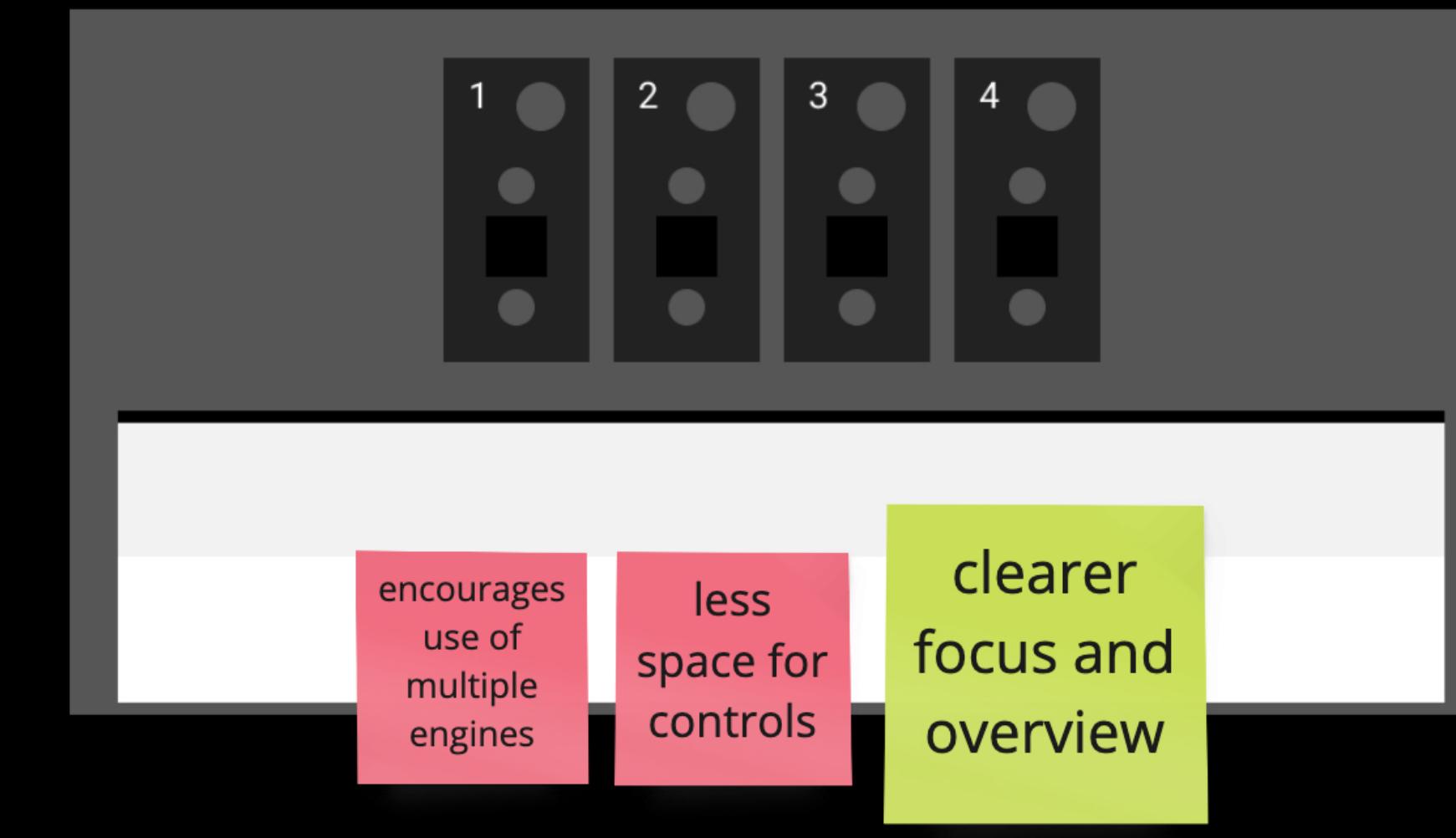
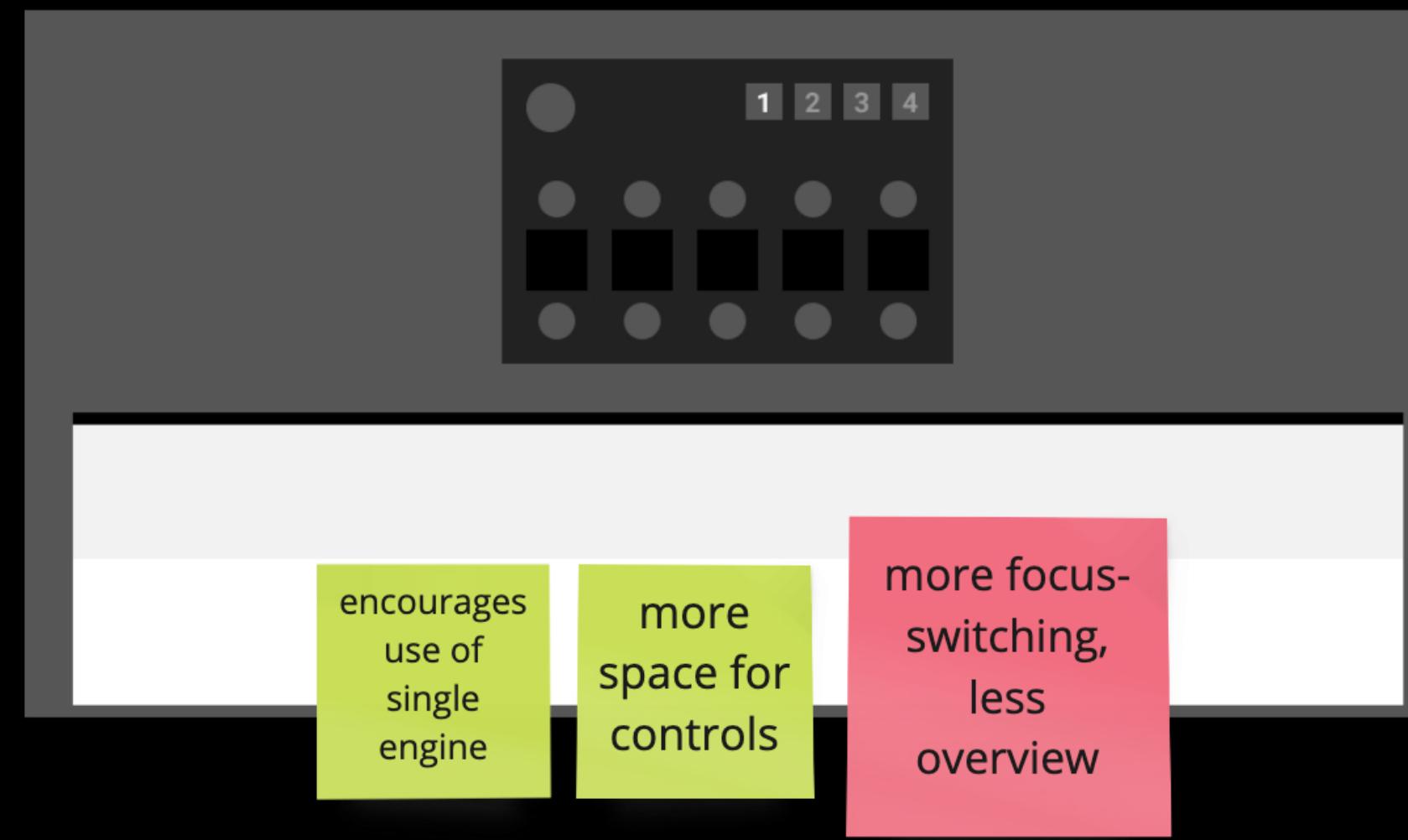
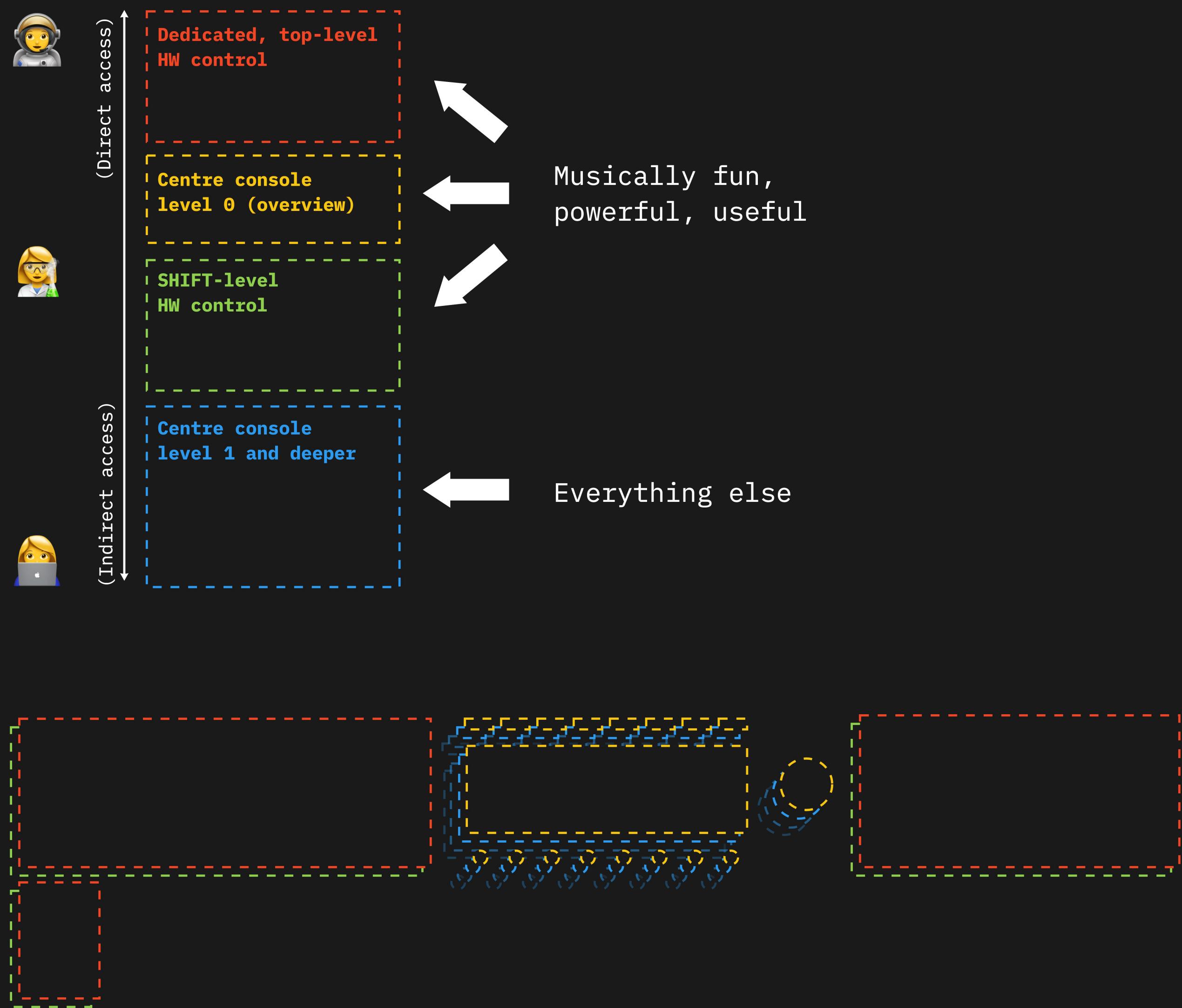


Scrapbook

A few artefacts to give you an idea of how I work.
Case studies on request.





