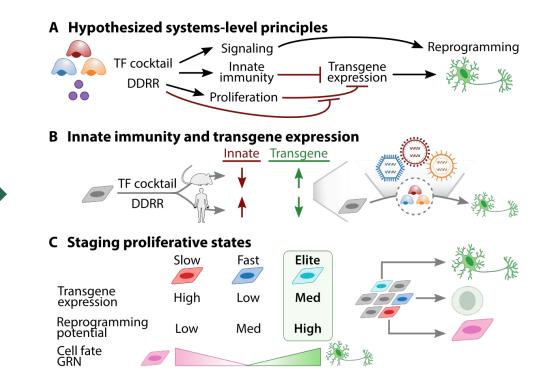
1st level

Layout



1st Level

- Size
- Layout
- Color palette
- Font



1st level

1st Level

- Size
- Layout
- Color palette
- Font



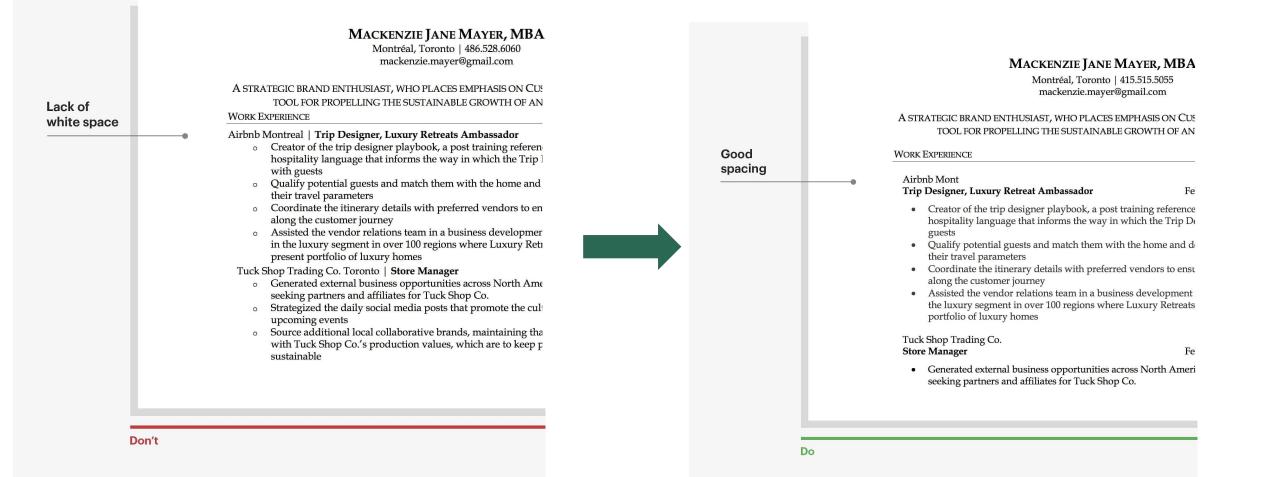


Color palette

White space

2nd Level

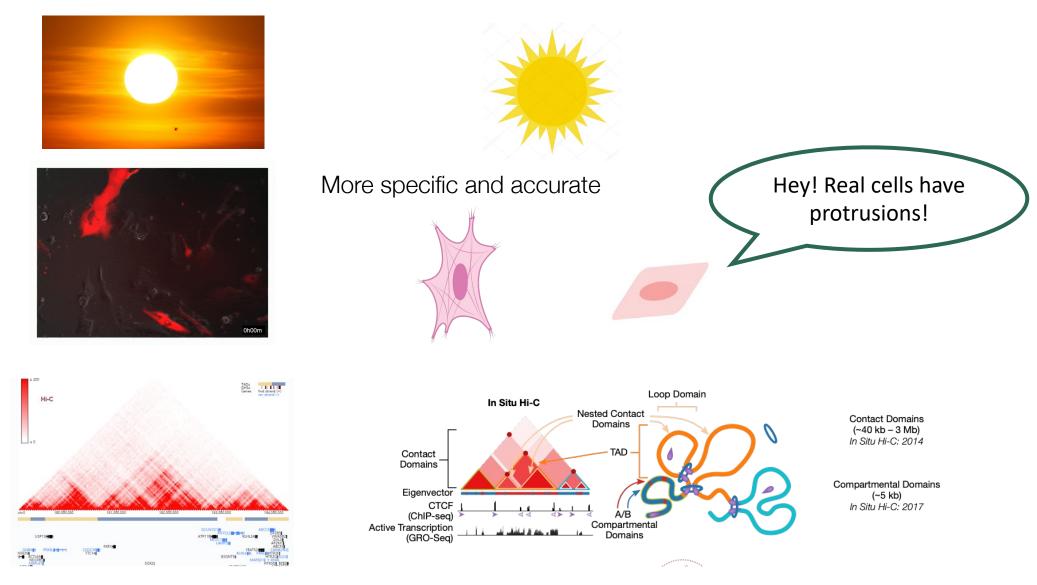
- White space
- Level of physical/scientific accuracy
- Color separations/overlays



