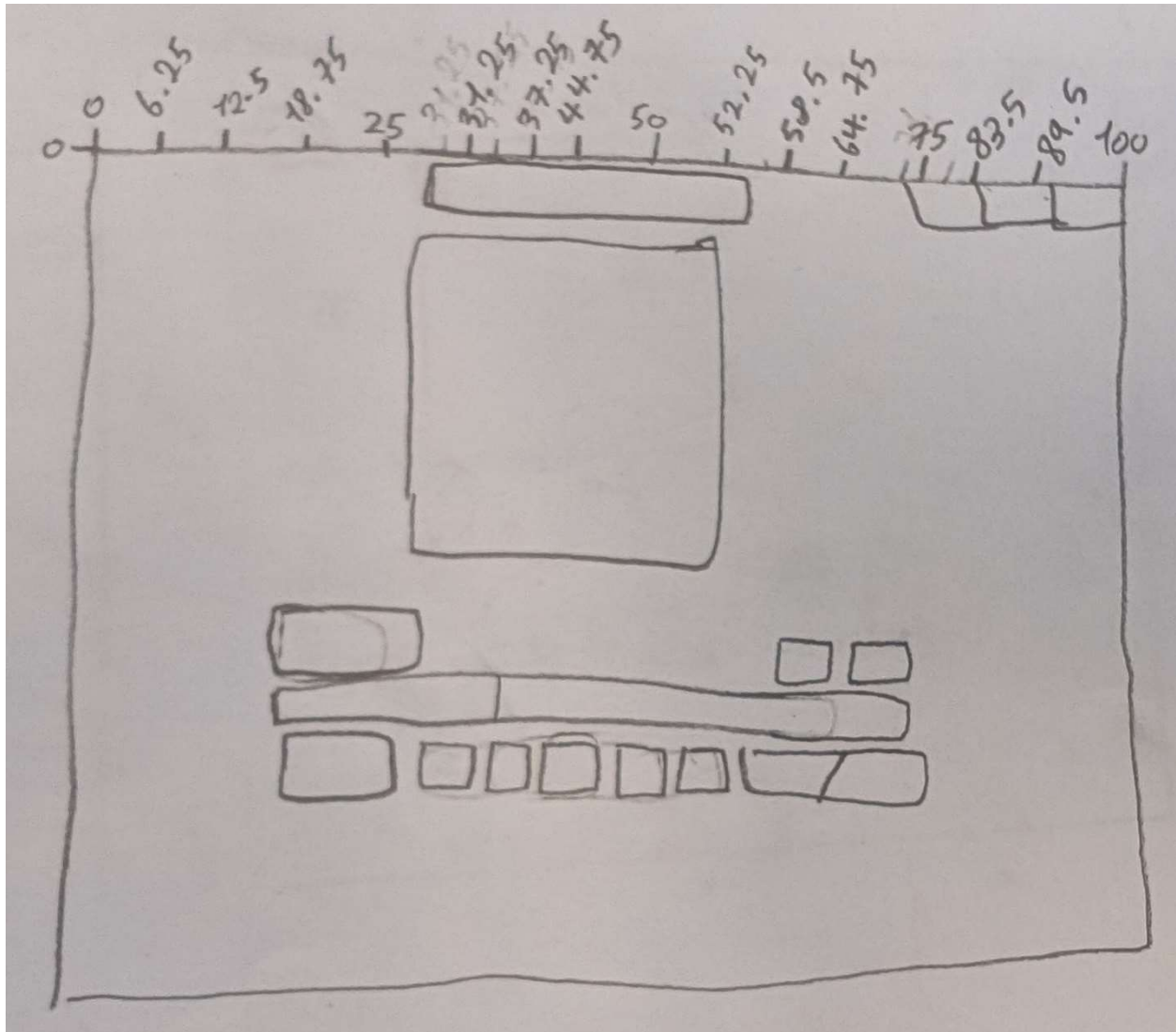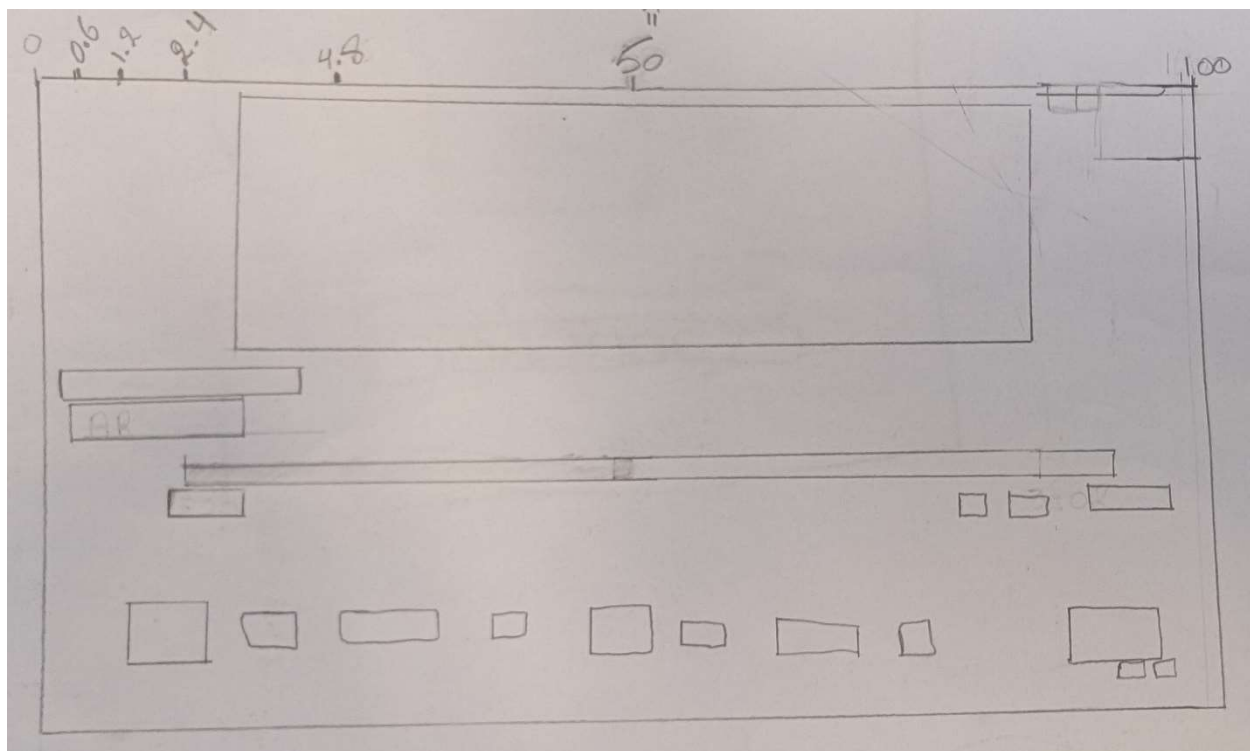GUI