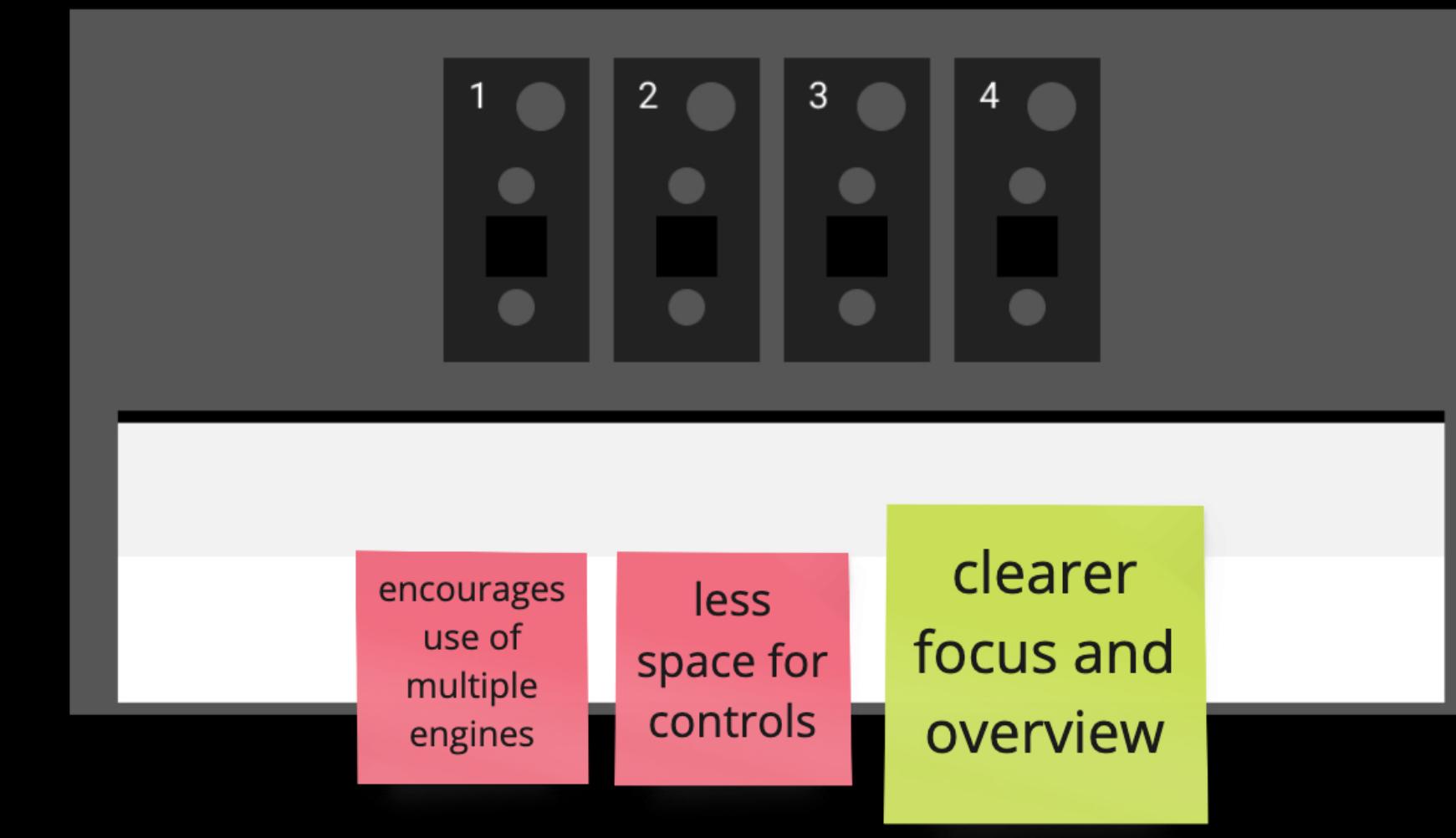
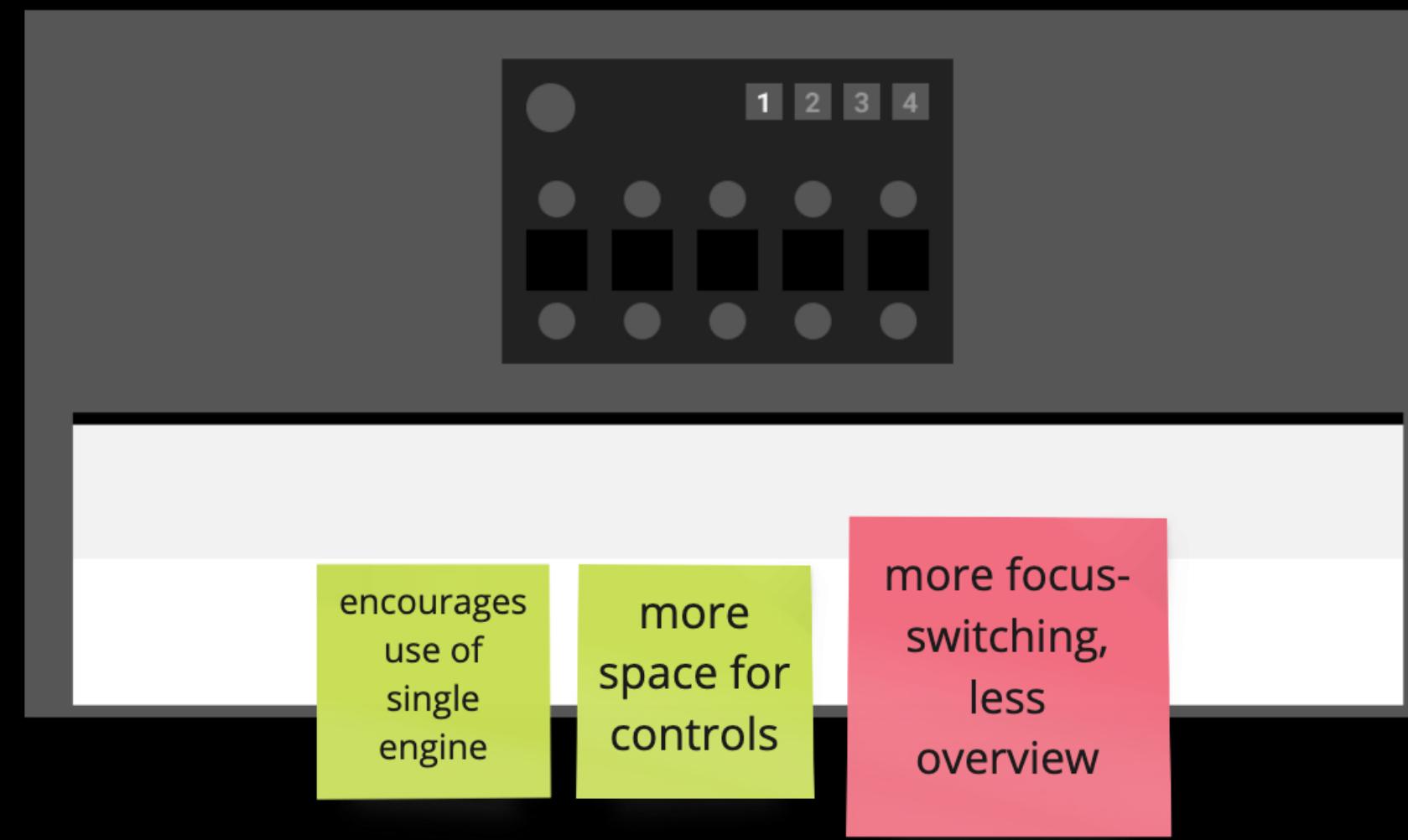