Level of accuracy

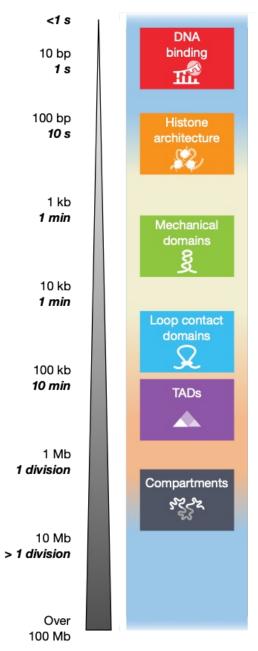
2nd Level

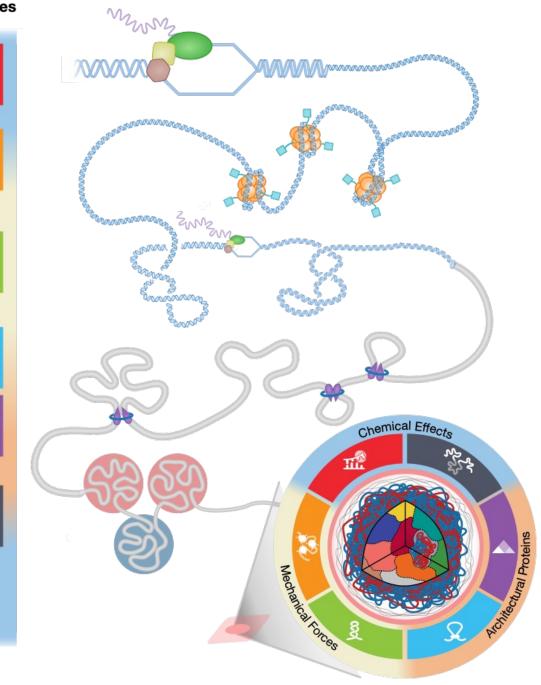
- White space
- Level of physical/scientific accuracy
- Color separations/overlays



