

Scrapbook

Not a portfolio, but a few artefacts
to give you an idea of how I work

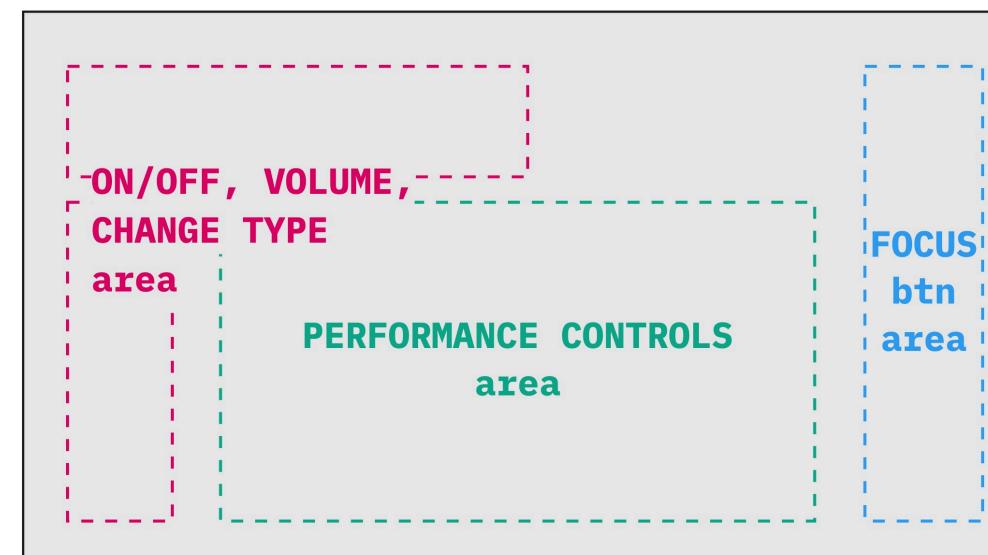
Creating a safe playground with mirrored section layouts

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

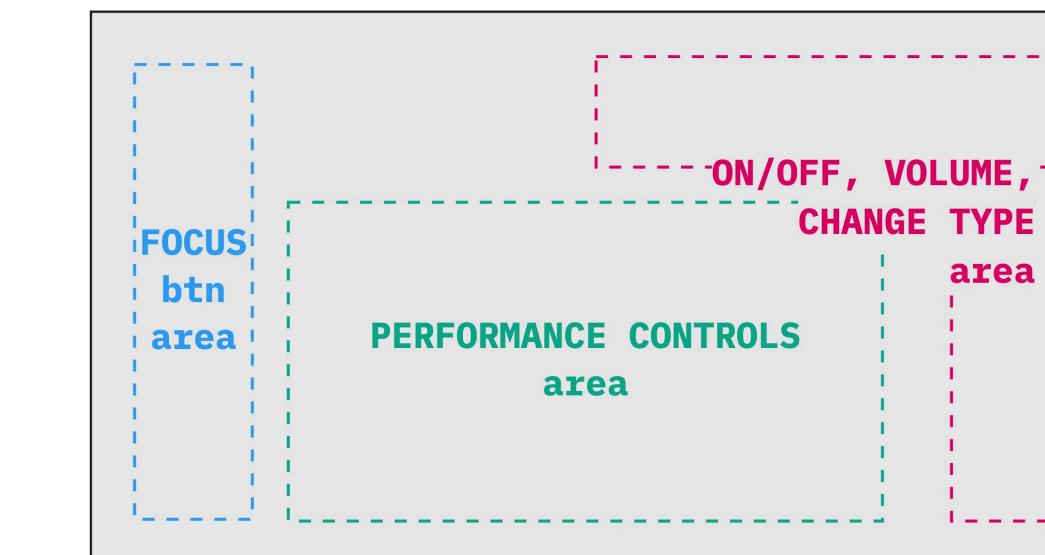
Performance controls will be used quickly, spontaneously.
Position closer than top-level controls to avoid accidental "breaking change" touch.

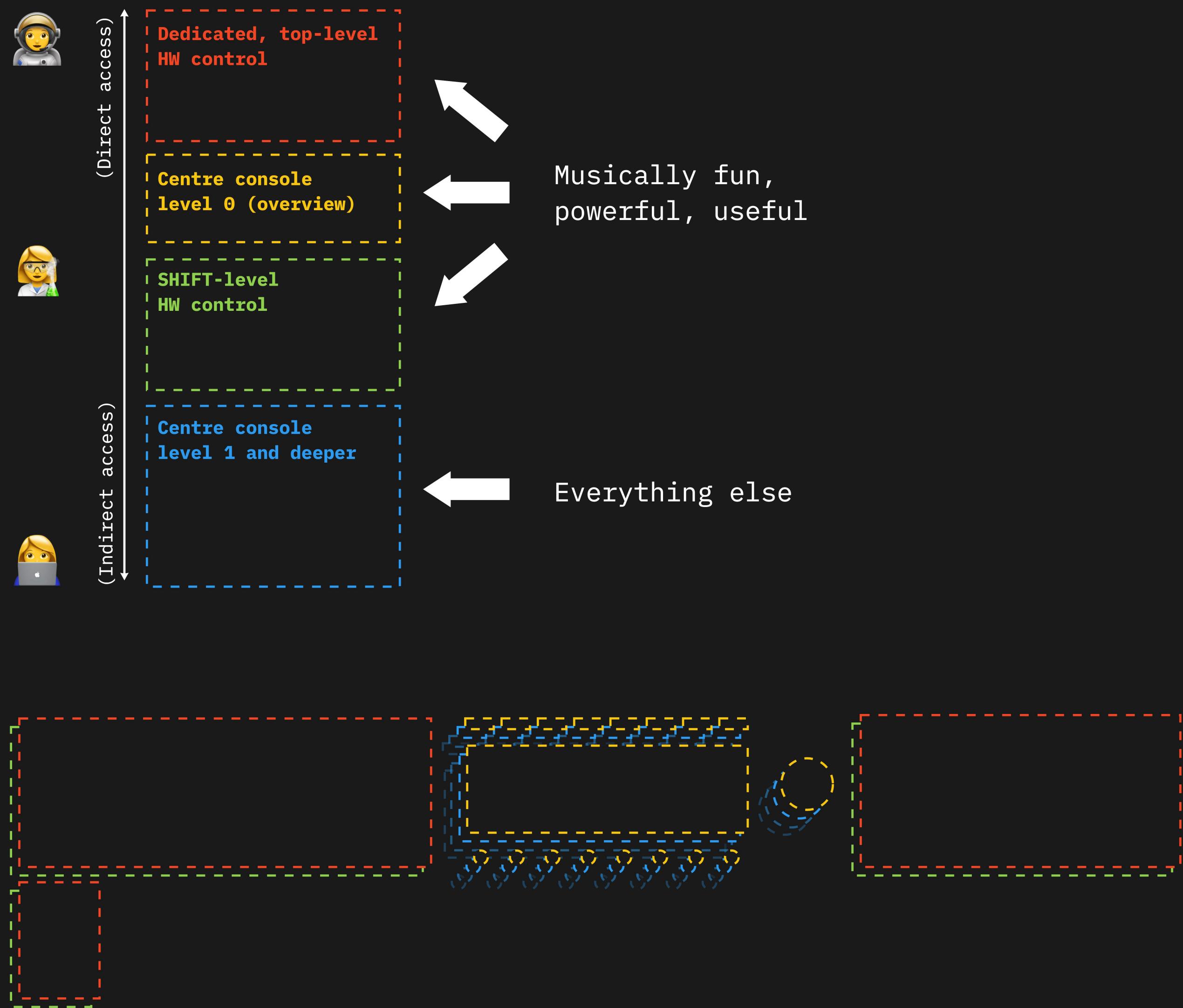
FOCUS button will be used often, spontaneously.
Position closest to screen and hands, to avoid accidental touch of performance or top-level controls