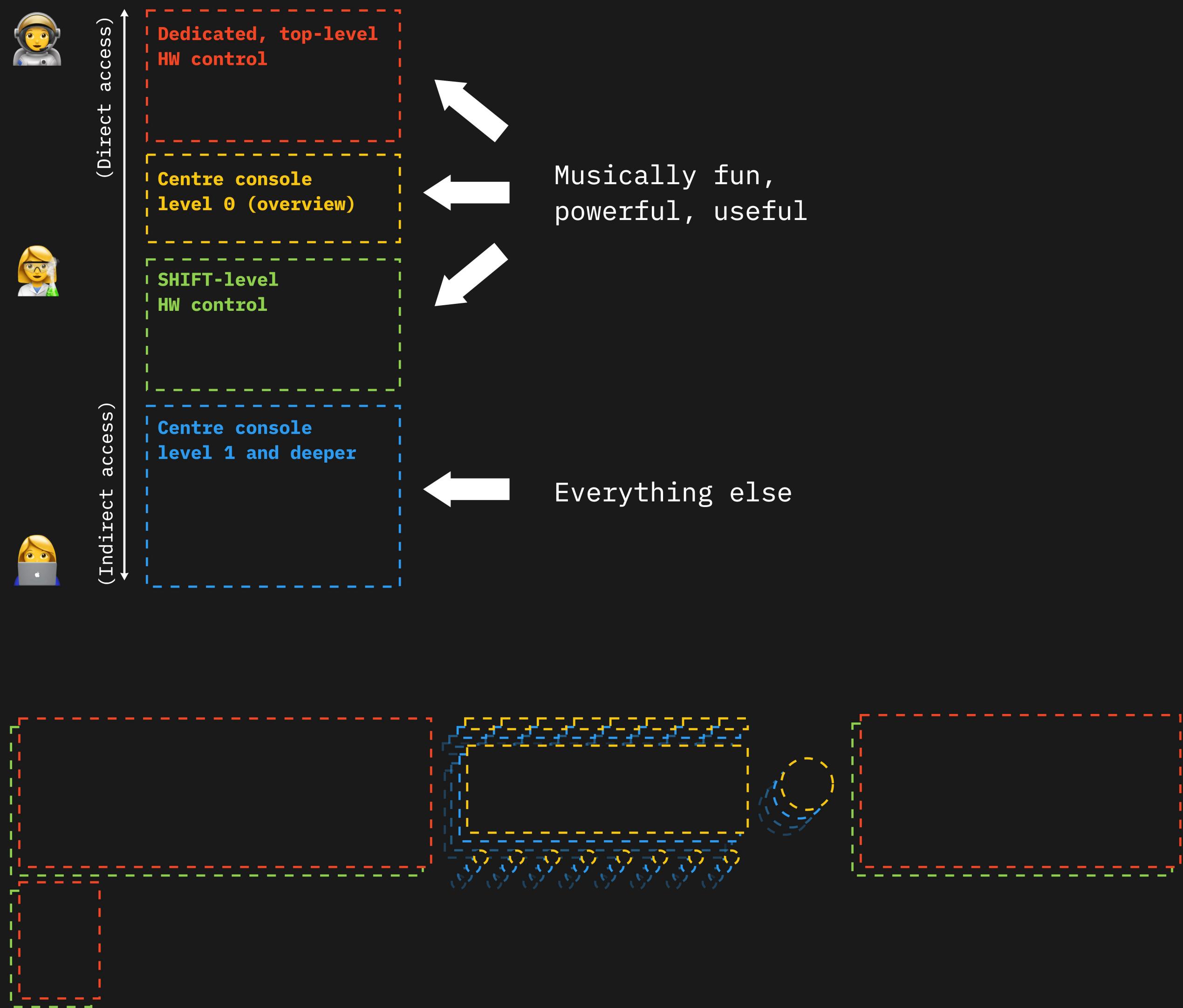


