!Portfolio*

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

Ant Orant 2023

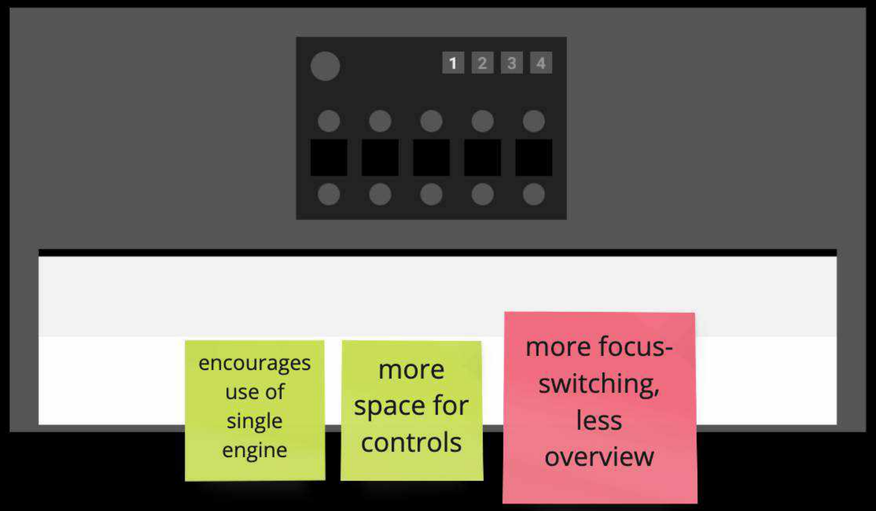
NATIVE INSTRUMENTS

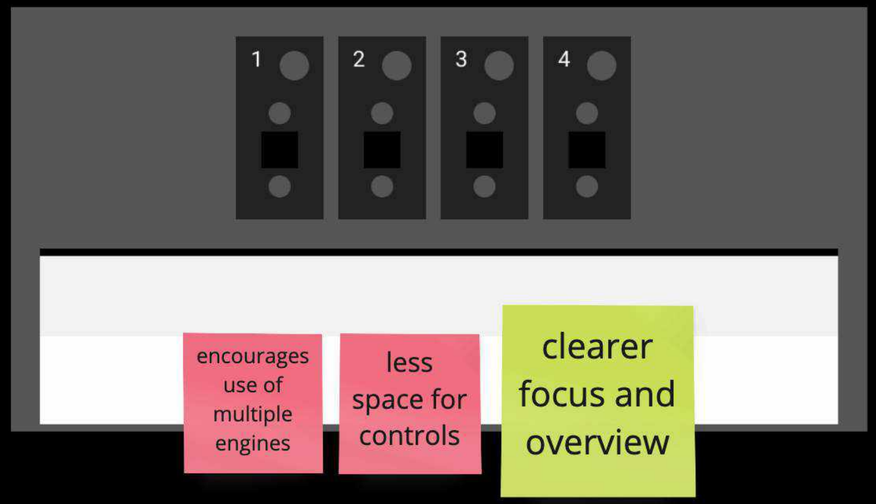
Product Concept Design 2021-2023

Shaping the product story…

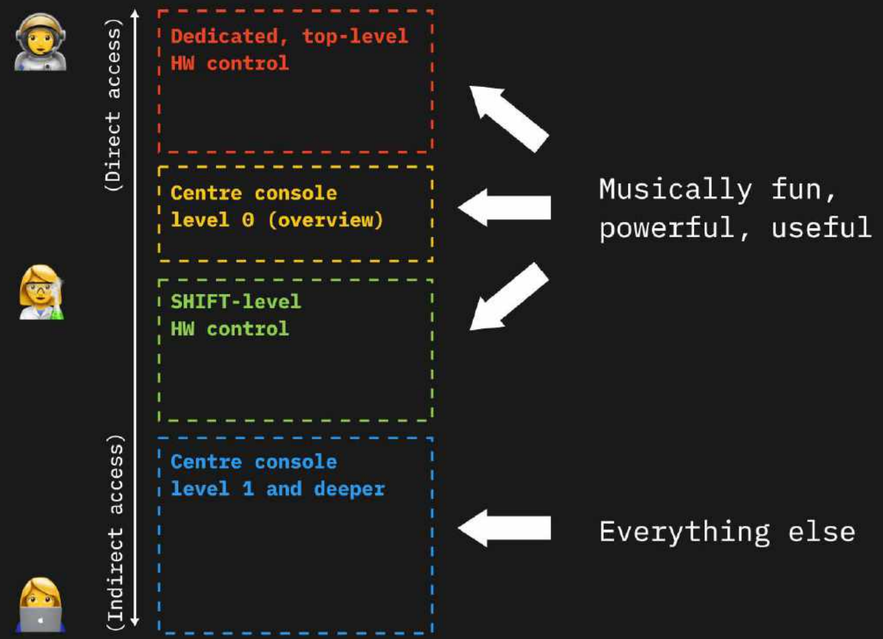
Shaping the product story…

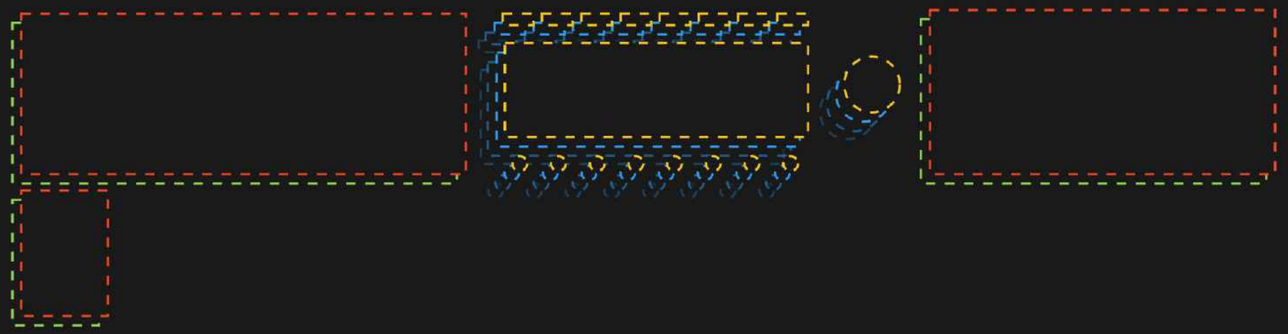
Defining layout principles for instrument controls…