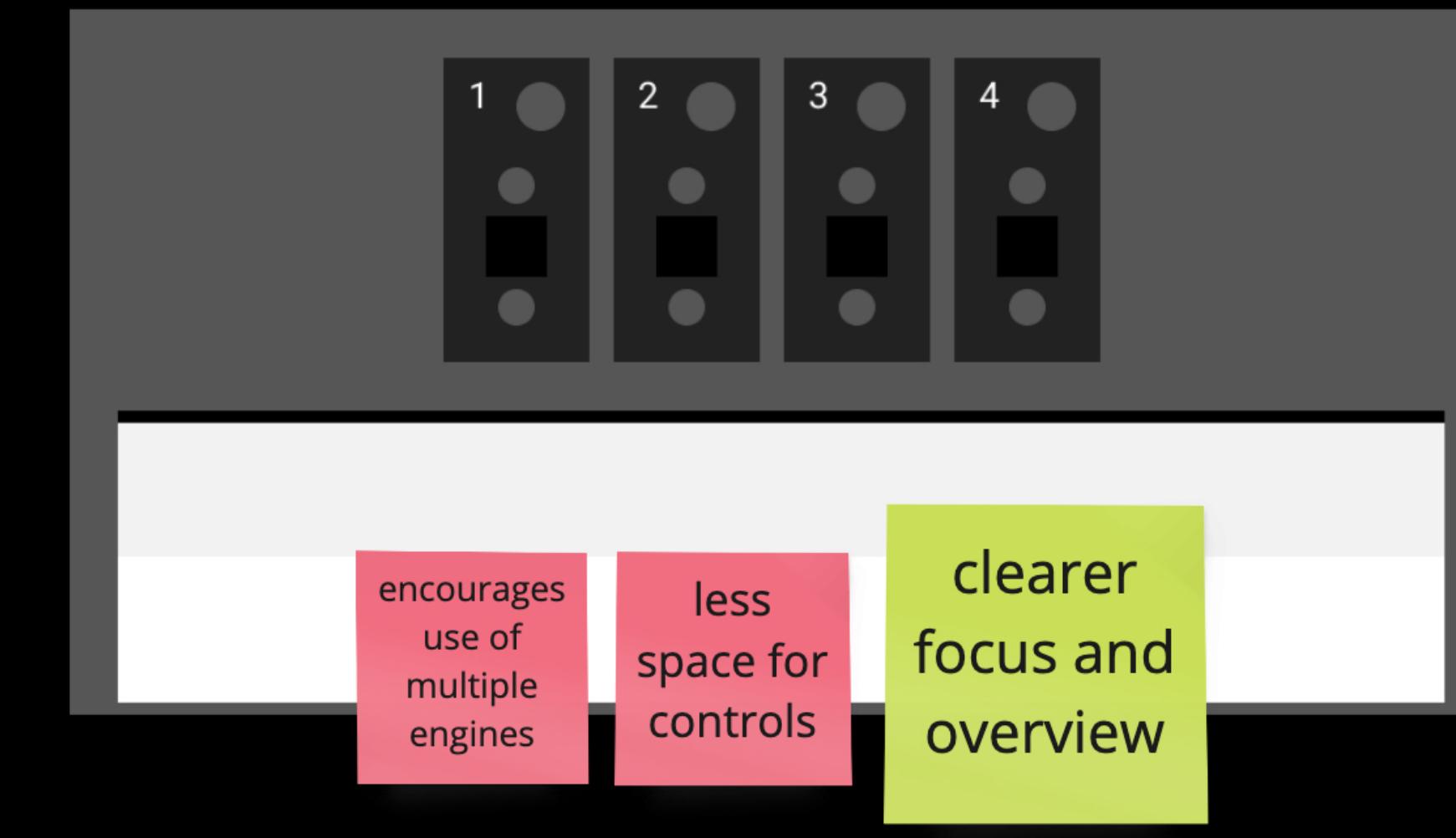
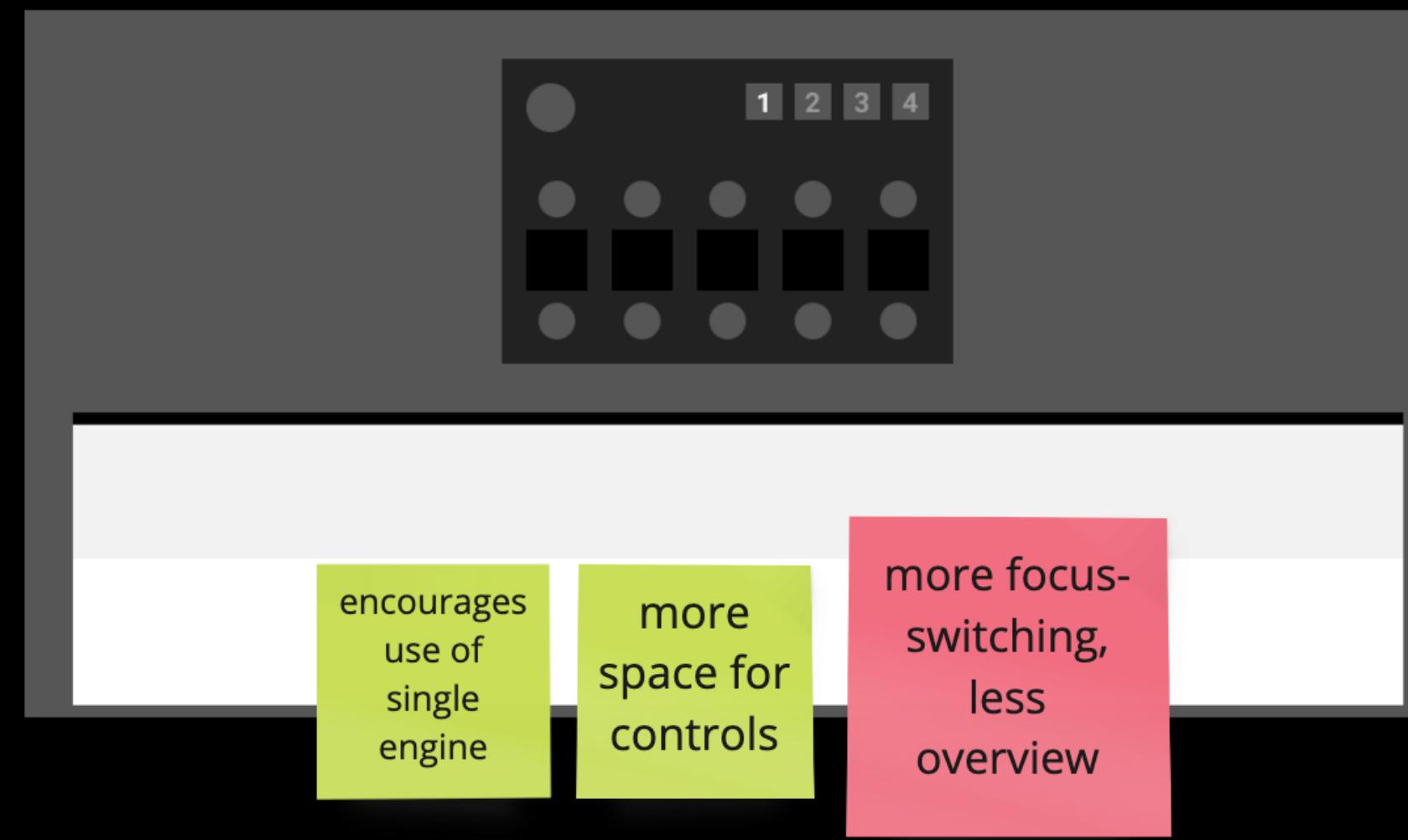
ISLANDS LEFT