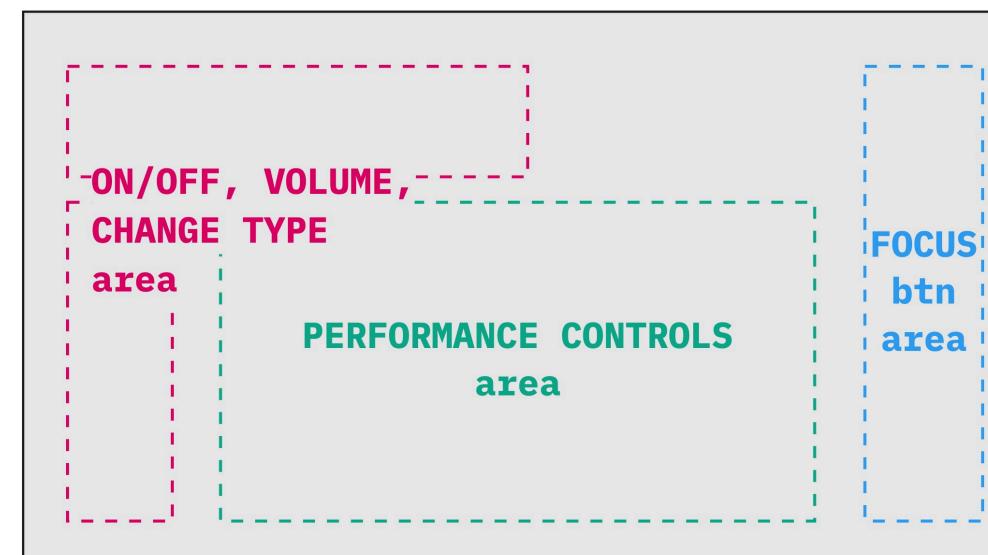
Creating a safe playground with mirrored section layouts

Top-level controls make significant changes to the output. They should be further away than the more creative controls to avoid accidental touch.

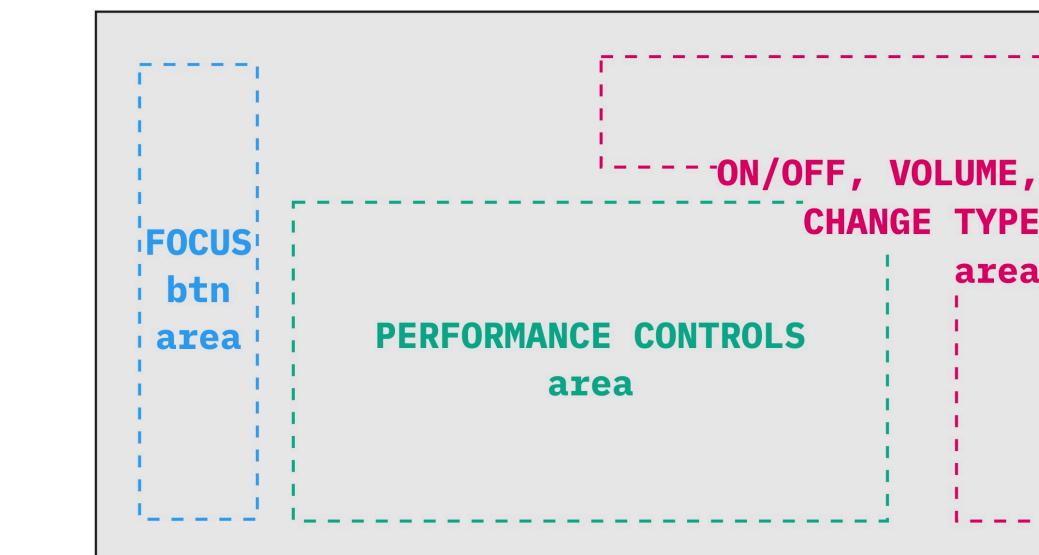
Performance controls will be used quickly, spontaneously.
Position closer than top-level controls to avoid accidental "breaking change" touch.

FOCUS button will be used often, spontaneously.
Position closest to screen and hands, to avoid accidental touch of performance or top-level controls

ISLANDS LEFT



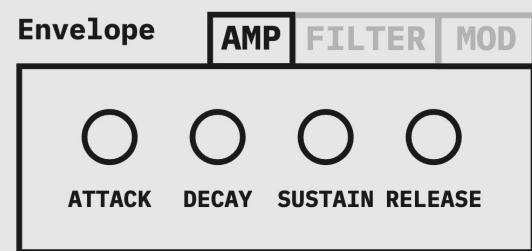
ISLANDS RIGHT



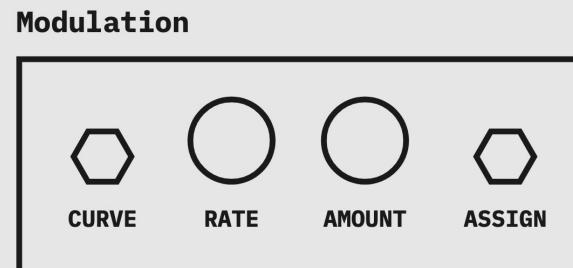
How to surface assignable envelope/modulation modules in a fixed hardware layout?

One-to-many assignment, scaling assignments are not possible without a complex UI

First idea:

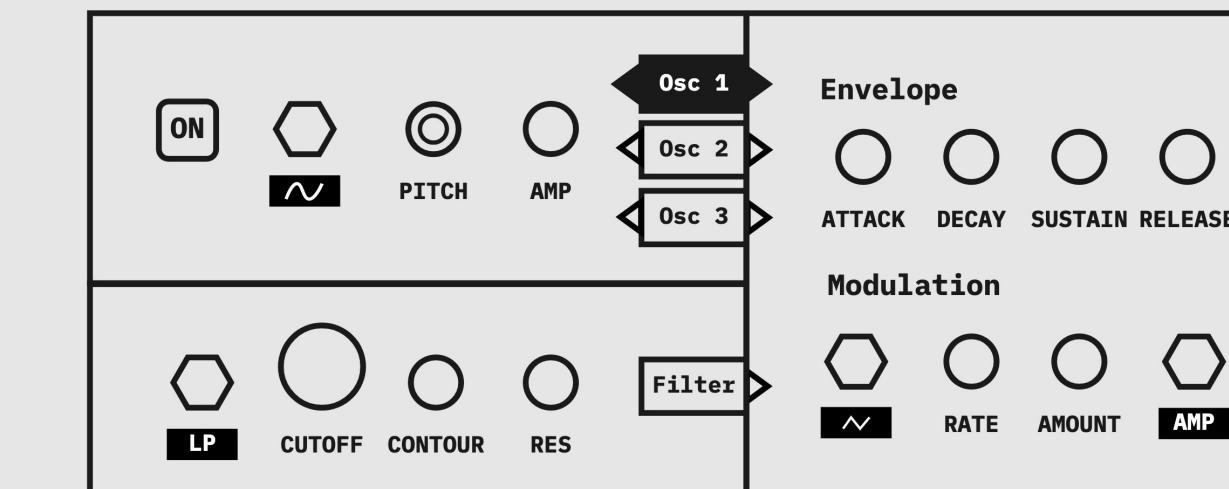


Only one AMP envelope for all three oscillators. Not possible to set envelope per oscillator.



Assignment limited to one parameter for whole synth. Lots of options for that one parameter (burden of choice). Assignment currently not possible on interface.

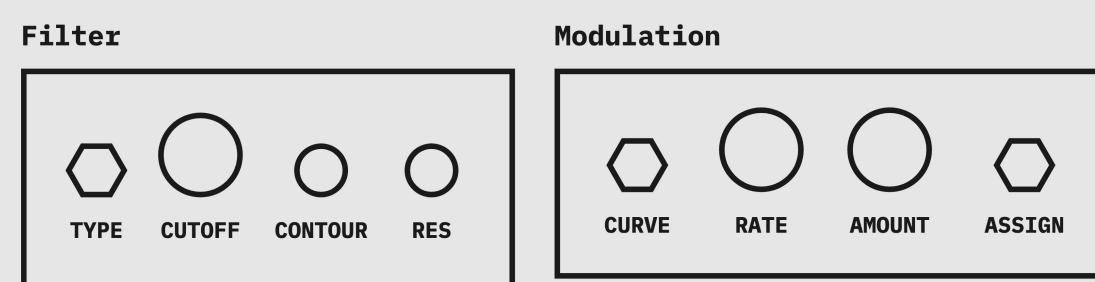
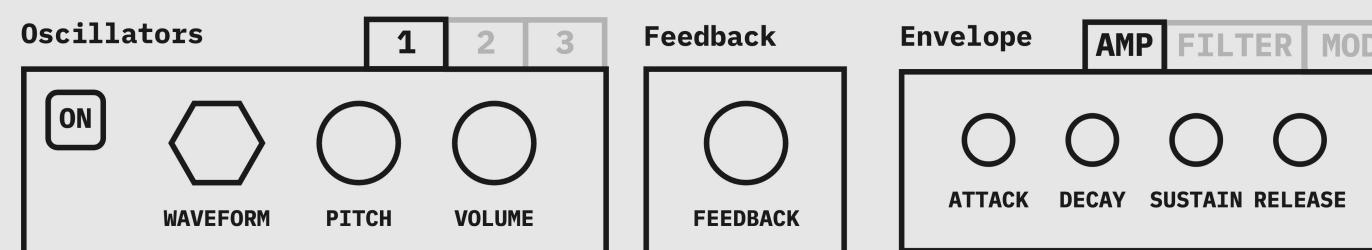
Better?