Defining layout principles for instrument controls…





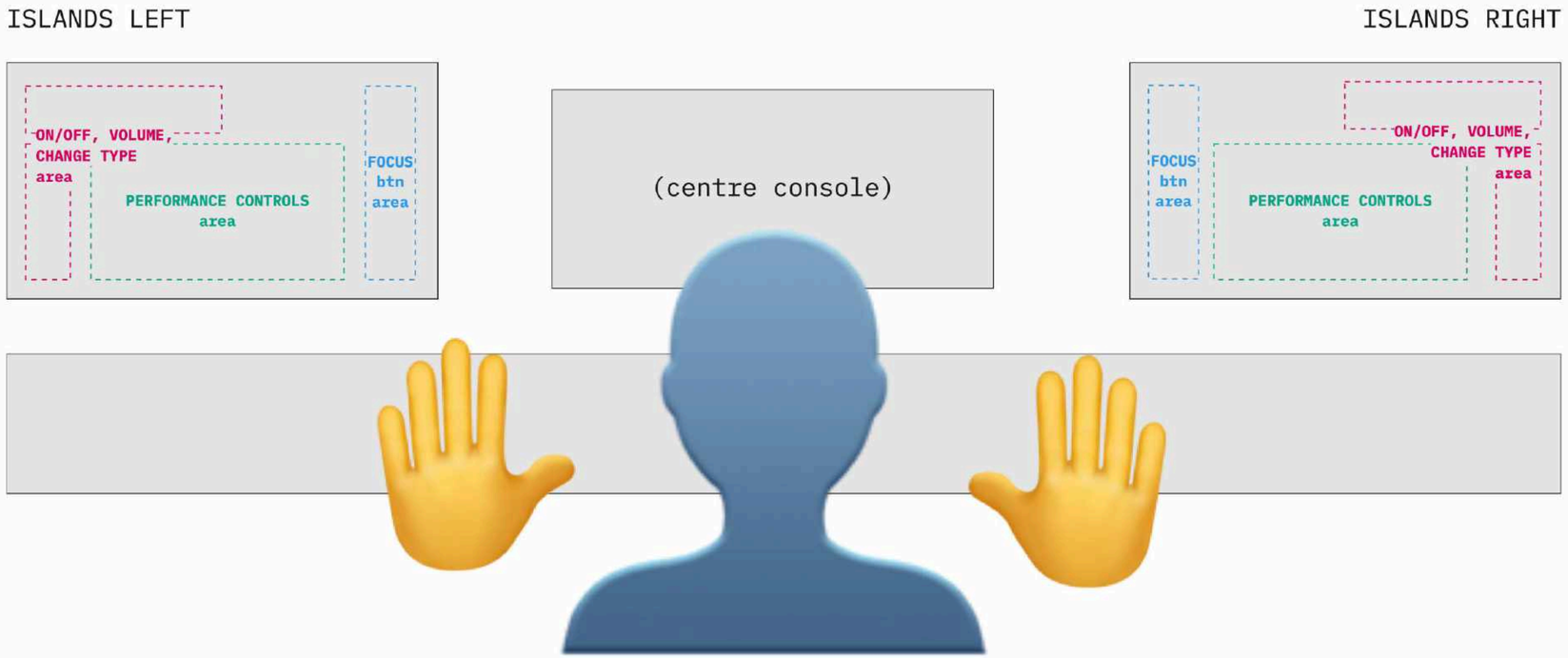
Defining layout principles for instrument controls…

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.

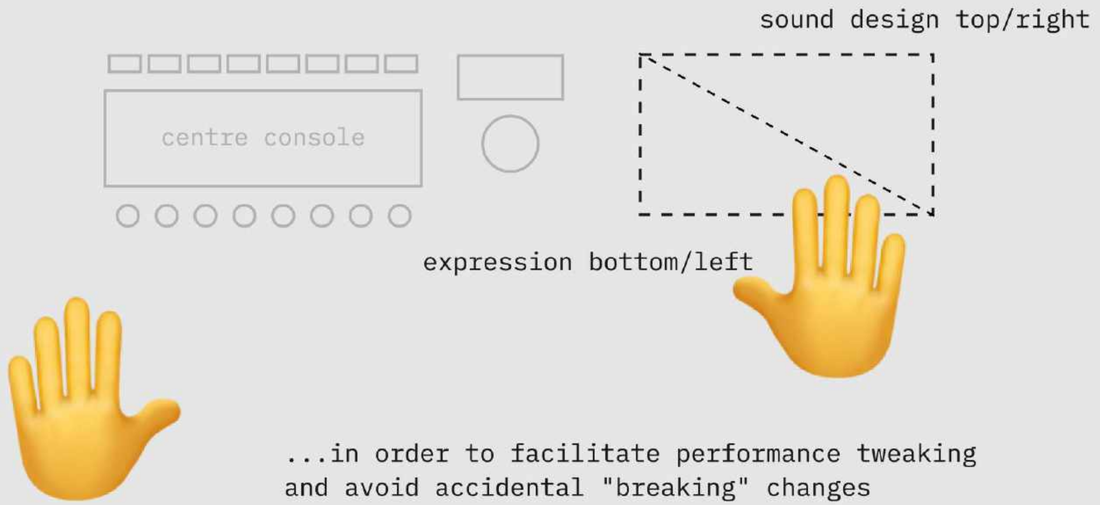
FOCUS button will be used often, spontaneously.
Position closest to screen and hands, to avoid accidental touch of performance or top-level controls



Designing a hardware interface for a software synthesizer…

Layout considerations:

1- Optimise for performance access/safety:



...in order to facilitate performance tweaking
and avoid accidental "breaking" changes

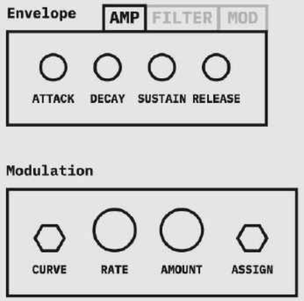
2- Layout should reflect signal flow

Designing a hardware interface for a software synthesizer…

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

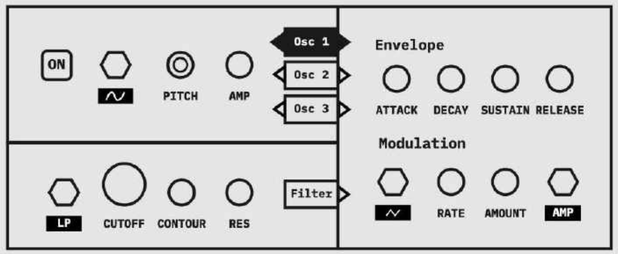
First idea:



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?

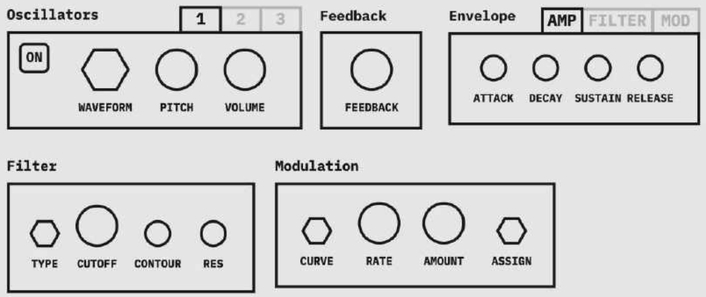


OSC1, OSC2, OSC3 and Filter each have a dedicated envelope and modulation. This opens up much more creative possibilities. (Synth has four envelopes and four modulators, so this works nicely.)

