Style Guide & Wireframe
OpenROV Cockpit UI
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Grid System

Create 3-5 wireframe sketches with grids by only using the blocking method. Must use the final format size. Show examples in full size if possible, on black, no other type or information on screen. Show with and without grids. Grid to include, Column, Rows, Modules, and definition of why you chose this grid. Which constraint helped you set this grid?
Goal is to focus on balance, and keep the part of the video that is most important uncluttered - which is the bottom (typically looking at the bottom surface of aquatic body). Overlaid Elements provide critical stats to piloting the ROV (navigation, location, thrust settings, camera angle), and a thin opaque top bar gives space to operational statuses environmental statuses that need high contrast (battery, connectivity). The closer elements are to the center of the UI, the more critical they are to operation, the further from center the less critical they are (system status, other metrics, UI interactions for set-and-forget settings).

Grid
A 20 pixel grid is used for objects and gutters between objects. This small grid was chosen based on keeping the objects as small and thin as possible, while big enough to be legible (approx. size of 22 pt Caps font).
Goal is to minimally impede video in background, and move overlaid elements to the periphery.

A thin opaque menu bar is moved to the bottom, since the user’s eyes will naturally hang out mostly on the bottom of the video feed, minimizing eye movement distance.

Symmetry is maintained, and things are blocked out into thinner longer bars along the edges. A few UI blocks are placed below the center of the video frame, and larger than the central elements to simulate depth & perspective.

Grid
A 20 pixel grid is used again for objects and gutters between objects. This small grid was chosen based on keeping the objects as small and thin as possible, while big enough to be legible (approx. size of 22 pt Caps font).
I sadly ran out of time to make my other wireframes… I managed my time poorly and needed to study for a midterm. I plan on making a few more wireframes, as well as trying out different combinations of different wireframe elements.