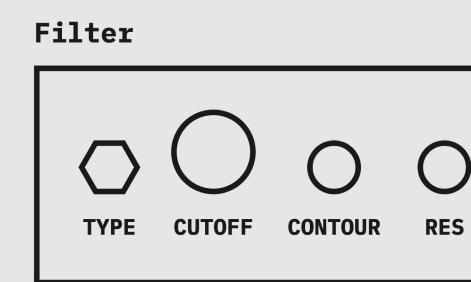
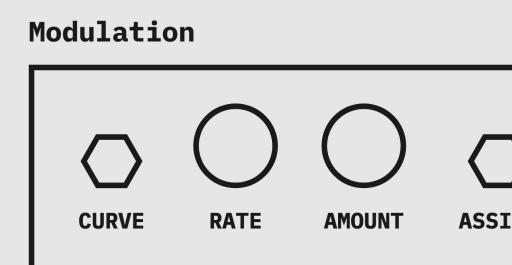
OSC1, OSC2, OSC3 and Filter each have a dedicated envelope and modulation. This opens up much more creative possibilities. (Synth has four envelopes and four modulators, so this works nicely.)

Each Modulation can be assigned only to a parameter of the respective module (eg. for OSC1: Pitch or Amp; for Filter: Cutoff, Contour or Res).