# Scrapbook

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

Defining layout principles for keyboard hardware...





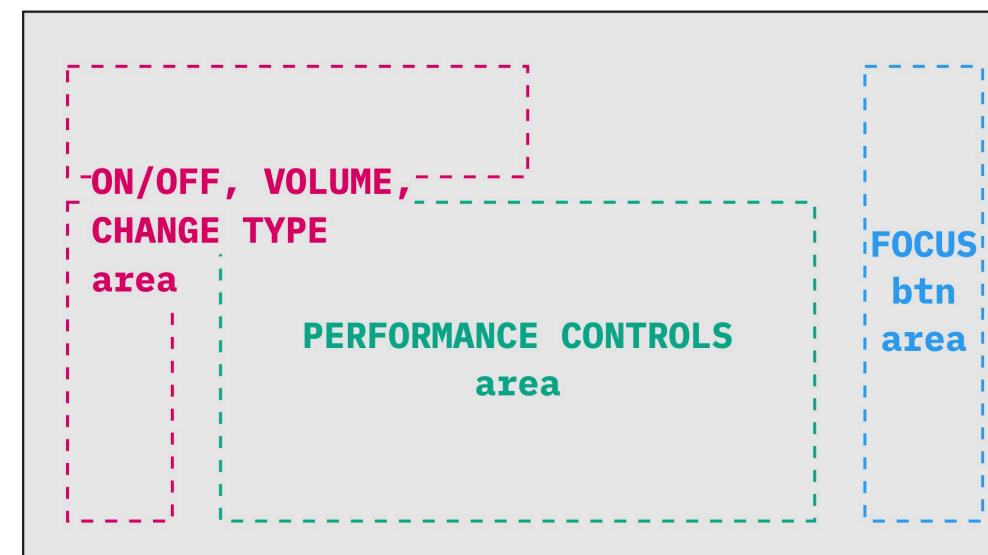
# Creating a safe playground with mirrored section layouts

