

Master 1 IMAGINE Projet Image

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1 UI Reworks

This week we finished the color scheme selection UI we started last week. The UI now has all the features the old UI had, but is a lot more intuitive to use, shows the used color scheme and enables the changes of saturation. Image 1 shows the final UI.

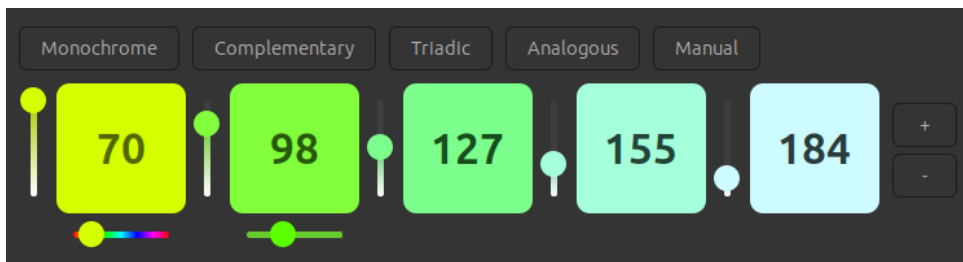


Figure 1: The final UI for selecting a color scheme

At first we implemented this UI in the rest of the tool, so that it can be used to manipulate the images. Also we disabled the hue sliders for colors in certain color schemes, so that they can only be manipulated by changing the first color. Then we added + and - buttons for the color schemes "Analogous" and "Manual" so that the number of colors can be changed in these schemes. We also added a slider under the second color of the "Analogous" scheme (see 1, that changes the distances between the colors in the color scheme).

Finally we made the UI prettier by giving the color fields rounded edges and changing the colors of the sliders. These color changes also serve an important role in explaining the software to the user. The saturation slider has a gradient from white to the full color, which indicates that the saturation can be changed with this slider. Also the slider has the same color as its corresponding color field, so that the user knows which slider changes which color. The hue slider has the full hue gradient on it, so that the user can easily see where to put the slider to get a certain hue. For better readability we also changed the colors of the labels to a darker version of the fields color.

We also fixed some bugs that happened when trying to change a color.

The UI in its current version can be seen in image 2. The UI still needs some polish in the way it looks and we have not yet added buttons to change the color mapper. As can be seen in the image the color mappers currently don't use the saturation. It would not be hard to implement this, but we want to do some more testing before finally implementing it. An image where not only the hues but also the saturation have been altered, can be seen in image 3.

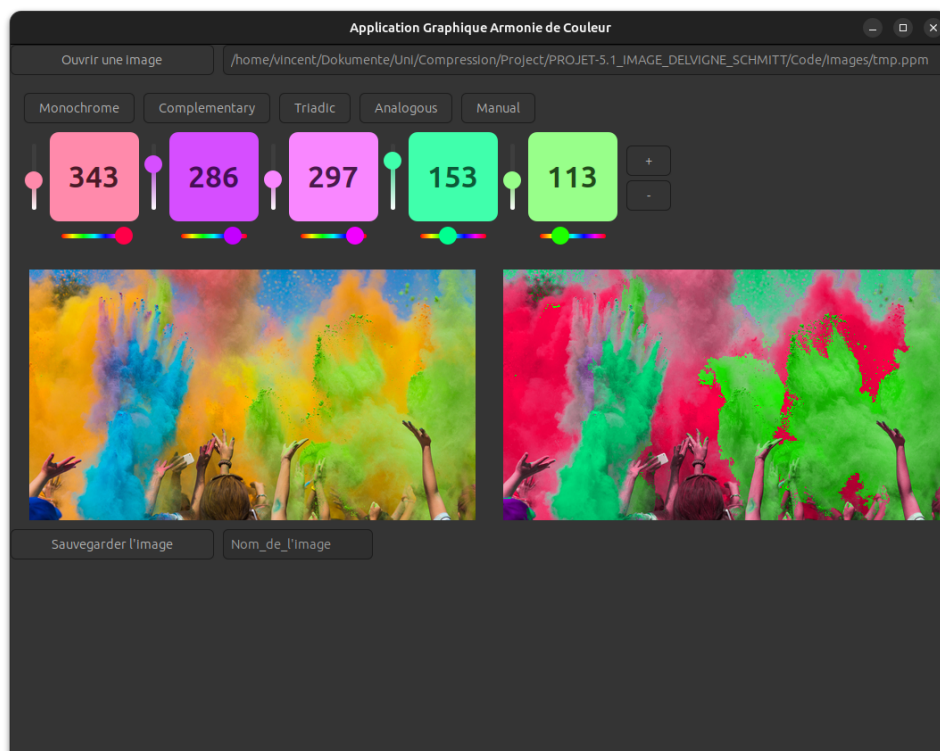


Figure 2: The current version of our UI

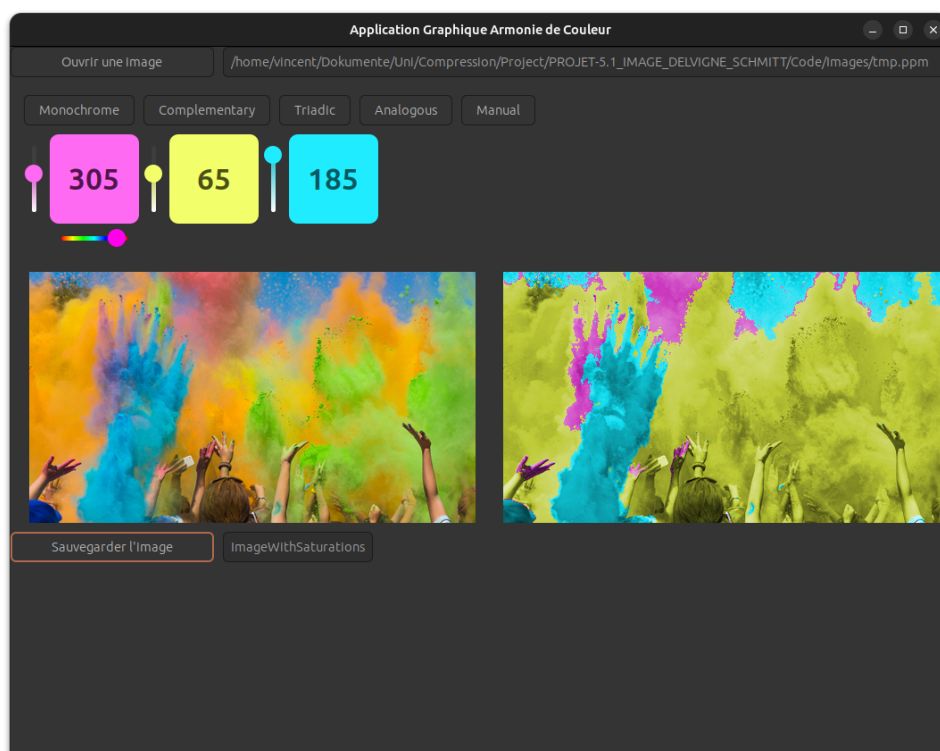


Figure 3: An Image where the saturation and the hue has been changed