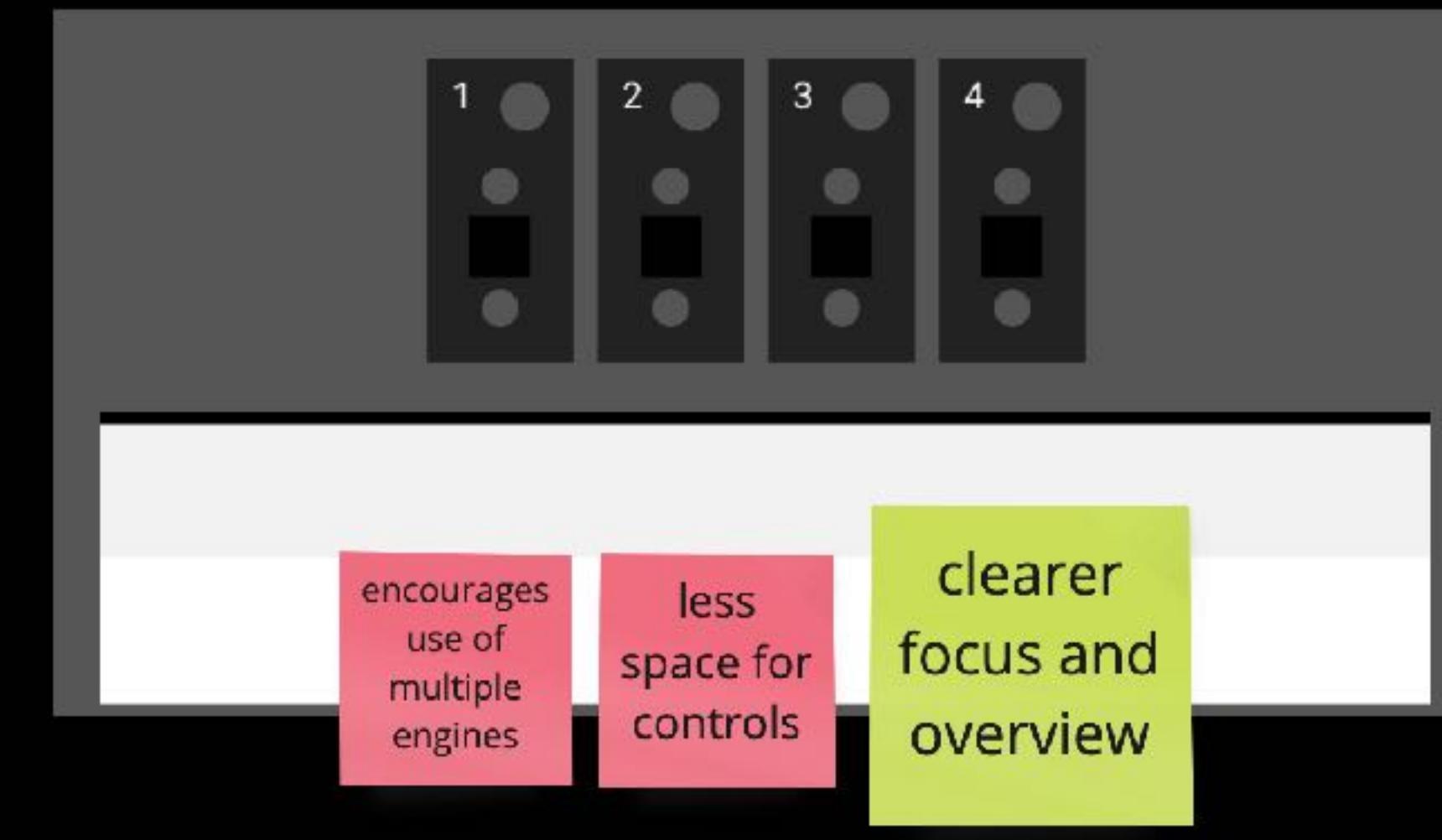
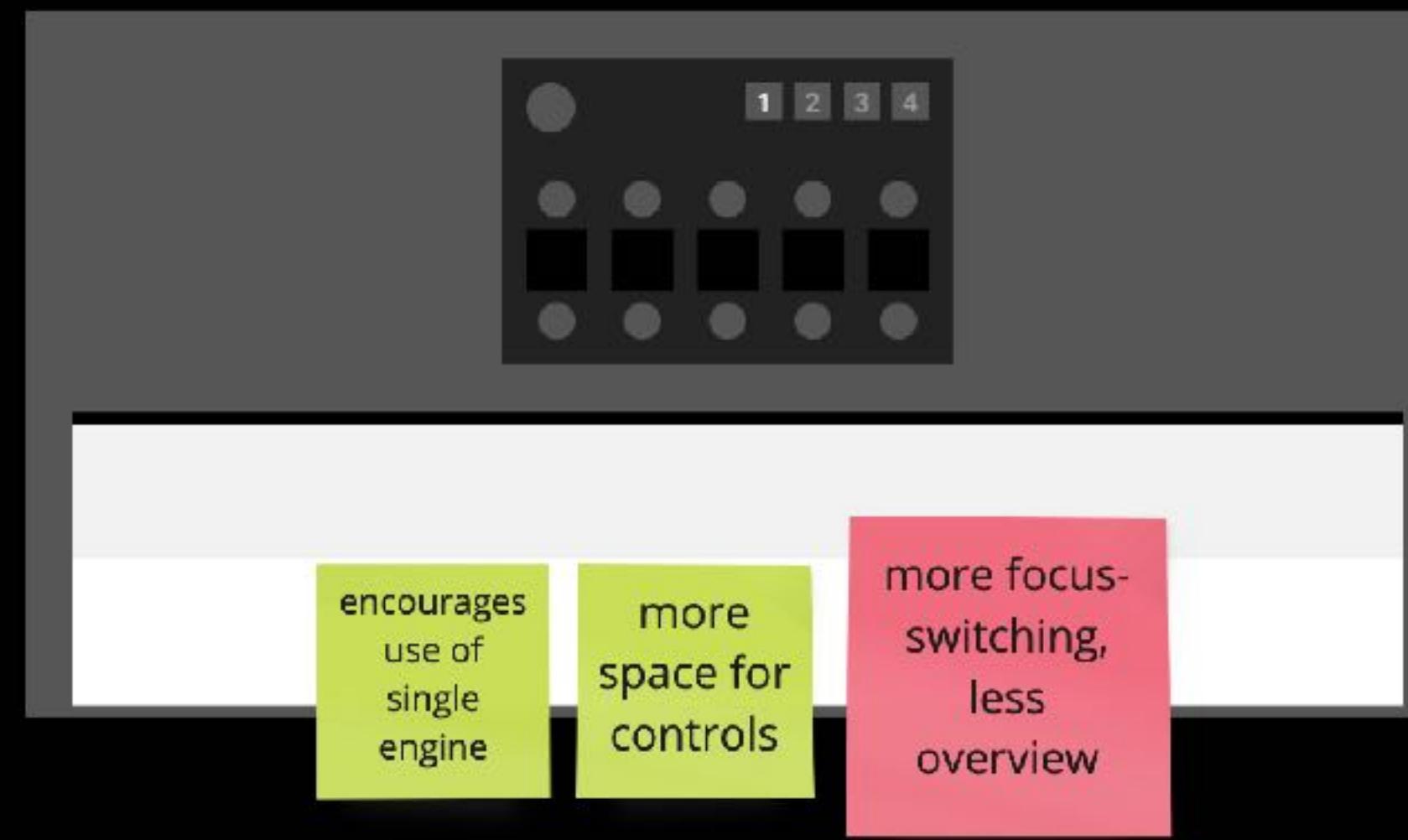
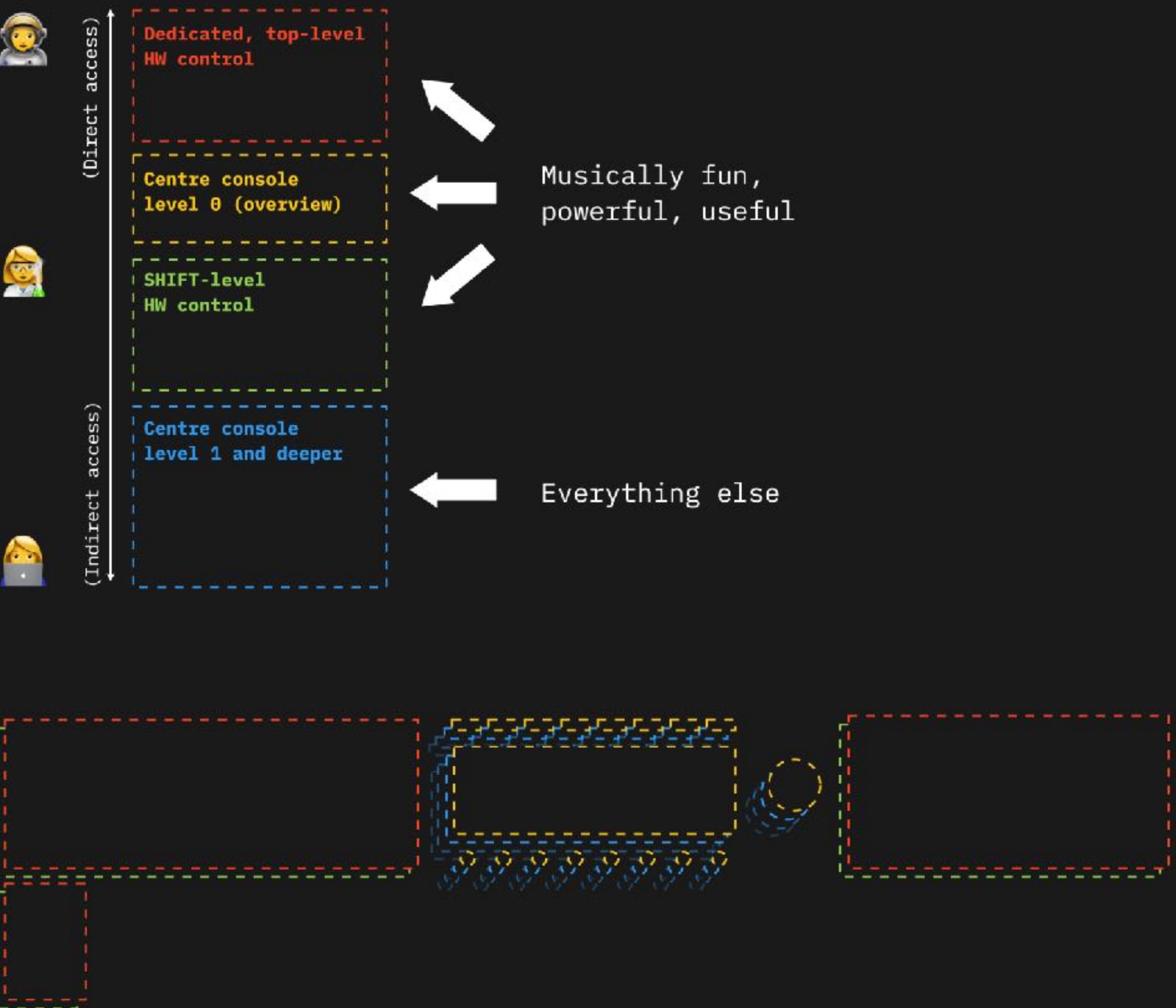


Scrapbook

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





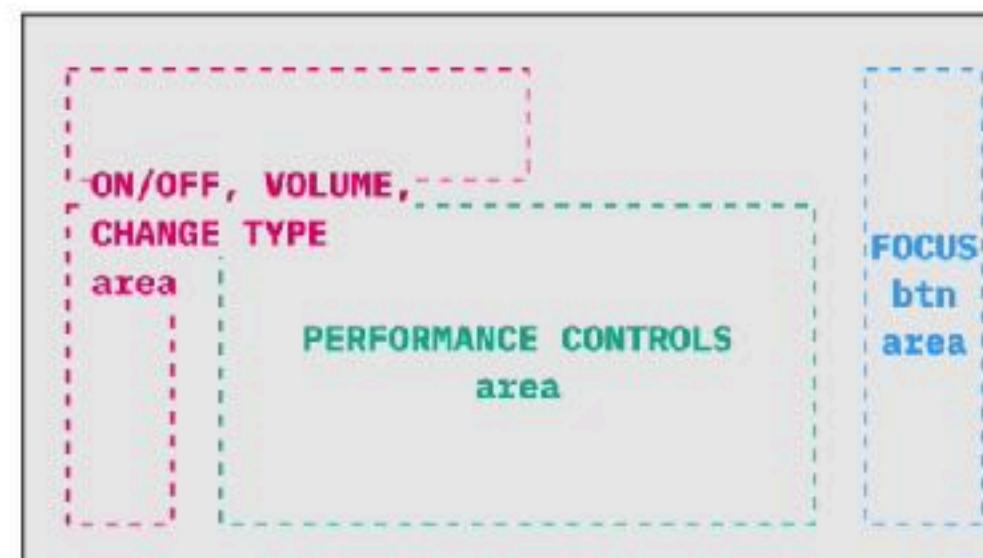
Creating a safe playground with mirrored section layouts