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

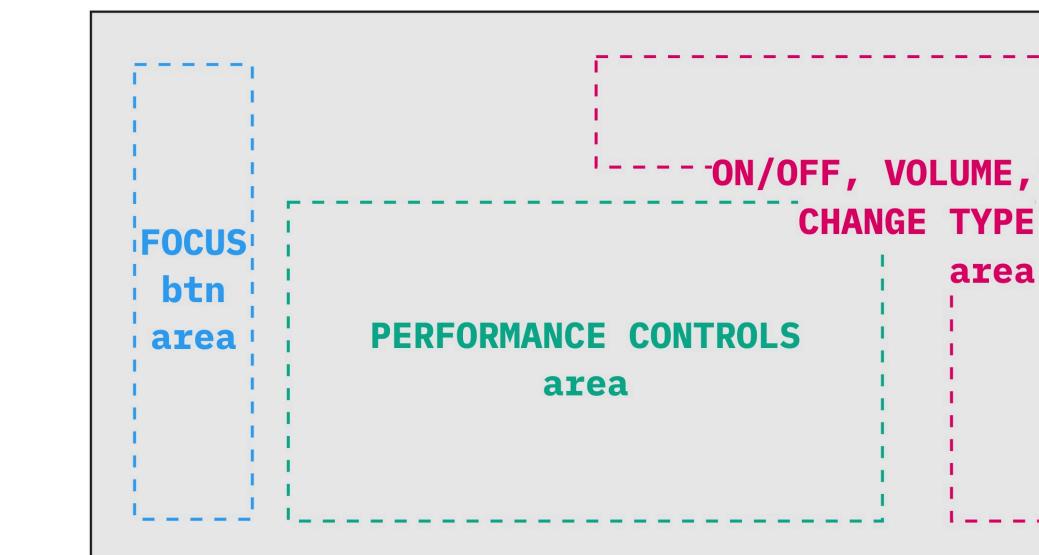
Performance controls will be used quickly, spontaneously.  
Position closer than top-level controls to avoid accidental "breaking change" touch.

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

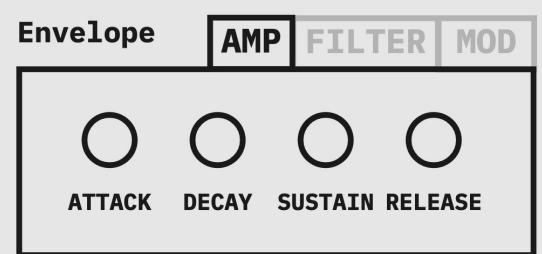


Designing a hardware interface for a software synth...

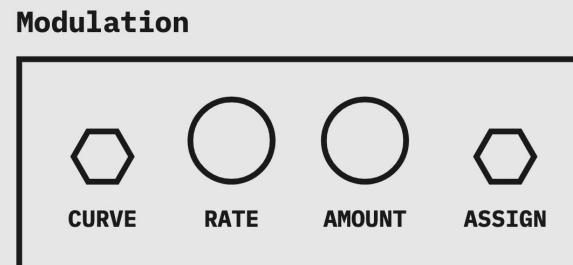
# How to surface assignable envelope/modulation modules in a fixed hardware layout?

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

First idea:

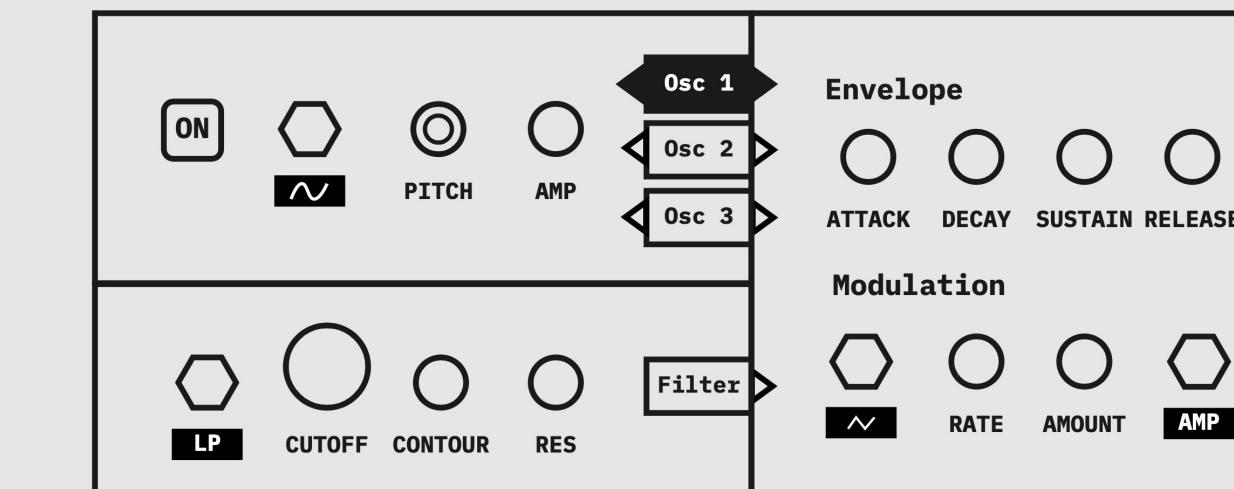


Only one AMP envelope for all three oscillators. Not possible to set envelope per oscillator.