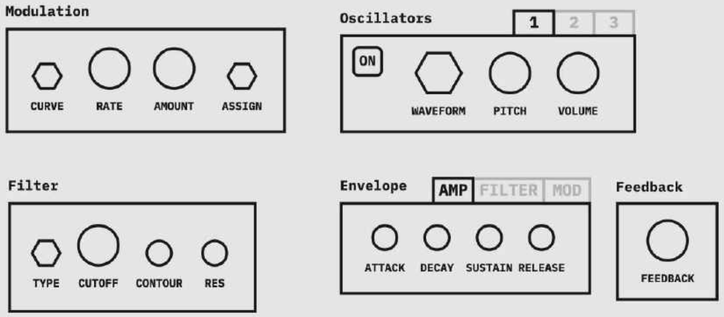
Each Modulation can be assigned only to a parameter of the respective module (eg. for OSC1: Pitch or Amp; for Filter: Cutoff, Contour or Res).

Designing a hardware interface for a software synthesizer…

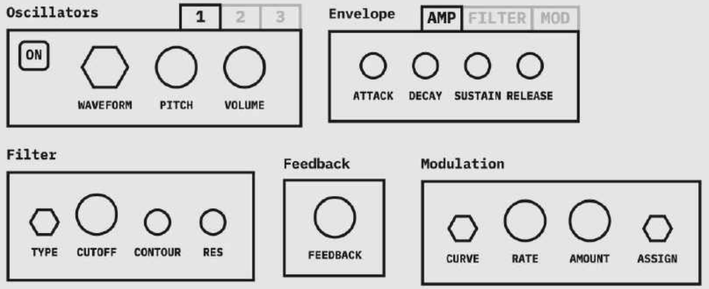
layout option A



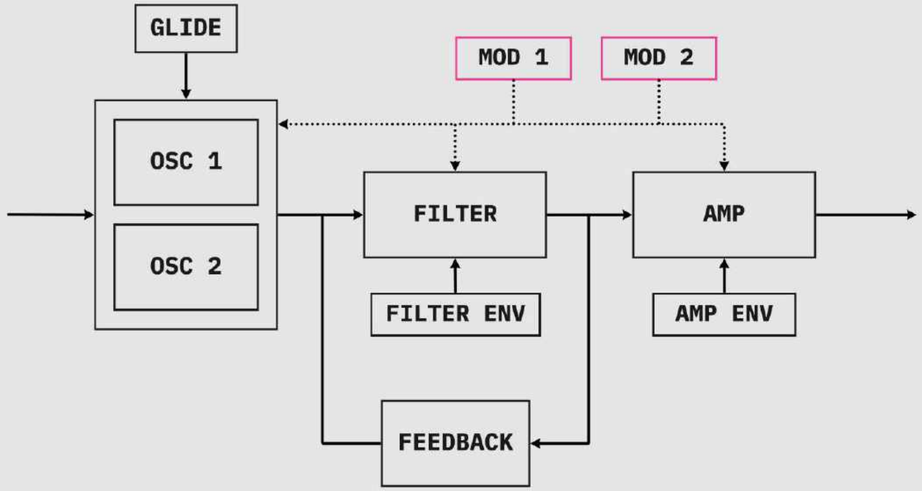
layout option B



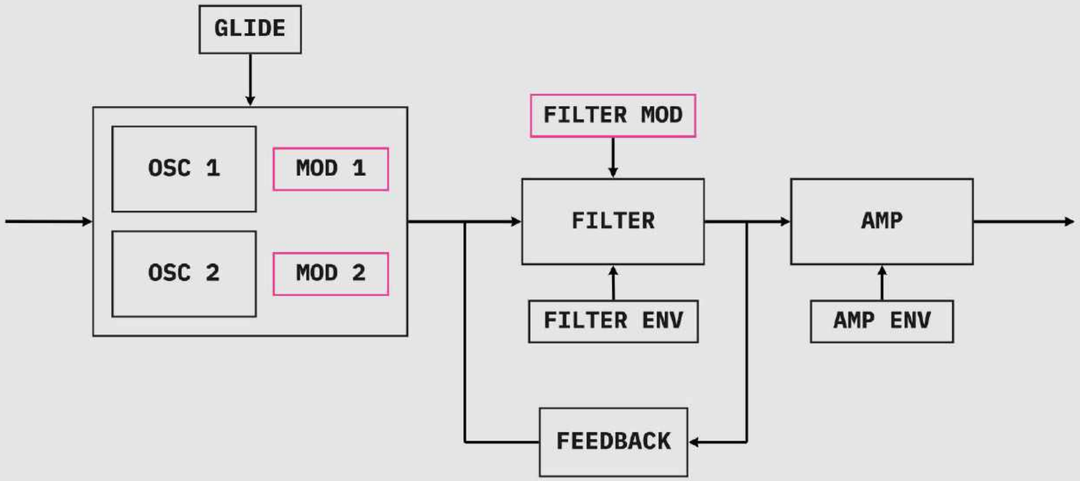
layout option C



2x assignable modulation



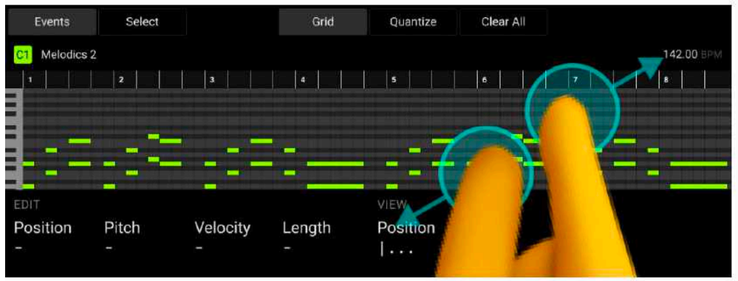
3x dedicated modulation



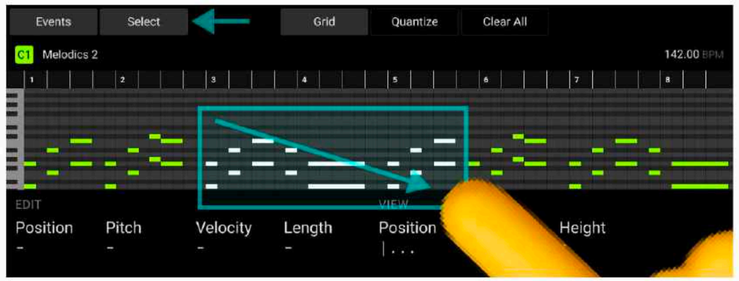