Color separations

a Time and genomic length scales

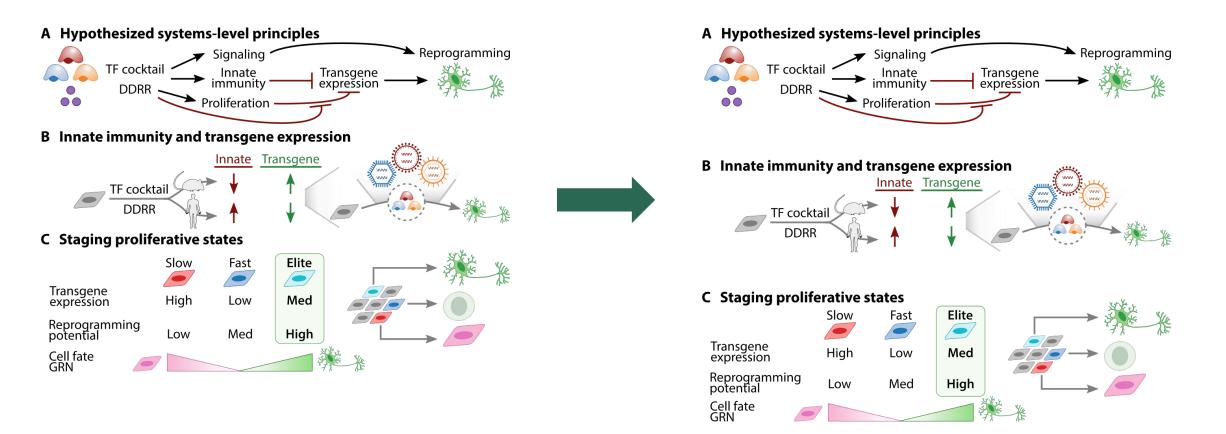




3rd level: whitespace

3rd Level

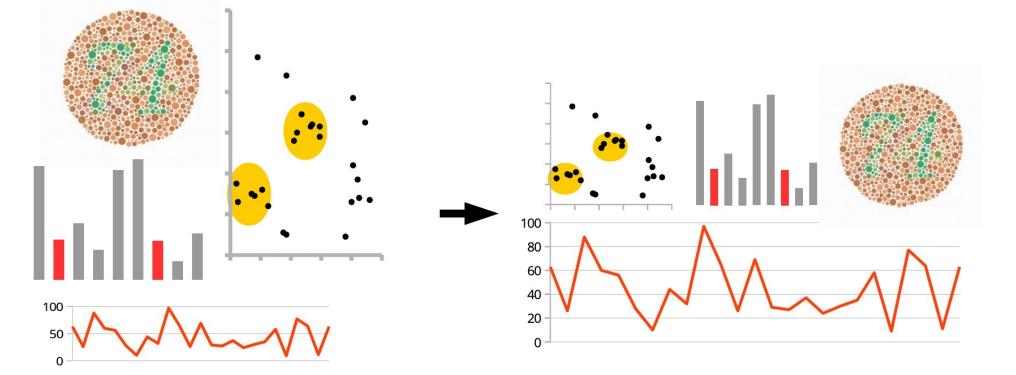
- White space (yes again!)
- Alignment
- Embellishments (outlines, shadows, effects, etc.)



Alignment

3rd Level

- White space (yes again!)
- Alignment
- Embellishments (outlines, shadows, effects, etc.)

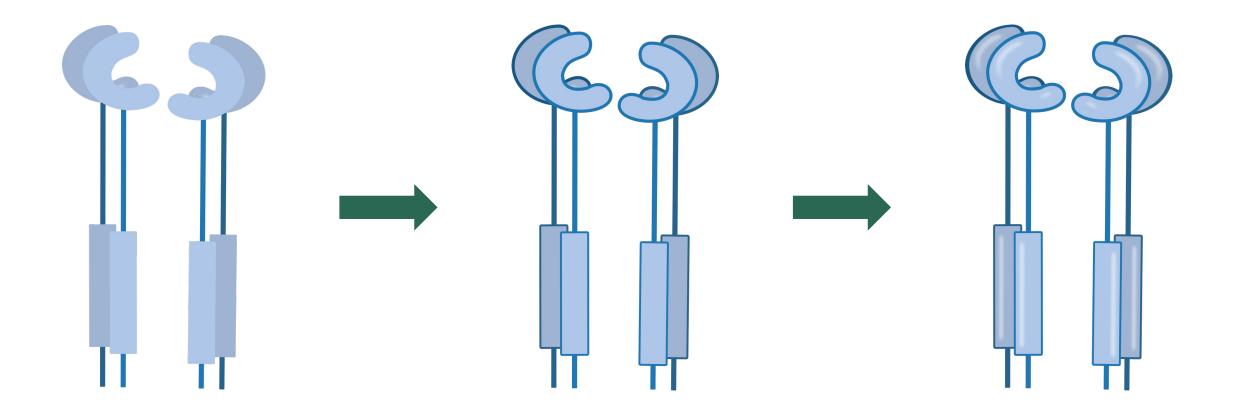


https://bioinformatics-core-shared-training.github.io/effective-figuredesign/DesigningEffectiveScientificFigures_Zabala_afternoon_v00.pdf

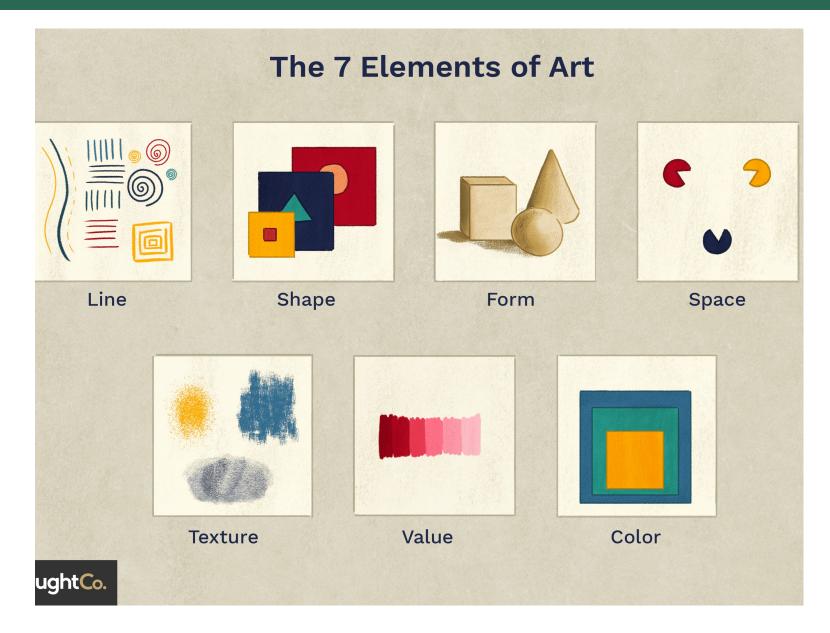
Embellishments

3rd Level

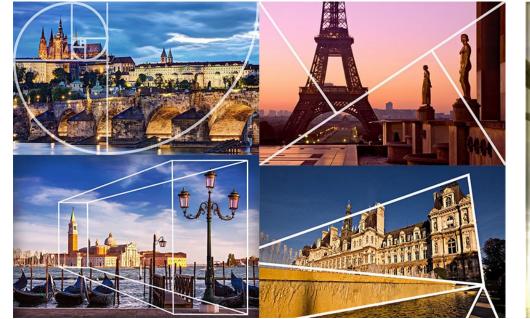
- White space (yes again!)
- Alignment
- Embellishments (outlines, shadows, effects, etc.)



