

GDS Icons Proposal

The icons for GDS should be in the Lumina style. We have chosen some pre-existing icons that we are happy with, but will need 60 icons made up. If some in the Lumina collection are appropriate, we can use those as we bought the entire icon collection.

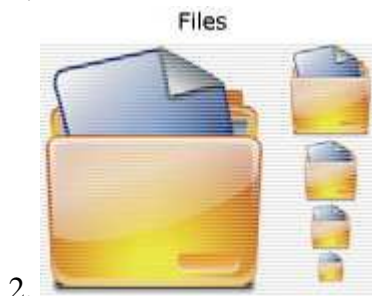
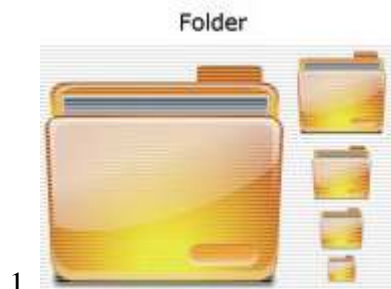
Current Main Page Icons

These icons are the current ones used in the system



Proposed Alternates

These icons are the Lumina Icons that we can use for replacements



Scissor



4.

Copy



5.

Paste



6.

Printer



7.



8.

Need About GDS Icon, this is GDS's Icon

9. Context-sensitive Help Icon

10.



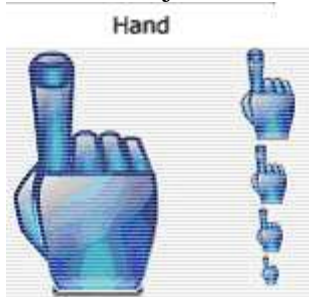
Current Objects Page Icons



1. Create New 3d Object
2. Erase 3D Object from world view
3. Select 3D Object in world view
4. Move 3D Object in world
5. Rotate Selected Object in world view
6. Scale Selected Object in world view
7. Turn on Collision detection when moving object
8. Move Camera to put Object in View

Proposed Alternatives

1. Creates a New 3d object
2. Erase 3d Object



3. Maybe?

4. Move 3d Object
5. Rotate 3d Object

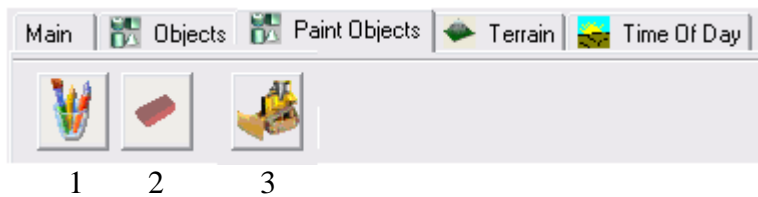


6. Maybe?

7. Turn on Collision Detection

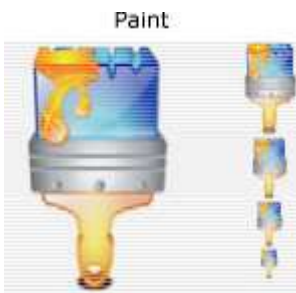
8. Zoom to 3d Object

Current Paint Objects Page Icons



1. Paint Selected Object
2. Erase Selected Object
3. Level Terrain Beneath Object While Painting

Proposed Alternatives



1. But with 3d objects. This paints 3d objects in the scene



2. But with 3d object, this erases 3d objects in the scene

3. Level Terrain below object while painting object

Current Terrain Page Icons



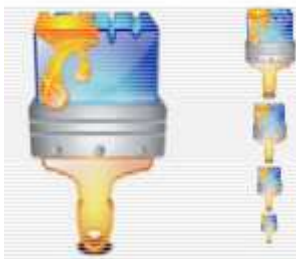
1. New/Modify Terrain
2. Terrain Sector Parameters
3. Adjust Terrain Height
4. Terrain Height Up
5. Terrain Height Down
6. Adjust Light Intensity
7. Paint Terrain