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

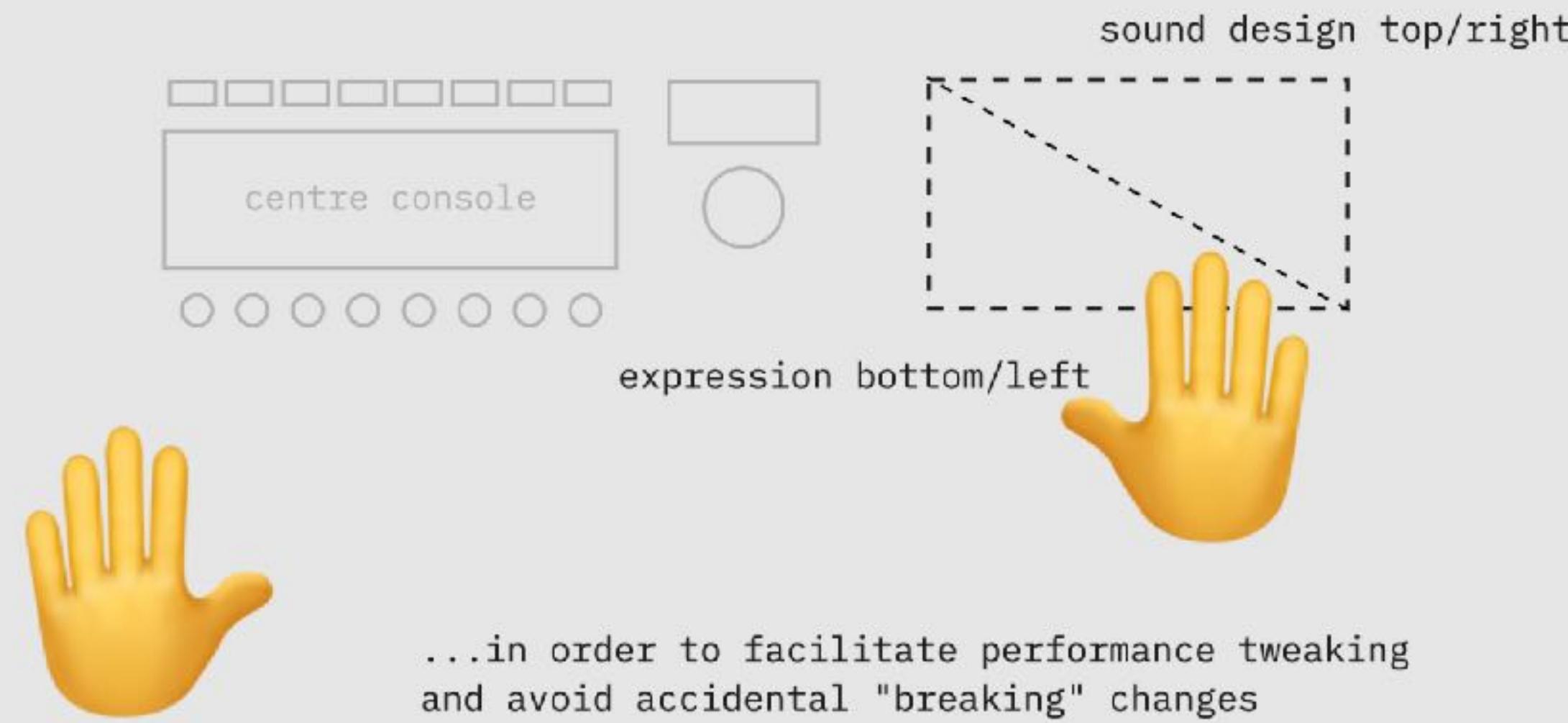


ISLANDS RIGHT

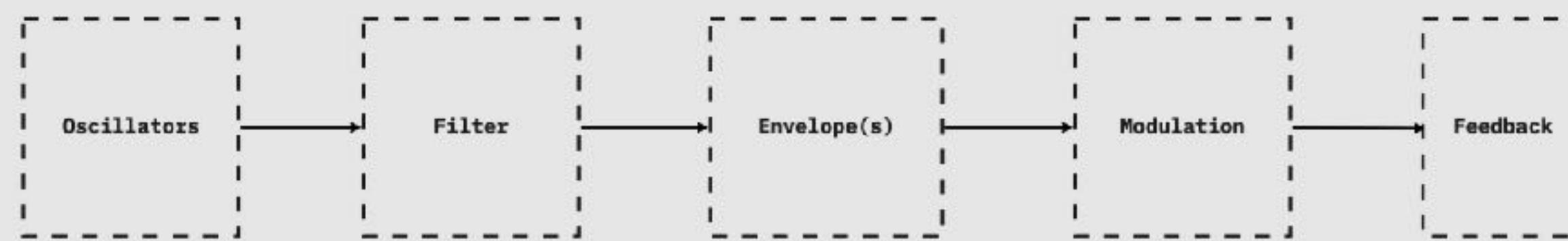


Layout considerations:

1- Optimise for performance access/safety:



2- Layout should reflect signal flow



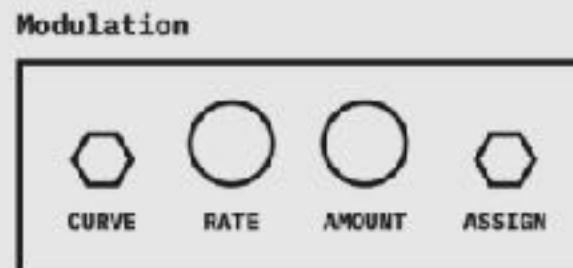
How to surface assignable envelope/modulation modules in a fixed hardware layout?

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

First idea:

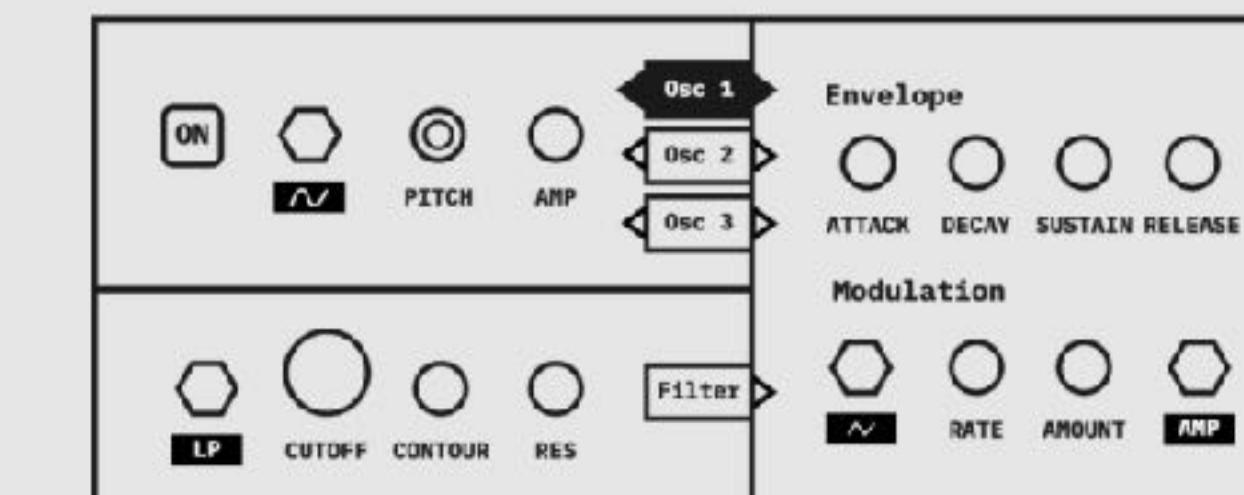


Only one AMP envelope for all three oscillators. Not possible to set envelope per oscillator.



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

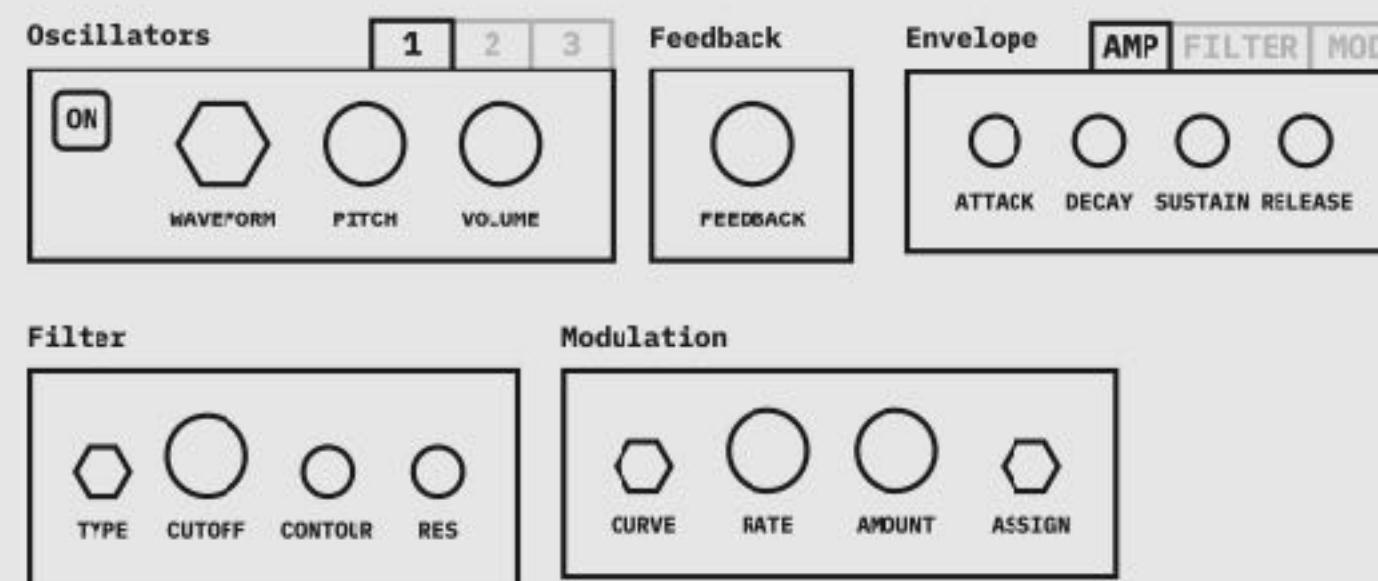
Better?



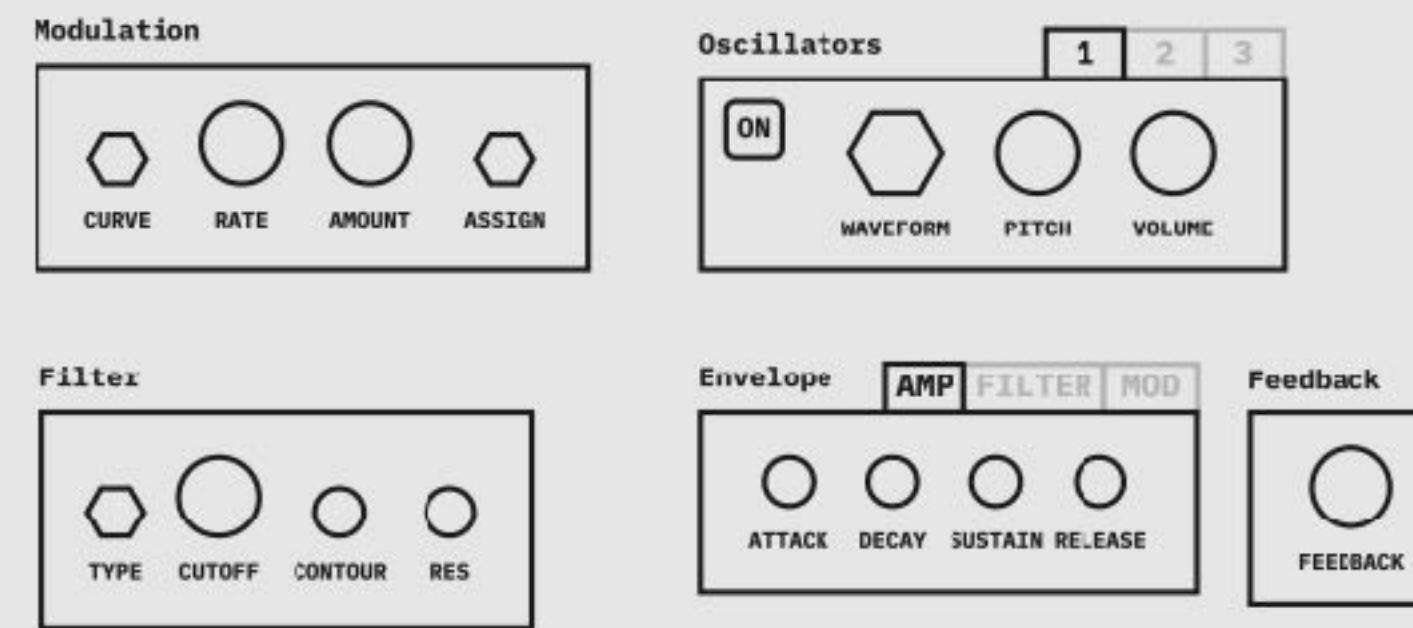
OSC1, OSC2, OSC3 and Filter each have a dedicated envelope and modulation. This opens up much more creative possibilities. (Synth has four envelopes and four modulators, so this works nicely.)