Aesthetically pleasing science figures should draw from elements of art



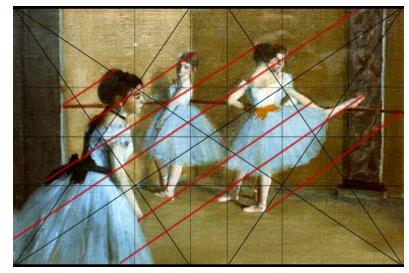
Lines can be implied or abstract











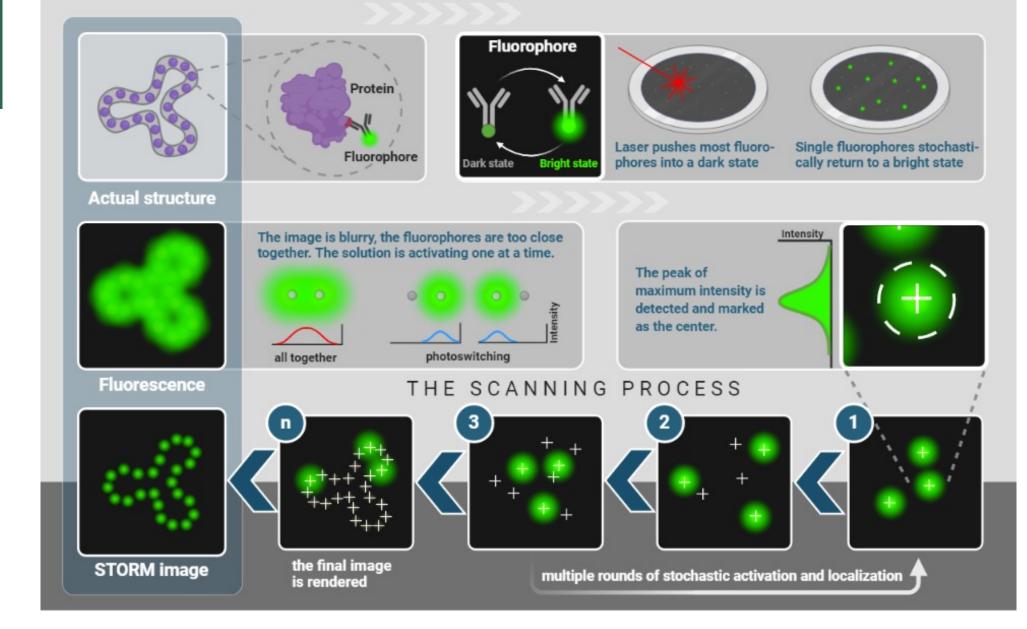








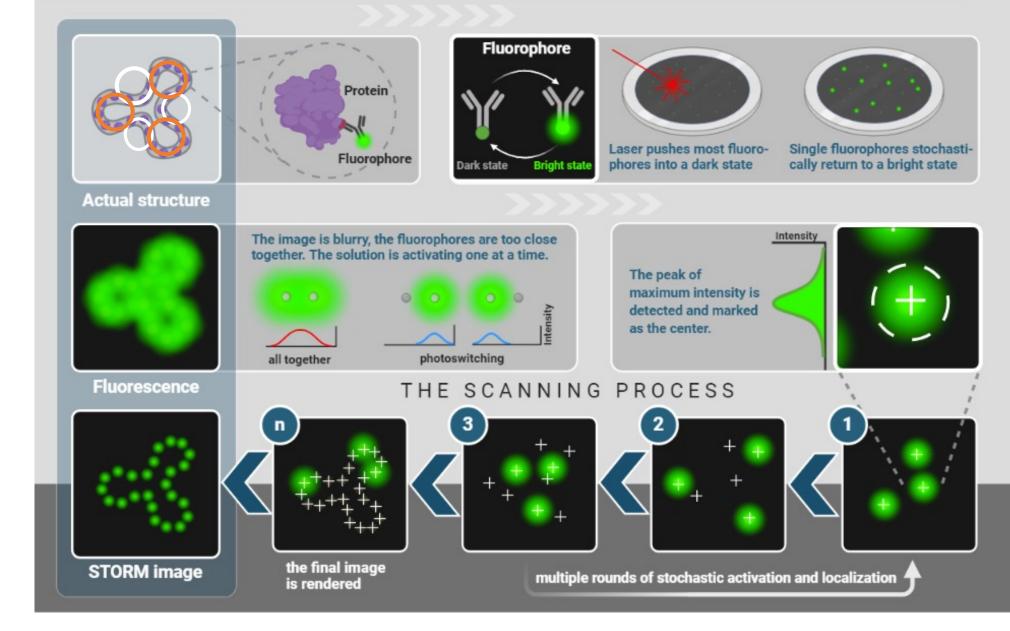
- Physical lines (rectangles, arrows)
- Lines made by negative space (gaps)
- Lines made by color contrast