ISLANDS RIGHT

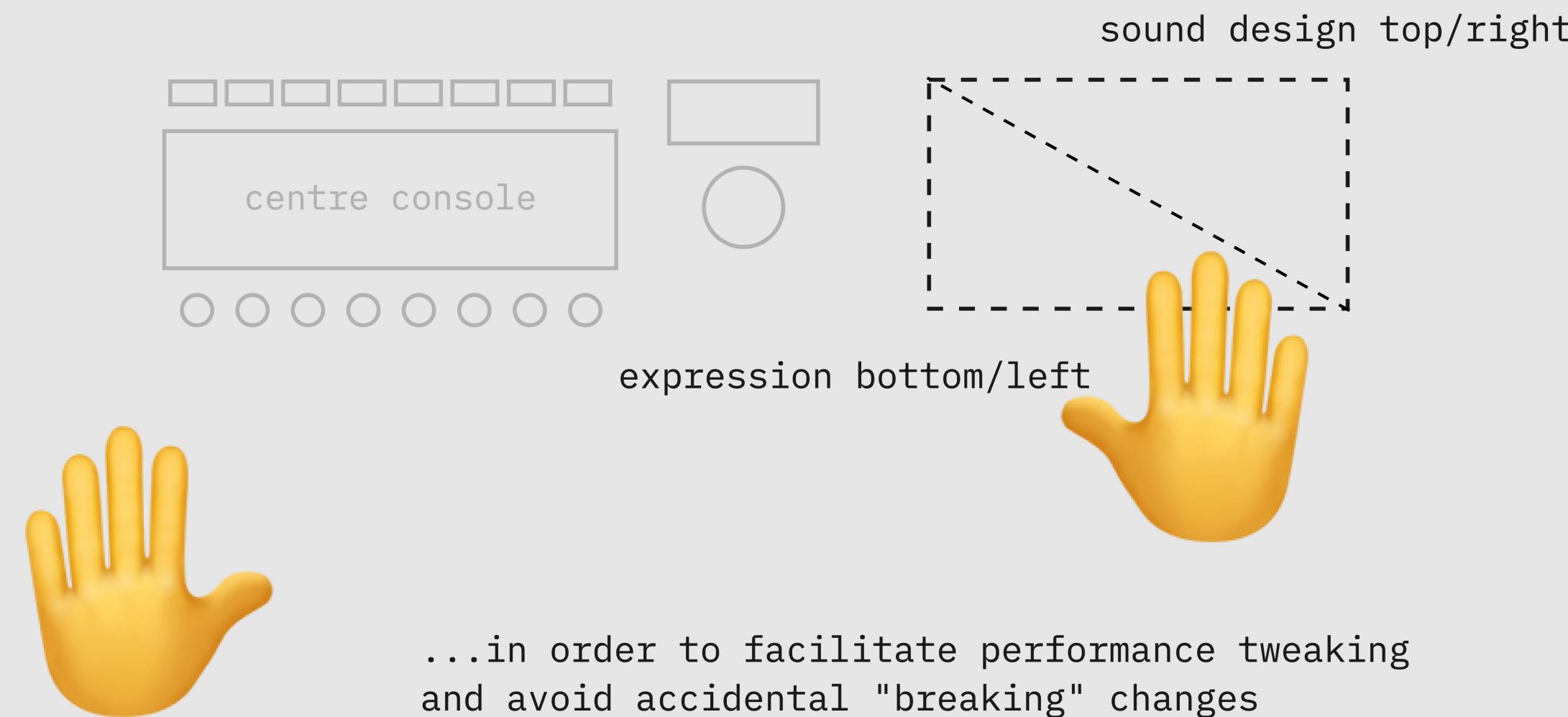




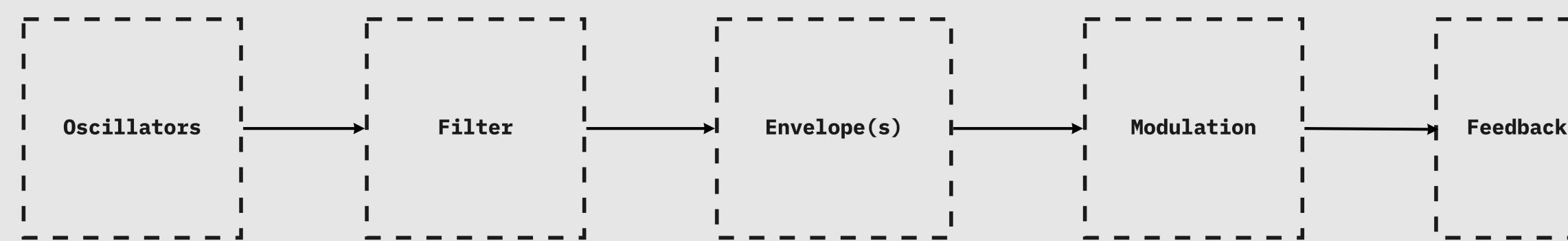


Layout considerations:

1- Optimise for performance access/safety:



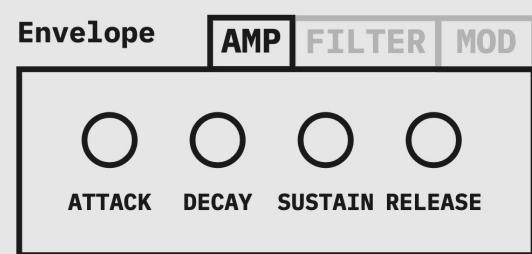
2- Layout should reflect signal flow



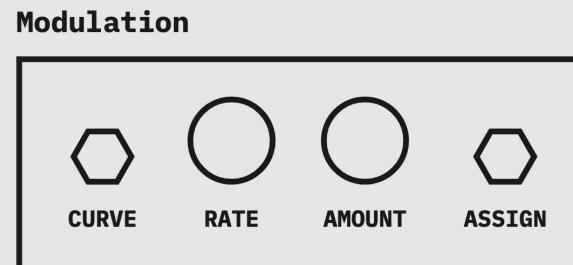
How to surface assignable envelope/modulation modules in a fixed hardware layout?

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

First idea:

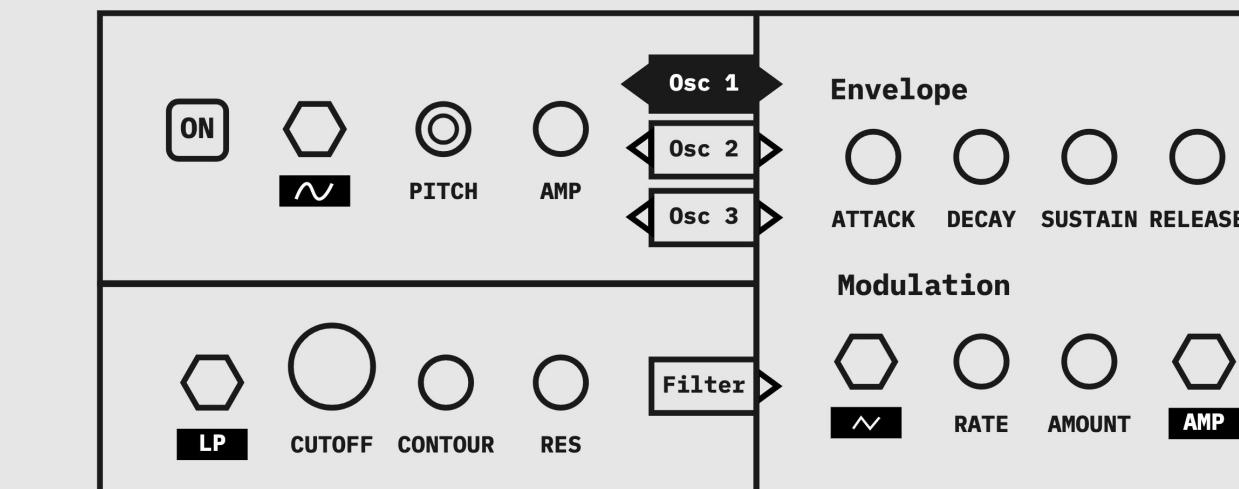


Only one AMP envelope for all three oscillators. Not possible to set envelope per oscillator.



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

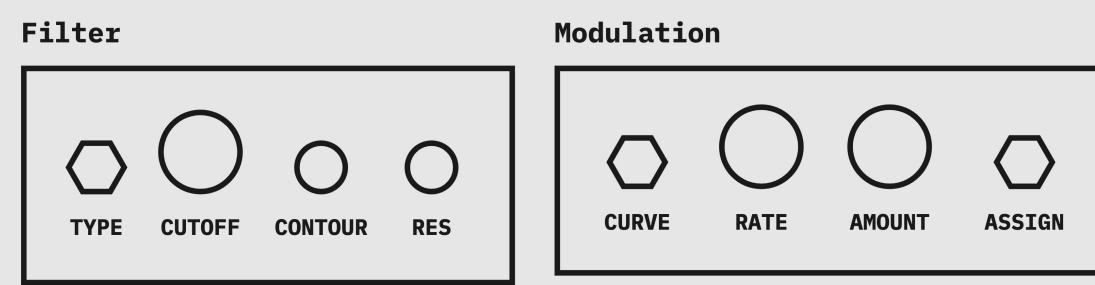
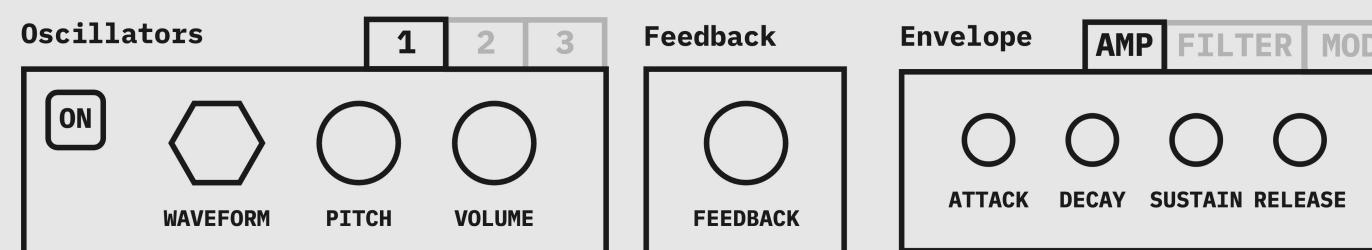
Better?



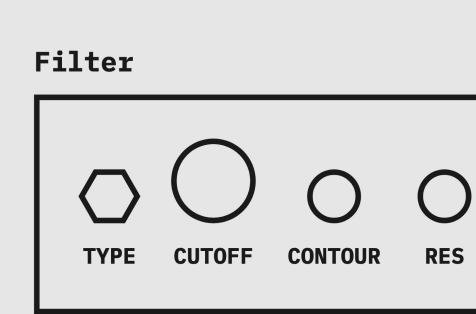
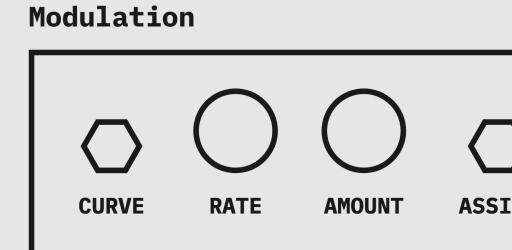
OSC1, OSC2, OSC3 and Filter each have a dedicated envelope and modulation. This opens up much more creative possibilities. (Synth has four envelopes and four modulators, so this works nicely.)

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).