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

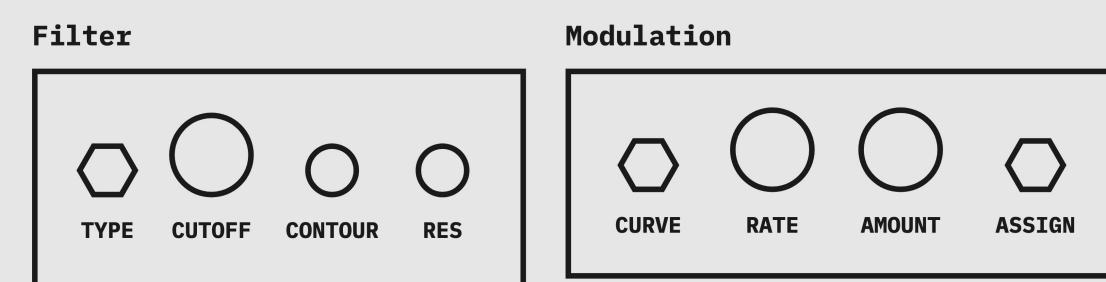
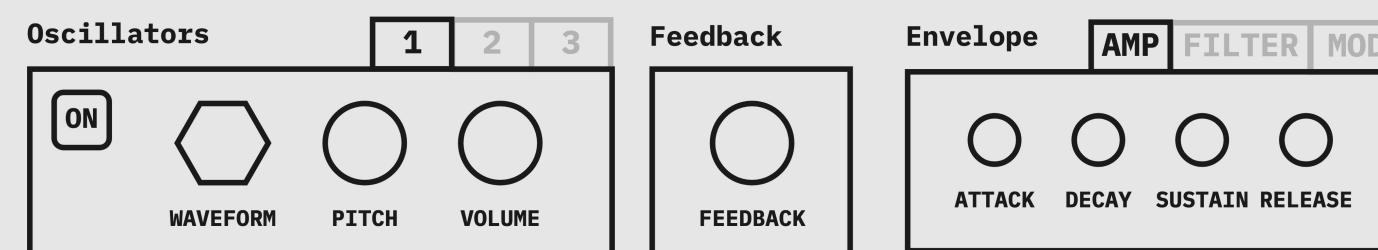
Better?



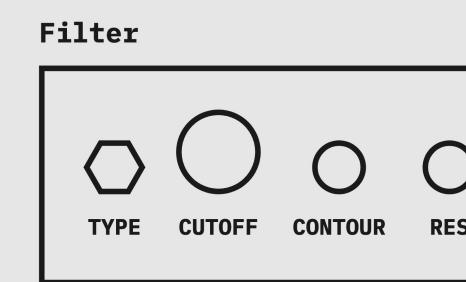
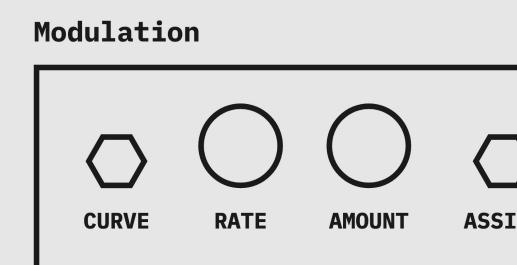
OSC1, OSC2, OSC3 and Filter each have a dedicated envelope and modulation. This opens up much more creative possibilities. (Synth has four envelopes and four modulators, so this works nicely.)

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).

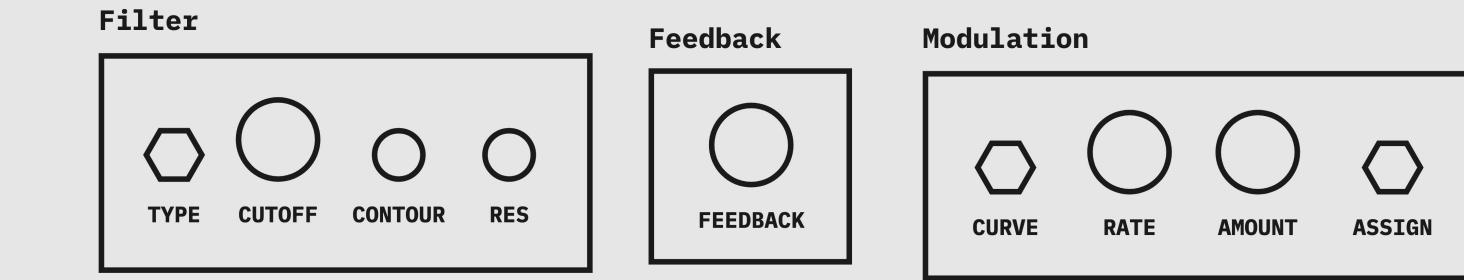
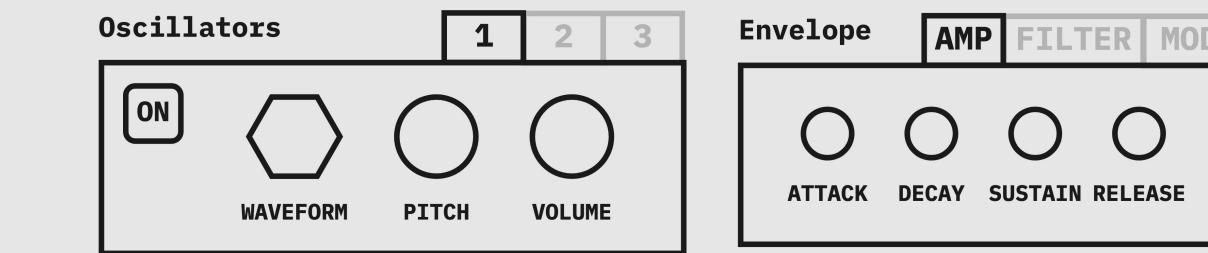
layout option A