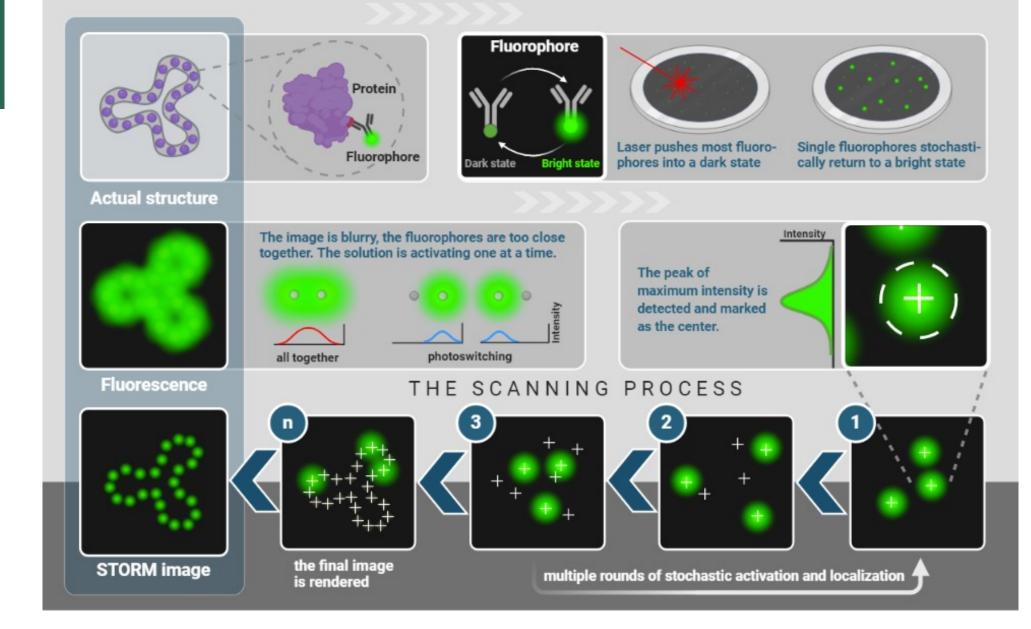
 Use smaller shapes to make more sophisticated ones







- Form refers to when shapes acquire depth and become 3D.
- Each glowing thing is a sphere.
- Form can add sophistication but can also be left out for a minimalistic approach.
- The purple spheres have form. The green circle in dark state does not.

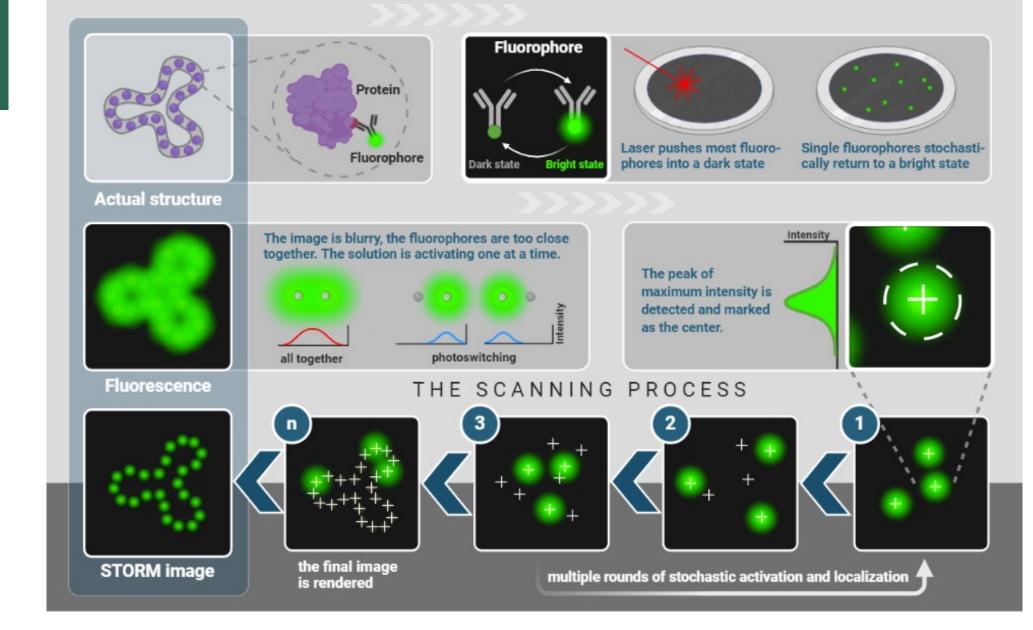






- Space is area you use for a specific purpose and includes negative space.
- Here the designer made positive space by using rectangles to establish mid and foreground.
 - They also used rectangles to establish negative space.