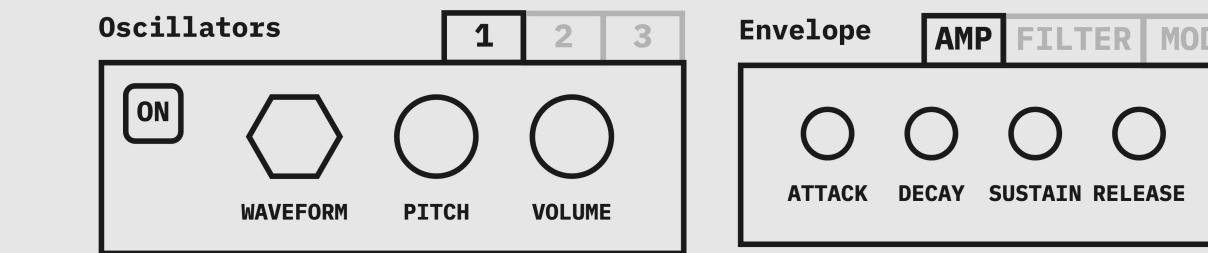
layout option A



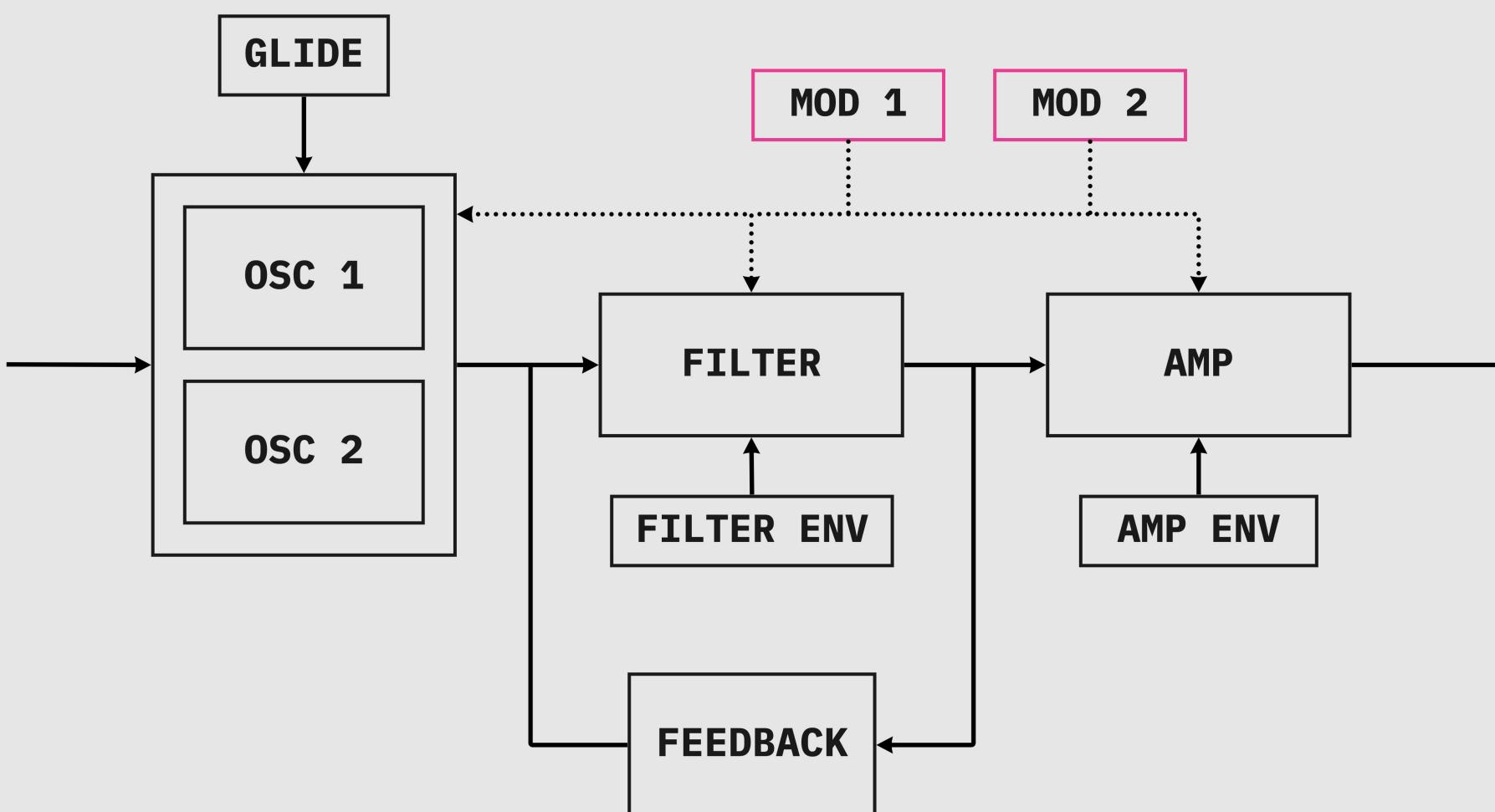
layout option B



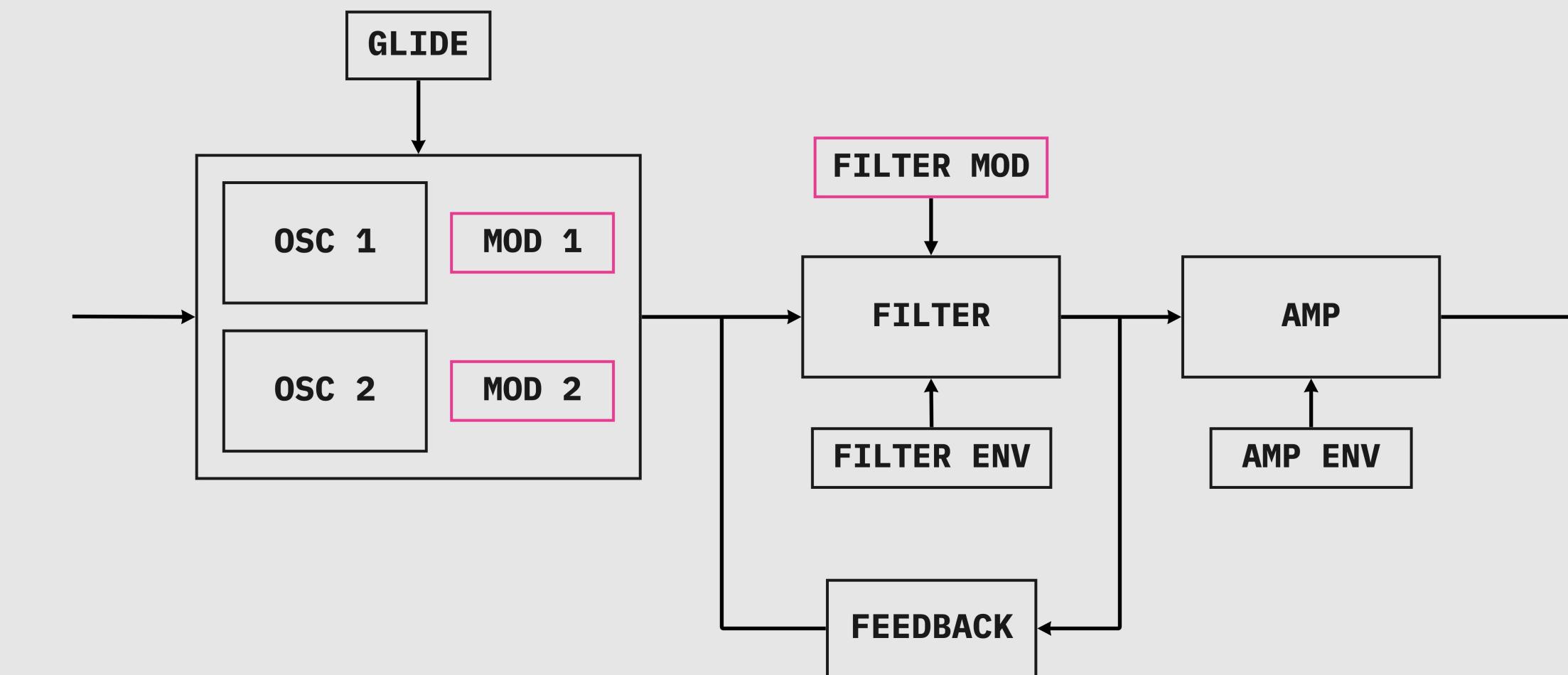
layout option C

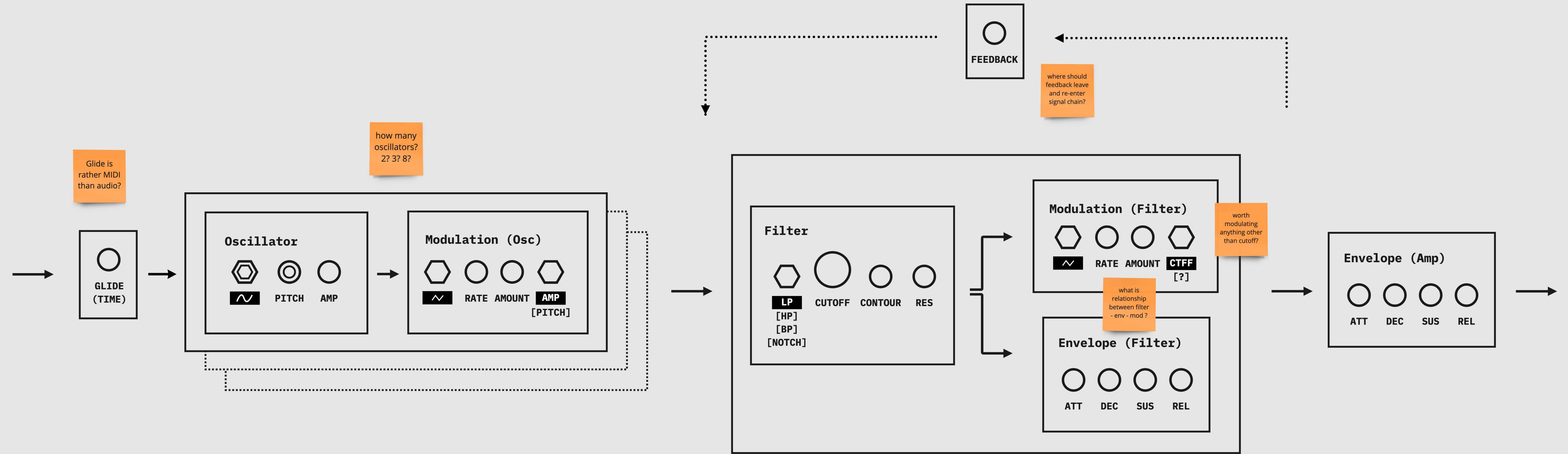


2x assignable modulation

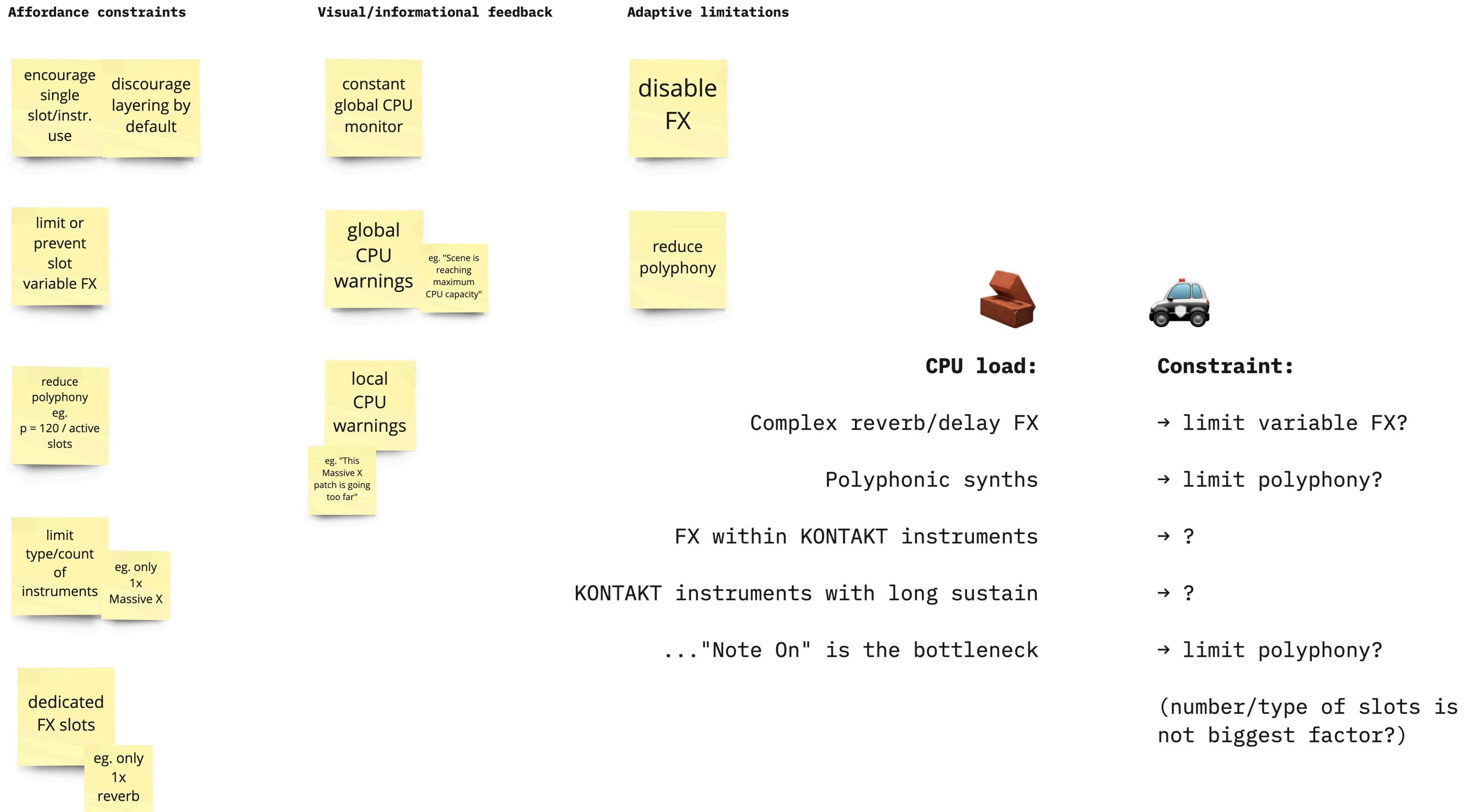


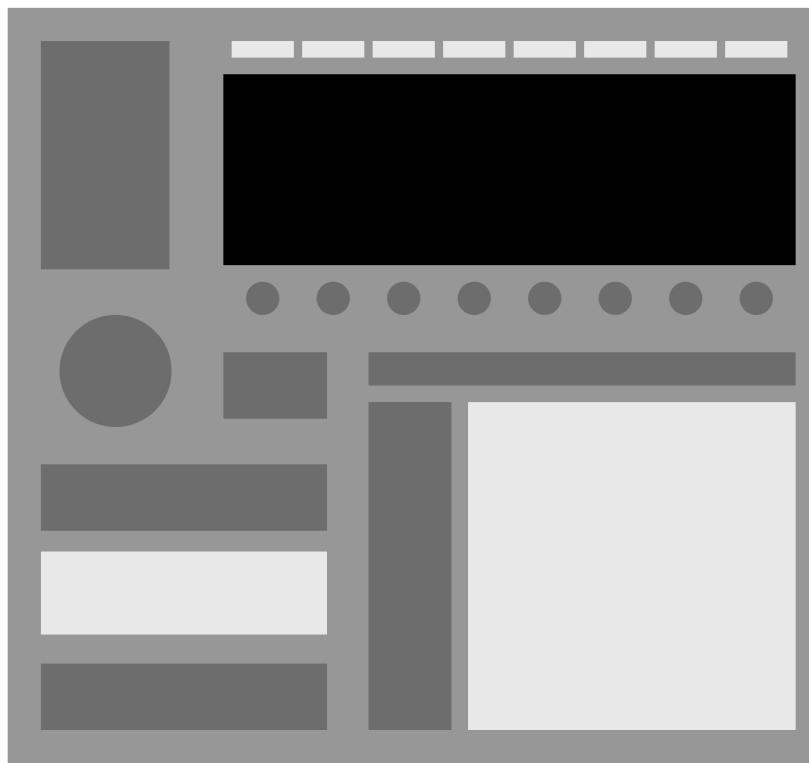
3x dedicated modulation



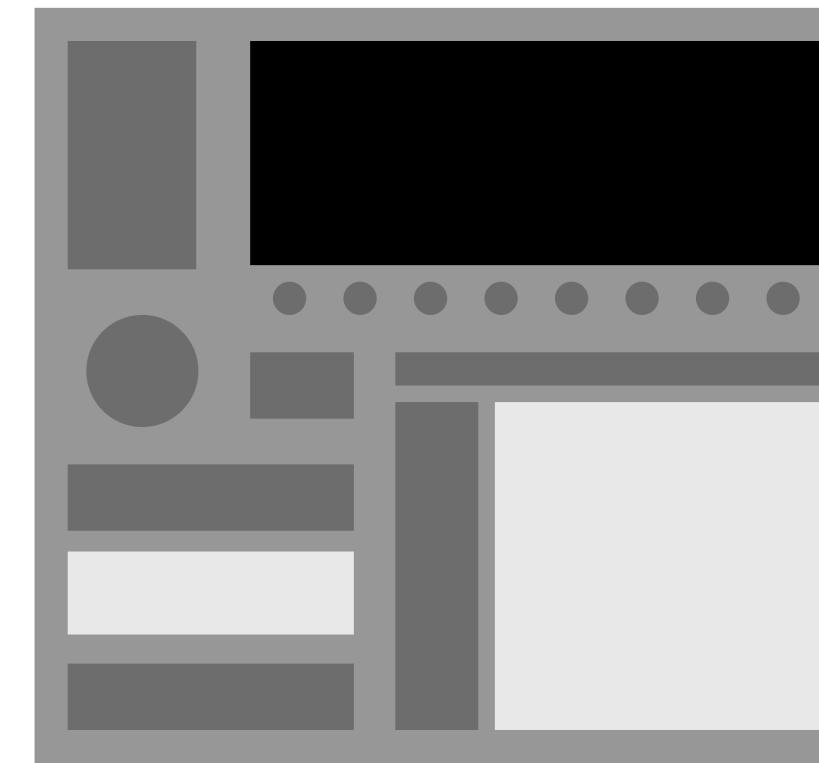
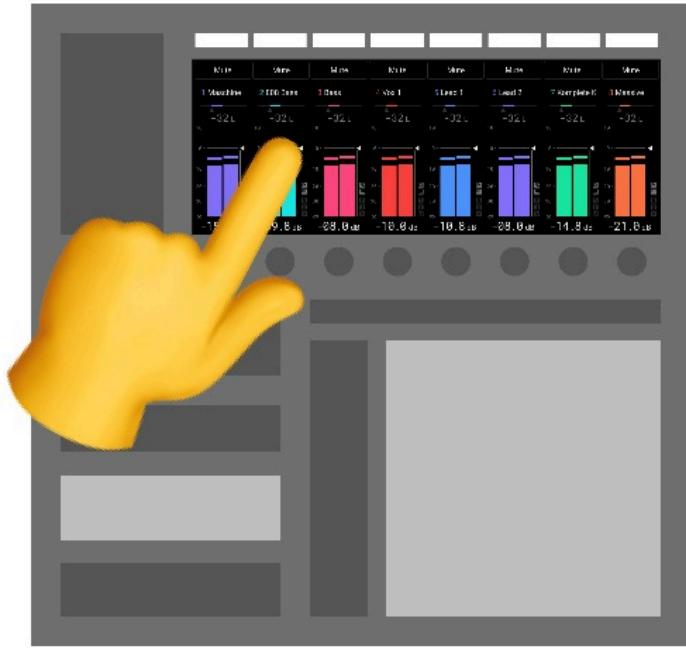


How might we discourage/prevent CPU overload and audio dropout while maintaining creative flexibility?