Design Differences
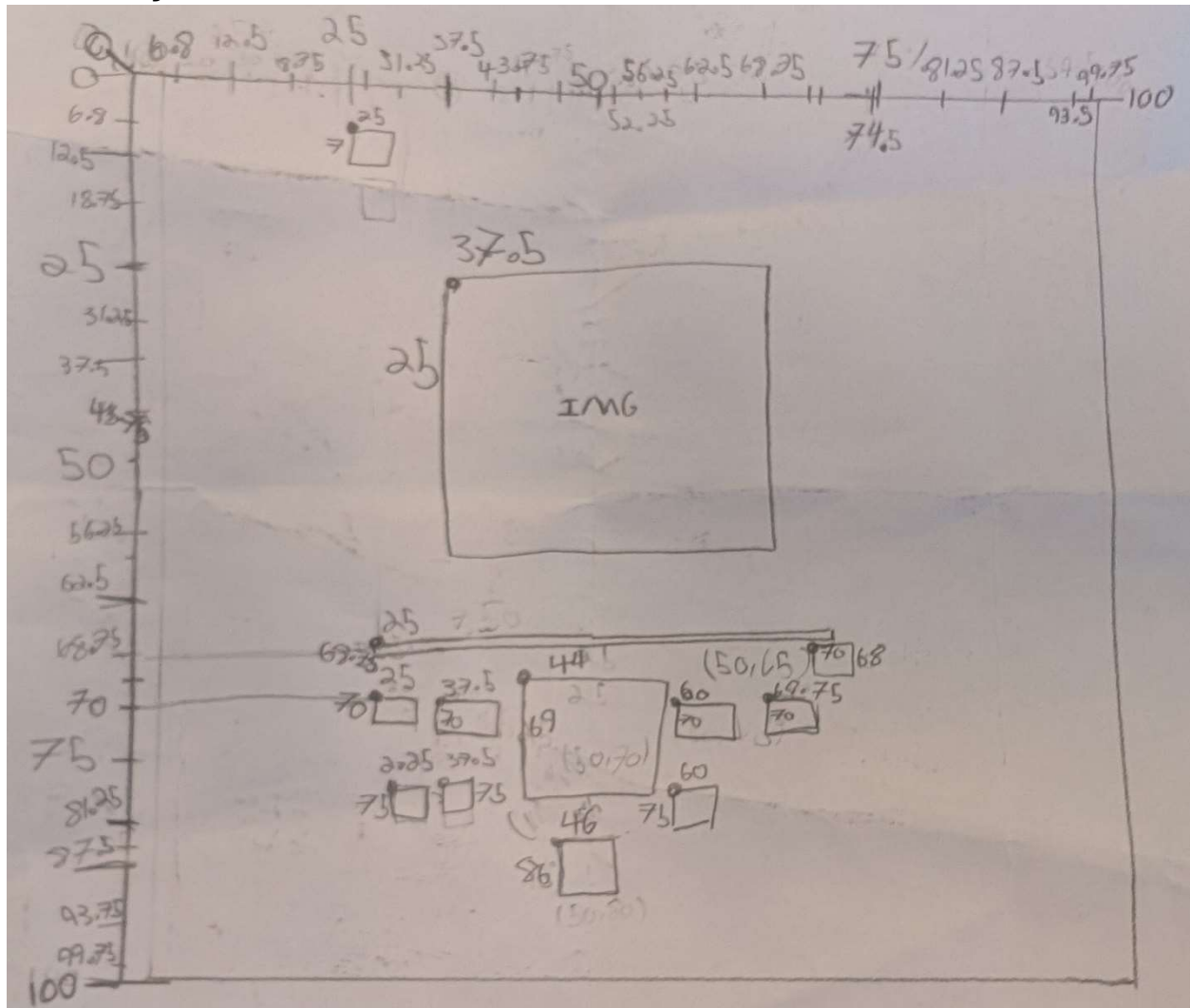
Face Design
When you design something that is complicated, you mind brings forth the most attractive shapes – faces.