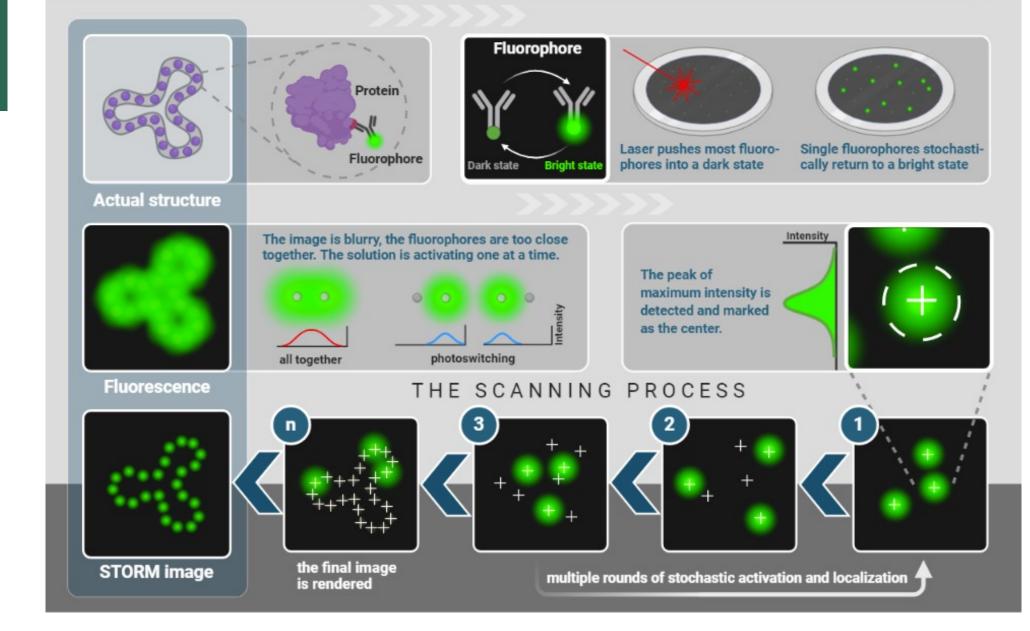
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Texture:



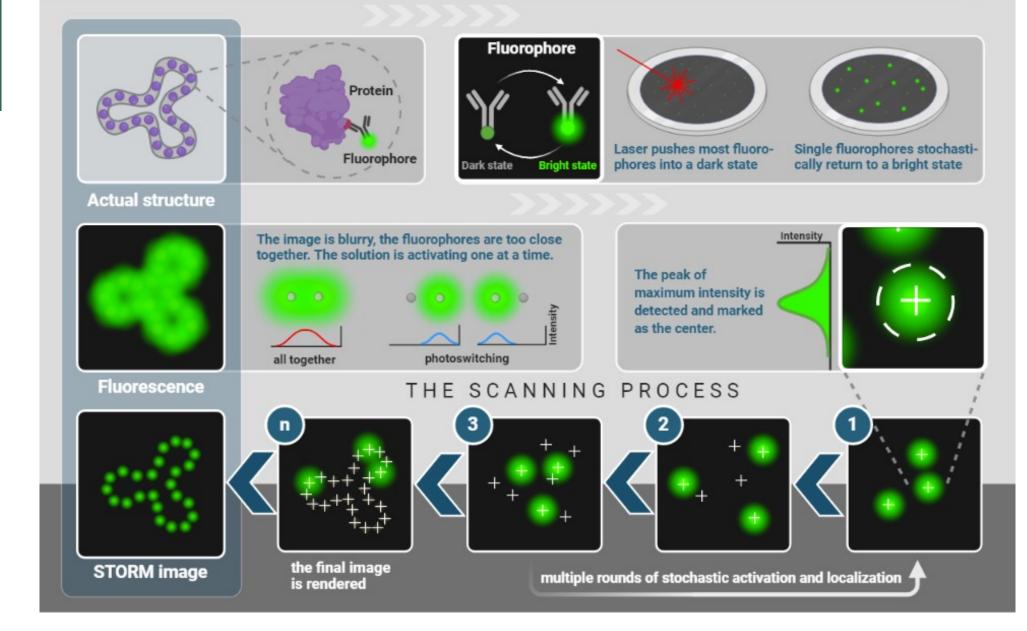
- Here the texture of the protein is implied to be smooth and globular.
- The texture of the laser appears intense and focused while the green is more soft and diffuse.