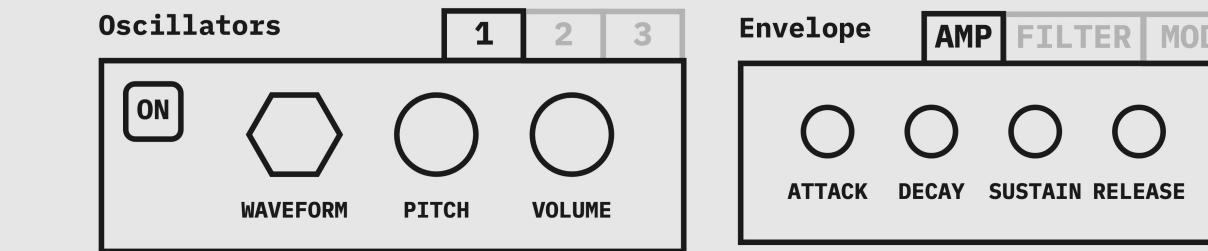
layout option A



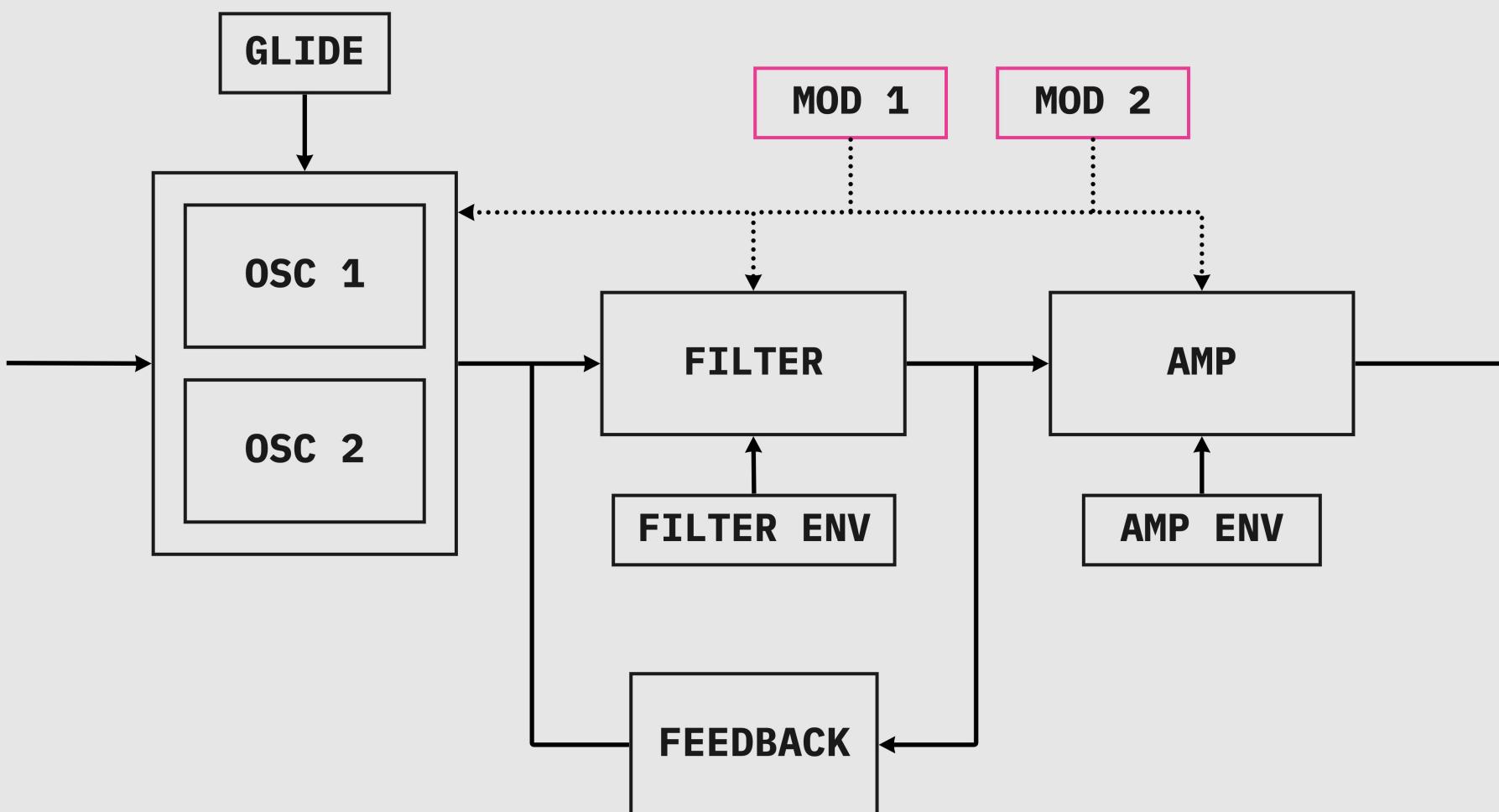
layout option B



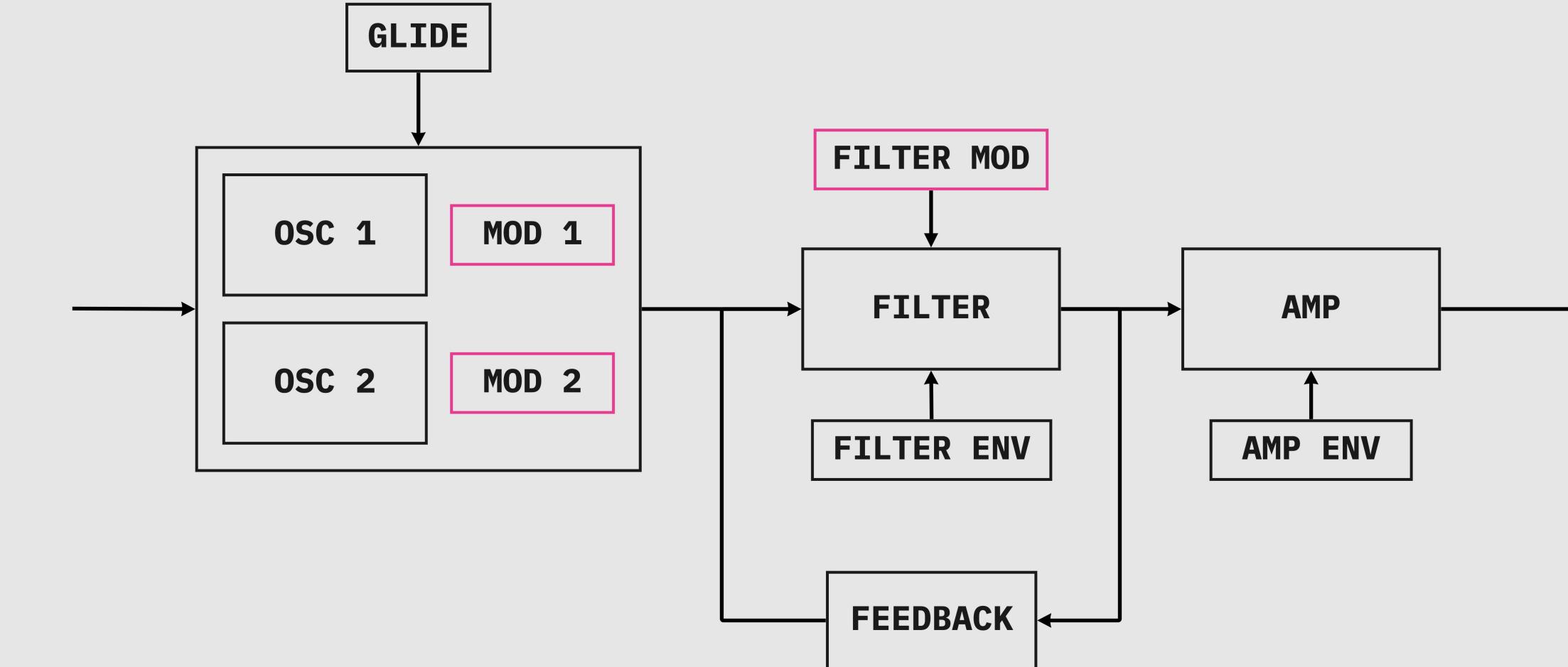
layout option C

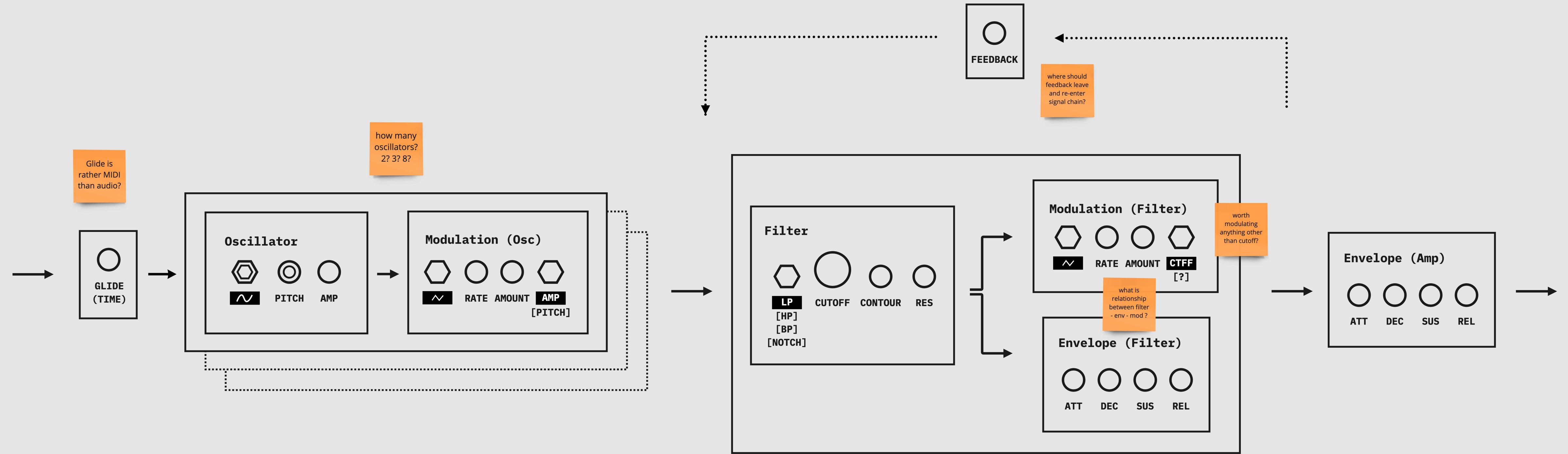


2x assignable modulation



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



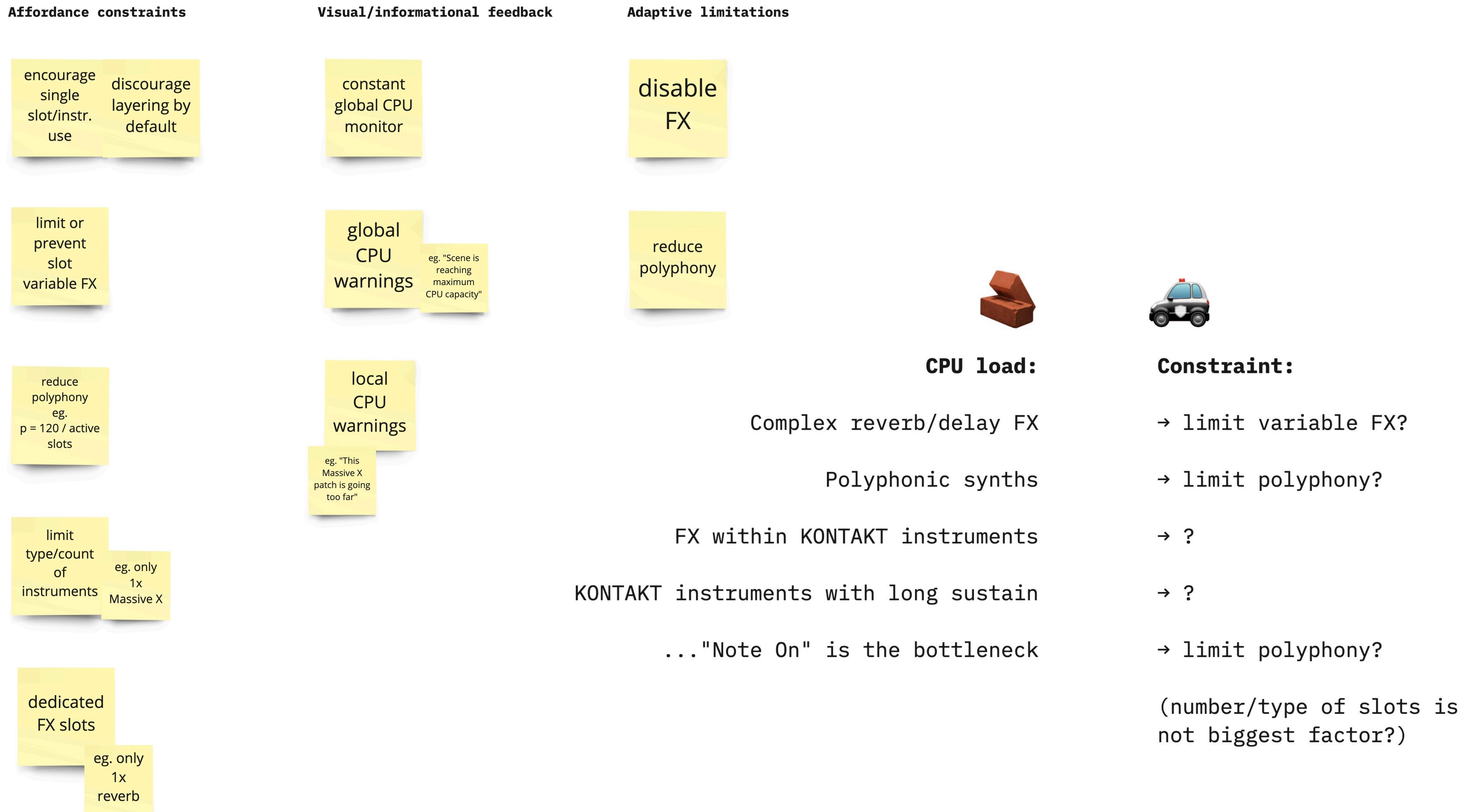