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).

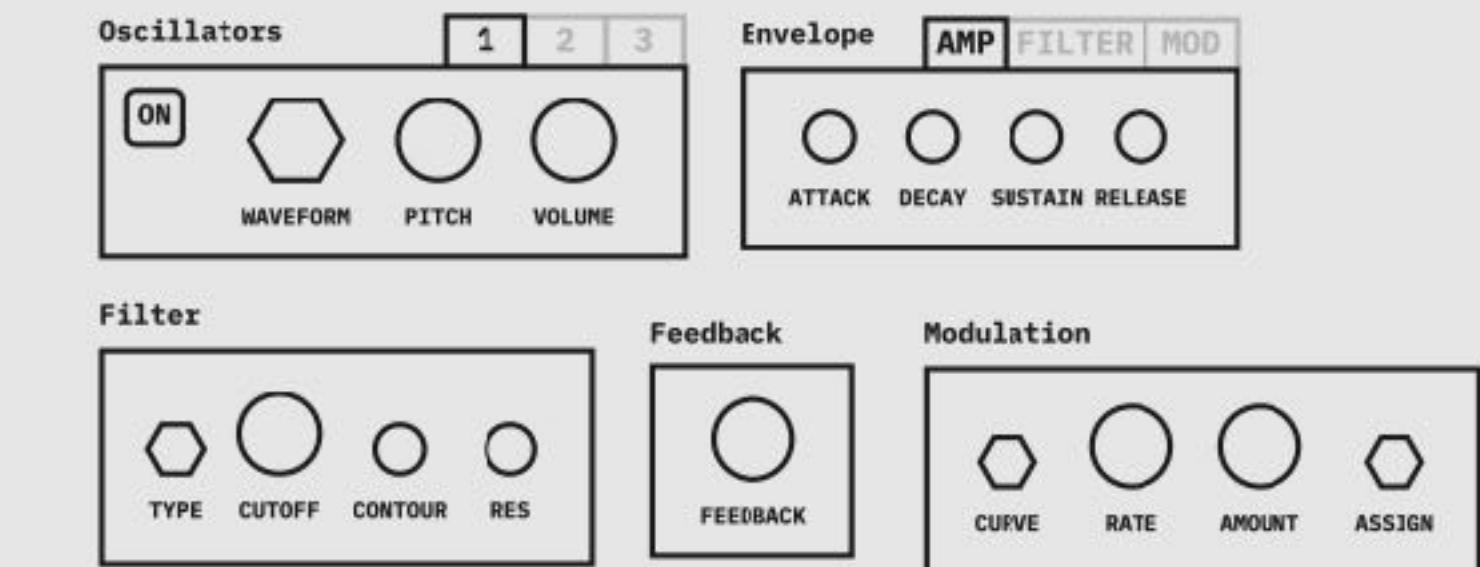
layout option A



layout option B

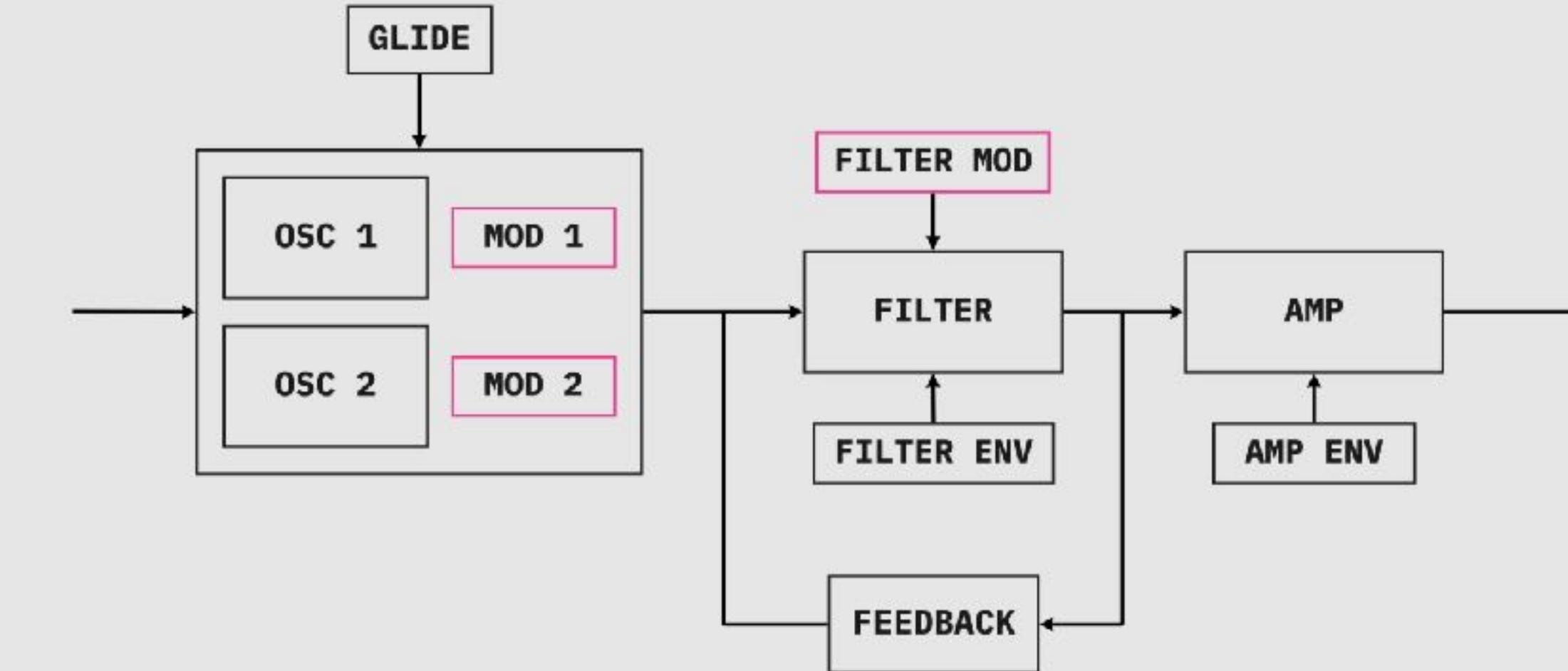
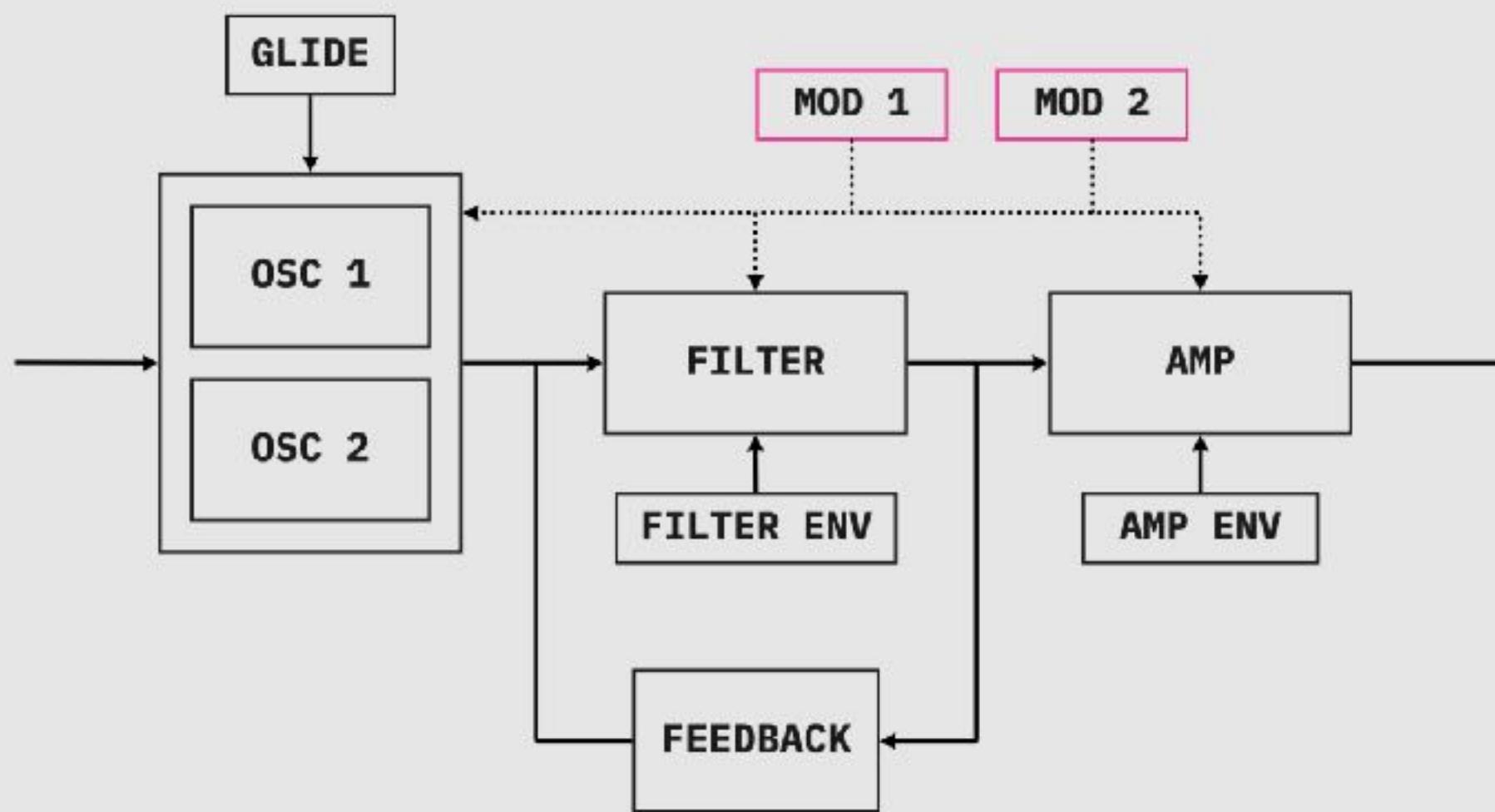


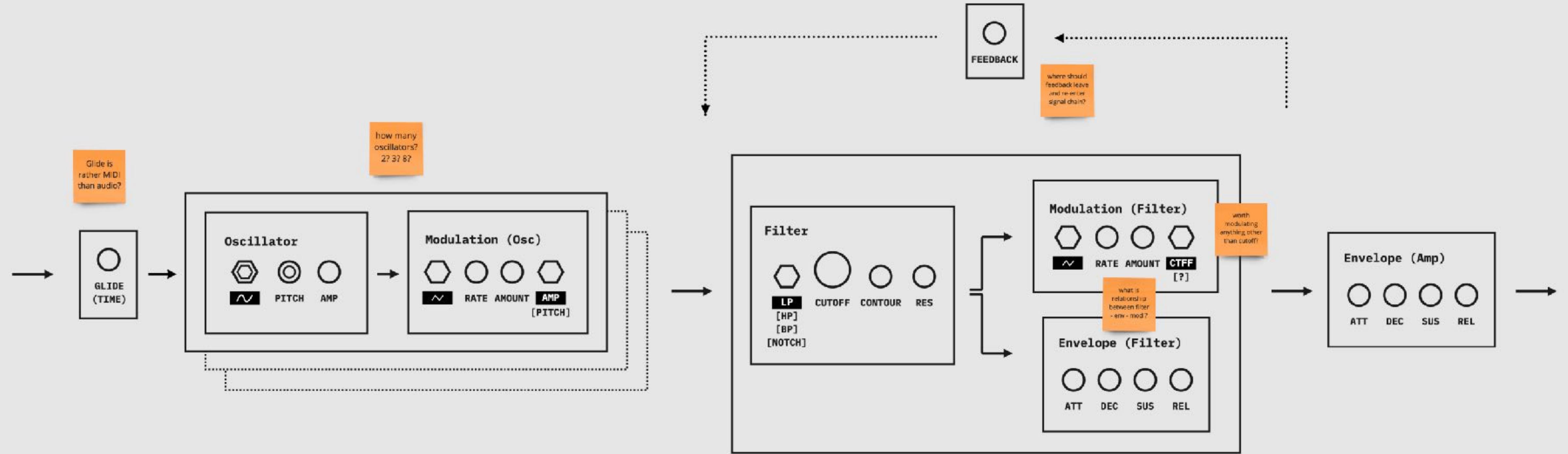
layout option C

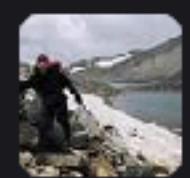


2x assignable modulation

3x dedicated modulation







Ant Orant 7 months ago

Related to that [reduction of OLED labels](#) above is a UX promise which I think has been implicit for some time but I want to make explicit now, and be clear about the HW and SW commitments required to achieve it.

