

HMI Assignment 6

Q) Discuss in detail various issues involved in designing an icon.

→ various issues involved in designing icons are:-

i) Icons are not different and separable!

Sometimes, designers fail to differentiate icon designs within the same set of icons, and so it is very difficult to understand what icon has what meaning, especially when they are in the small size.

ii) Failure to impose icon design ~~uniformity~~ uniformity:

The opposite of the last mentioned mistake also exists. Sometimes, designers fail to show that some icons are included in the same set. For example these icons have different outlook, shadows, different style and so on. So, while designing icons of the same set, you should make sure that they look in the same style but also are easily separable.

iii) Not important elements are included:

An icon should be easily recognizable and identifiable. So in order to make it easy to read, designers should make it simple. One of the most common mistake is to include too many unimportant elements in the icon. Thus, as a designer, ~~you~~^{one} should pay attention to this fact.

iv) Unnecessary shadows in small icons:

Nowadays, in the design of icons there is a trend to 3D and usage of multiple colors. However, shadows in small 16x16 icons are not often visible and preferred.

v) Texts are included in the icons:

This is usually seen in application icon designs.

There are 3 main disadvantages of using text.

First of all, the text is in one language, so it is more localized. Secondly, as the icons are small, it is almost impossible to read the text. Thirdly, the name of the application is also displayed, so the text is repeated.