Add more intelligent shortcut keys for outliner <draft>

Proposal.pdf would be written in LaTeX

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Synopsis

For artists, keyboard shortcuts may more convenient than buttons clicking, and most of all features can be implement, such as "open files *<Ctrl+O>*", but there are some important features we need shortcuts, for example,to select all items in-between, we must click all one. The project is designed to add more intelligent shortcuts to improve outliner.

Benefits

More user-friendly and powerful outliner.

Deliverables

Improvemt User Experience of Outliner.

- Enter *<Del>* to delete object.

- Click the object you want to choose, press *<Shift>* and click the last one you want, you will choose all between them.

- Click the first item you want to choose, press *<Ctrl>* and click other ones, you can choose them ignore the other between them.

- Add a component "Synced Selection".

Project Details [3/6]

code layout: *space_outliner –> interface –> object –> windowmanager*
The major code is in *source/blender/editors/* **space_outliner** && **space_view3d** path.

- ☒ Shortcut keys for operations.
  wm_keymap.c defines keymap and includes **wm_event_types.h**, which contains *keyboard codes.*

- ☒ Sync selection between 3D viewport and outliner.
  We only need one way to show selections - the highlighted row.

- ☒ Shift-select to select a range of items.
  It is related to **tree's traversal** problem, and shortcut keys binding.

- ☐ Box selection by simple click and drag.

- ☐ Arrow key navigation.

- ☐ More consistent and powerful right-click menus.

Project Schedule

I could finish this project in 12 weeks, and about 1 item per 2 weeks.(more details. . .)

Bio

My name is Yadong Cheung, I live in China. Currently studying at East China Normal University(ECNU). I major in preschool education, UI design is my hobby, and I love 3D modules especially in animals. The first time that I know CG is the interdisciplinary course *The Film and Television Direct* I studied, which needed pecial effects modeling. HTML and CSS is based on web and it's designed for front-end engineer, maybe they could be helpful of outliner designing, I also started learning TeX, the perfect typesetting system, last year.

Programming experience

I like **C** language, and although I have no experience in products but I read the two books which are konwn as **The C Programming Language** *2e* and **C Primer Plus** *6e*. I used to programming in XCode and Eclipse. I learned **Python** from edx, which course is Introduction to Computer Science and Programming Using Python.

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