That UX promise is: *"When I touch a control with my hand, I see on the screen in front of me the name of the control and its current value, before I decide to change it."* aka a responsive control experience. An informative but distraction-free "overview" context on the console gives the user situational awareness. Signals from capacitive controls trigger visual feedback on the screen in the form of transient overlays.

So the HW commitment [REDACTED] is that all controls, or as many as possible, are capacitive.

The SW commitment [REDACTED] is design/build of the "overview" context as a priority feature, and design/build of an overlay component that's independent of (appears on top of) other screen contexts. I appreciate this might be new/big, so we can talk about it when you have time.

8 replies



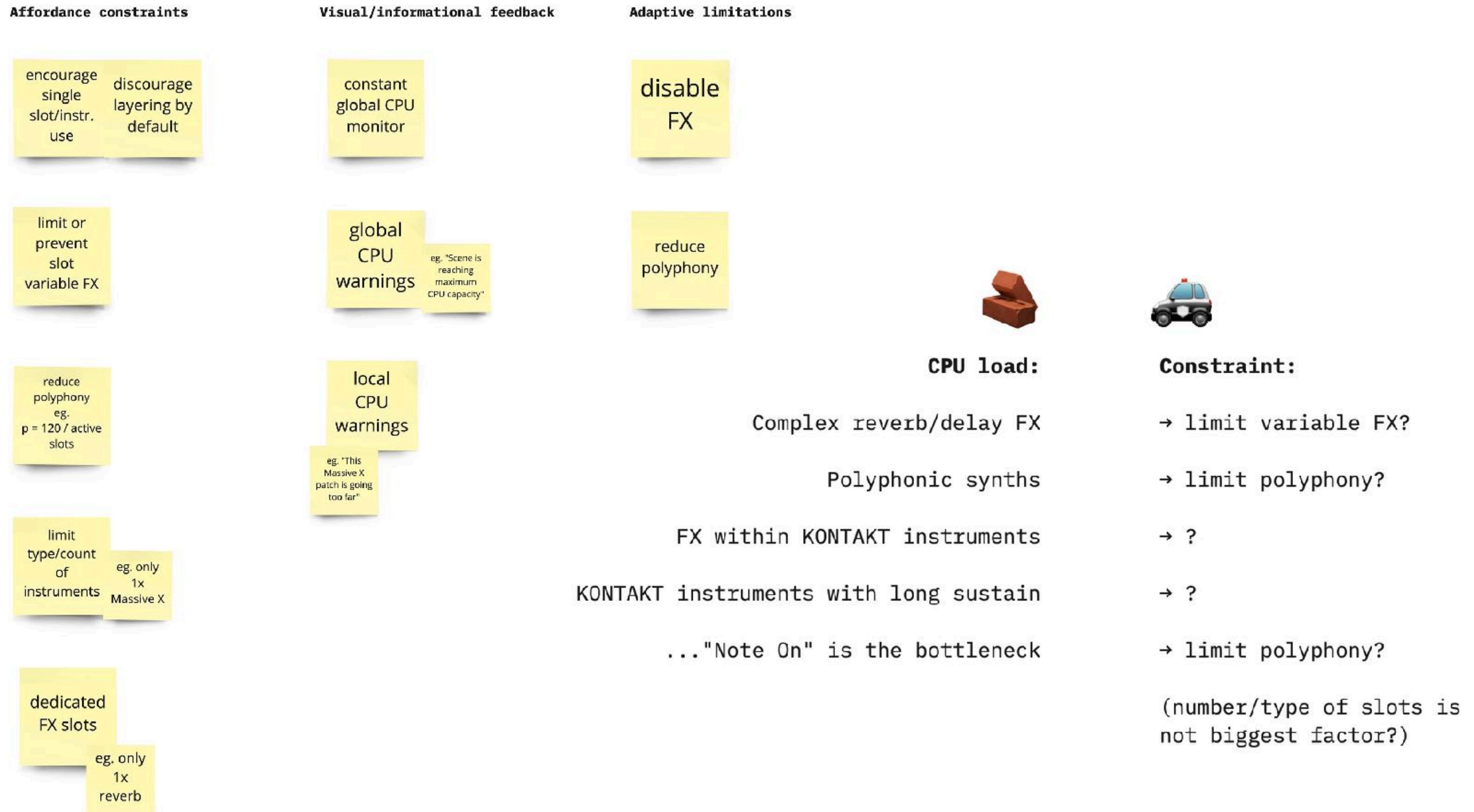
Ant Orant 7 months ago

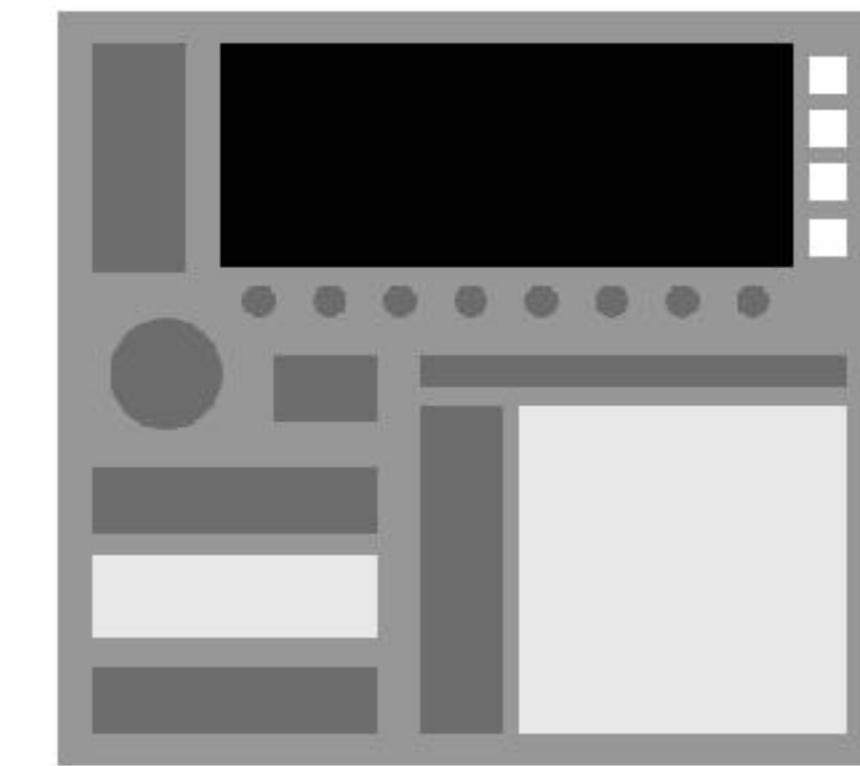
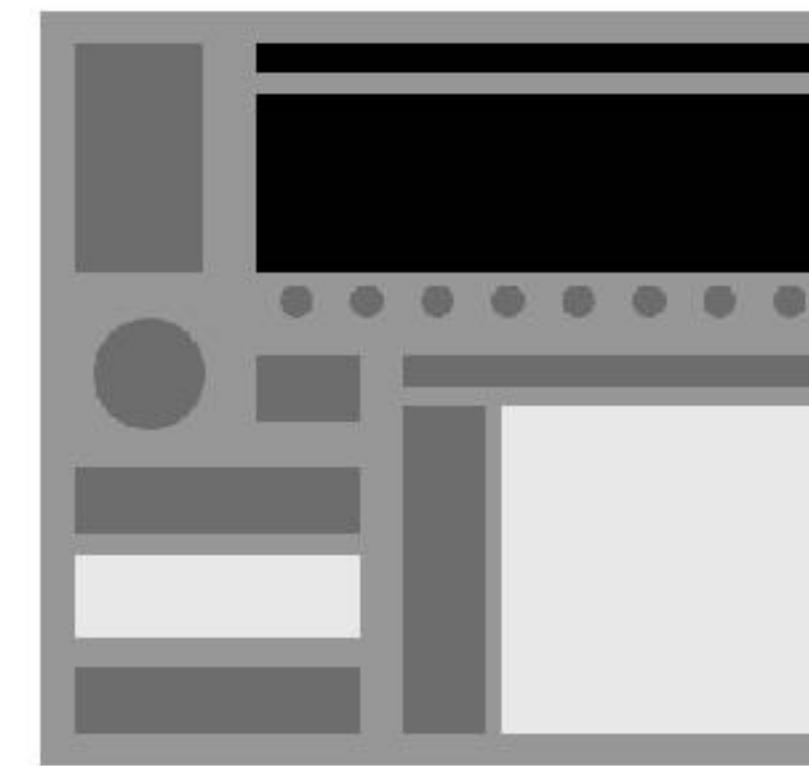
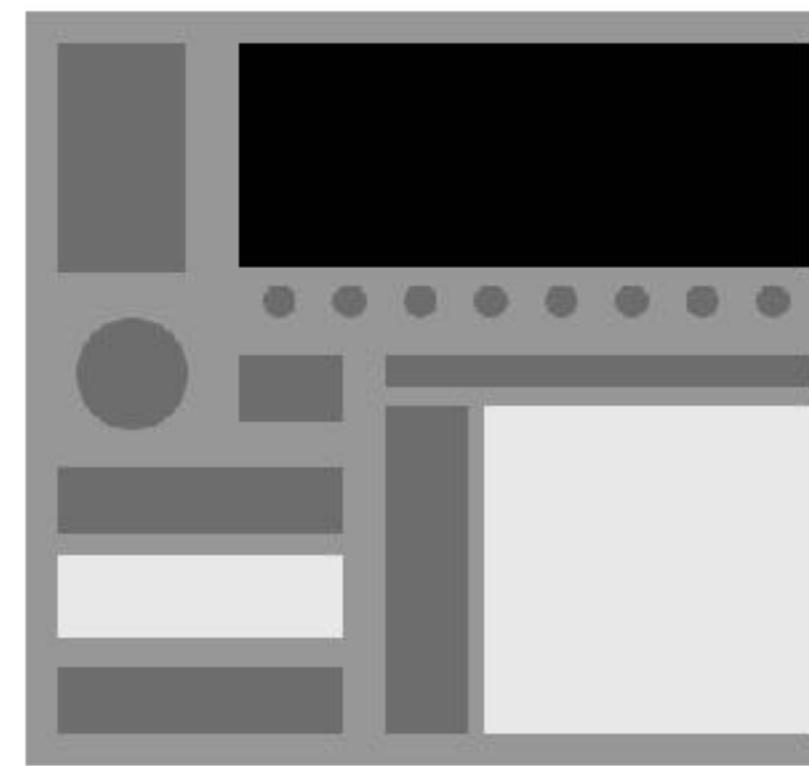
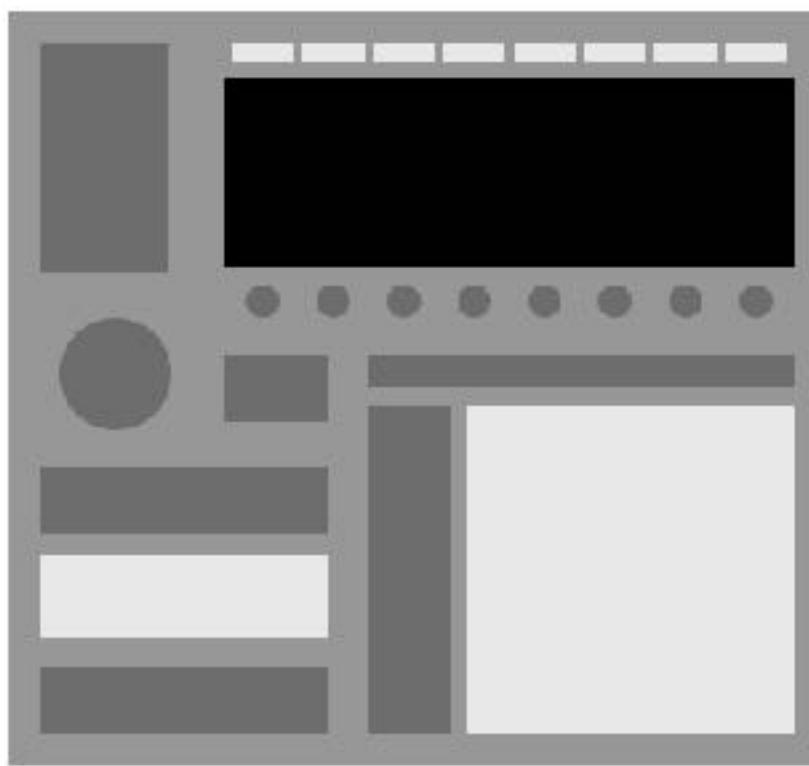
Basically this, but the visuals appear already on touch, not just on change.