Color and Value:

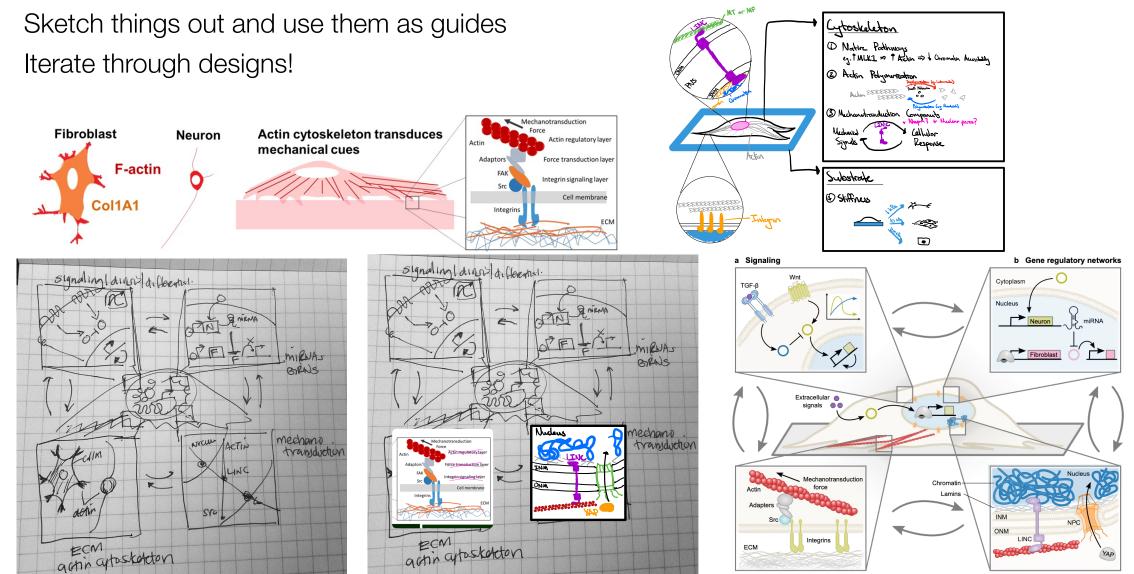


- Color of greens all match – the dark state is similar but a darker green
- Color of red all together vs. blue photoswitching (doesn't matter that laser is red)
- Protein has darker purple for shadows
- Dark state vs. bright state colors
- Dark blue rectangle on the left
- The gradient of the arrow helps draw the eye



•

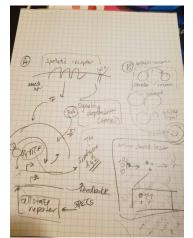
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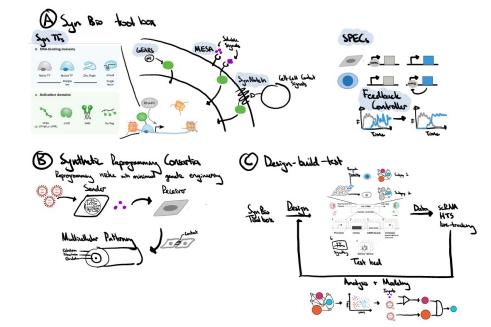


