

Web Interface Walkthrough Usability Study:

Task		Very Easy					Very Difficult
1	Upload new .obj file into web interface	1	2	3	4	5	
2	Change texture of leaves to leaves2.png	1	2	3	4	5	
3	Change the leaves to spheres shaped.	1	2	3	4	5	
4	Upload new rules file into web interface.	1	2	3	4	5	
5	Upload new textures into interface.	1	2	3	4	5	
6	Transform a section of the object to display in a dodecahedron shape.	1	2	3	4	5	
7	Rotate around the displayed object.	1	2	3	4	5	
8	Zoom into the displayed object.	1	2	3	4	5	
9	Return object to a default layout.	1	2	3	4	5	
10	Open the User Manual	1	2	3	4	5	
11	Apply bump mapping to the object.	1	2	3	4	5	
12	Open a list of different textures.	1	2	3	4	5	
13	Open a list of Textures.	1	2	3	4	5	
14	Use MagicVoxel to create an object.	1	2	3	4	5	
15	Upload new object.	1	2	3	4	5	
16	Download Minified Javascript.	1	2	3	4	5	
17	Add rule to rule file.	1	2	3	4	5	
18	Change everything into cubes.	1	2	3	4	5	