Scoping touch interactions…

discrete (snapping, in-out) vs continuous zooming

pinch to zoom/scale

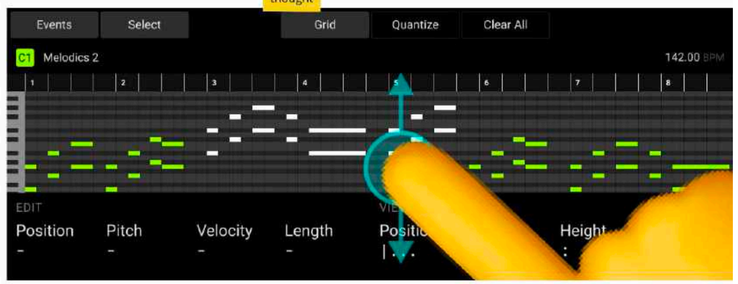


Drag to select Events

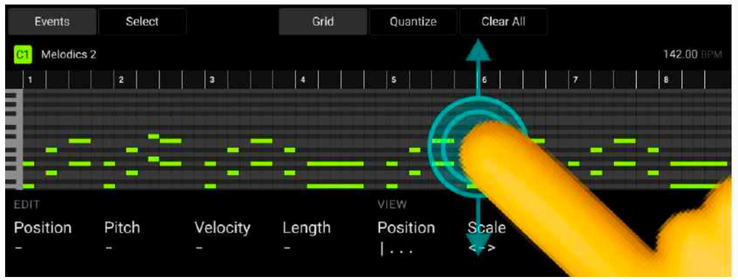


Drag to move selected Events

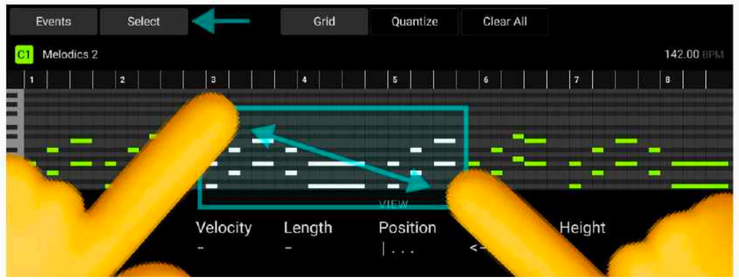
needs more thought



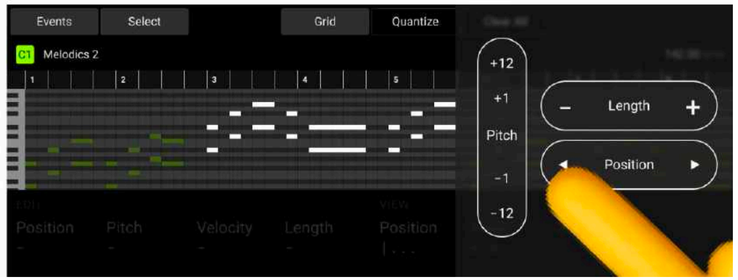
double-tap + drag up/down to zoom



Two-finger box drawing to select Events

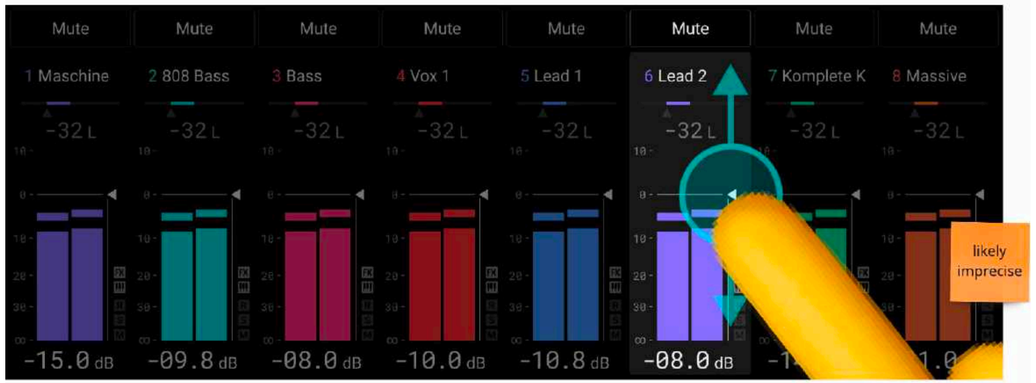


Overlay controls to move selected Events

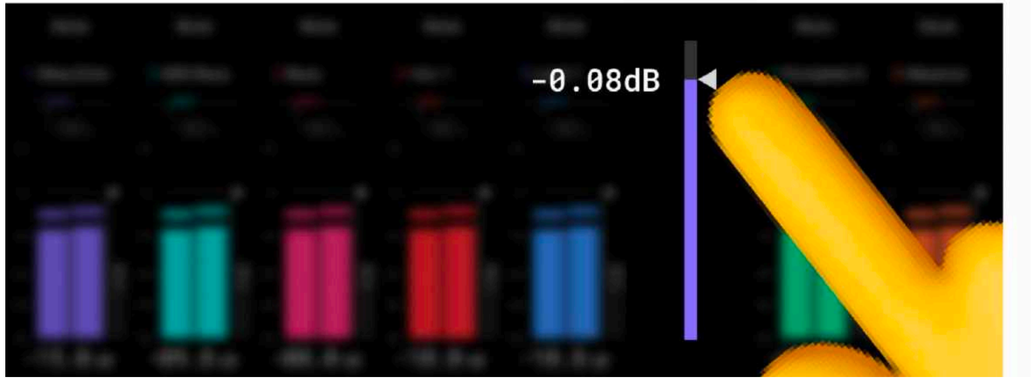