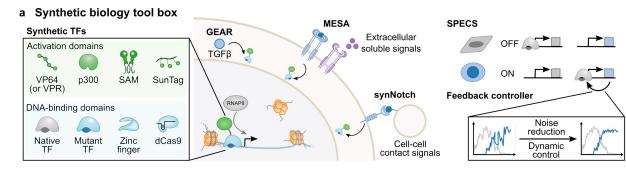
c ECM & actin cytoskeleton

d Mechanotransduction

Reuse components when you can









Multicellular patterning

d Lineage tracing and barcoding

Barcode

no. 2

0

no. 1 no. 2

no. 4

Isolate/identify

progenitors

no. 3

Cell type 1

Manipulate

scRNA

HTS

Cell type 2

Cell type 3

Receiver

Cell-cell

contact

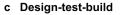
no. 1 no. 2

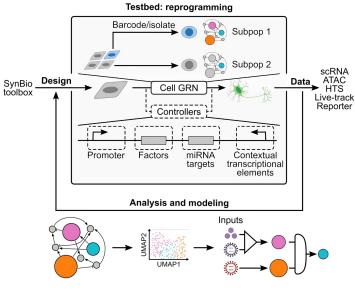
no. 3 no. 4

no. 3 no. 4

no. 2

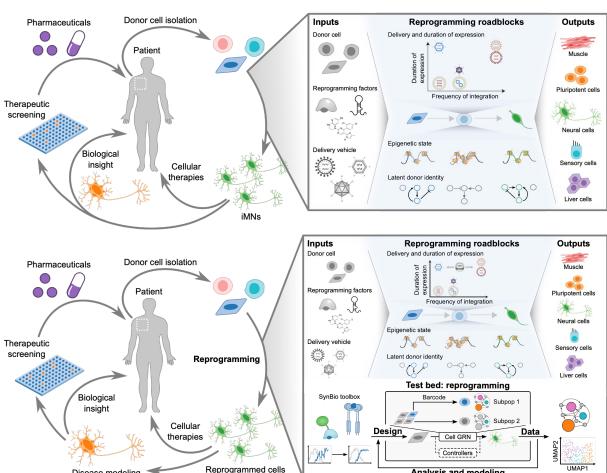
no. 1



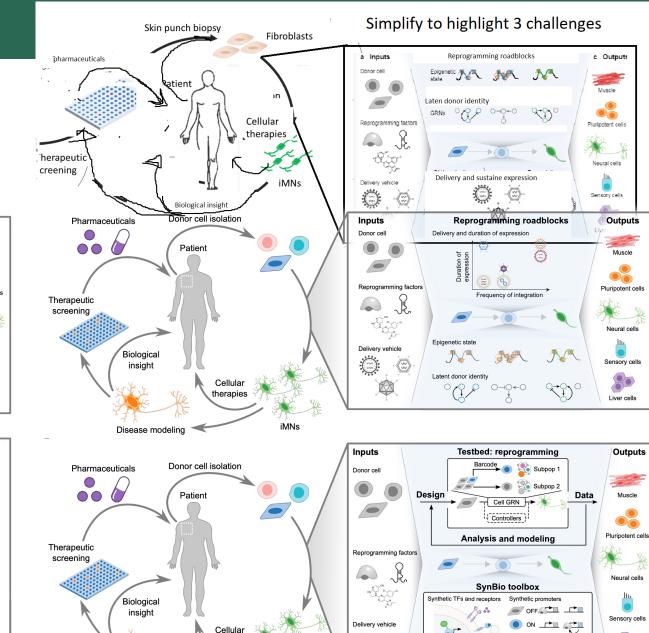


Version control!!! •

Disease modeling



Analysis and modeling



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therapies

Disease modeling

Reprogrammed cells

. ...

Synthetic circuits

*>>●

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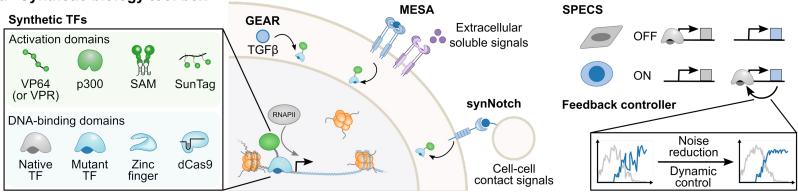
Feedback controllers

 \rightarrow

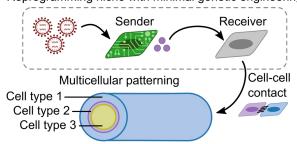
80

Liver cells

- Use boxes to group together text or drawings
- a Synthetic biology tool box



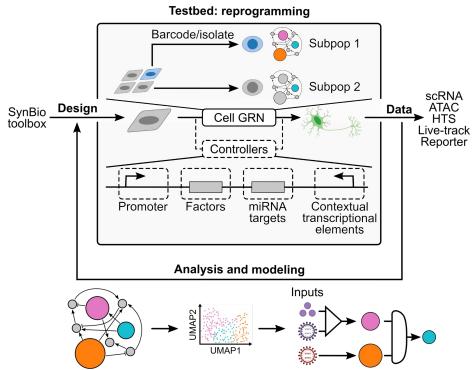
- b Synthetic reprogramming consortia
- Reprogramming niche with minimal genetic engineering



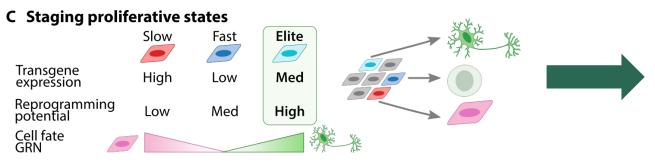
d Lineage tracing and barcoding

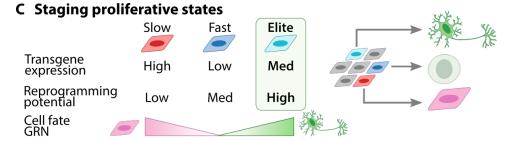
no. 2 no. 1 no. 2 no. 1 Barcode no. 3 no. 4 no. 3 no. 4 no. 2 Manipulate Isolate/identify no. 1 no. 2 progenitors no. 3 no. 4 scRNA HTS

c Design-test-build



• Avoid diagonal arrows







• Use visuals to emphasize certain ideas or aspects

