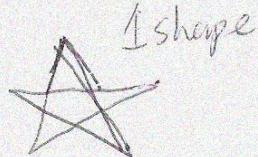


Shut 1 - Brain Storm - Christian Paul Domingo

IDEAS



Shapes

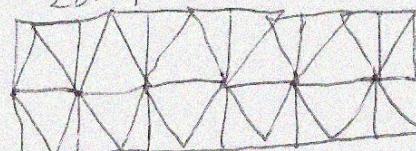


1 shape

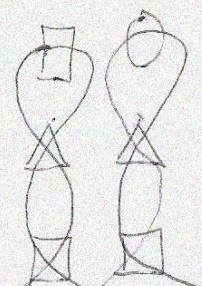
Lines



2 shape composition

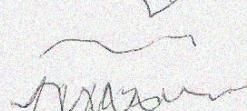


Repeat



Voice recording

"Hello!" → SVG



Composite
line shape
composition

Add colours

Add randomness

Icons / Images



Filter categorize
single shape lines

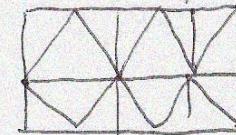


OX

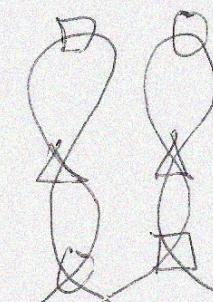
1 shape composite



2 shape composite

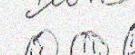


repeat



Shape line
composite

Icons



Additional motion

Colours

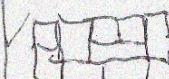
Randomness?

Refine

1 shape
composite



= 1 pattern can be repeated

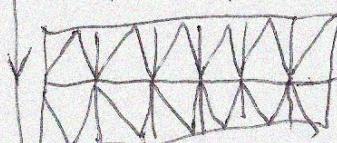


= 1 shape with different
size filling a frame

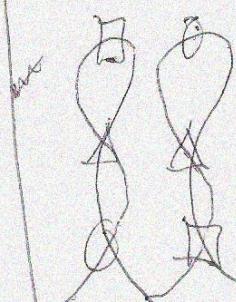


= 1 shape with different
size creating a composite
shape (seen on walls)

2 shape composite



2 shape composite
to create a pattern
shape composite is repeated



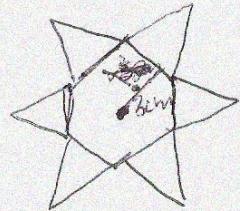
3 shapes attached
to a line intersection
line sin/cos where
the line meets generate
a random shape to
create a pattern

Icons



Create a composite of
icons to create a pattern

SVG Pattern Result / Viewing Area



Select Shape

Square
Triangle

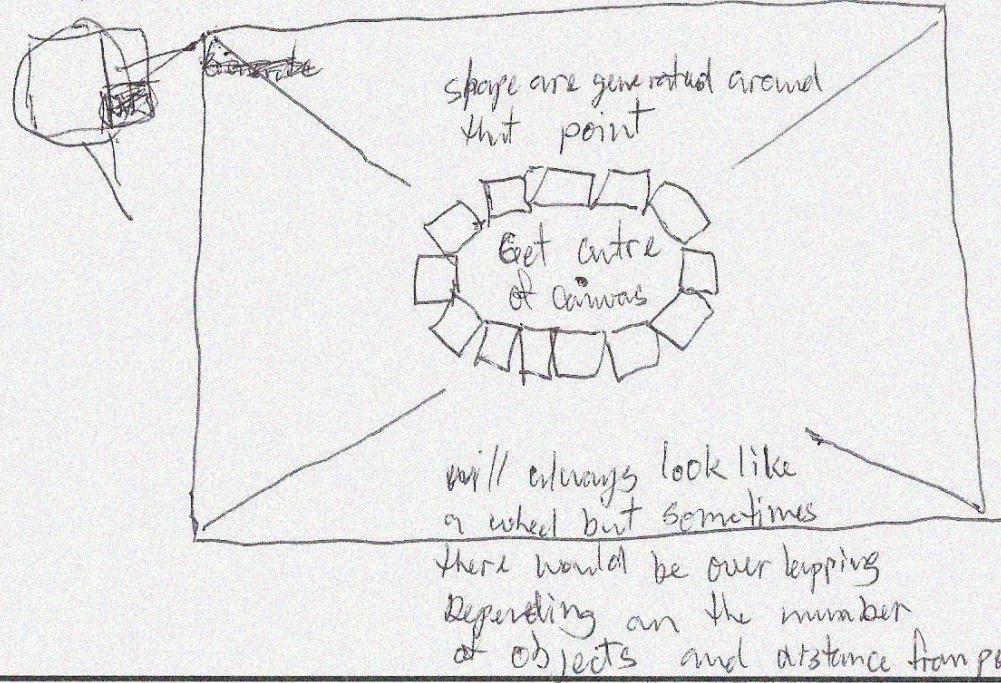
Input number of shapes

(Don't put more than 50)