[image.png](#) ▾

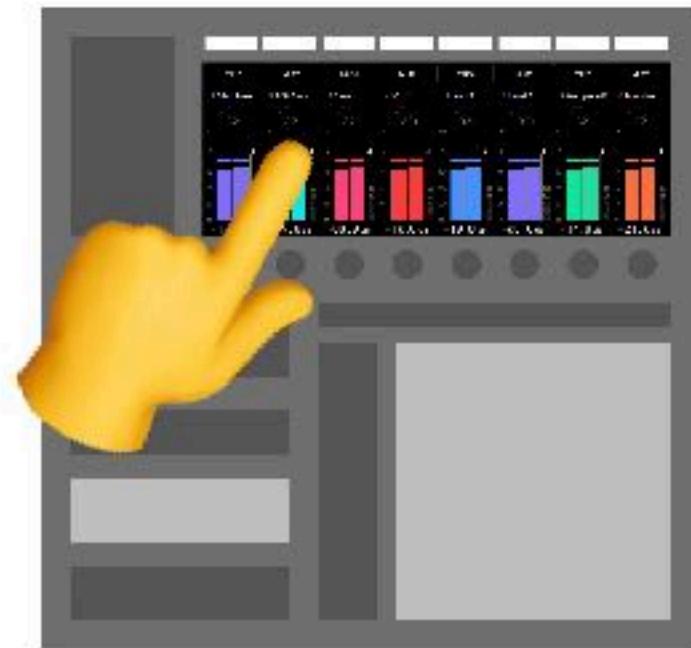


How might we discourage/prevent CPU overload and audio dropout while maintaining creative flexibility?





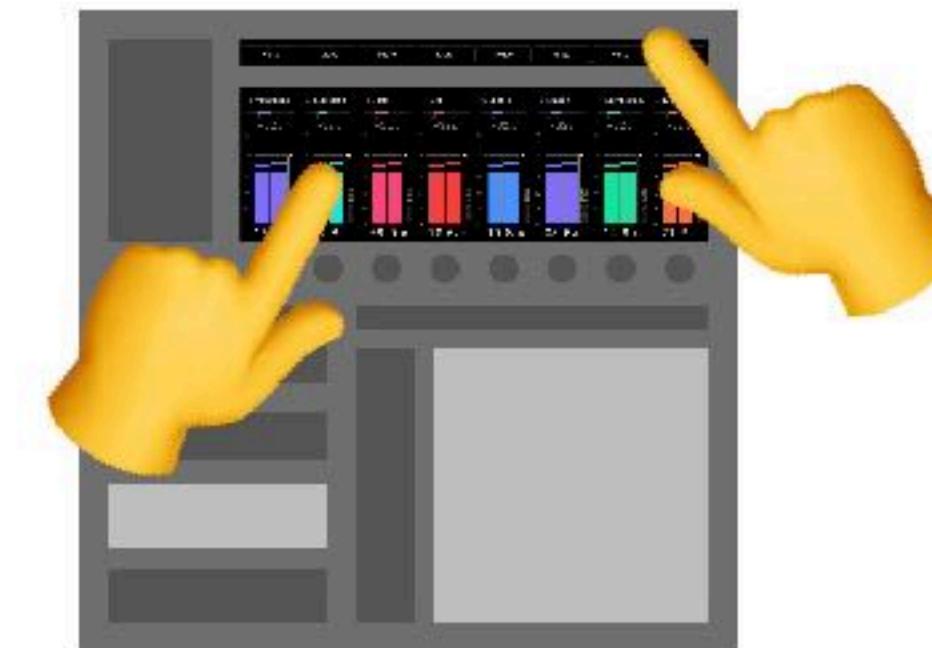
Touchscreen
+ eight soft buttons



Touchscreen



Touchscreen
+ touchbar



Touchscreen
+ four soft buttons



(design principles)

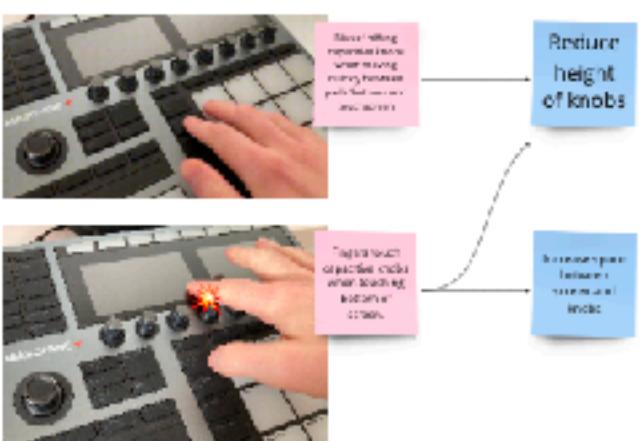
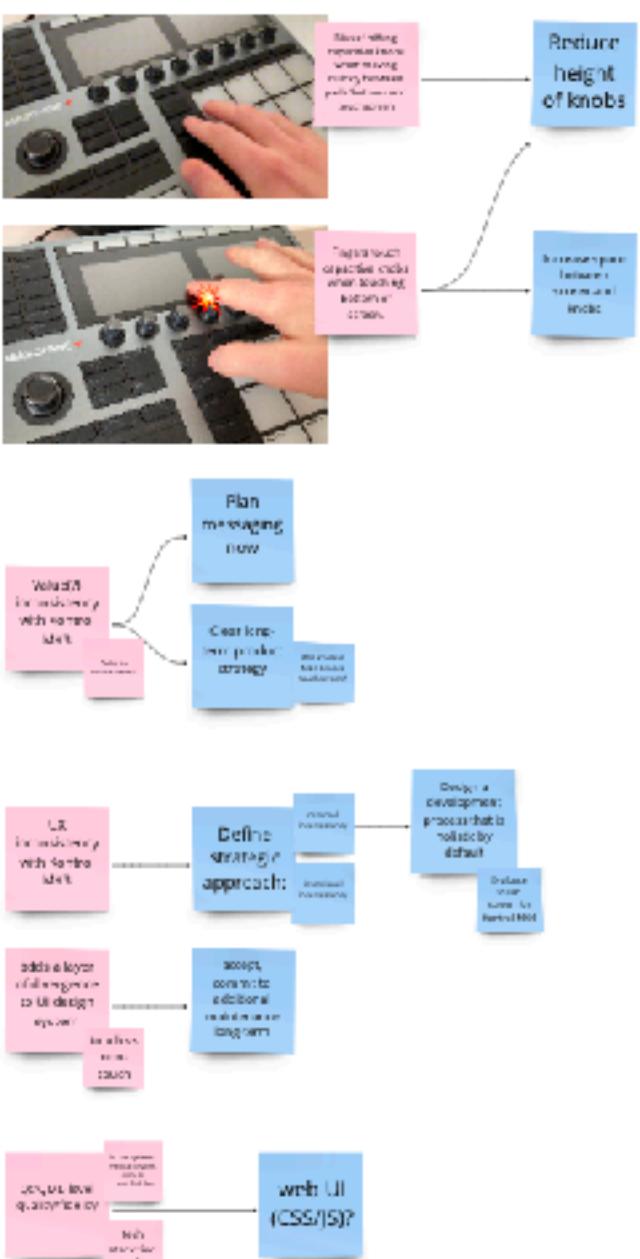
Evolution, not revolution
Remove obstacles to flow
Maximize a 'flow' instrumentality

Bonukle opportunity

Risk

→ Potential mitigation

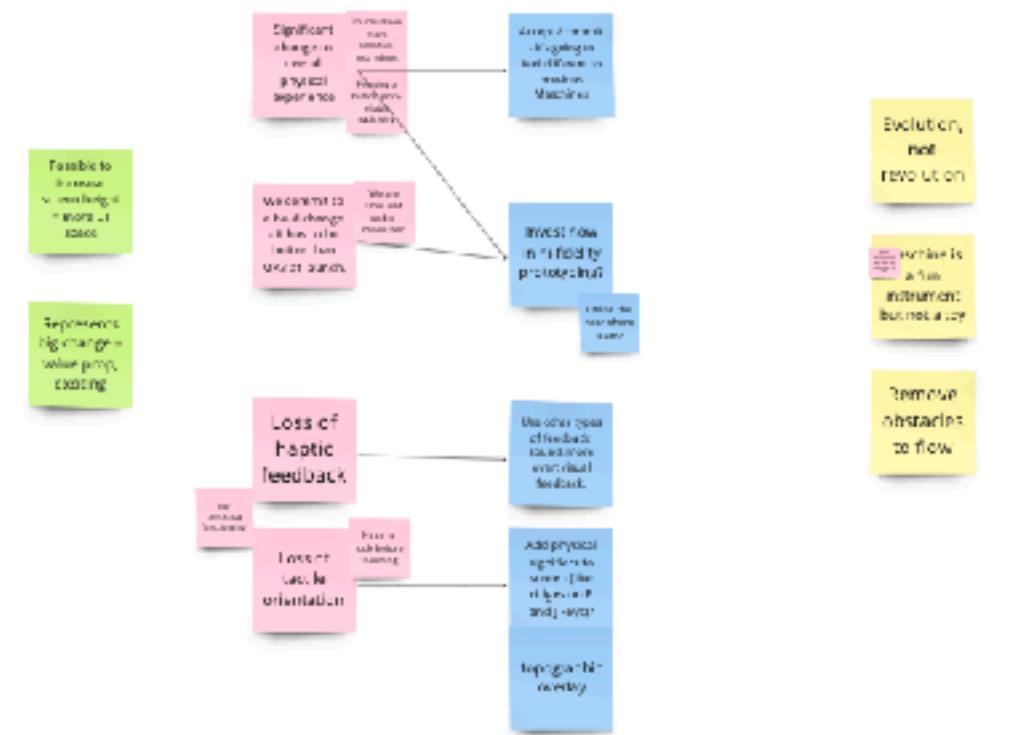
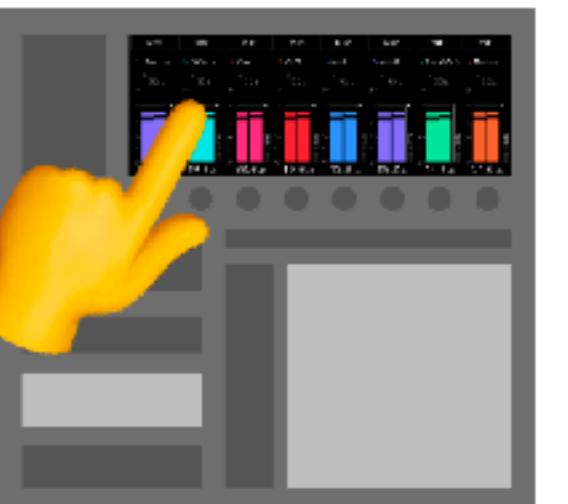
If touchscreen... (in general)