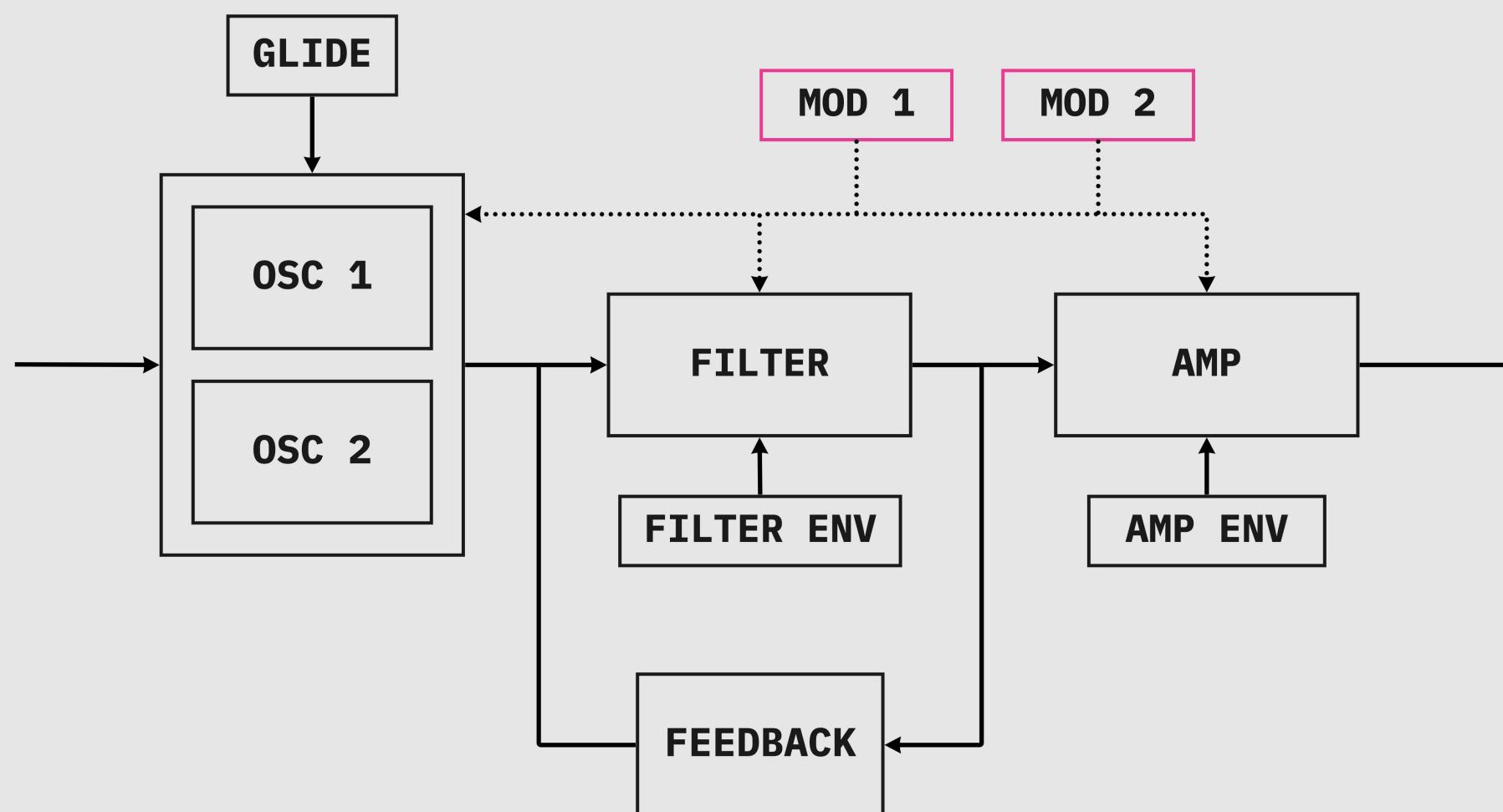
layout option B



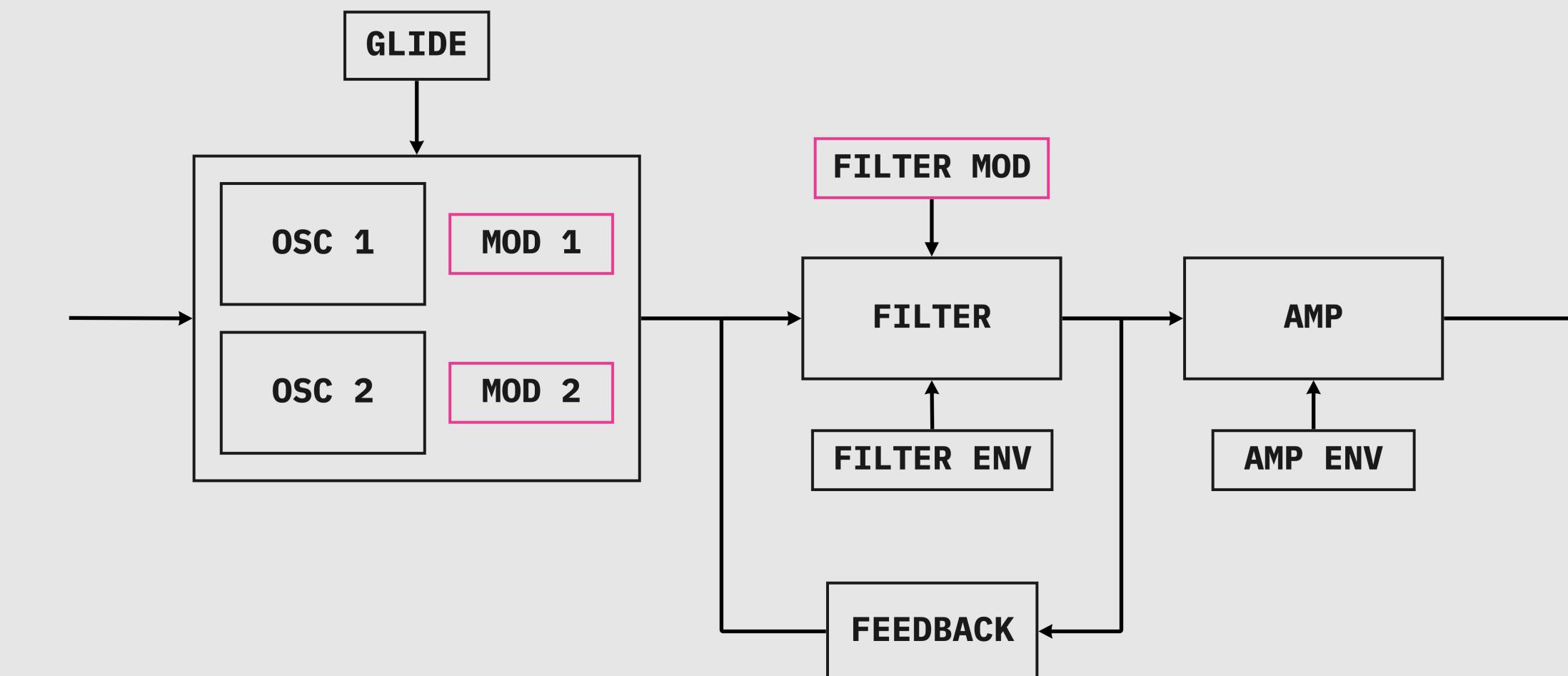
layout option C

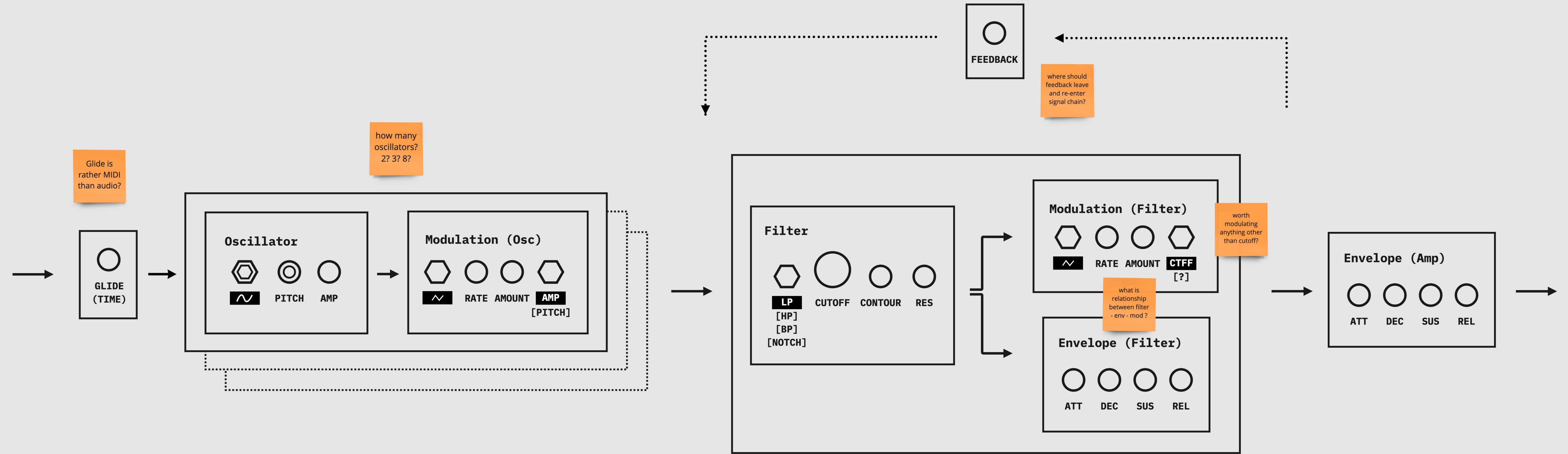


2x assignable modulation



3x dedicated modulation





Scoping touch interactions...