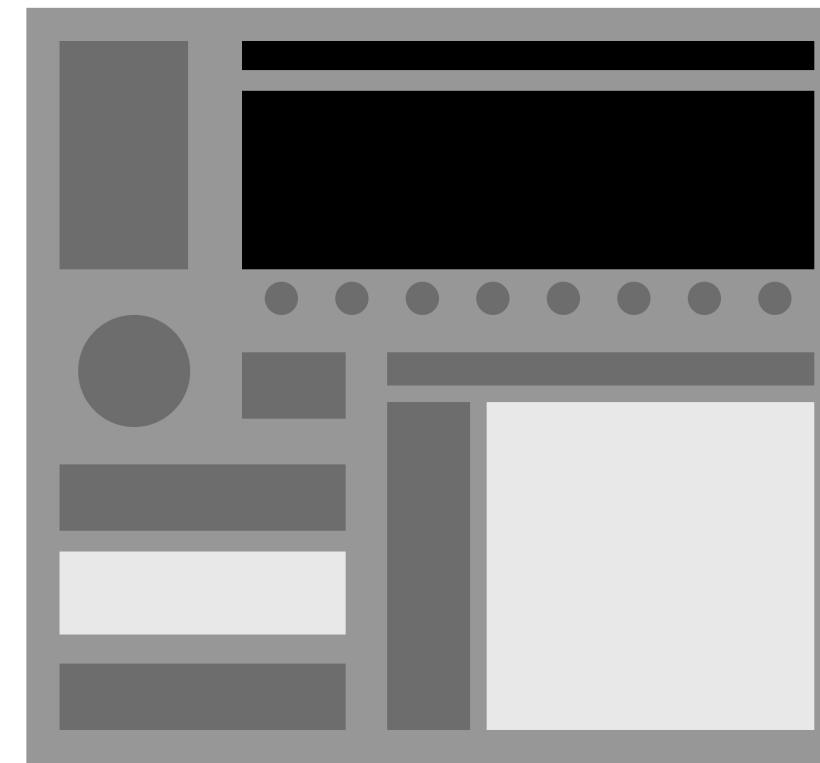




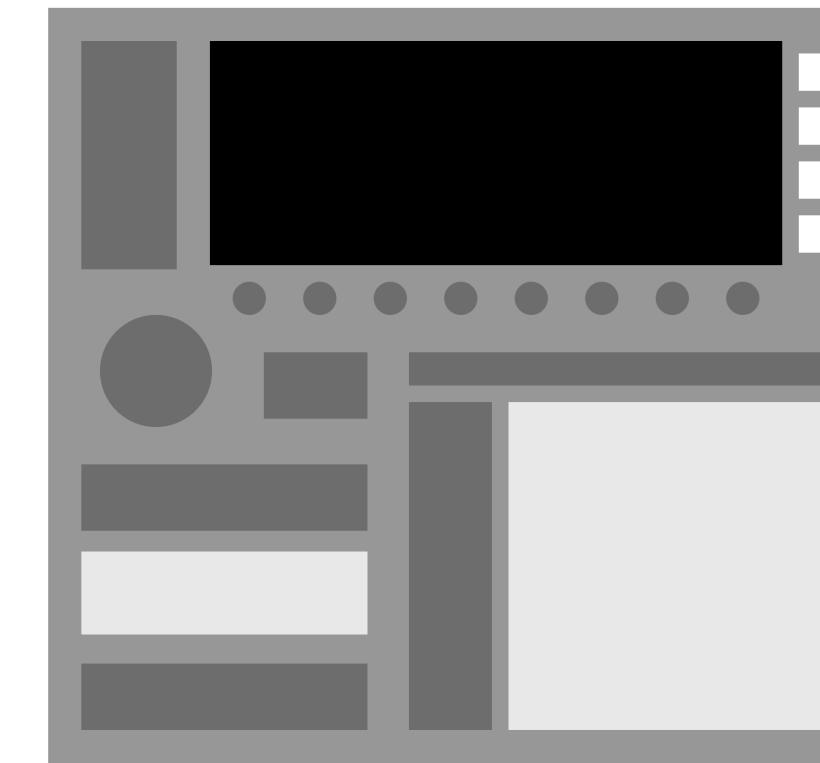
Touchscreen
+ eight soft buttons



Touchscreen



Touchscreen
+ touchbar



Touchscreen
+ four soft buttons

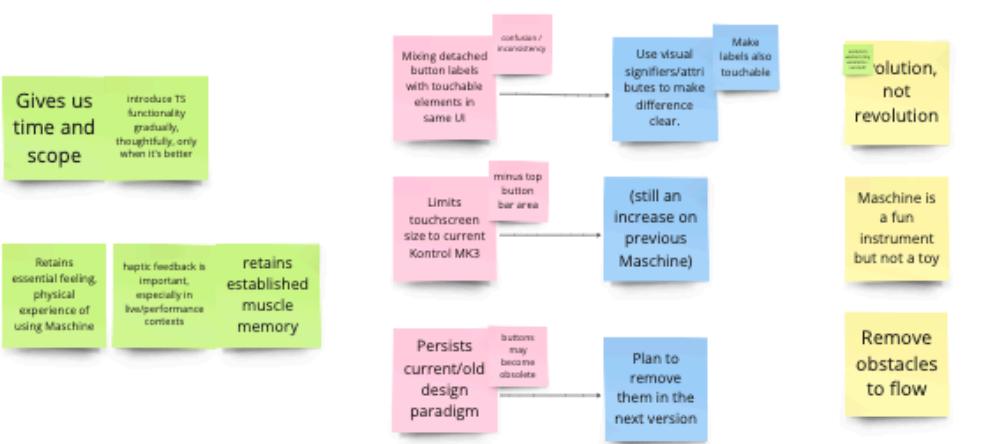




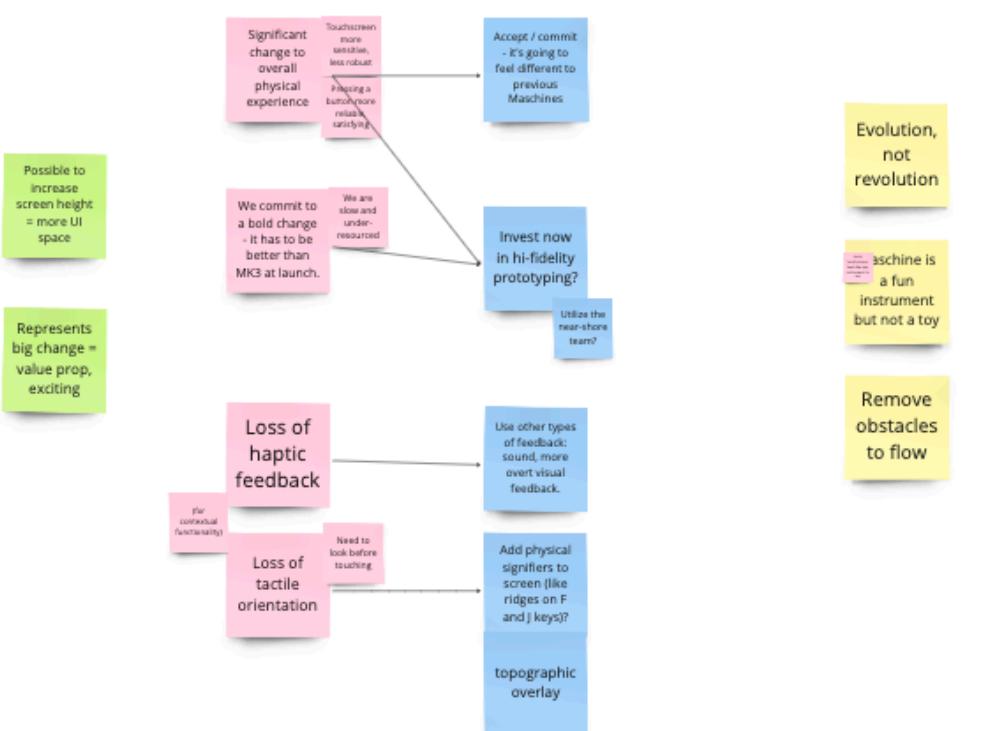
If touchscreen... (in general)