Ant Orant 7 months ago

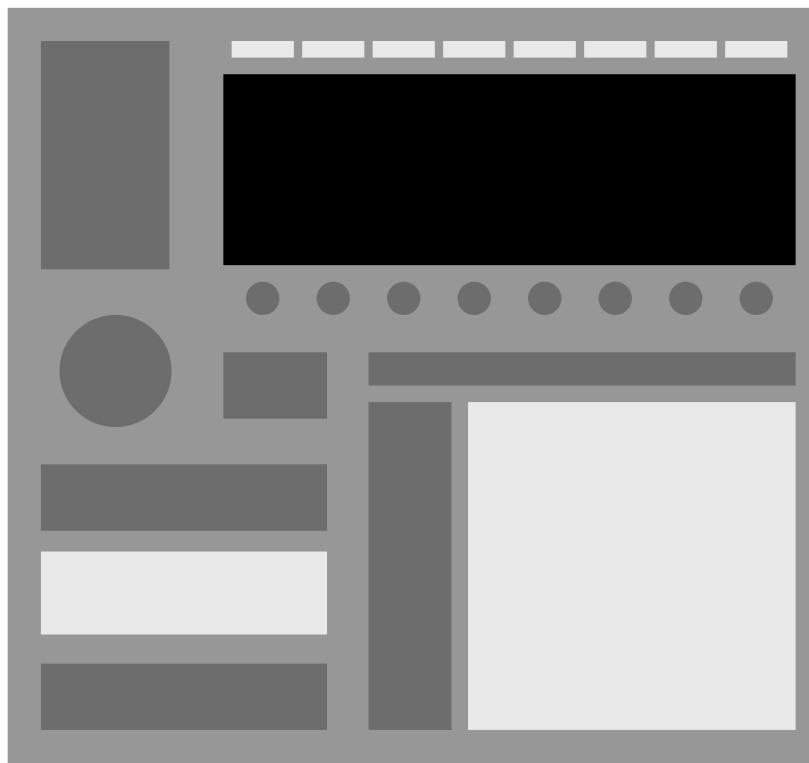
Basically this, but the visuals appear already on touch, not just on change.

[image.png](#) ▾

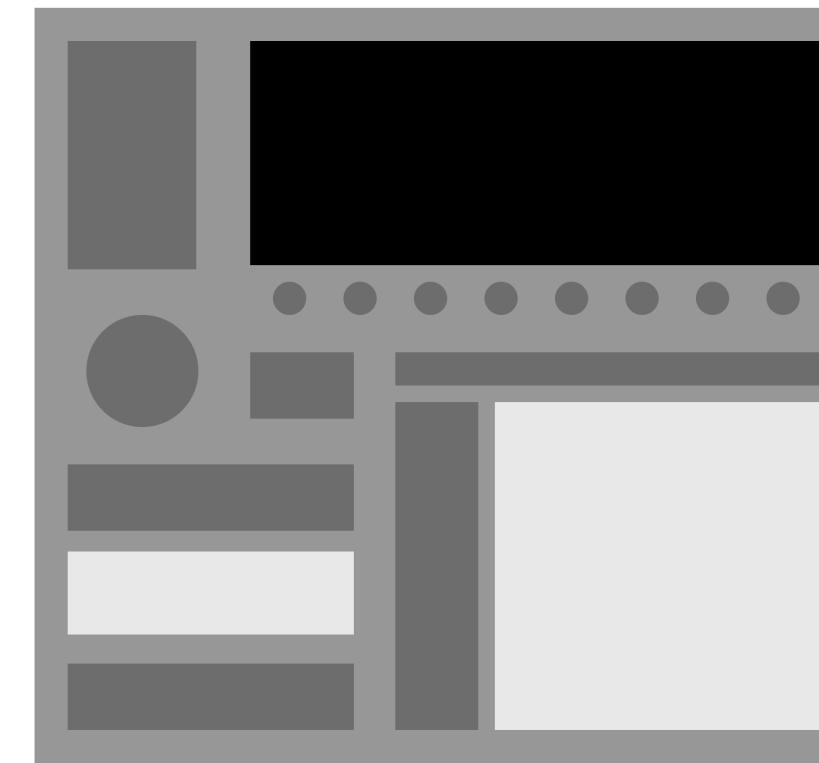
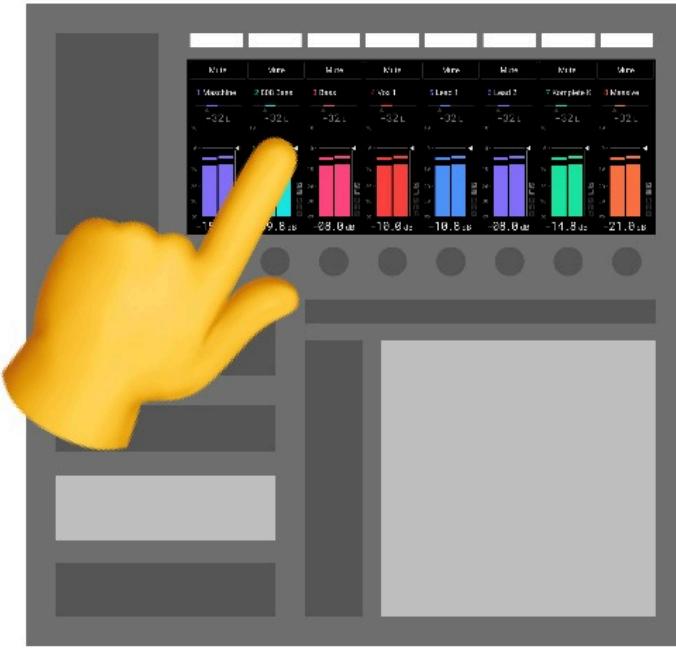


How might we discourage/prevent CPU overload and audio dropout while maintaining creative flexibility?