**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**

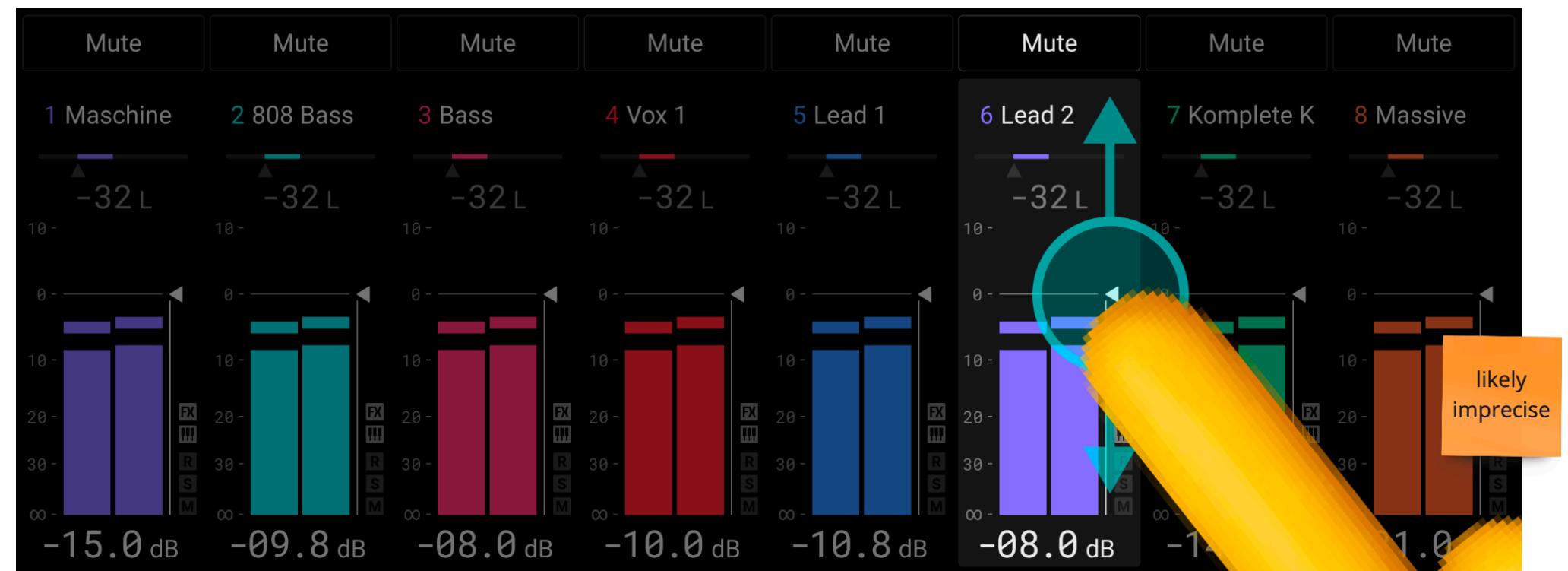
needs more thought

**double-tap + drag up/down to zoom**

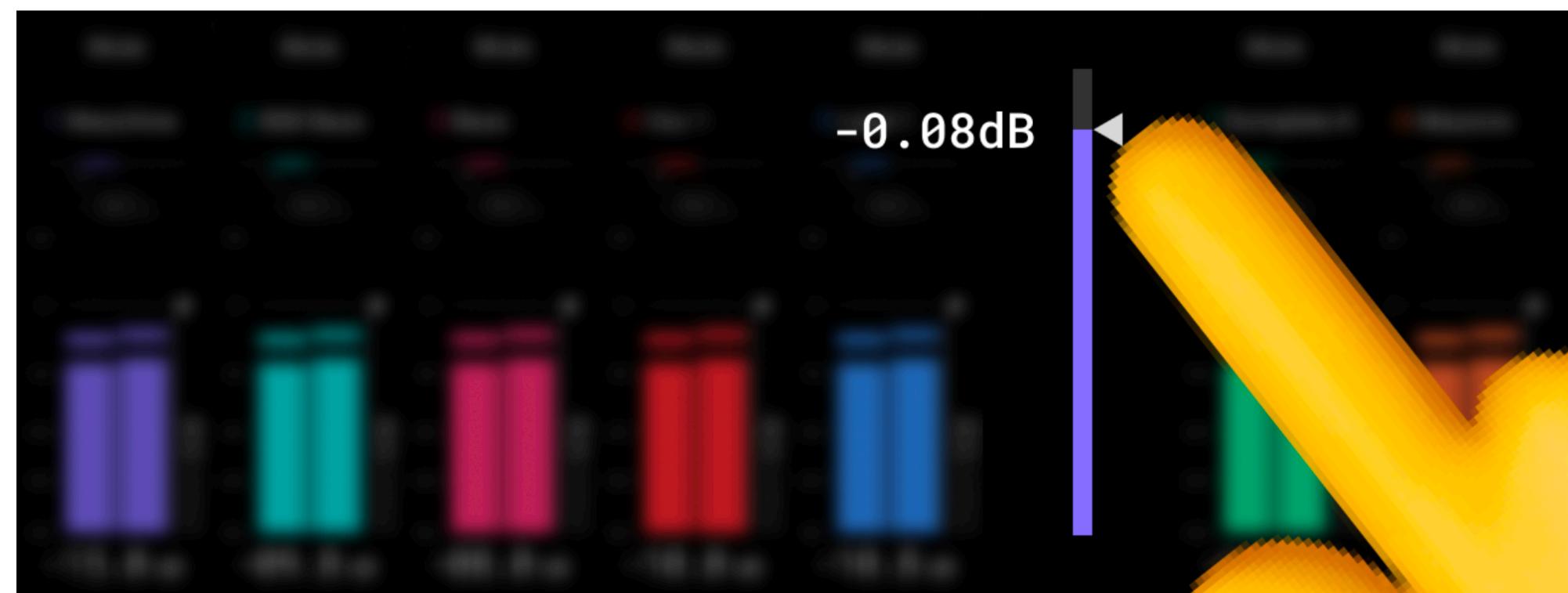
**Two-finger box drawing to select Events**