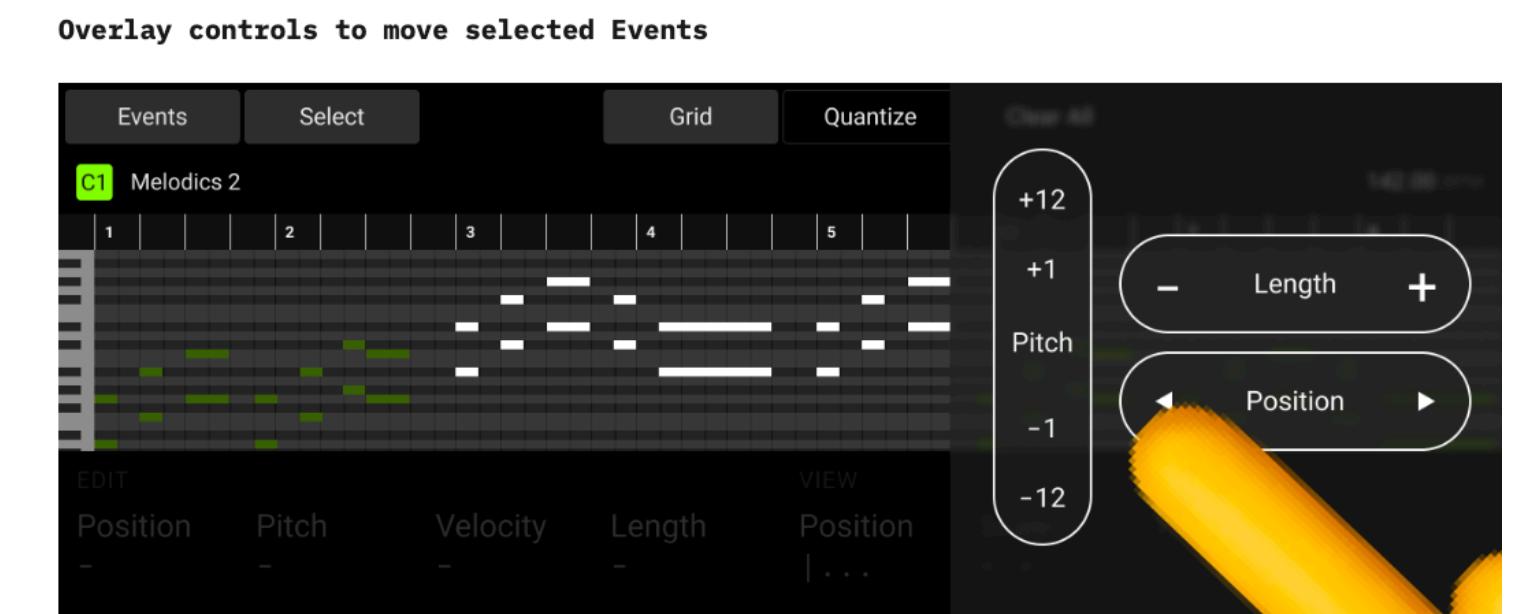
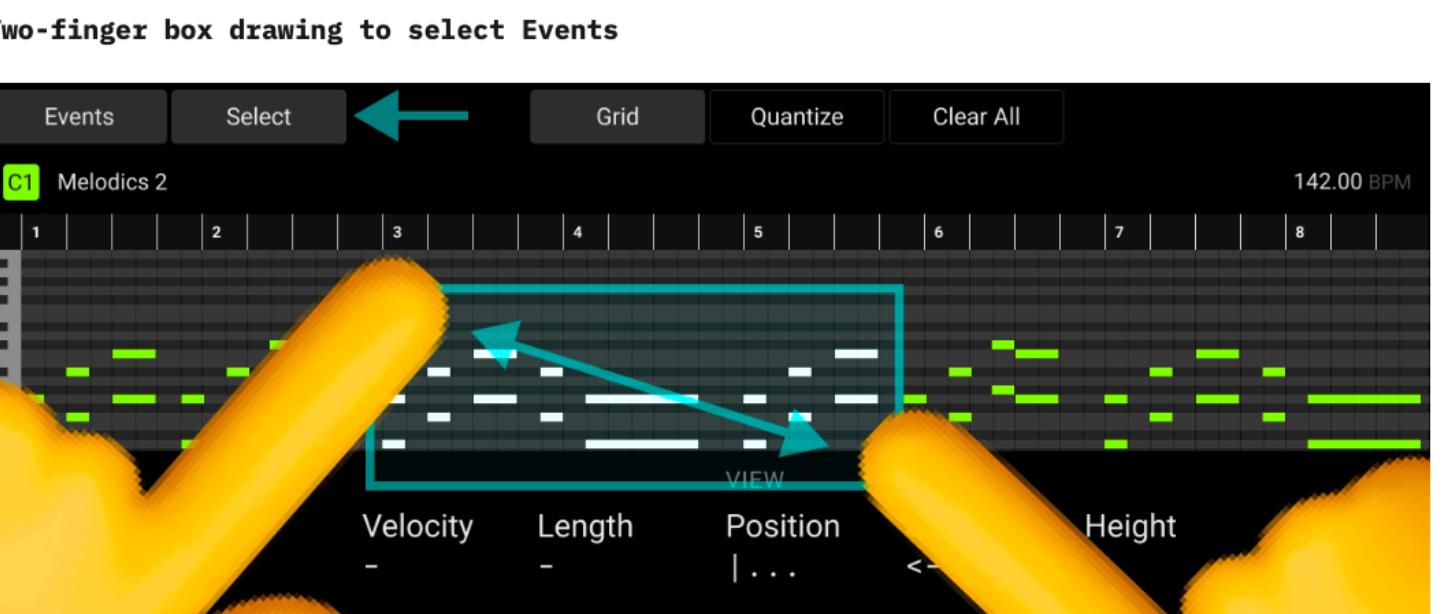
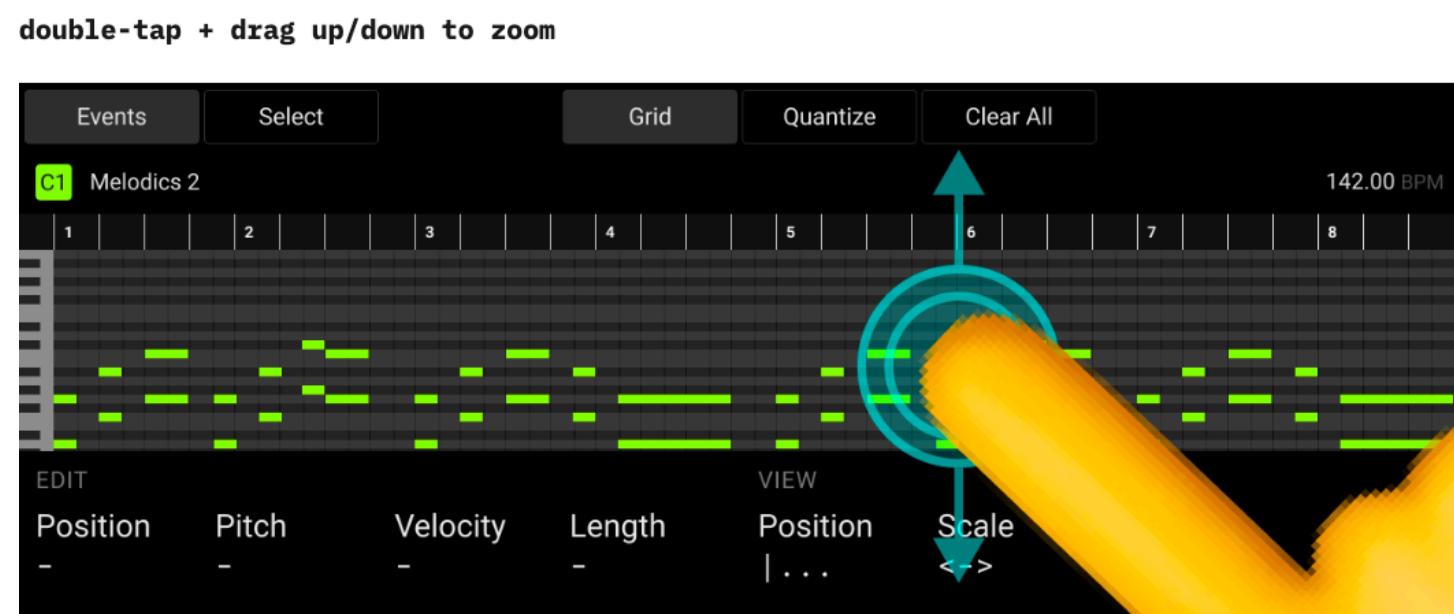
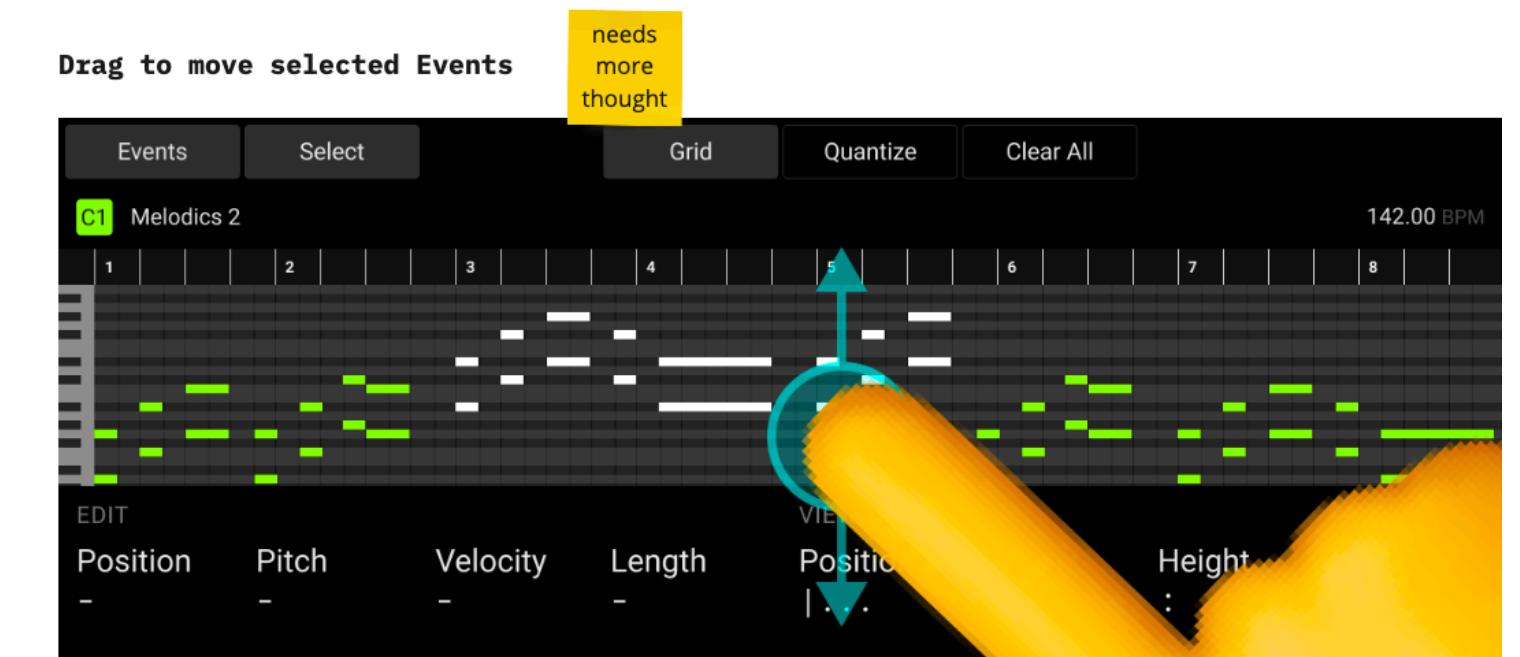
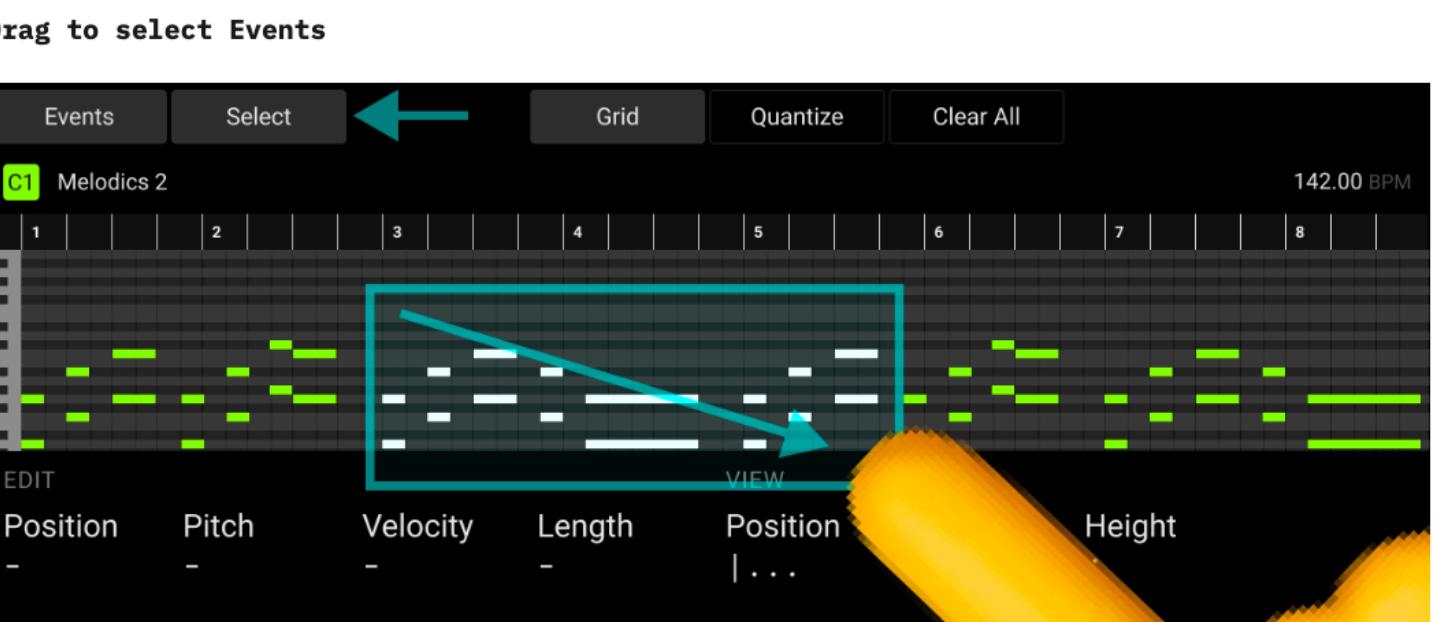
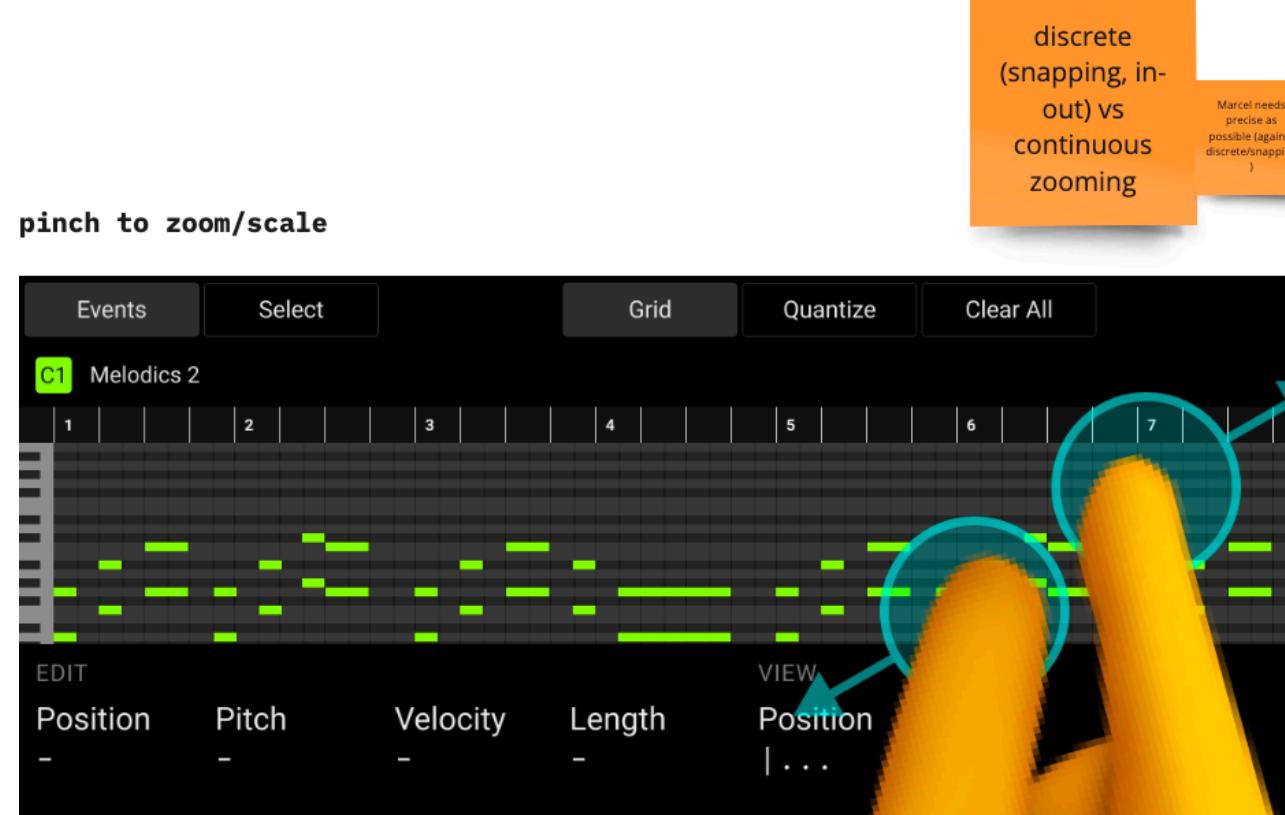