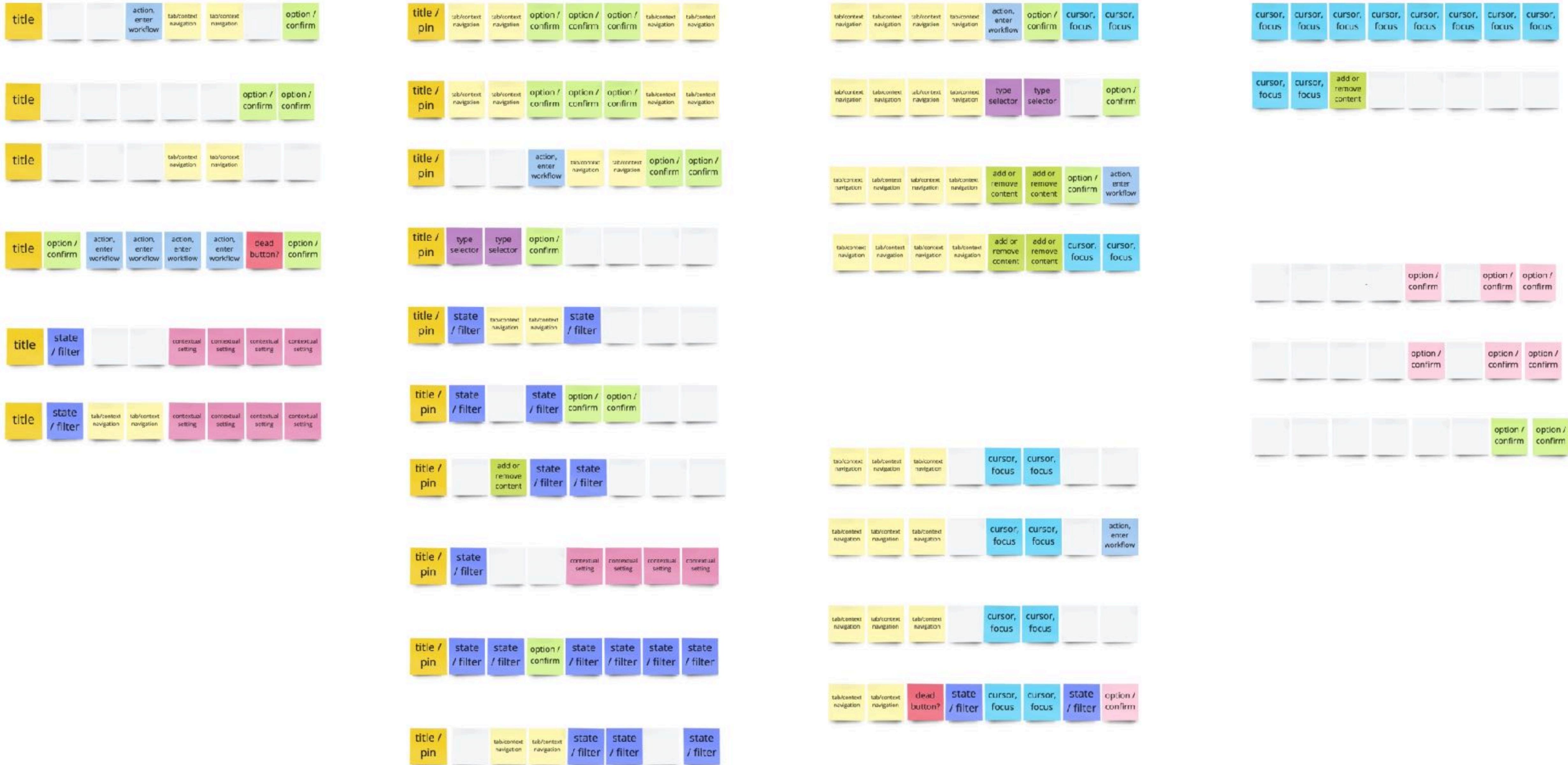


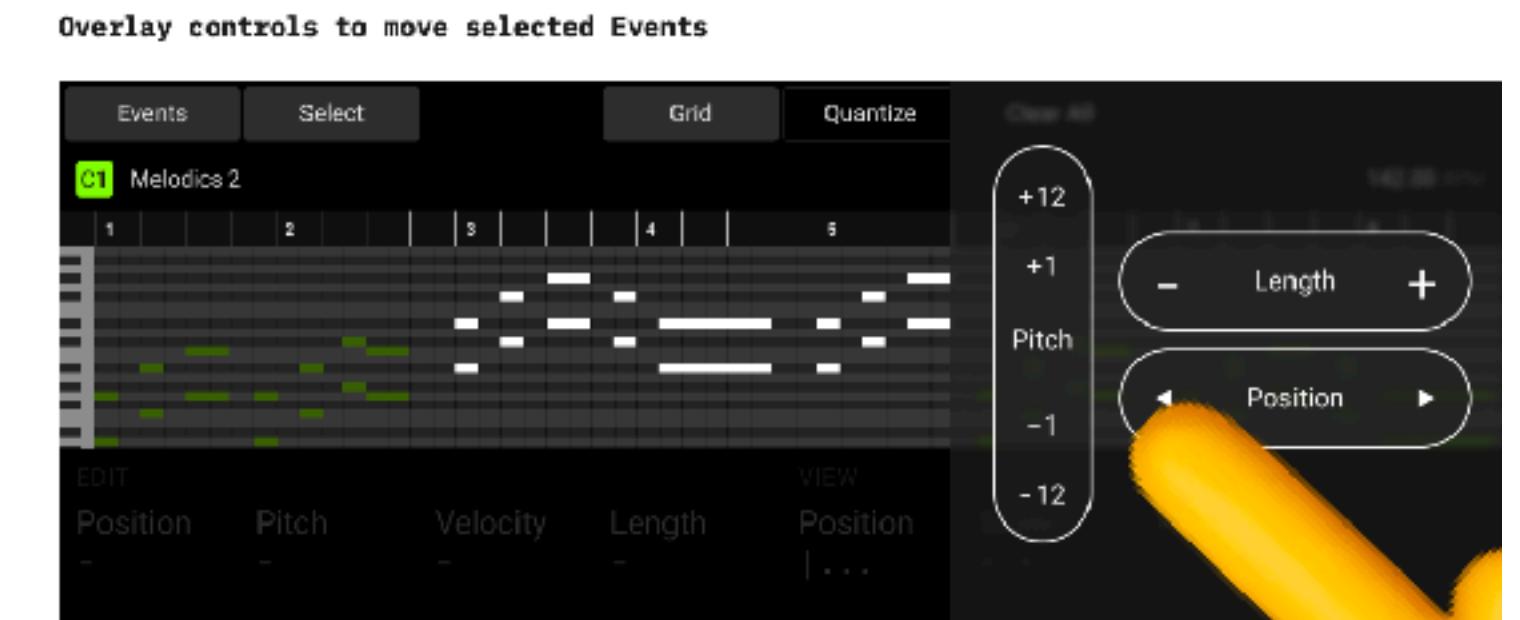
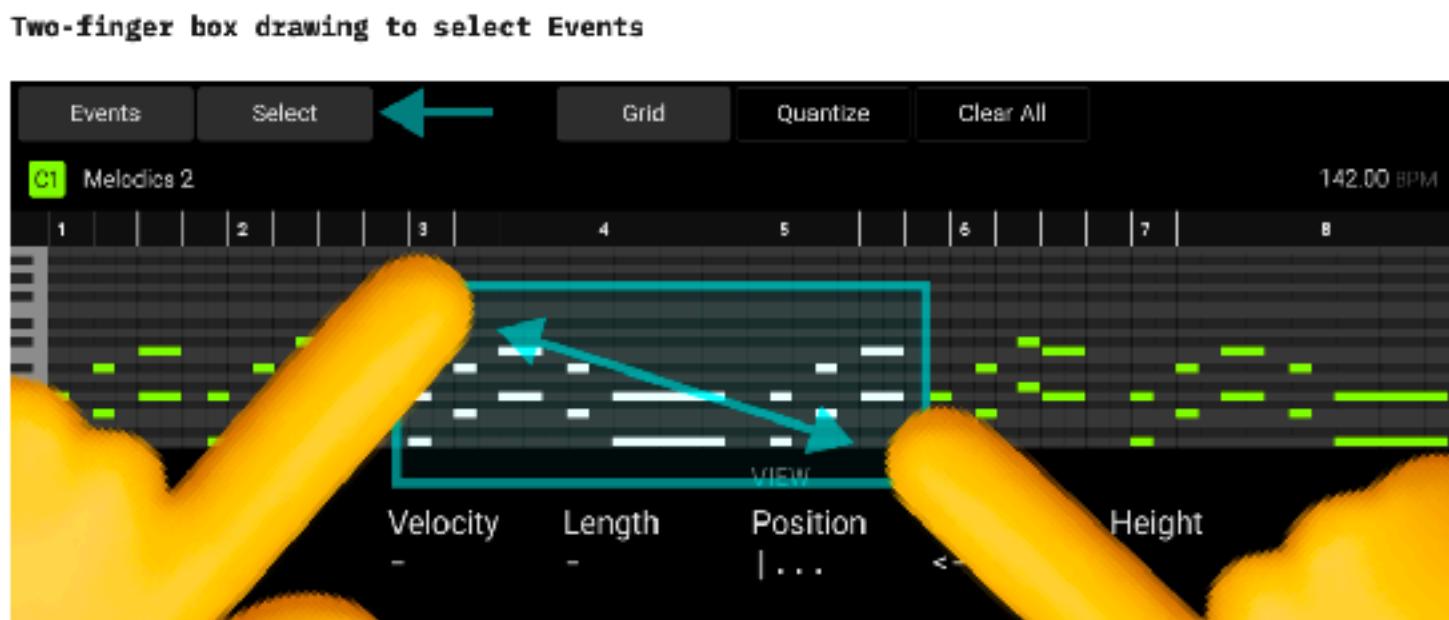
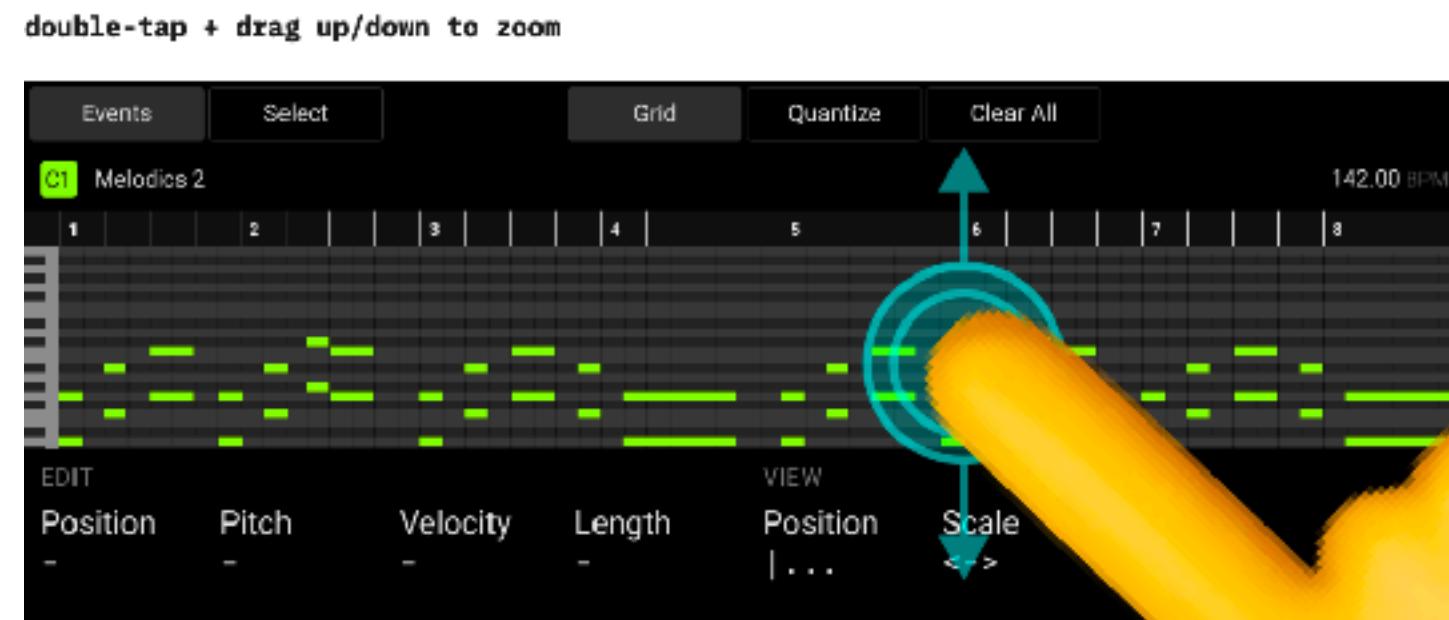
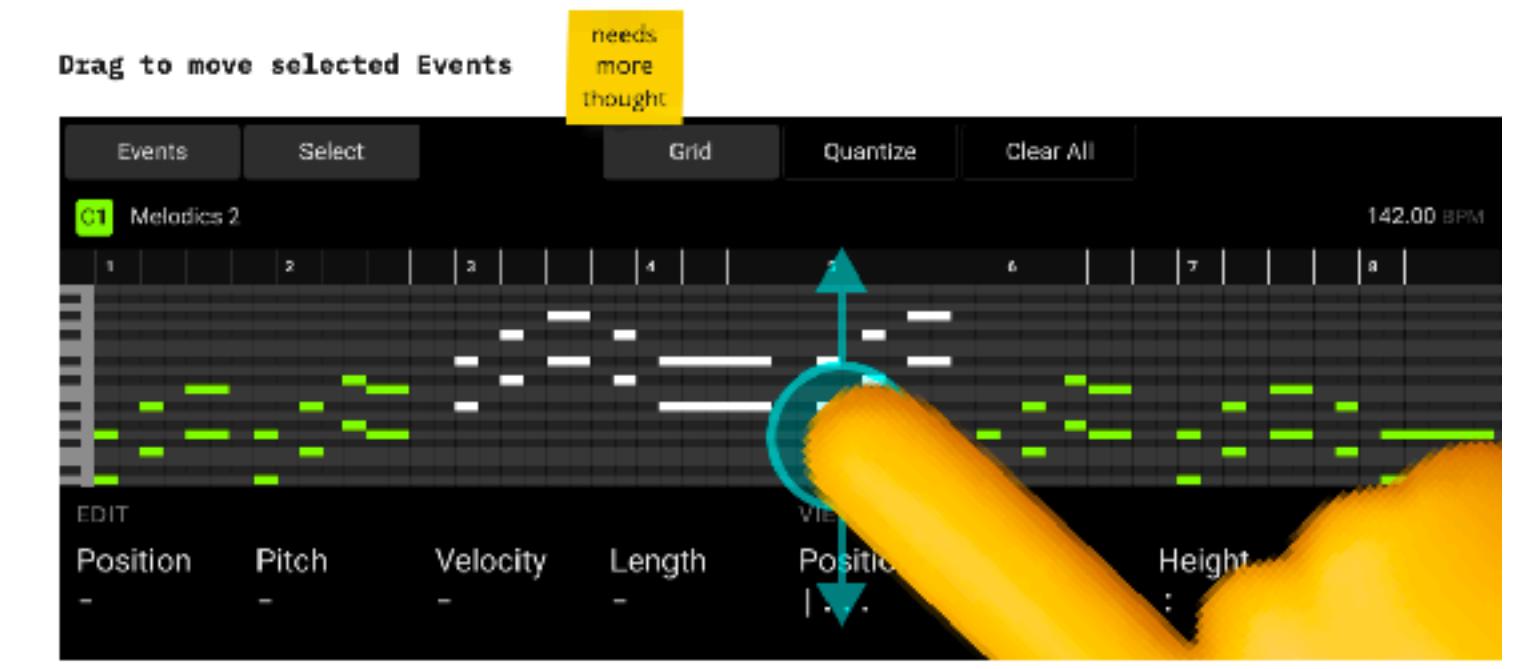
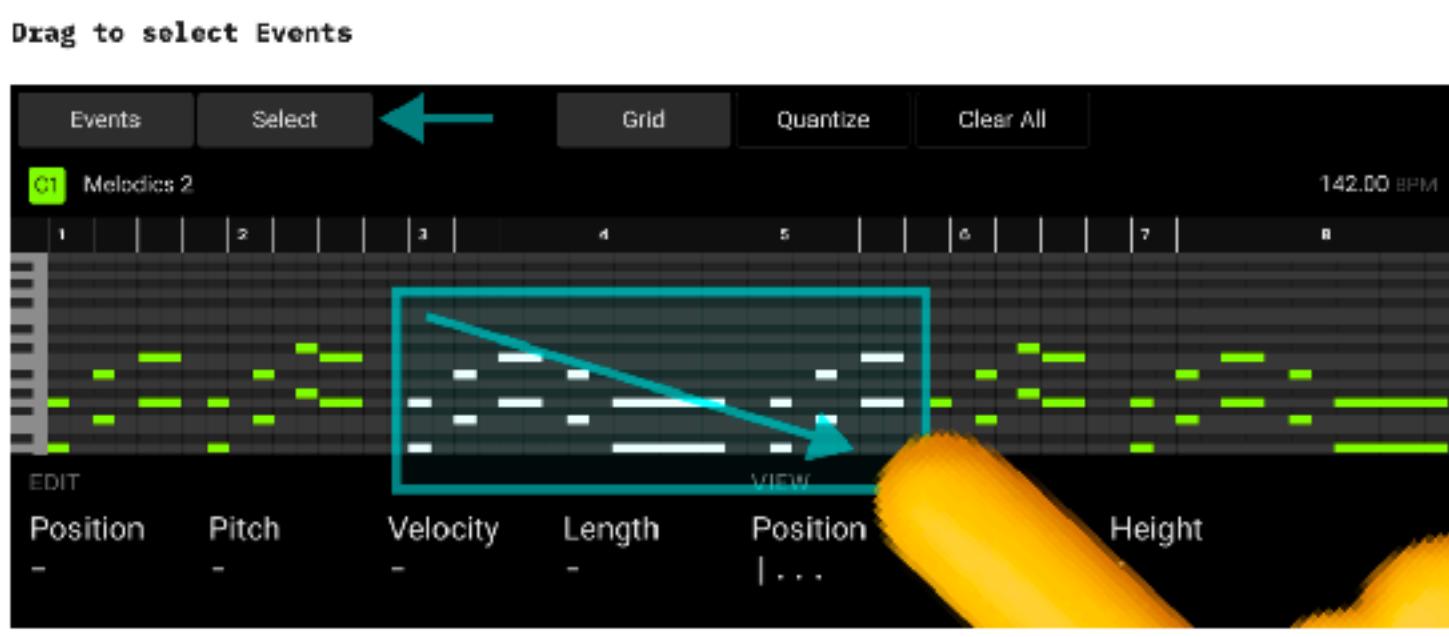
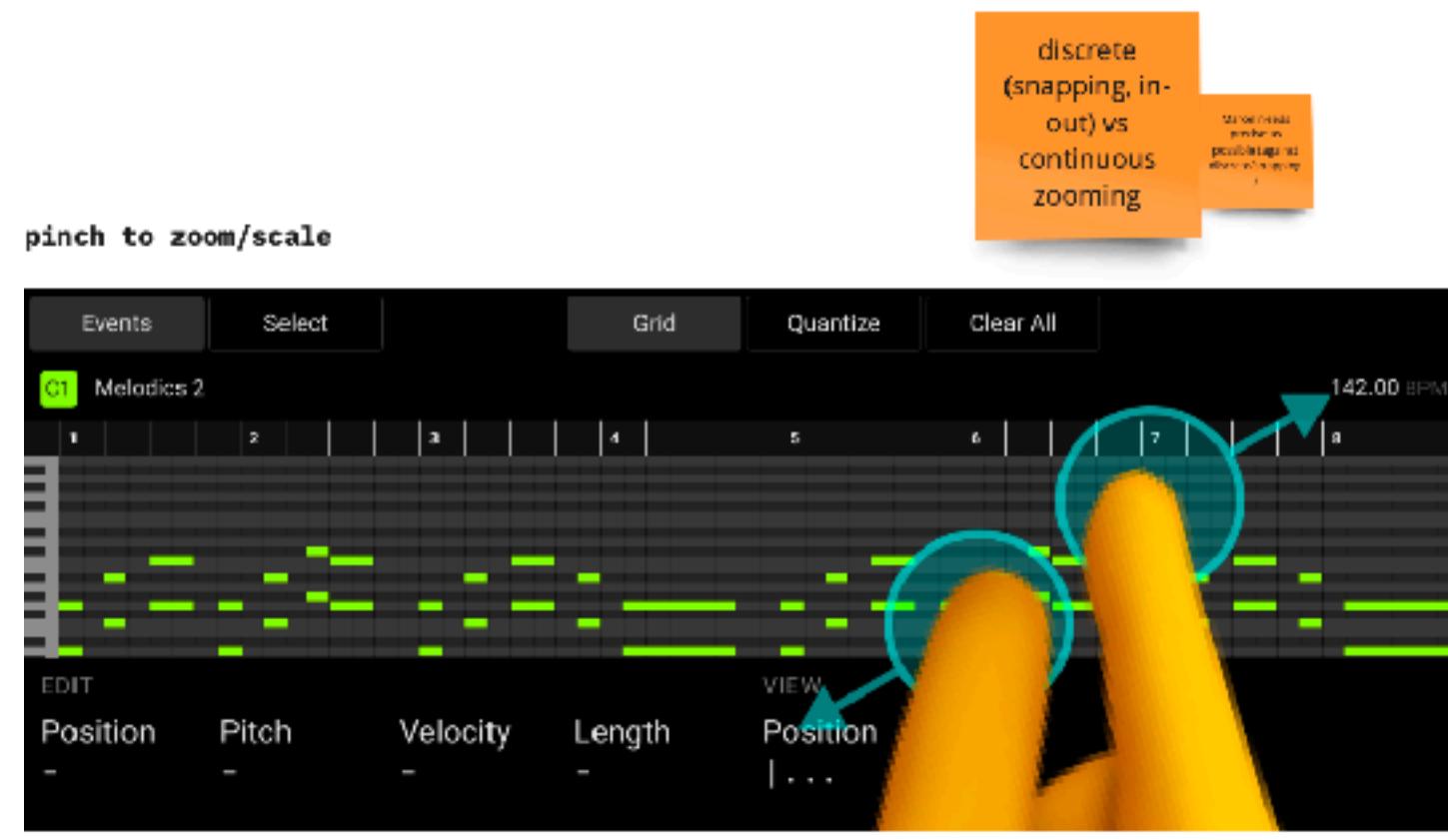
Either: Touchscreen + eight soft buttons