Scoping touch interactions…

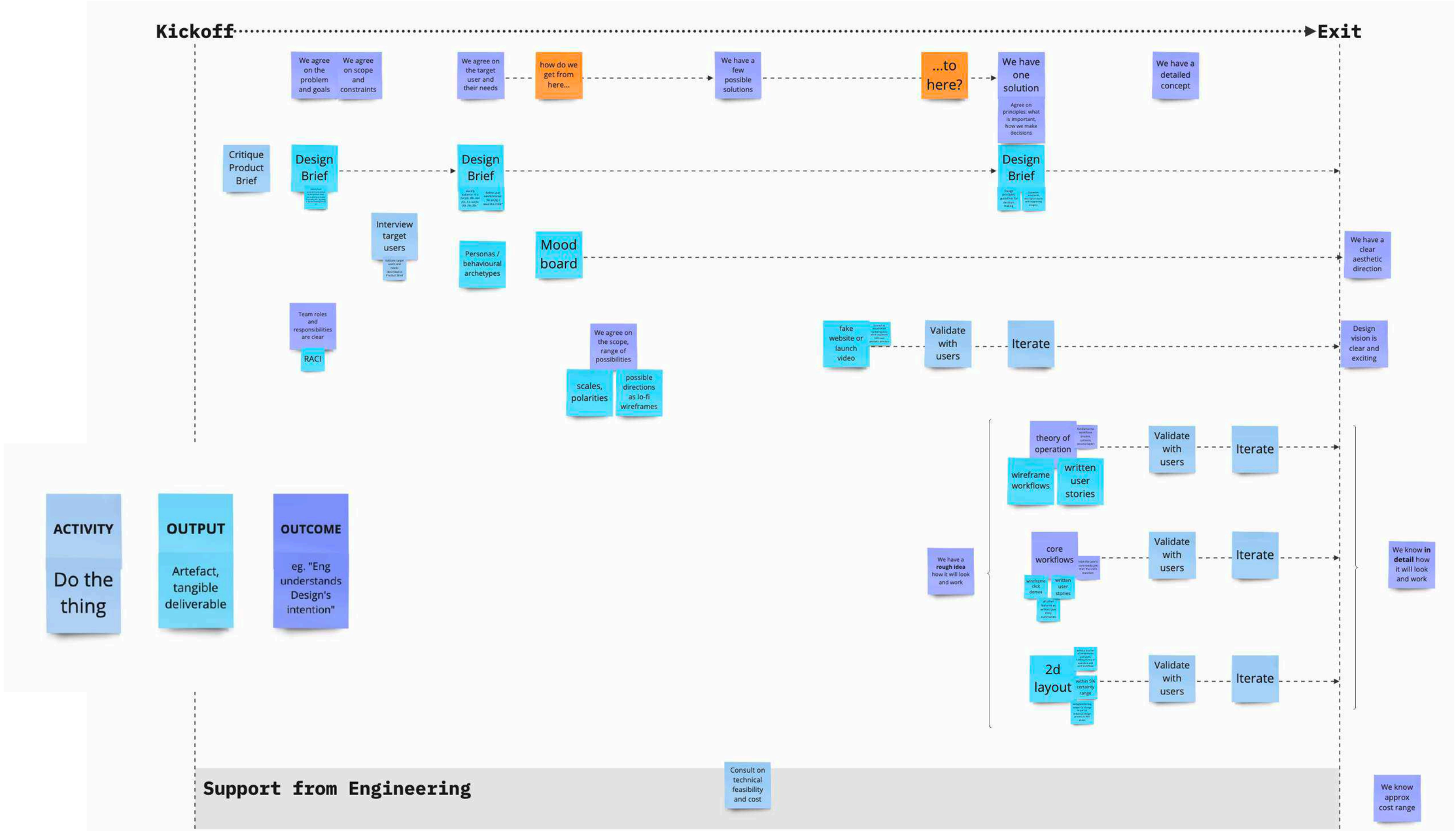
Adjust level up/down



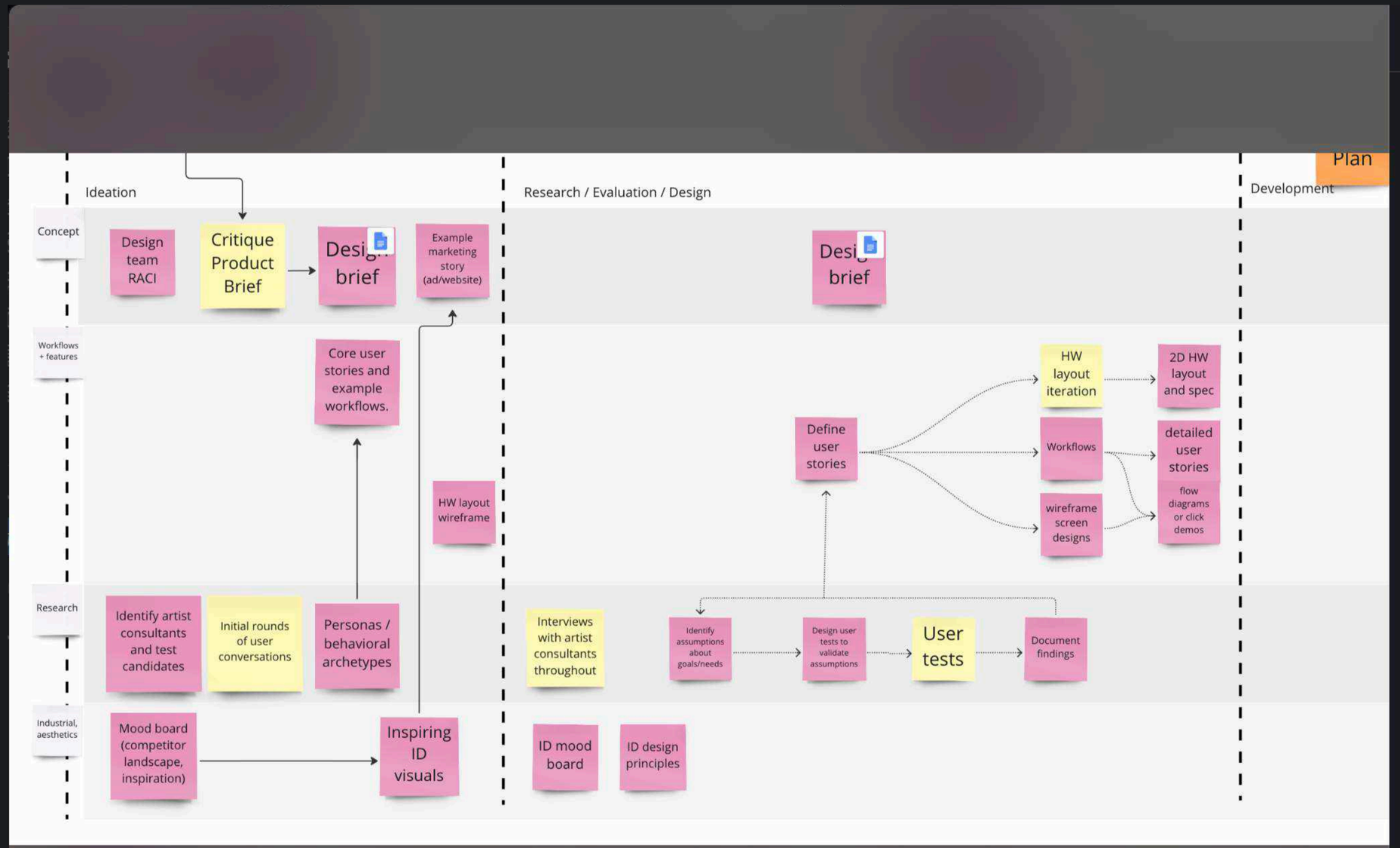
Press and hold for precise control



Defining “ideation”…



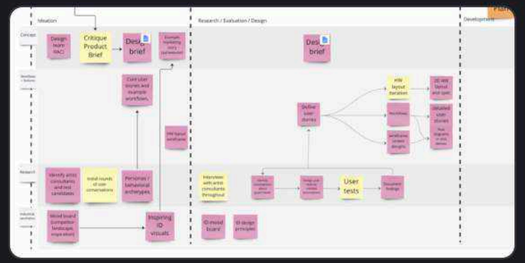
Defining “ideation”…



Thread

Ant Orant 5 months ago
Latest: Ideation and R/E/D from design perspective [redacted] (edited)

image.png



4 replies

Ant Orant 5 months ago
(+ [redacted] obviously!) 😅

[redacted] 5 months ago
Looks great- is this a representation of the process so far, or is it defining an ideal R/E/D process?