ither: Touchscreen + eight soft buttons

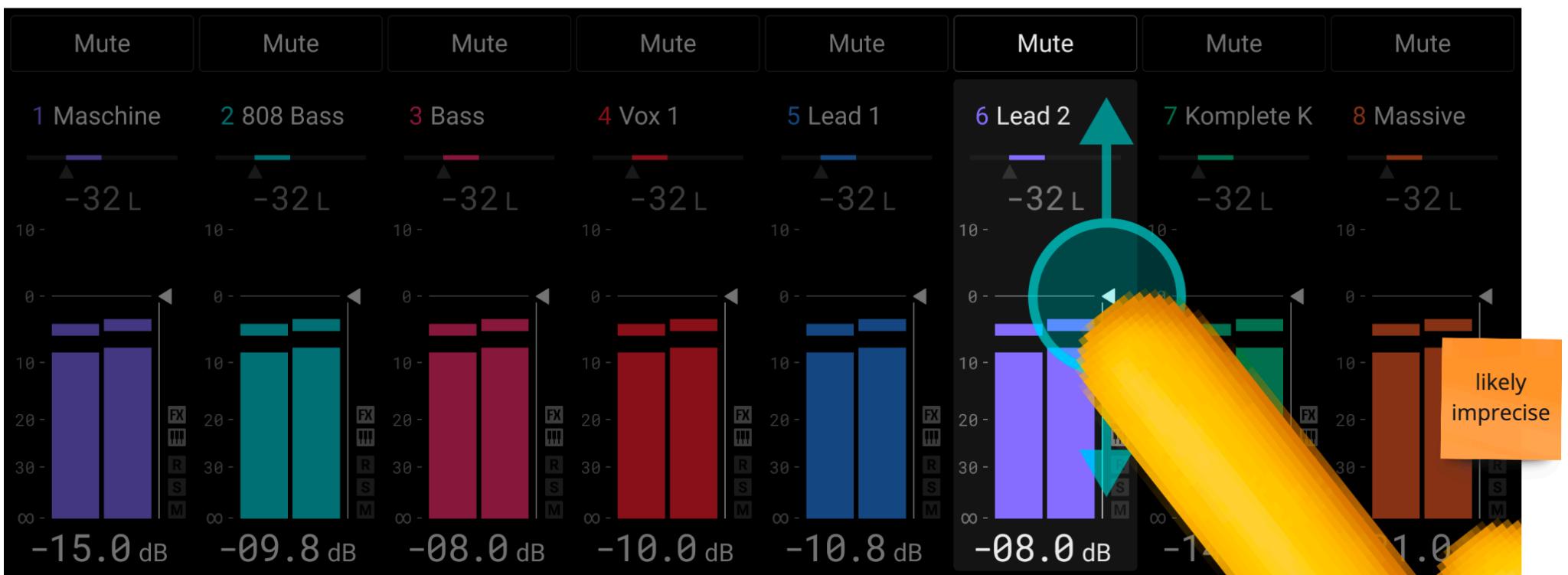


3: Touchscreen (no buttons)