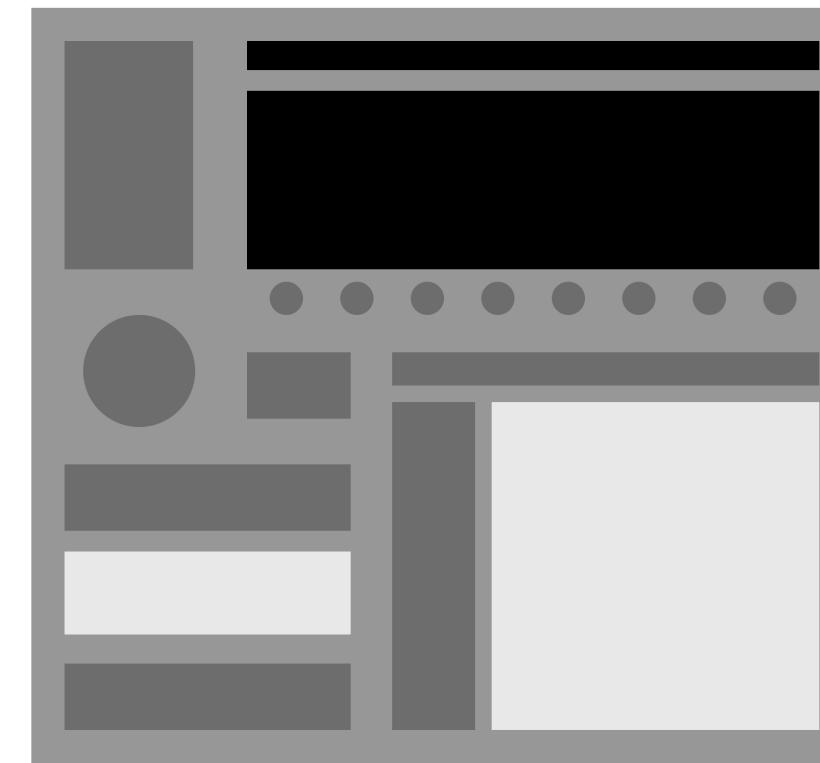




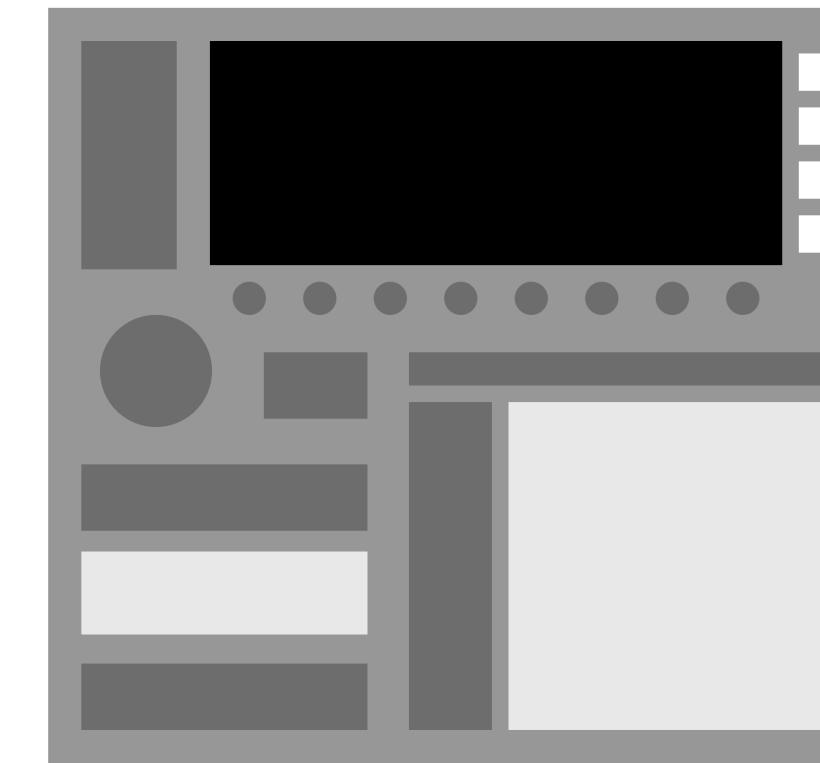
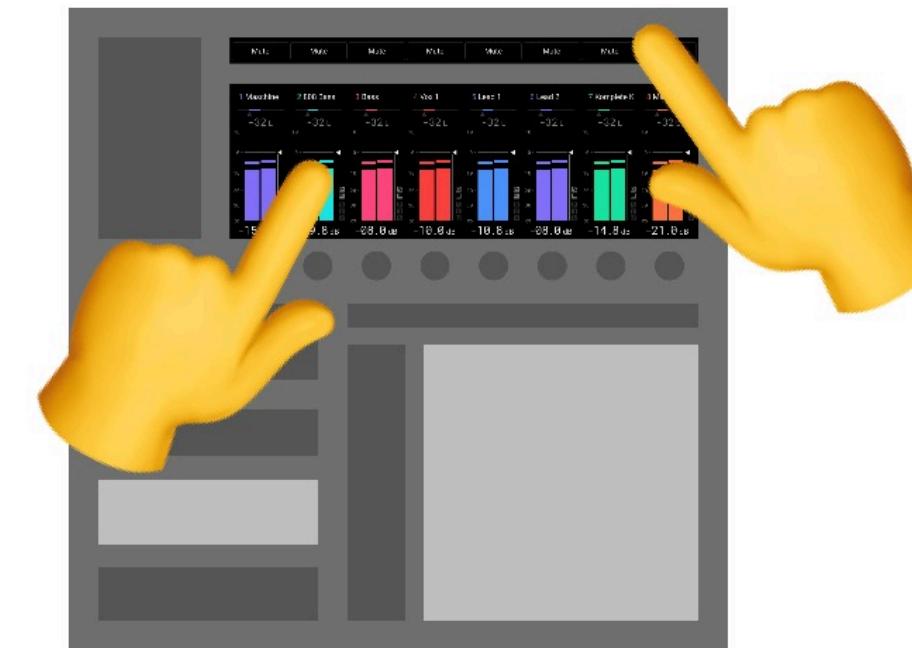
Touchscreen
+ eight soft buttons



Touchscreen



Touchscreen
+ touchbar

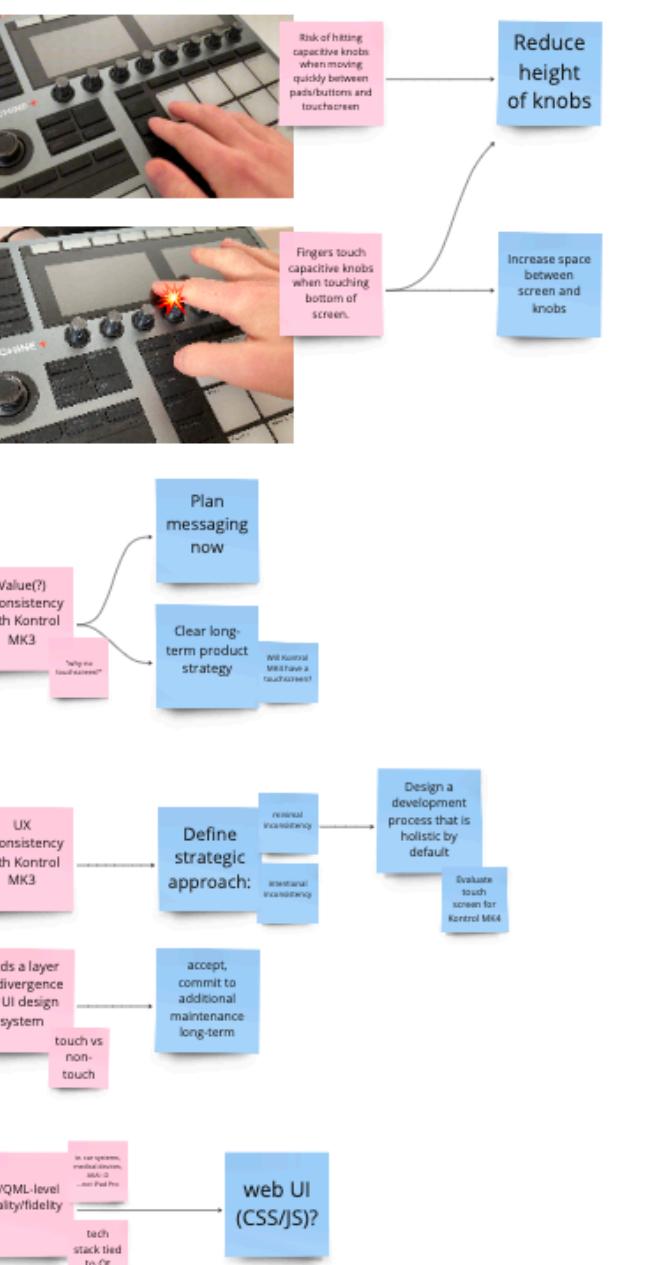
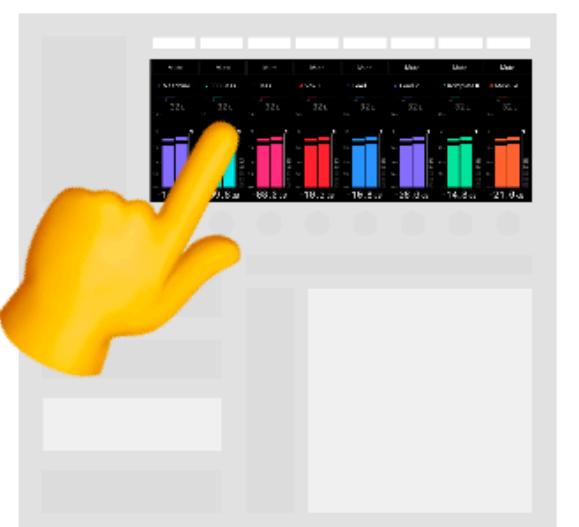