Proposed Alternatives

1. New/Modify Terrain
2. Terrain Sector Parameters
- 3. Adjust Terrain Height (paints in terrain height either up or down)**
- 4. Set terrain adjusting feature to raise terrain**
- 5. Set terrain adjust feature to lower terrain**

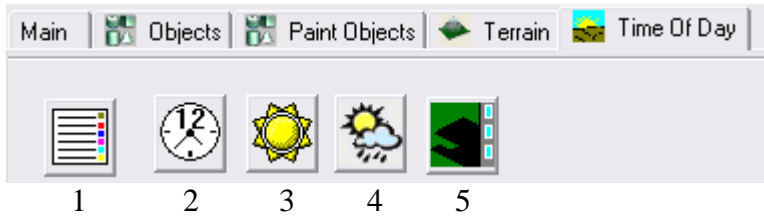
These 3 icons are going to be two icons. With representing just raising and lowering terrain, instead of having to select #3 then select #4 or #5

6. Lighting for Terrain
7. Paint



7.

Current Time of Day Icons



1. Skybox and Fog Properties Interpolated with Time of Day
2. Time of Day
3. Enable/Disable Lighting
4. Weather Effects
5. Turn shadows on/or off

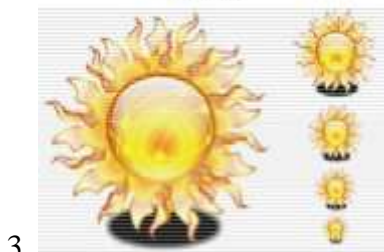
Proposed Alternatives



1. Maybe?



2. Bright



4. library_manager
5. Toggle shadows on/off

Current Resource Tab Icons



Proposed Alternatives

1. Example plugin tab
2. State machine tool. tab
3. 3d Objects tab
4. Spawn objects (groups of models, physics objects etc that get spawned into the world)