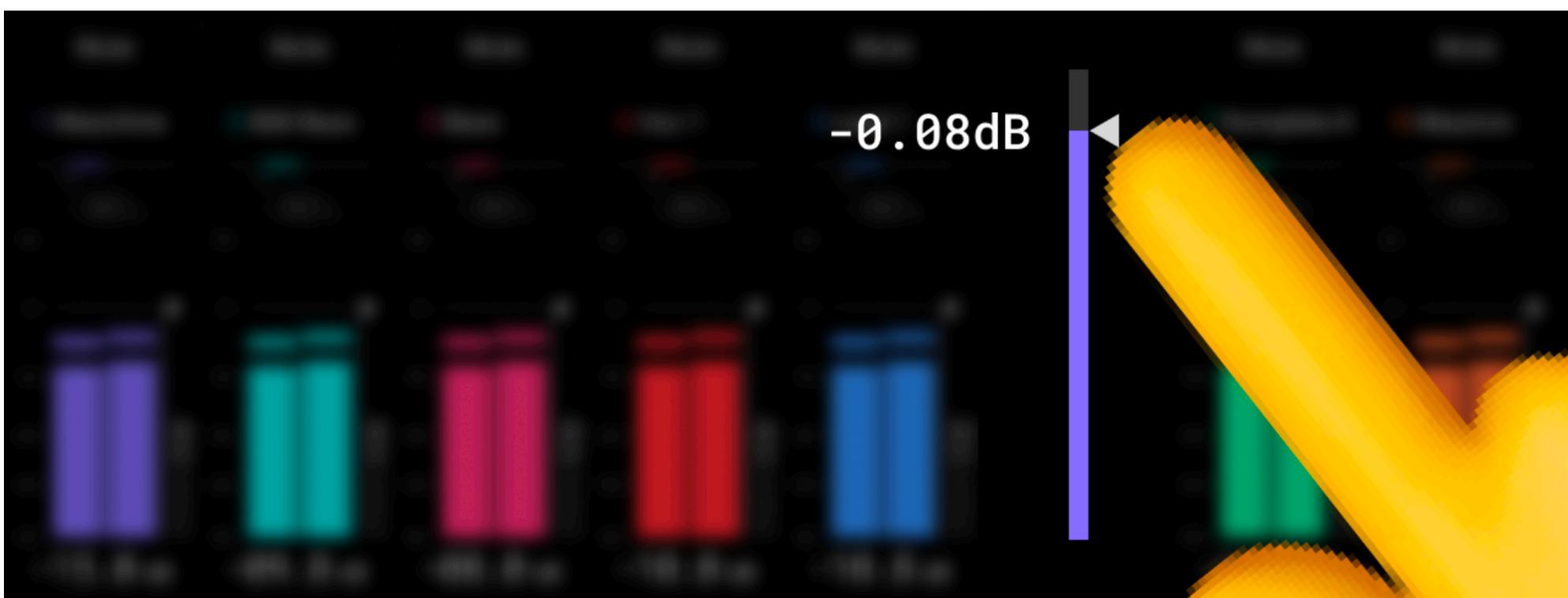




Adjust level up/down



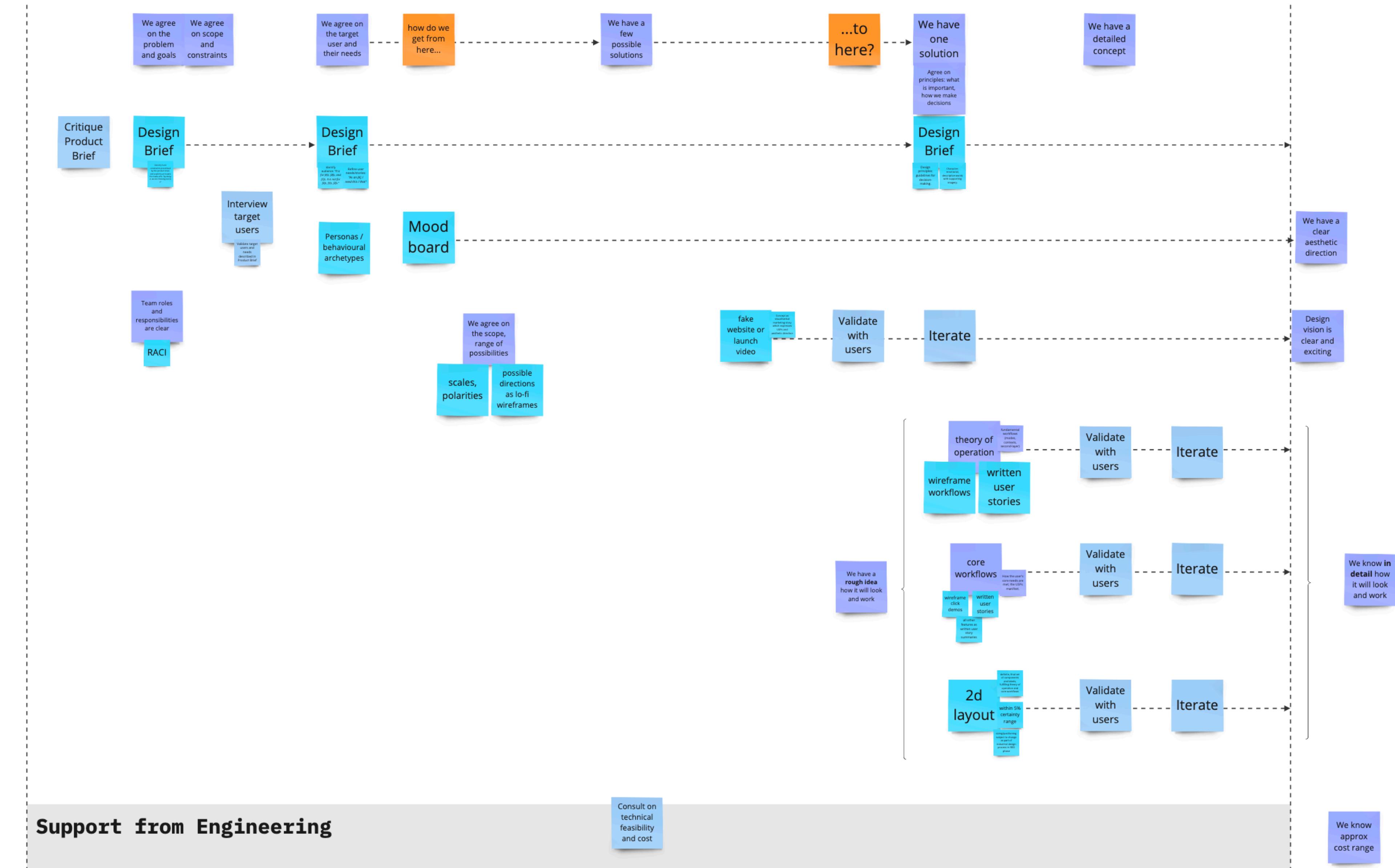
Press and hold for precise control



ACTIVITY	OUTPUT	OUTCOME
Do the thing	Artifact, tangible deliverable	e.g. "The user needs Design's intention"

IDEATION

Kickoff ➔ Exit



Do you have any particular highlights or simply something positive that you would like to mention about working with Ant?

5 responses

Ant is open to ideas both high and low level. He is fun to work with. I have great memory of brainstorming the core logic of the stage keys interface with him.

He's really good humoured! Very dry in a good way. Always receptive to feedback in my experience.

Ant is a warm and lovely colleague and it's great to work with him.

Ant has come in in a very odd time with Design in NI, and i'm embarrassed that he had to go through that. I also feel like we wasted many quarters because of the bad setup, which was very costly and thankfully no one left because of it. Just to be clear this had nothing to do with Ant, purely poor Design management at the time.

What i want to highlight is Ant was up for the challenge, and he rolled with the punches, and continued pushing on, which i admire, and thankful.

What should Ant continue doing? What is working particularly well?

5 responses

Trying out new ways and tools to illustrate his thinking / solutions

Ant is never under-prepared, even when he feels as if he is. Meaning, he thinks so methodically and deeply about the user experiences he's designing, that at any given point, the substance is palpable.

I would say it is this that gives me great confidence in his ability to help realize truly great products.

Ant should keep questioning the status-quo and help getting the company out of certain bad habits that block innovation. His perspectives provide a fresh and different view on our market and it's tools.

Bringing his passion for design and UX best practices into his work.

- Analytical thinking.
- User Testing.
- Develop story-telling and presentation skills (e.g. think about level of detail in relation to the round).
- Share the unfinished and be completely open regarding where something isn't feeling quite right yet.

Thursday, May 4th ▾



Ant Orant 6:54 PM

yo thanks for diving into the discussions this week, really appreciate it.

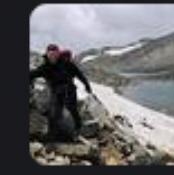
Tuesday, May 9th ▾



11:30 AM

Thanks, I think we were very productive last week. It's really cool to see those concepts fleshing out.

Thanks for your involvement too it's really great ! 😊

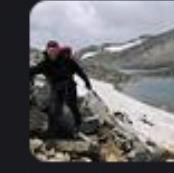


Ant Orant 9:57 AM

Something to share/discuss in the weekly later? [Agenda!](#)



1



Ant Orant 3:27 PM

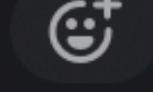
that's strong agending, team.



3



3



Hardware Systems Design Sync: Agenda

Structure: 15m standup; 30m review/critique.

Purpose: maintain awareness of team activities; discuss specific topics in detail.

This is an expensive meeting. Please be mindful of time.

(Copy this to add an agenda item below)

- Name / Headline
Time needed: 10m
Importance: 0/10 Urgency: 0/10
Desired outcome:
Format: [Proposal | presentation | discussion] (optional)
Short summary: (optional)
Links/documents/files: (optional)

Agenda 2023-05-25

- Jo, Marcel, Irene / SM32
Time needed: 10m
Importance: 5/10 Urgency: 2/10 = 7 #3
Desired outcome: just share our first brainstormings
Format: [Proposal | presentation | discussion] (optional)
Short summary: (optional)
Links/documents/files: (optional)|
- Simon / Current State of KK Desktop Software redesign - next steps
Time needed: 10m
Importance: 6/10 Urgency: 2/10 = 8 #2
Desired outcome: Just an update / temperature check
Format: [Proposal | presentation | discussion] (optional)
Short summary: (optional)

→ ant @ ajo.design