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“I make a central piece first.”

I have two problems: 1. I am a nerd. 2. I tend to get depressed when I face a blank screen, waiting to be filled with graphics, animations, texts and analytical explanations. However, throughout the years I have learned to motivate myself to get excited about my work. So what do I do?

Right after I've done all the research and preliminary versions of the script and storyboard, I create the central image of the graphic, something really cool, something that makes my brain start to buzz with all the possibilities which that INCREDIBLE GORGEOUS AND INFORMATIVE 3D diagram has. This is the nerdy part of me, coaching me from the backstage, whispering in my ear.

While I work on the rest of the infographic, I keep the central piece open on one side small window on the computer screen, so I can take a look at it every now and then, like if I am telling myself: “If the first thing you've created works so well, and delivers the info so successfully, the rest must be up to it”. Yes, I know, It sounds sad. But that's how I am!

(Of course, I never lose focus on something crucial: The quality of the illustrations is secondary compared with their clarity. OK? NEVER FORGET THAT. Tattoo it on the back of your right hand, so you can see it while you work. Graphics should never get in the way of the data, graphics should never get in the way of the data...)

Cassini graphic:

<http://www.elmundo.es/elmundo/2004/graficos/jun/s4/cassini.html>

The first thing that I made was... Saturn (the planet and the cutaway), which didn't take more than 30 minutes to model, texture and render!