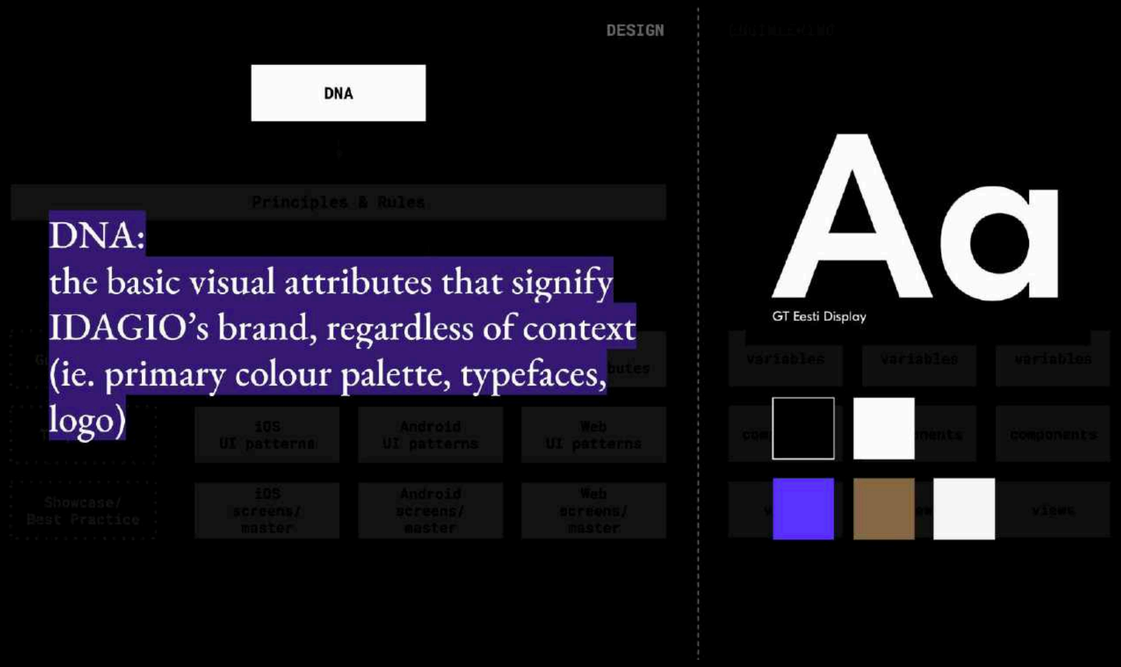
Ant Orant 5 months ago
defining ideal

Ant Orant 5 months ago
The tagging of everyone here is just to make sure you're aware, and invite contribution :)

IDAGIO

Design Leadership 2017-2020

IDAGIO Design Leadership

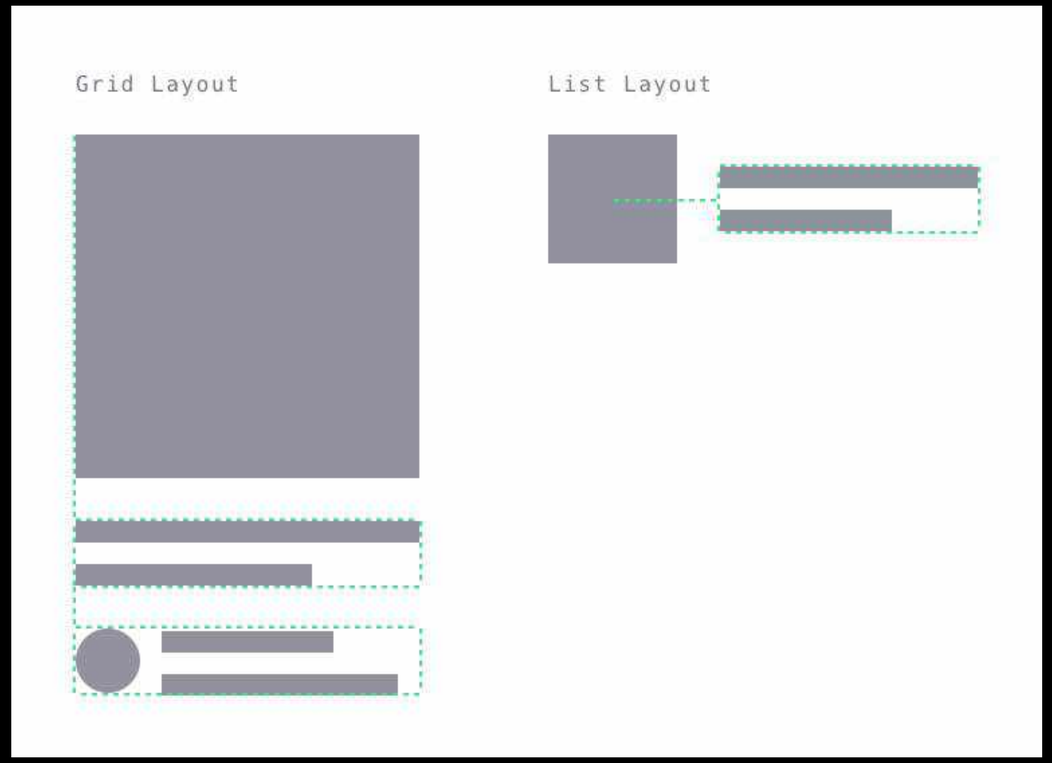


Design System 2020

I collaborated with product designers, brand designers and engineers to define an outline structure for a cross-platform design system.

View project →

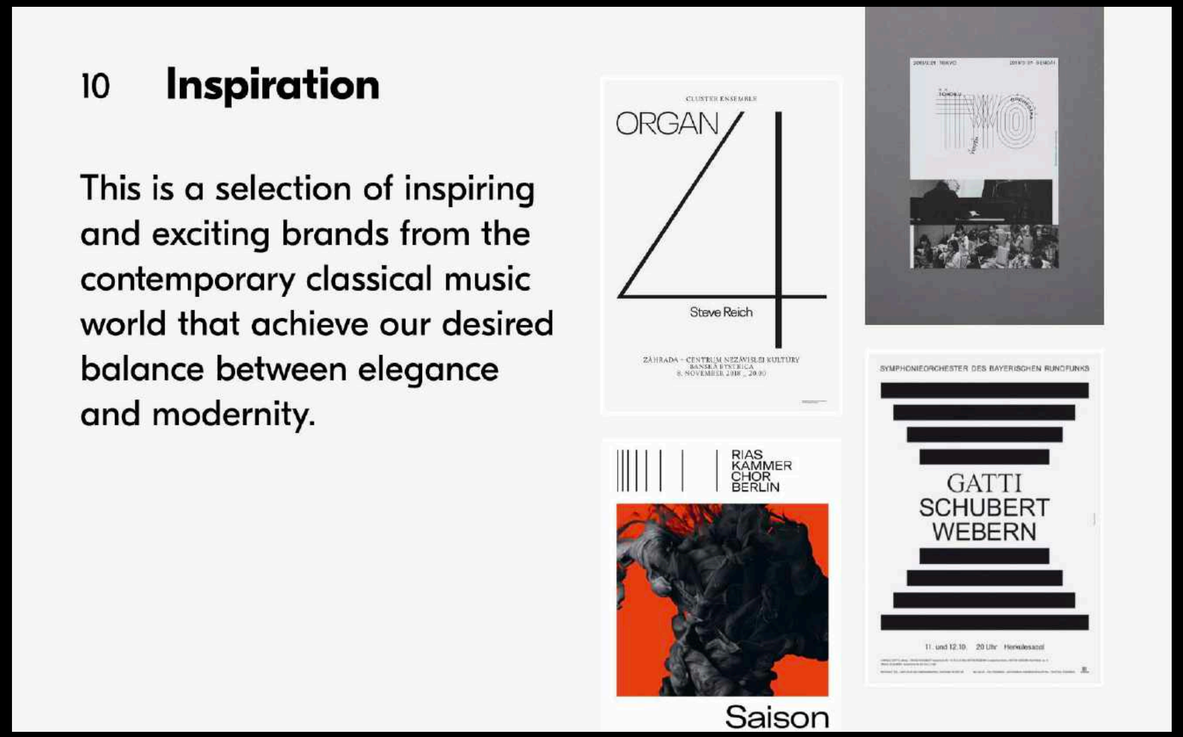
IDAGIO Design Leadership



Pattern Library 2018

A source-of-truth for UI design patterns, for designers, developers and content specialists.

