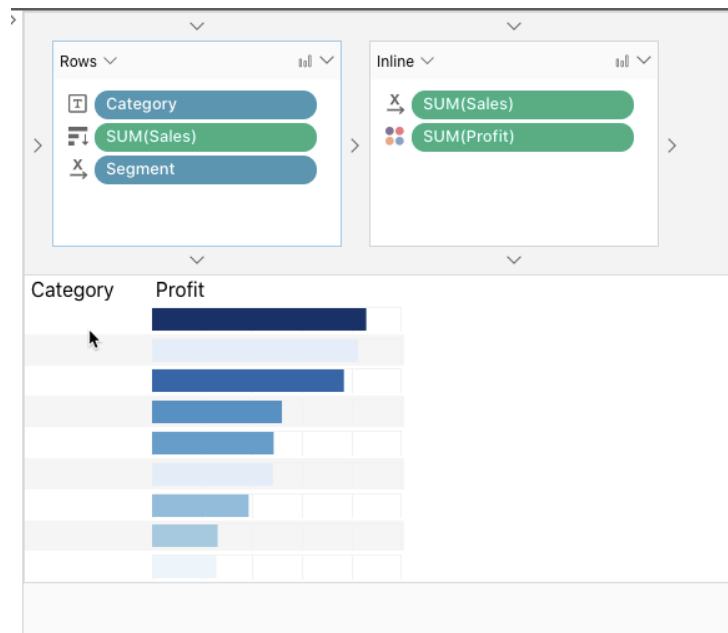


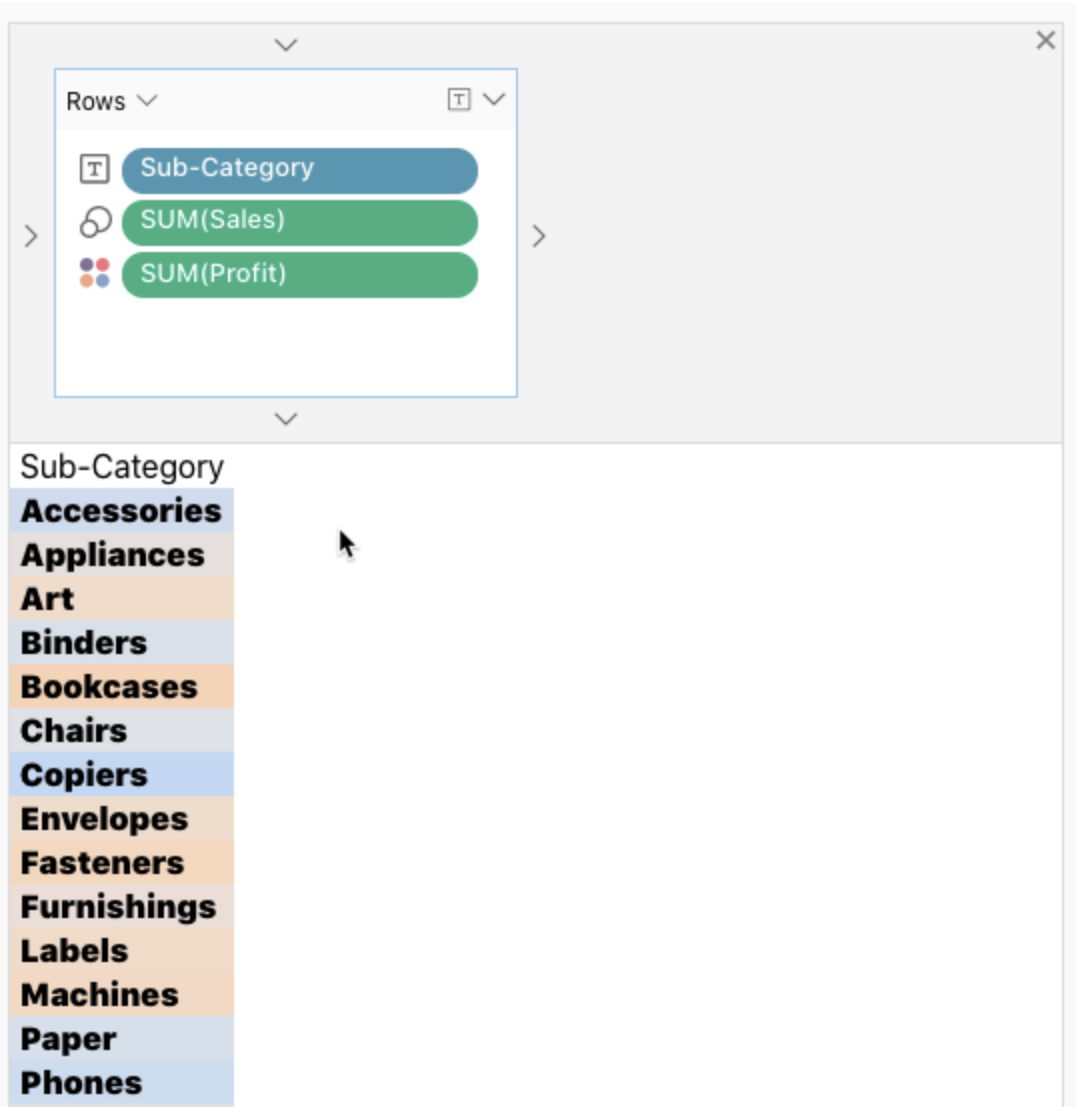
Played around a little with it today (day after conversation) - and I'm starting to wonder what the purpose of blocks would actually be? Is it a better experience? Or is it more restrictive? (And what parts of the restrictions are just missing, to be added features).

Thought #1 - I can't wait for the UI to be collapsible. So much grey + the 50% UI to viz ratio is far too much. Tableau (classic) is all about this open canvas with full featured visuals and this is all menus and not visuals.

Think I managed to break it - on occasion things like this (below) happen and I can't exactly explain why. My thinking was to add columns and wasn't immediately intuitive (although easy to see where after). I can't explain what the view has become though.



I'm also not sure how you make a treemap? Or several visualisations for that matter? Maybe it's a "coming soon", but couldn't understand why this just ignored size.



Tried switching to inline from rows and didn't create a treemap. Had a cry & moved on.

Starting to wonder if Tableau (classic) feels expansive by nature because there's nothing and therefore this feels more restrictive by design, just because anything else would feel that way?

There is something to be said for how easy this type of thing is however. Multi sparklines alongside totals shown in multiple perspectives. If this had a concept of pagination, you'd almost be implied to call it modern. ;)