Touchscreen
+ four soft buttons

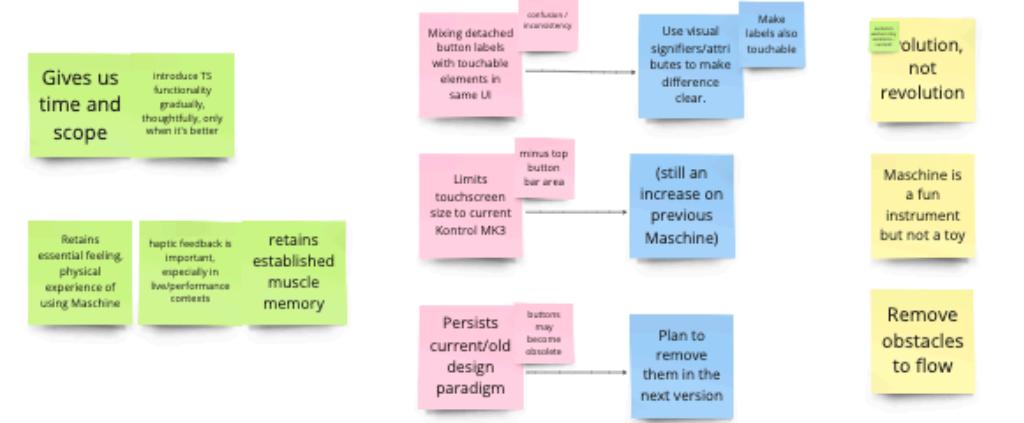




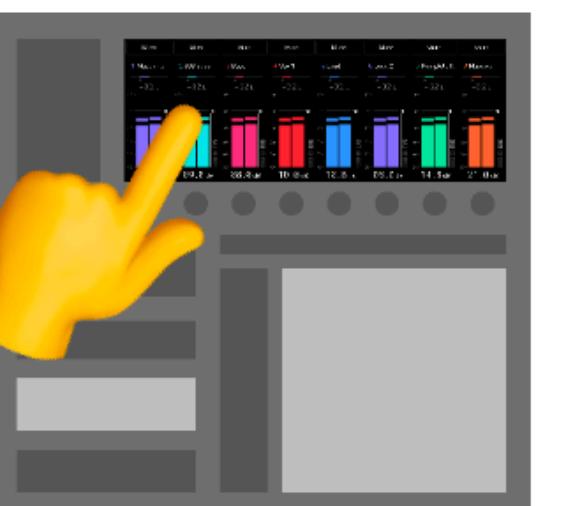
If touchscreen... (in general)



Either: Touchscreen + eight soft buttons



Or: Touchscreen (no buttons)





pinch to zoom/scale

discrete (snapping, in-out) vs continuous zooming
Marcel needs precise as oppose against discrete(snapping)