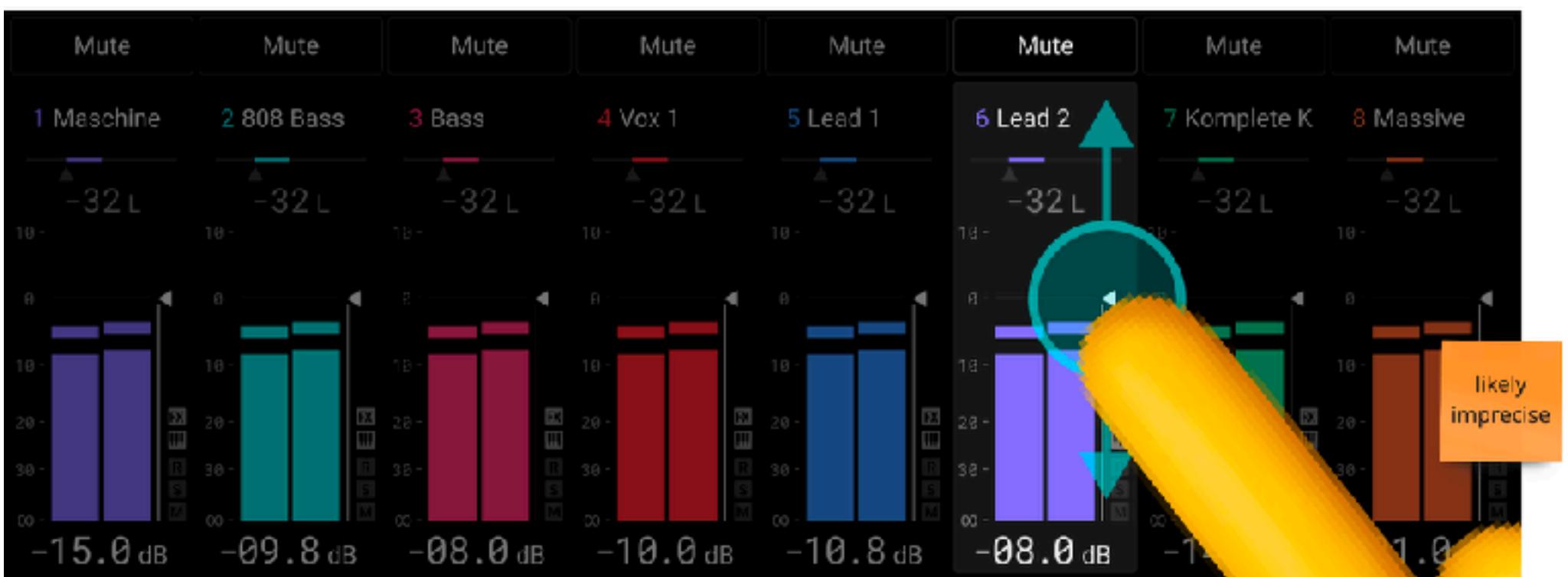
Or: Touchscreen (no buttons)