5. This is for a Model Viewer



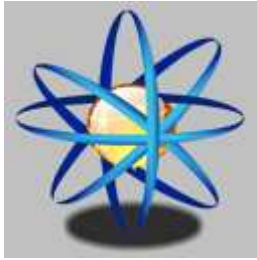
6. Databases

7. Splines

8. Lua Scripts

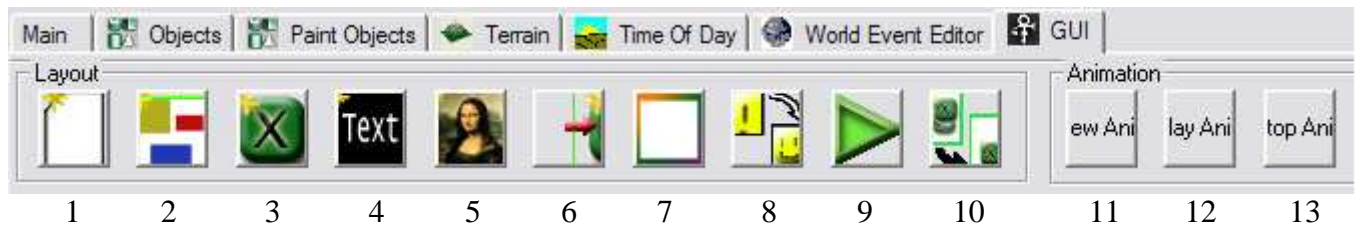


9. GUI Files



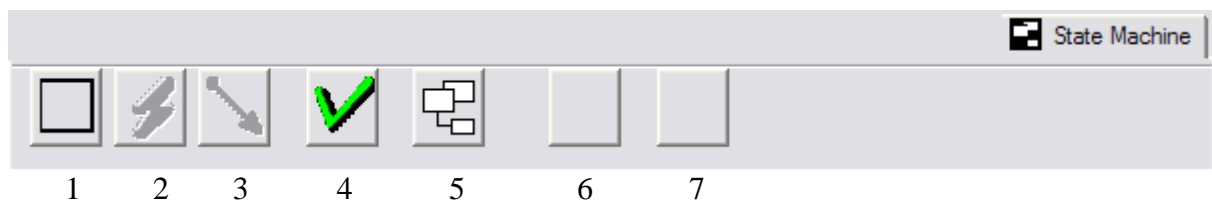
10. Particles

GUI Database



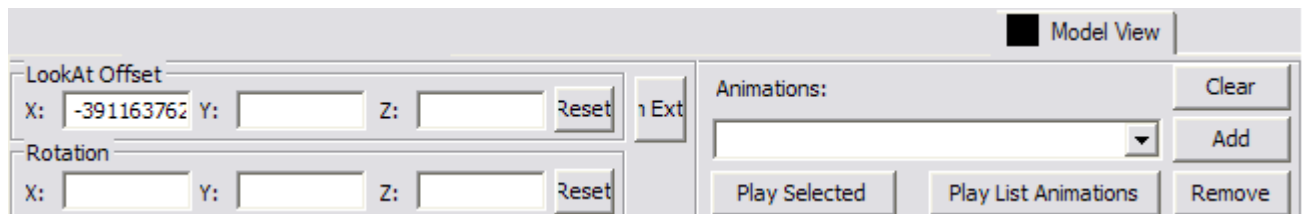
- 1.Add New Page
- 2.Create Group to Add Element
- 3.Add Button type Element
- 4.Add New Text Element
- 5.Add Static Art Element
- 6.Add Item Instance
- 7.Change Background Color Behind Instance
- 8.Recenter Page, Previous Page
- 9.Full Screen test mode
- 10.Lock all instances of Same Item to Selected Items Position and Size
- 11.Preview GUI Animation
- 12.Play GUI Animation
- 13.Stop GUI Animation

Current State Machine Icons



- 1.Create State
- 2.Create Event,
- 3.Create Transition,
- 4.Validation Tool,
- 5.Flat-View(turns off hierarchical view),
- 6.Add Column
- 7.Delete Column

Current Model Viewer Icons



1 2

- 1.Reset look at offset, Reset rotations
2. Zoom Extents (Zooms so model fits in view)

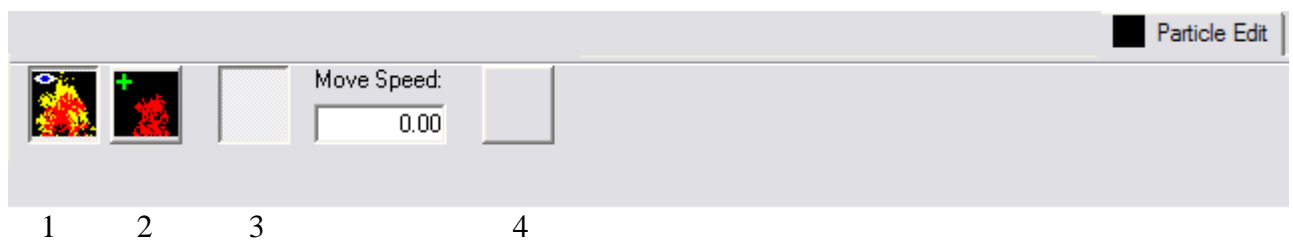
Current Lua Editor Icons

1. Compile - Compiles Lua Scripts
2. Go – Run Lua Script
3. Restart – Restarts debugging of lua script
4. Break – Breaks current running lua script
5. Step Into – Steps Into Lua Script
6. Step Over – Steps over lua Script Line
7. Step Out – Steps out of current Lua Functions
8. Run to Cursor – Runs to current cursor position
9. Execute – Runs the current Lua Script

Visual Studio Icons that are mockups for examples:



Current Particle Editor Icons



- 1.Init/Deinit Particles
- 2.Add Brush
- 3.Particle Movement
- 4.Particle Scale