Drag to select Events

Drag to move selected Events

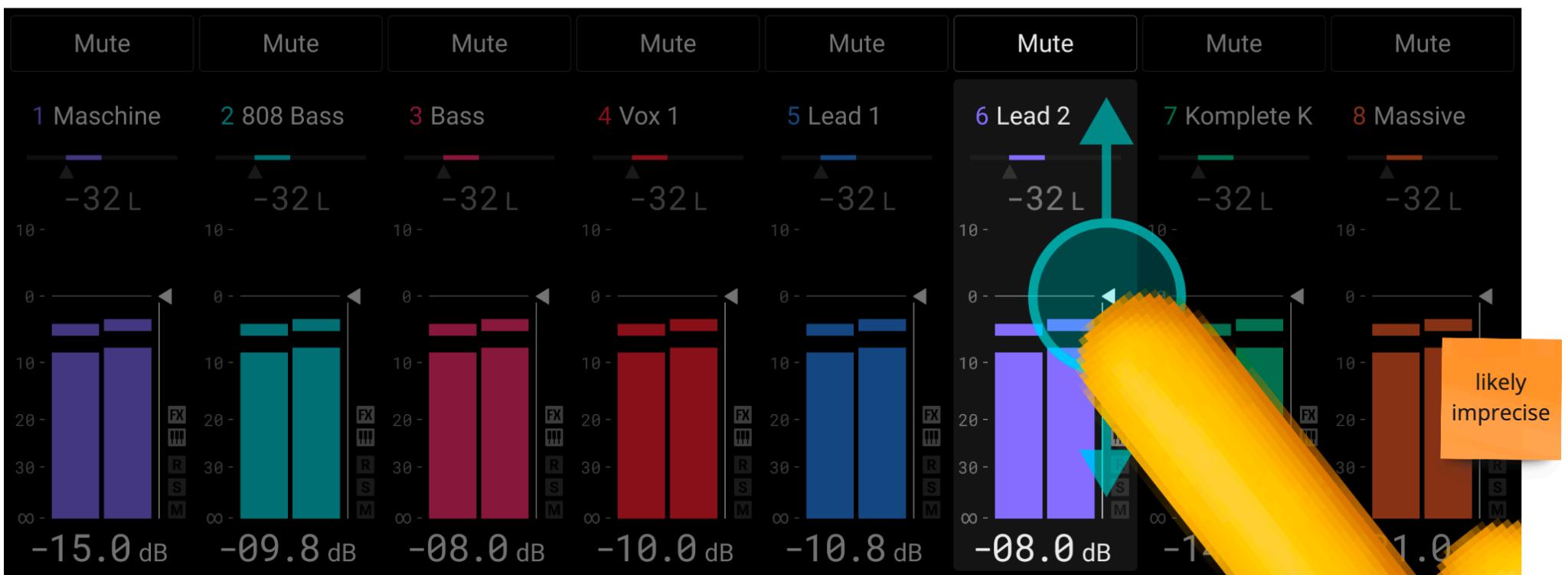
needs more thought

double-tap + drag up/down to zoom

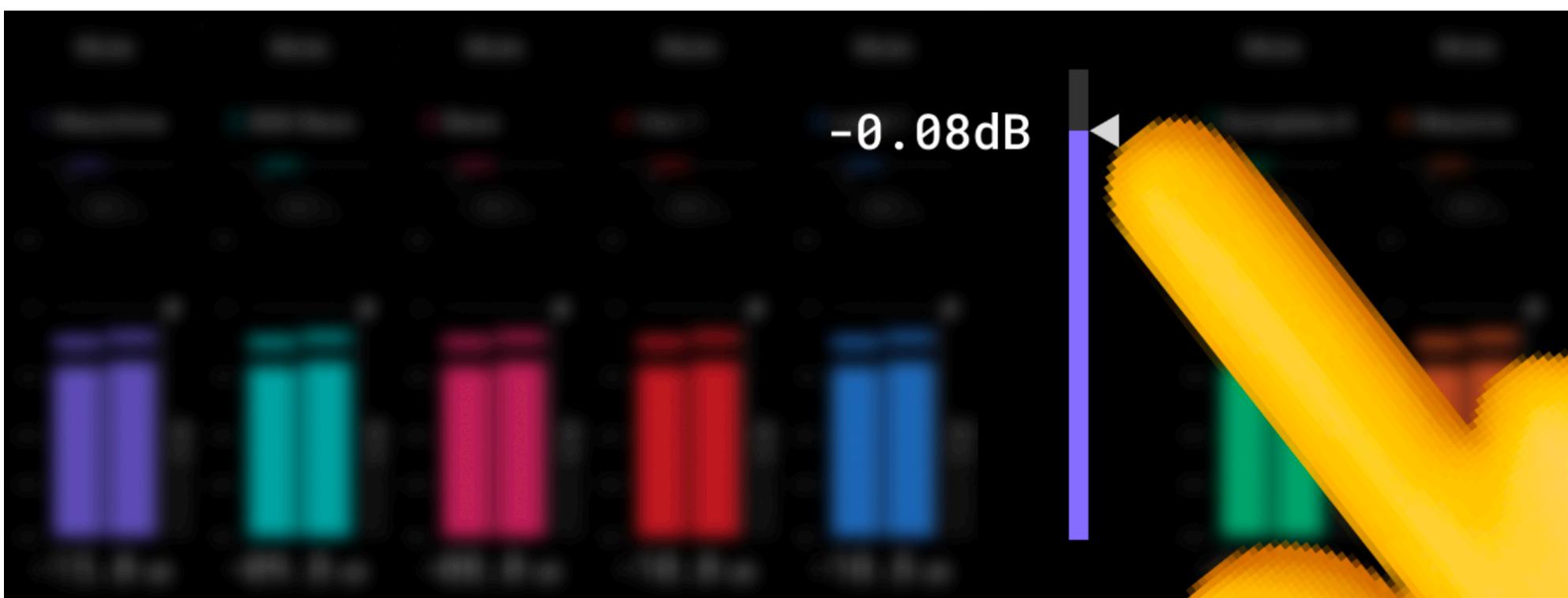
Two-finger box drawing to select Events

Overlay controls to move selected Events

Adjust level up/down



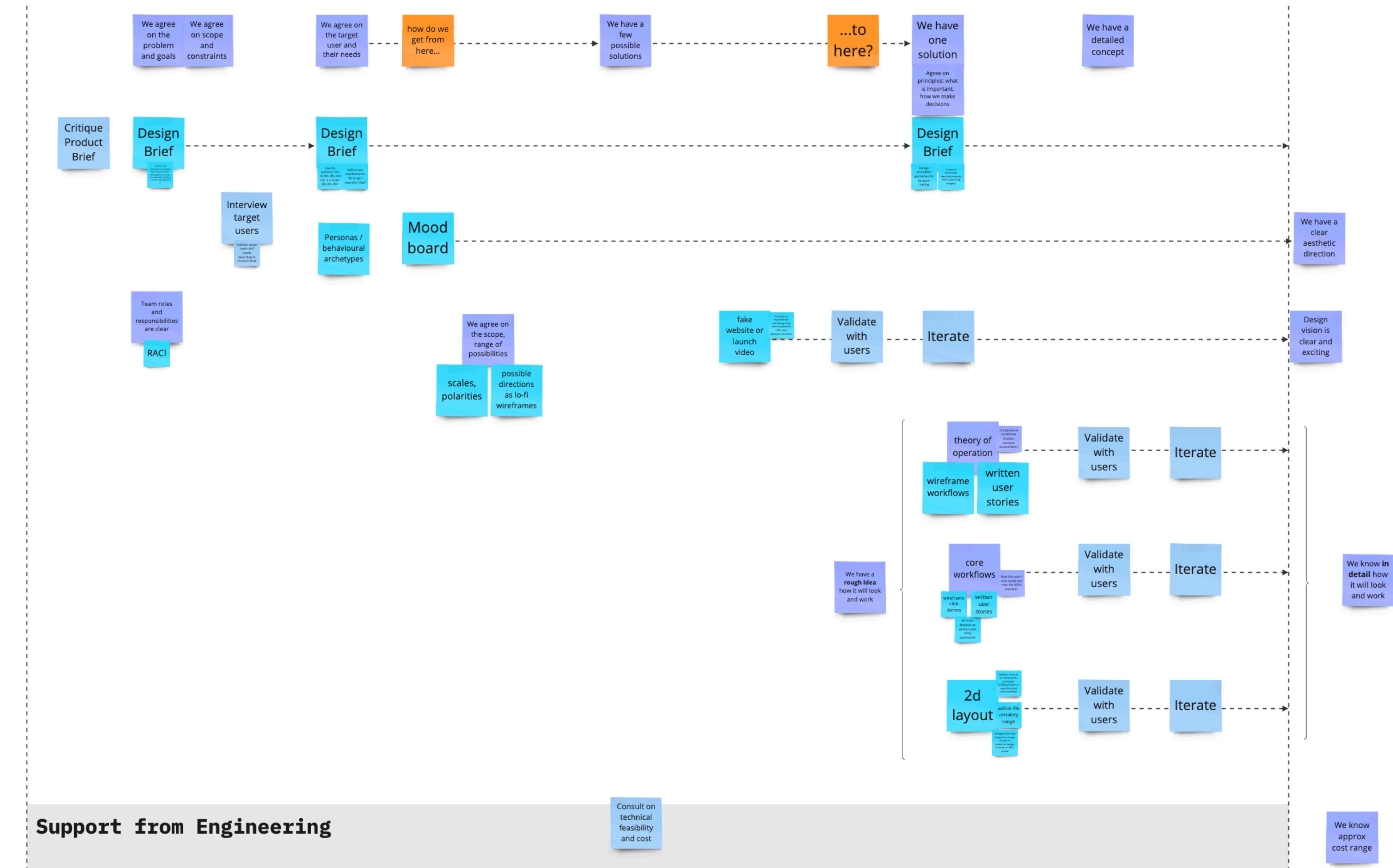
Press and hold for precise control

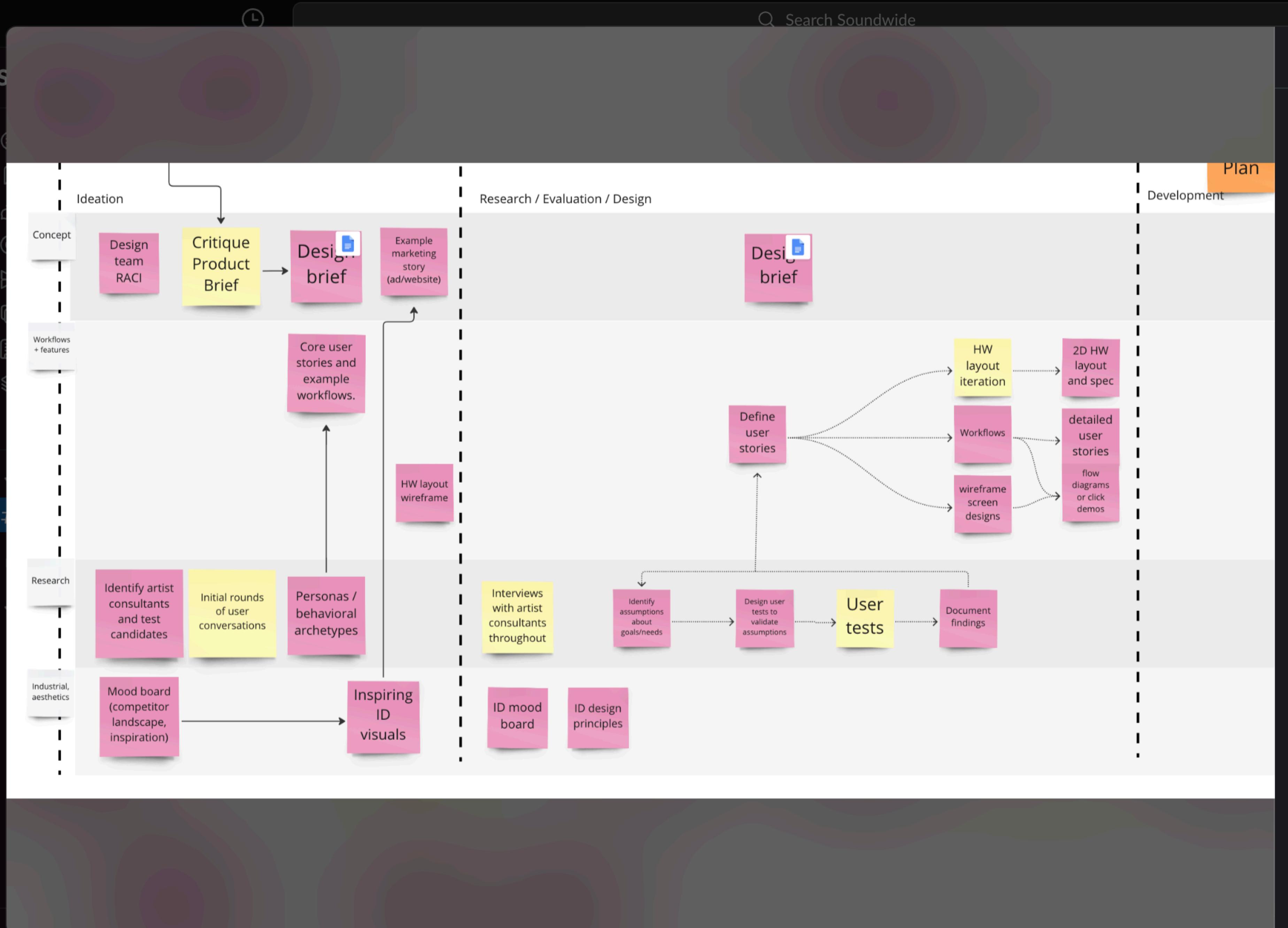


ACTIVITY	OUTPUT	OUTCOME
Do the thing	Artifact, tangible deliverable	e.g. "The user needs Design's intention"

IDEATION

Kickoff ➔ Exit





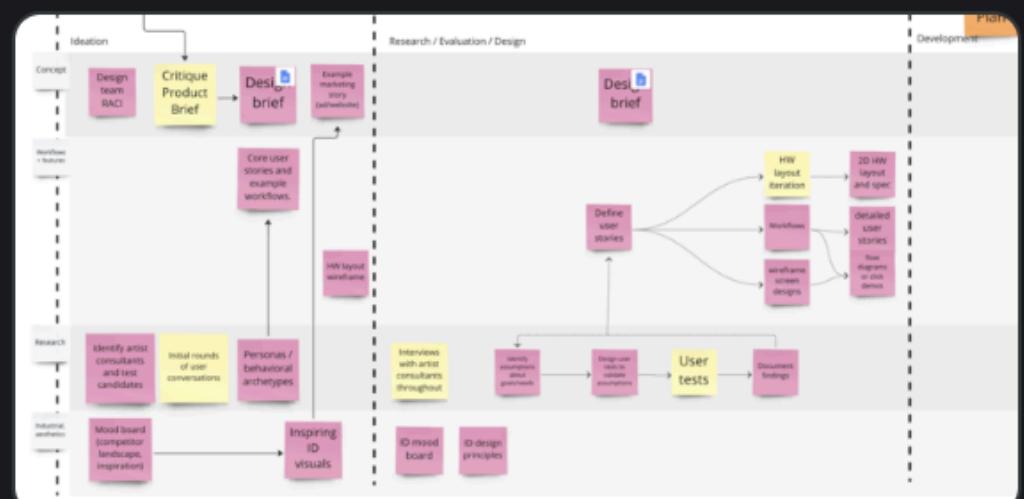
Thread



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

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 @ ajo.design