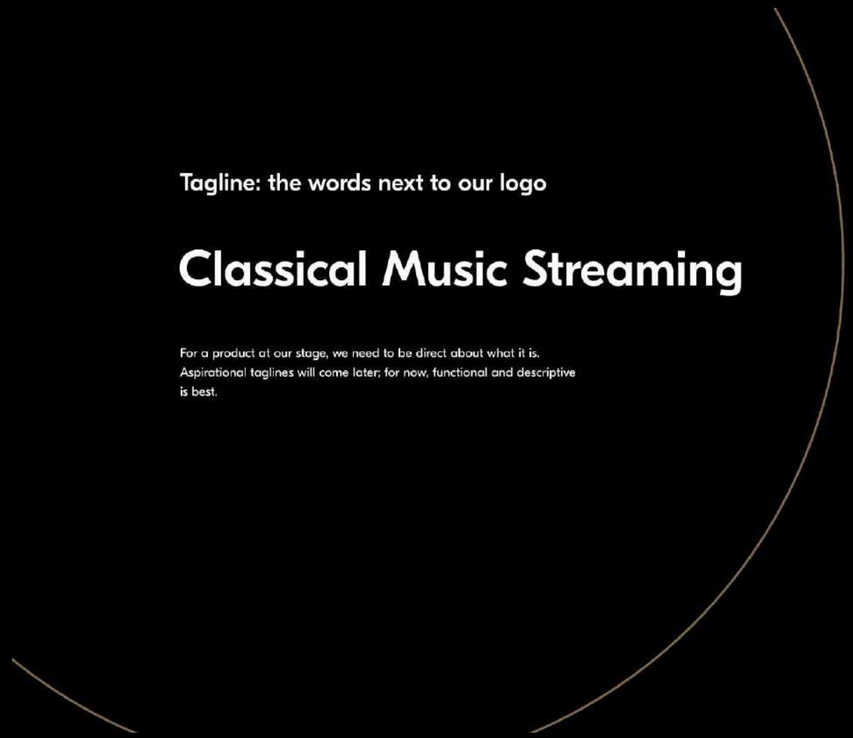
View project →



Visual Brand Guidelines

I led a team of brand designers in shaping and documenting IDAGIO's visual language.

View project →



Brand Manual

A living document designed to communicate core brand definitions and provide a foundation for visual and written communication.

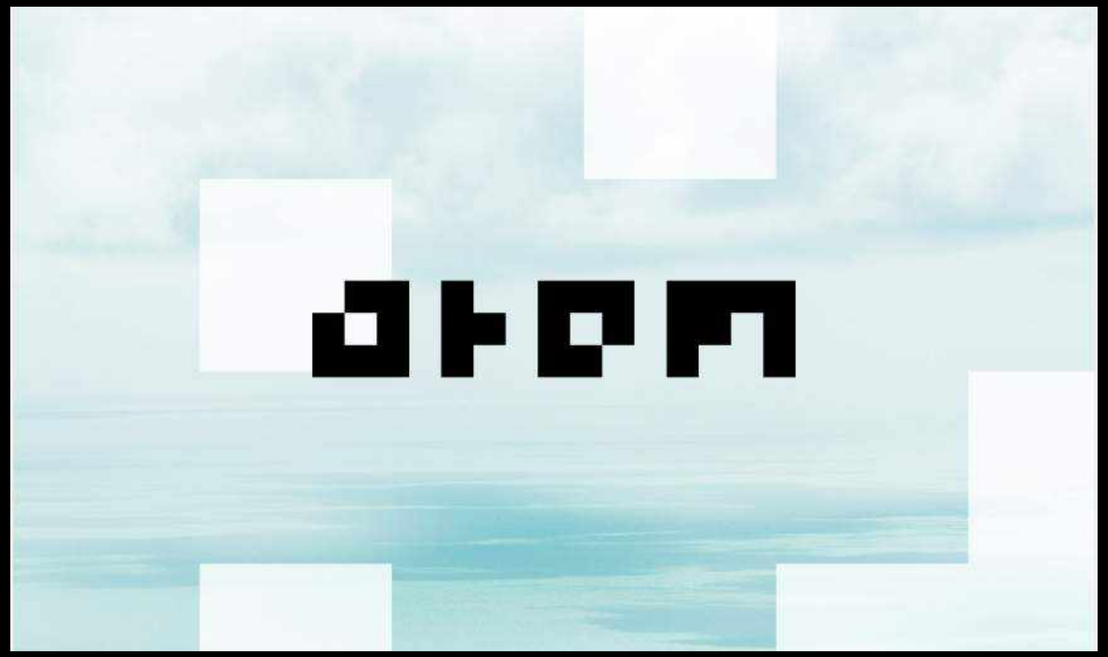
View project →

Brand design projects (freelance)

Brand design projects (freelance)

Adaptive brand environments for therapeutic music product Wavepaths — digital spaces evolve and adapt to the depth of engagement with the brand.