0   0.6   1.2   2.4   4.8   50   100

AR

X & Y Only

A hand-drawn coordinate diagram with the following annotations:

Top axis markings: 0, 6.8, 12.5, 25, 18.75, 31.25, 37.5, 43.75, 50, 56.25, 62.5, 68.25, 75, 81.25, 87.5, 93.75, 99.75, 100, 52.25, 74.5, 93.5

Left axis markings: 0, 6.8, 12.5, 18.75, 25, 31.25, 37.5, 43.75, 50, 56.25, 62.5, 68.25, 70, 75, 81.25, 87.5, 93.75, 99.75, 100

Diagram labels: 25, 37.5, IMG, 25, 25, 7.50, 44, (50,65), 70, 68, 68.75, 25, 37.5, 69.75, 70, 69, 60, 70, 70, 2.25, 37.5, 2.25, 37.5, (30,70), 60, 75, 75, 46, 75, 86, (30,40)
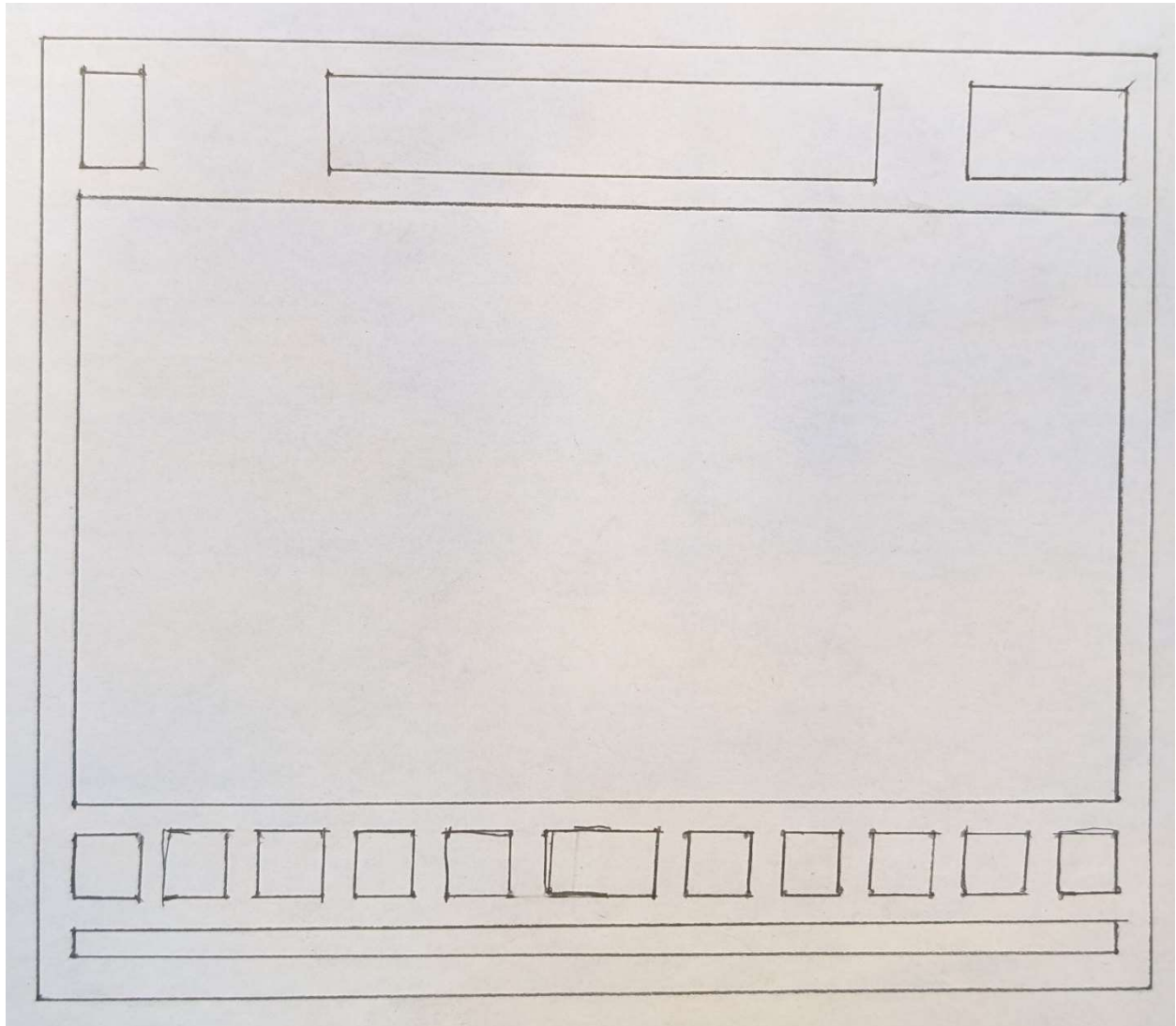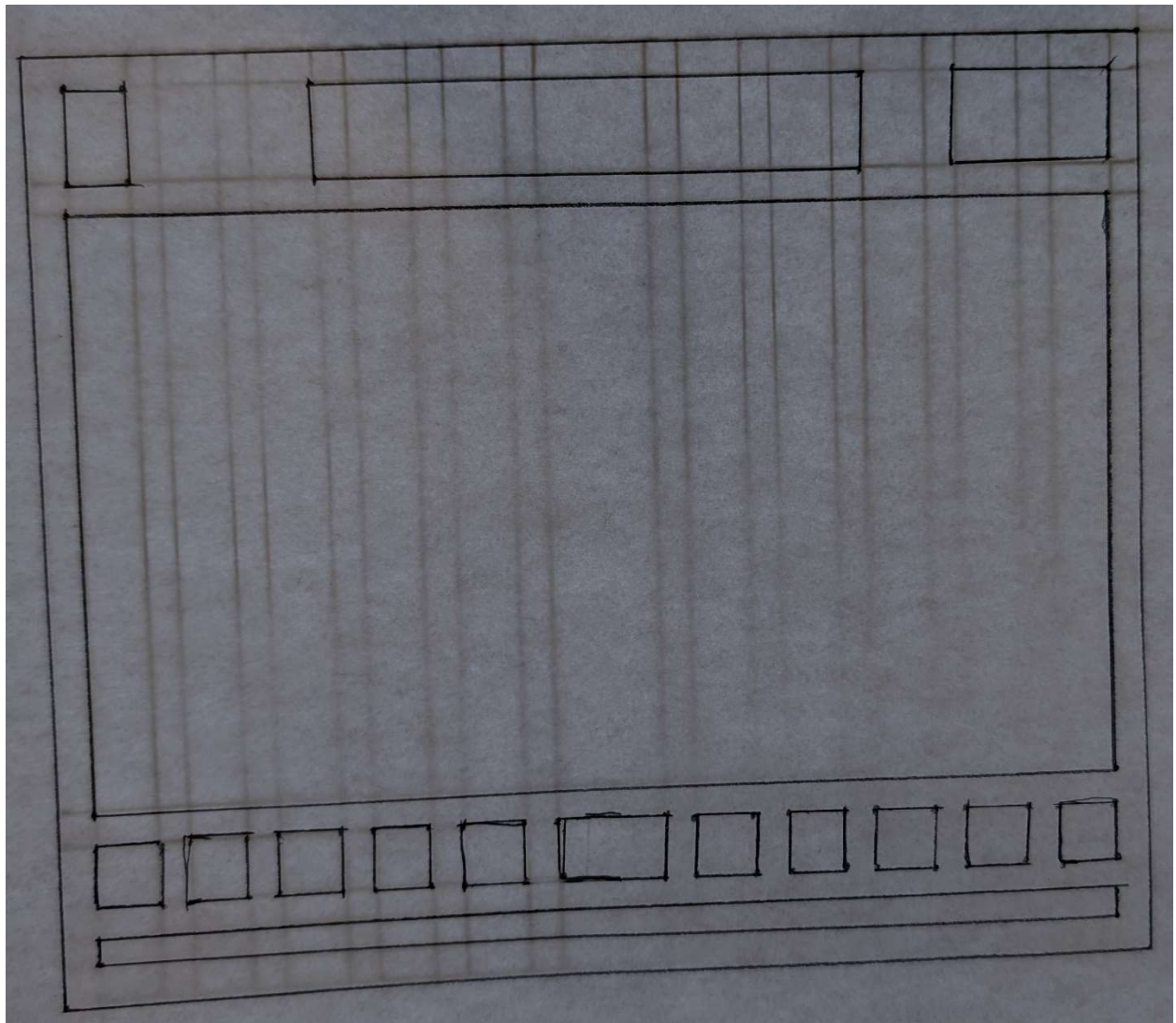
Repetition Design
How a computer thinks about numbers the easiest. Called patterned logical thinking or Computational Theory.

The overlay with a grid underneath. This creates a high degree of symmetry.

Only the grid