Towards Final Design: Part 2

OpenROV Cockpit UI
Hierarchy & Composition

Have you created order and level of importance in your design? Established the visual levels of dominance and subordination?

White space: “Nothing is an important something.”

Empty space is needed in all compositions. It is imperative to accessibility and navigation. Space provides pathways, or channels, that lead the eye through the design, while directing the visual focus toward the positive areas of the compositional space.

Grid

Baseline used or not? When is grid broken?

The grid renders the elements it controls into a neutral spatial field of regularity that permits accessibility—viewers know where to locate information they seek because the junctures of horizontal and vertical divisions act as signposts for locating that information. The system helps the viewer understand its use. In one sense, the grid is like a visual filing cabinet.

Effective grid is not a rigid formula but a flexible and resilient structure, a skeleton that moves in concert with the muscular mass of information.

Typography

What does the type signify?

The key to good type layouts is contrast. In choosing to mix typefaces, be sure to select counterparts with enough contrast—but be aware of their similarities as well. E.g., different in stroke contrast and detail, but construction is similarly geometric.

Colors

Which color contrast(s) are used in your design and why you chose the(se) particular color contrast(s)?

We experience color based on the interaction among colors. People respond to the relationships among colors. In human visual experience, colors appear as interrelated sensations that cannot be predicted from the response generated from viewing colors in isolation.
Synthesis Context Menu Overview

Study 1

Study 2

Study 3

Study Final

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Interface Aesthetics
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Synthesis  
Context Menu 1 – Switching sides

Study 1
Flipped where the heading and depth are, changed battery to a vertical position. Bar graphs are now just white outlines with solid orange bar inside
Synthesis  Context Menu 2 - Alignment

Study 2
Changed position of icons to left justified on left half, right justified right half (suggestion of someone from community. Looks awkward
Compass is now just an arrow, adjusted spacing of heading directions.
Synthesis  Context Menu 3 – Playing with grid

Study 3
Tried evenly spacing out icons. Kinda aligns with grid, but not strictly (1/2 steps). Looks kina weird. Loses hierarchy? But more leveled looking…
   logo sticks out for sure
   Compass simplified down to single triangle.
Synthesis  Context Menu final

Study final
Retained simplified triangle compass
Changed it to three clusters again. Was thinking about how to even out the spacing, but it looked weird when it wasn't aligned to grid.
Laser dots fill when lasers are activated
Opacity of arrow from compass is increased.
Process

Synthesis Main Mode – Final

Study Final
The main mode now expands to the whole screen, there is a 20 pixel border between elements and the edges – the compass is now equally aligned top-right. The depth gauge is now aligned to the bottom.
About the same as the last one, just added new context menu to the background, and adjusted the menu bar color to make it darker to help contrast with icons + labels. Most importantly, the depth gauge and the compass are both visible through the transparent menu – which lets the user calibrate and zero the sensors and validate their output.