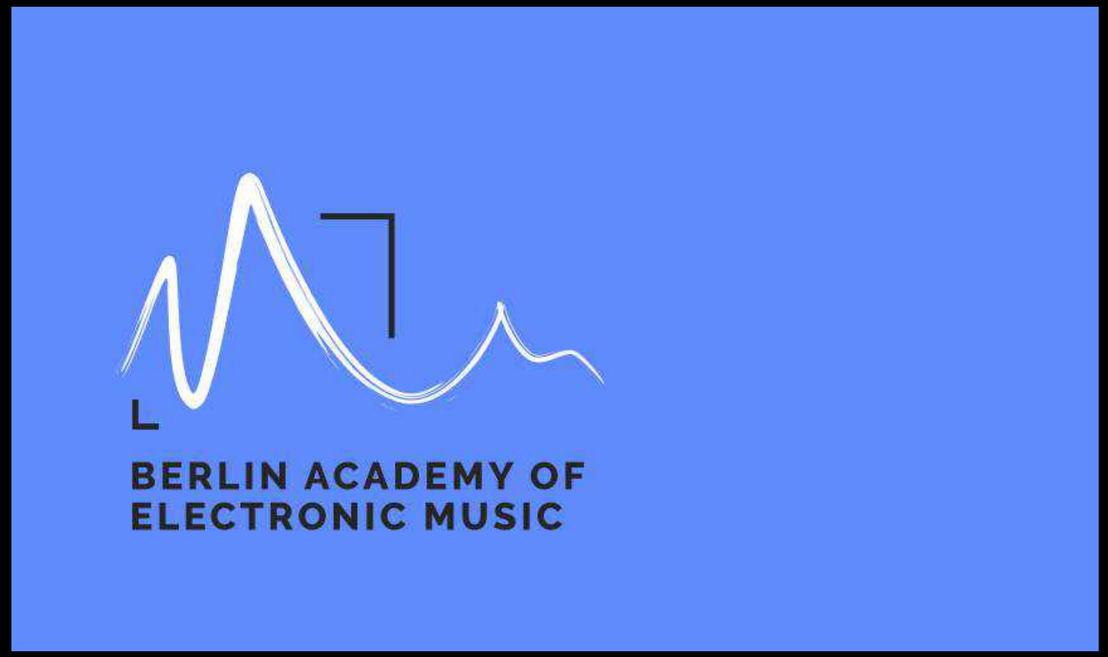
View project →



Brand fundamentals for blockchain carbon-trading project Atem

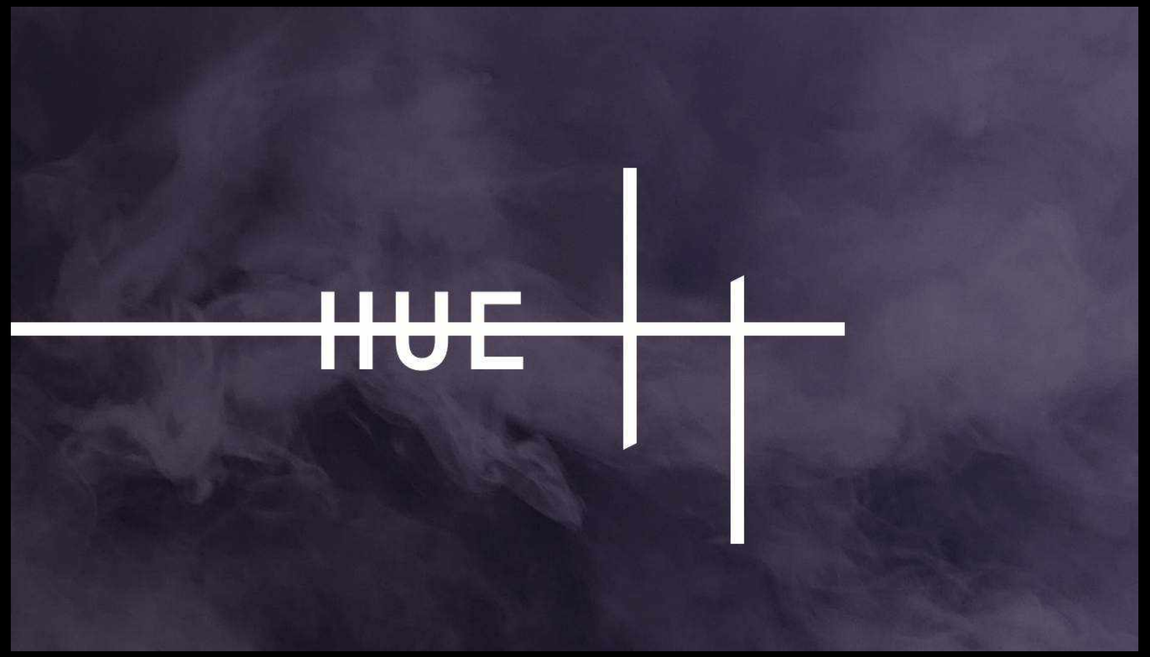
View project →

Brand design projects (freelance)



Dynamic identity system for BAEM, Nicolas Bougaïeff's electronic music school.

View project →



Adaptive logo system and brand fundamentals for Kreuzberg concept salon Hue.

View project →

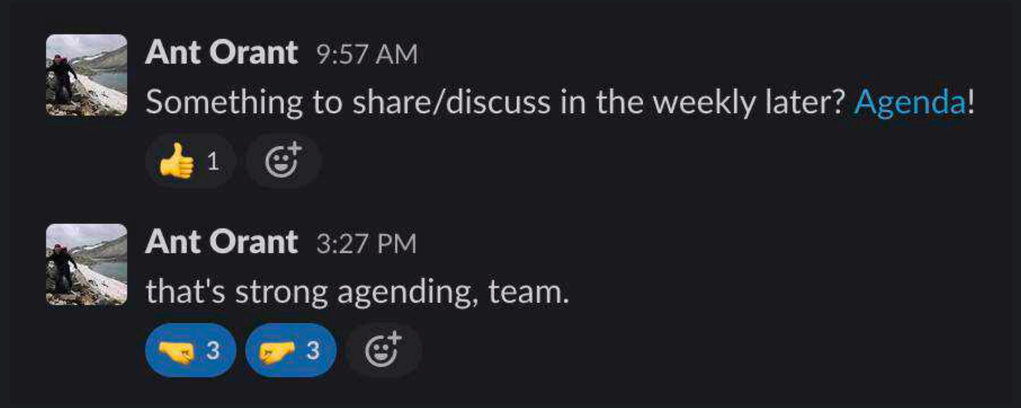
Brand design projects (freelance)

Brand fundamentals for catering startup Sous Chef.

View project →

Misc.

Optimising meetings…



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)*

Optimising meetings…

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.

✏️ 7

Sharing work…

Ant Orant 10:51 AM

I'm conscious we currently have lots of threads open, so here's a **proposal to conclude the Context Menu topic for now**.

If you agree/approve, hit 🎺
If you think any of the commitments here will harm us or move us backwards, please object with the ✋ and we'll take it from there.

In a nutshell / as a user:

- I press SHIFT to access secondary functionality for (both physical and on-screen) controls.
- I press SHIFT + [Select] to access further OPTIONS relating to the current View.

Decision / commitments at this point:

- We keep the SHIFT layer and button.
- We call the context menu OPTION.
- The OPTION layer functionality is View-specific (not element specific).
- We do not add a new hardware button for OPTION, but add a SHIFT function to a nearby button (propose: Select)

Known open questions / work to do / rabbit-holes:

- UI (at design-system level) for OPTION layer.
- Structure of OPTION list - vertical/horizontal, groups, nested, etc.
- Use/role of touch interactions for OPTION layer.
- How does current focus (eg. Scene, Pattern) respond to or influence OPTION-layer functionality.
- Make second-layer functionality more visible/discoverable in general, across the design system (concerns Kontrol also).
- Press-and-hold might also be a viable interaction to activate the OPTION layer.
- We still need to do a detailed breakdown of the three functional layers for each View.
- We are not yet sure exactly what the consequent structural changes will be.

image.png

Sharing work…

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

Feedback from peers…

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.

Feedback from peers…

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.

Feedback from peers…

Thursday, May 4th

Ant Orant 6:54 PM

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

Tuesday, May 9th

[redacted] 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