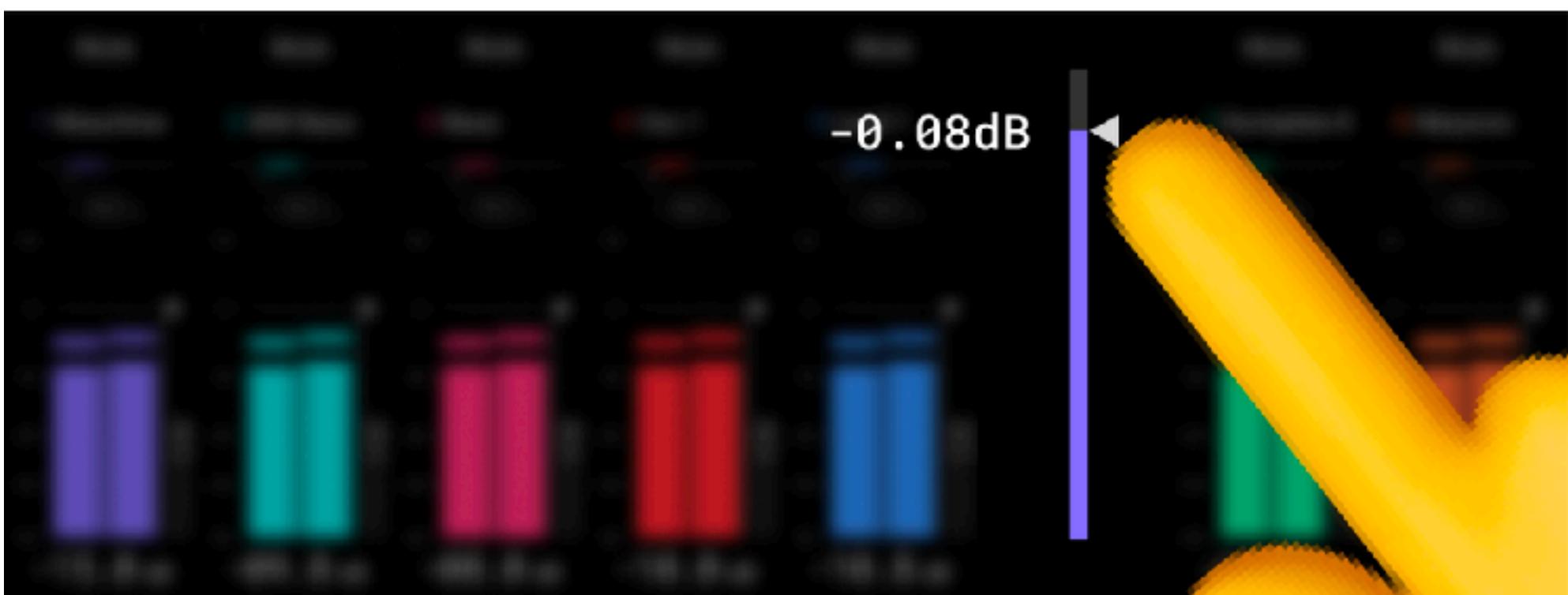




Adjust level up/down



Press and hold for precise control

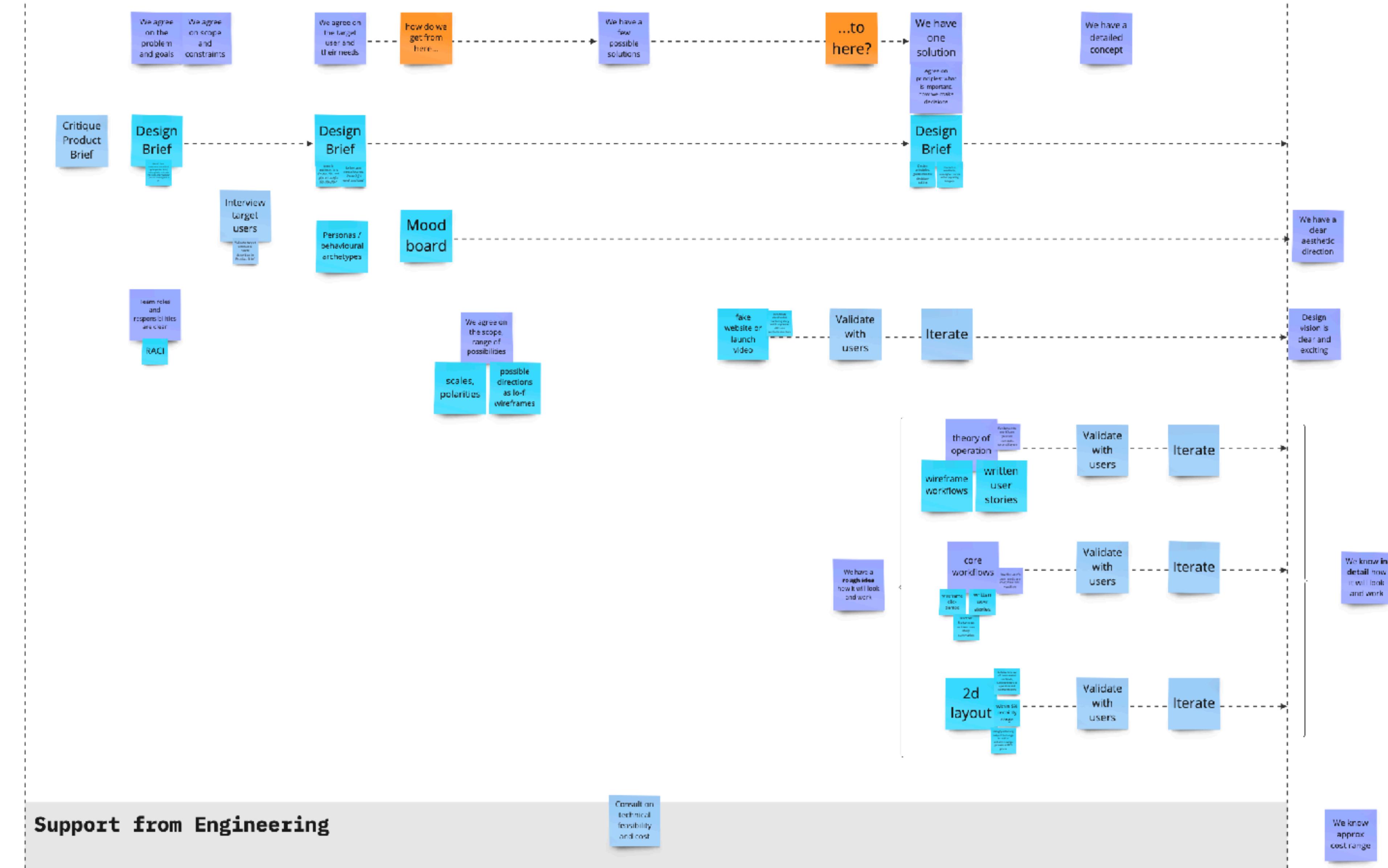


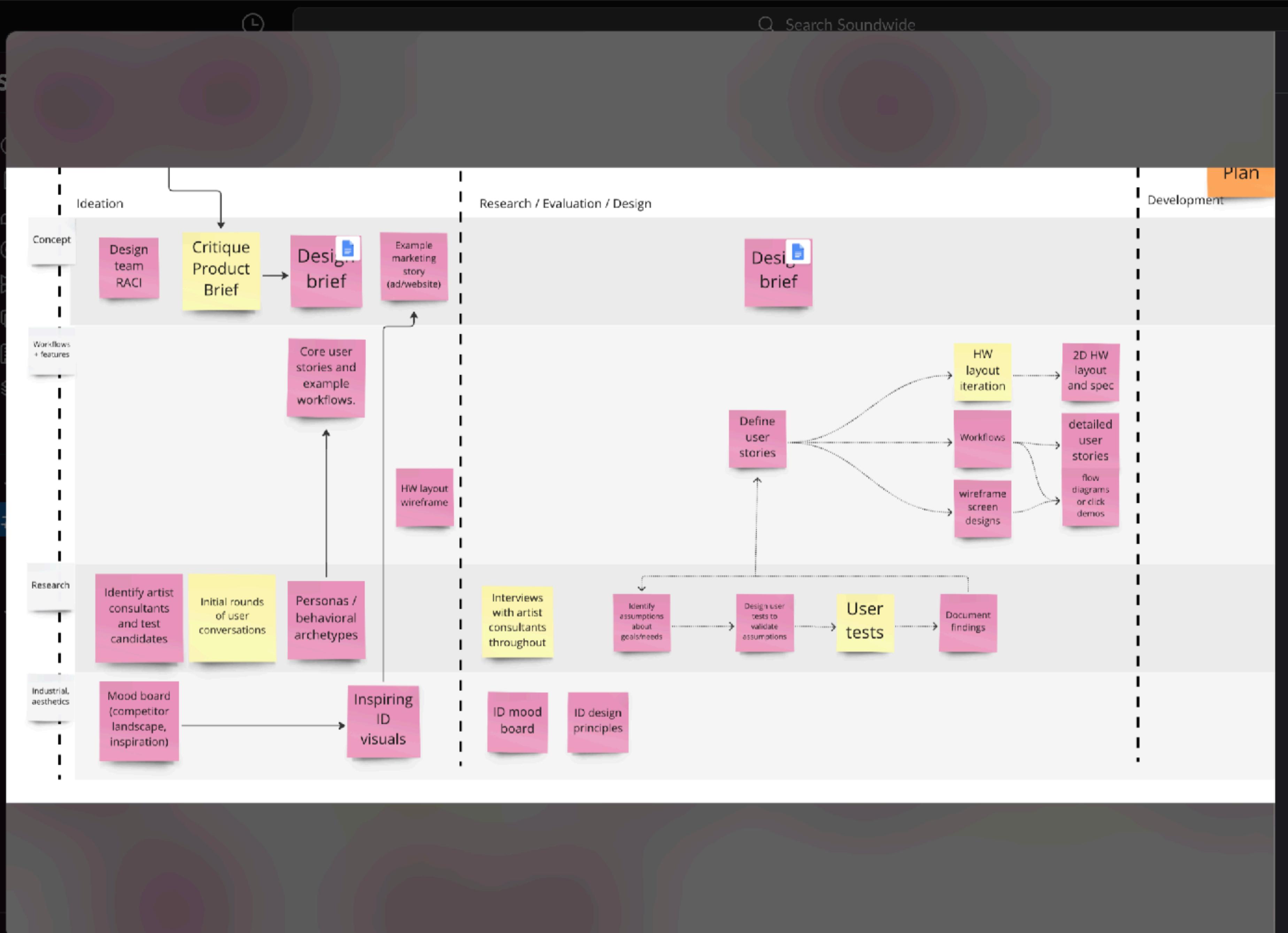
| ACTIVITY | INPUT | OUTCOME |
|--------------|----------------------------|----------------------------------|
| Do the thing | Analyze, validate, iterate | Get the customer solution right! |

I D E A T I O N

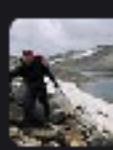
Kickoff

Exit





Thread

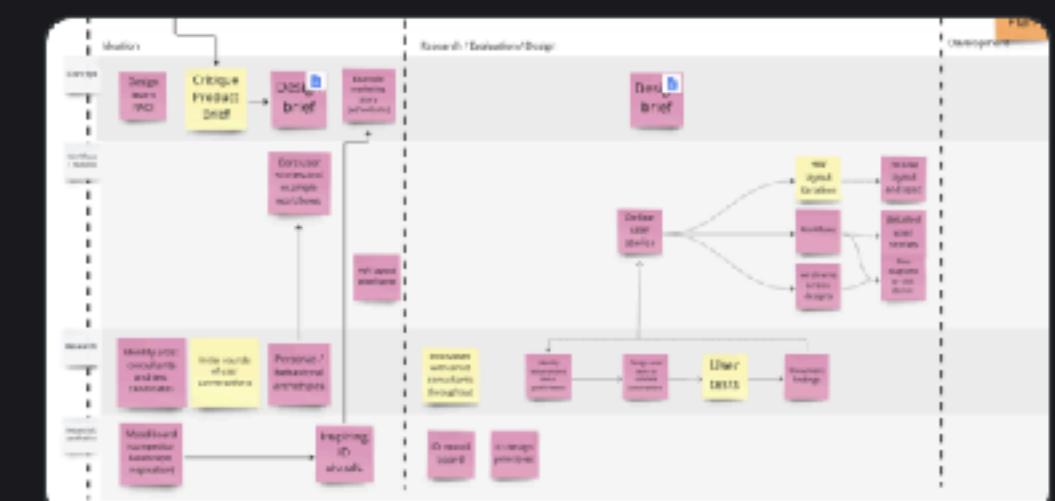


Ant Orant 5 months ago

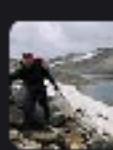
Latest: Ideation and R/E/D from design perspective

(edited)

image.png ▾



4 replies



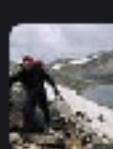
Ant Orant 5 months ago

(+ obviously!) 😊



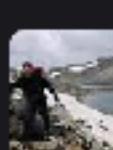
5 months ago

Looks great- is this a representation of the process so far, or is it defining an ideal R/E/D process?



Ant Orant 5 months ago

defining ideal



Ant Orant 5 months ago

The tagging of everyone here is just to make sure you're aware, and invite contribution :)

Design Braintrust

This meeting structure applies a [holacratic governance](#) format to the Braintrust ([1](#), [2](#)) concept.

Principles

- Additive, not competitive: “and” not “or”.
- *“You are not your idea, and if you identify too closely with your ideas, you will take offense when they are challenged.”*

Before the meeting

- Anyone can **add proposed items to the agenda** document ([example](#)).
- Share designs as far in advance as practical, to **help others see the work ahead of time**.

Meeting structure

1. Appoint a moderator.
2. Check-ins: one at a time, no discussion.
3. Review proposed agenda items. Decide what can be discussed in the given time, based on urgency/importance.
4. Discuss the agenda items in the agreed order, following the specific structure for each agenda item type:
[Proposal](#): approve a solution or make a decision.
[Presentation](#): share information or a detailed progress update, optionally request feedback.
[Discussion](#): explore a topic and share perspectives together.
5. (if time) Close: share reflections one at a time, no discussion.

Important

- Thoughtful allocation of time, and strict timekeeping, are essential.

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.

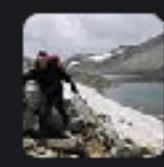
I would say it is this that gives me great confidence in his ability to help realize truly great products.

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.

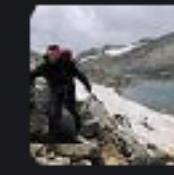
Tuesday, May 9th



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 ! 😊

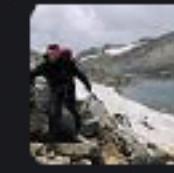


Ant Orant 9:57 AM

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