**Overlay controls to move selected Events**

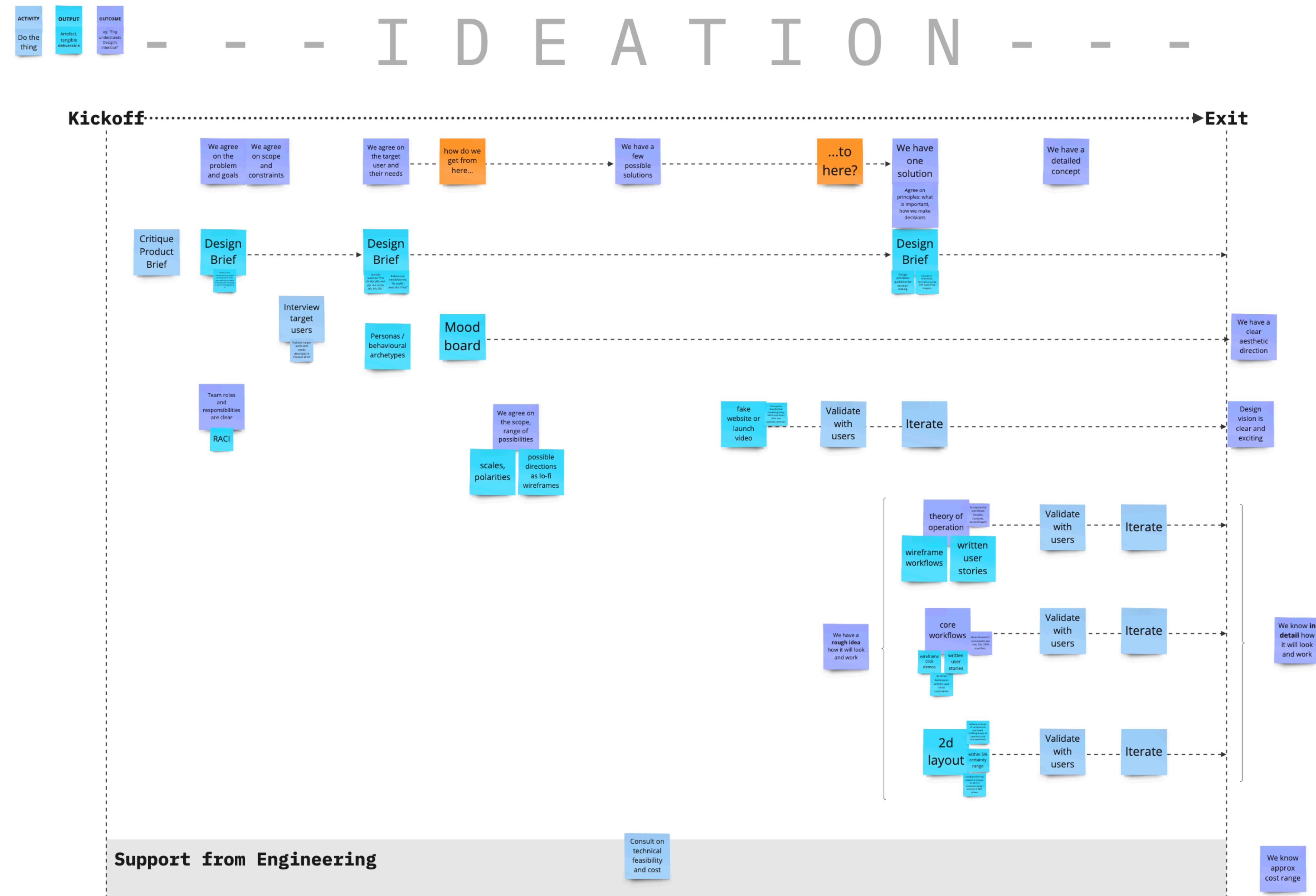
**Adjust level up/down**

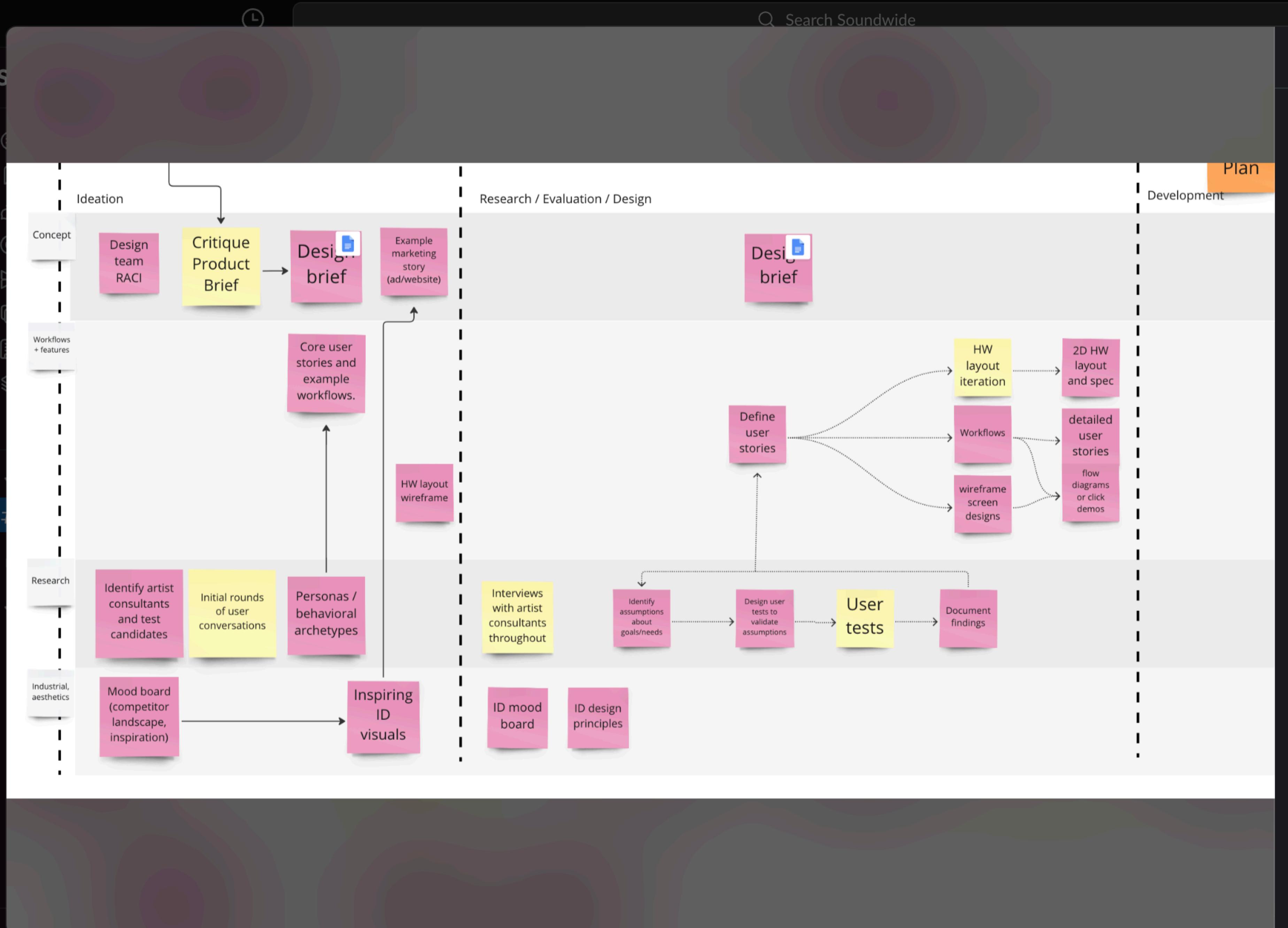


**Press and hold for precise control**



Defining “ideation”...





## Thread

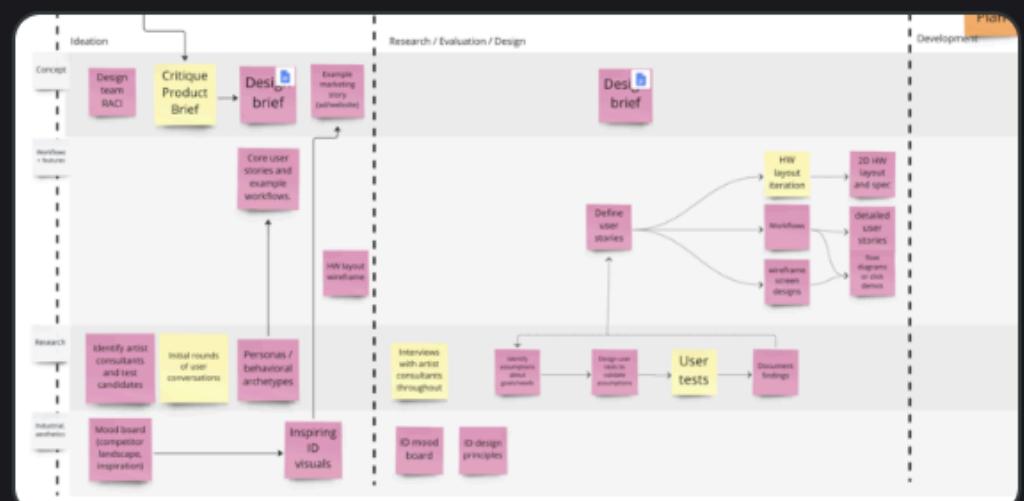


**Ant Orant** 5 months ago

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

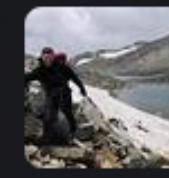
defining ideal



**Ant Orant** 5 months ago

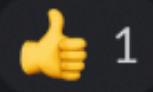
The tagging of everyone here is just to make sure you're aware, and invite contribution :)

Optimising meetings...

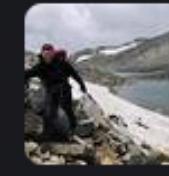


**Ant Orant** 9:57 AM

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.

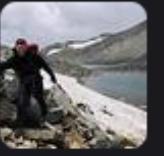
This is an expensive meeting. Please be mindful of time.

(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 Orant** 1:11 PM

Following up on our conversation from Monday, I have a proposal:

- Slack standups are a normal, common thing. We could try it for three weeks, and then review/revert.
- The Slack standup would be at midday Monday, in this channel.
- Suggested format is:
  - What did you accomplish last week?
  - What are you working on this week?
  - Anything blocking your progress?
  - How do you feel?
- It would replace the Maschine design standup.
- We'd remove the standup part from the fortnightly hardware design sync, optimising that time for connection, show-and-tell, deep dives.

Hit if you want to try it. Hit if not.



Feedback from peers:

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.

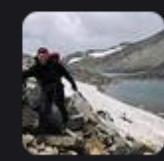
I would say it is this that gives me great confidence in his ability to help realize truly great products.

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 @ ajo.design