Decide ~~shape~~ distance from
middle of screen
1-10cm

Generate Save as DOM

Focus / Zoom



Title: Pattern editor

Author: Christian Paul Downing

Date 06/03/2014 Sheet: 2

Task: Create a draft design of pattern editor

Operation

→ Create a pattern

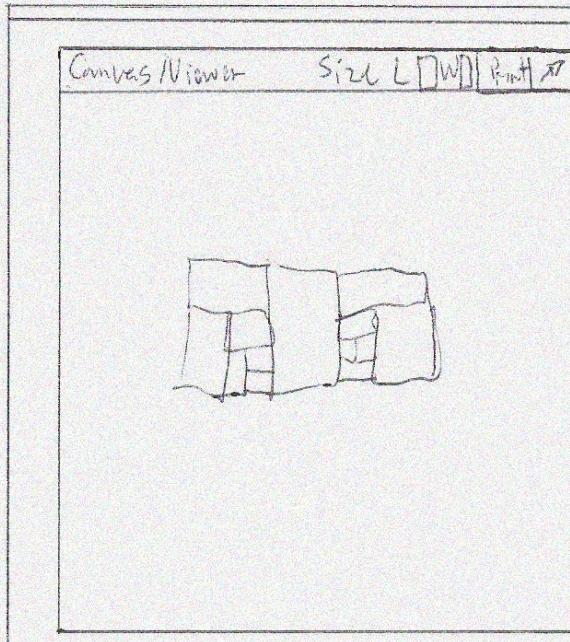
(circumference)
divide the segments of the circle to number of shapes
either have a ~~shape~~ donut shape
size ~~for~~ to use or scale the shape chosen so there wouldn't be any overlapping distance from middle point would be the radius of the circle where ~~all~~ the bases of the shape attached to

Discussion:

- + very simple and easy to implement
- + uses primitive types of shape to create pattern

- + very simple we can create validation to ensure that pattern is created on click to generate

- pattern could not be recognisable (looks like a circle if high number of objects + low radius chosen.)



Square & Rectangle Pattern

Size H [10] W [10]
1-5 cm

use constant size?

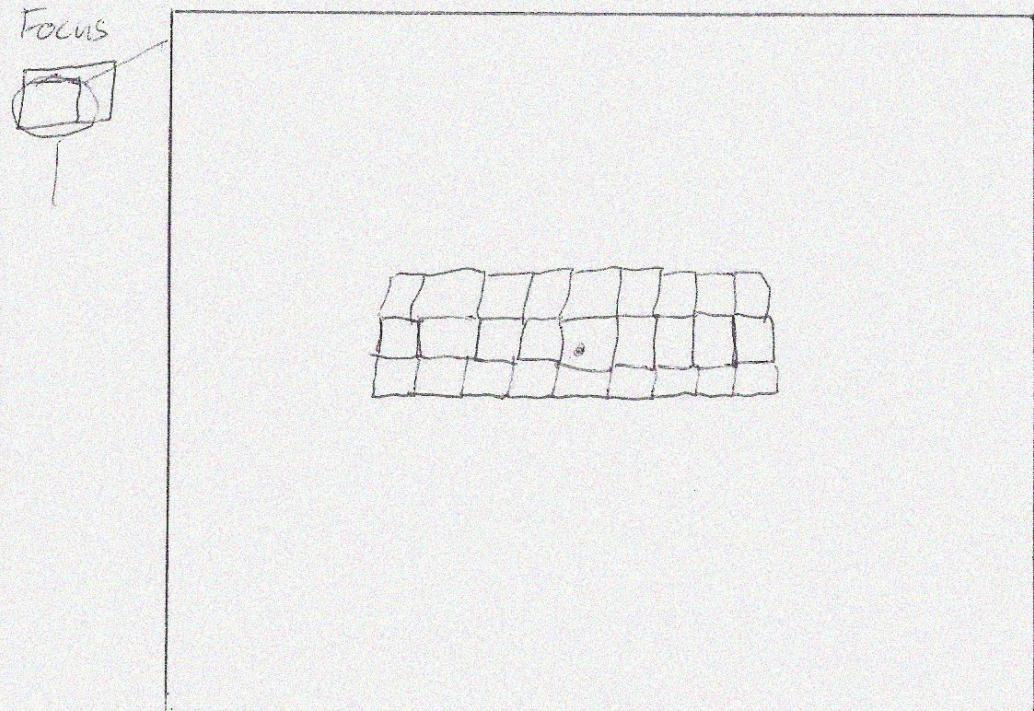
use random size?

tilted?

Colors # [1]

Pick color 1 Alternating
Pick color 2 Gradient

Gen Random Save Print Simple



Origin is on the center of the canvas
Pattern can be on colour or on the shapes layout i.e. like wall tiling or floor tiling

Title: Pattern editor

Author: Christian Paul Domingo

Date 06/03/14 | Sheet: 3

Task: Create a draft design at Patterns

Operation

[GEN] - Create a shape based on given parameters. Compute the division of given canvas to the size / ~~the~~ given when it will be divided. How it will be oriented/aligned

[GEN] - Create a dom doc of the SVG

[SVG] - Some SVG pattern

[Empty] - Create a random sample

[Print] - Print SVG Pop out to another window

DISCUSS

+ Simple ~~and easy~~ the shape used
+ Could create a random pattern depending on the parameters used

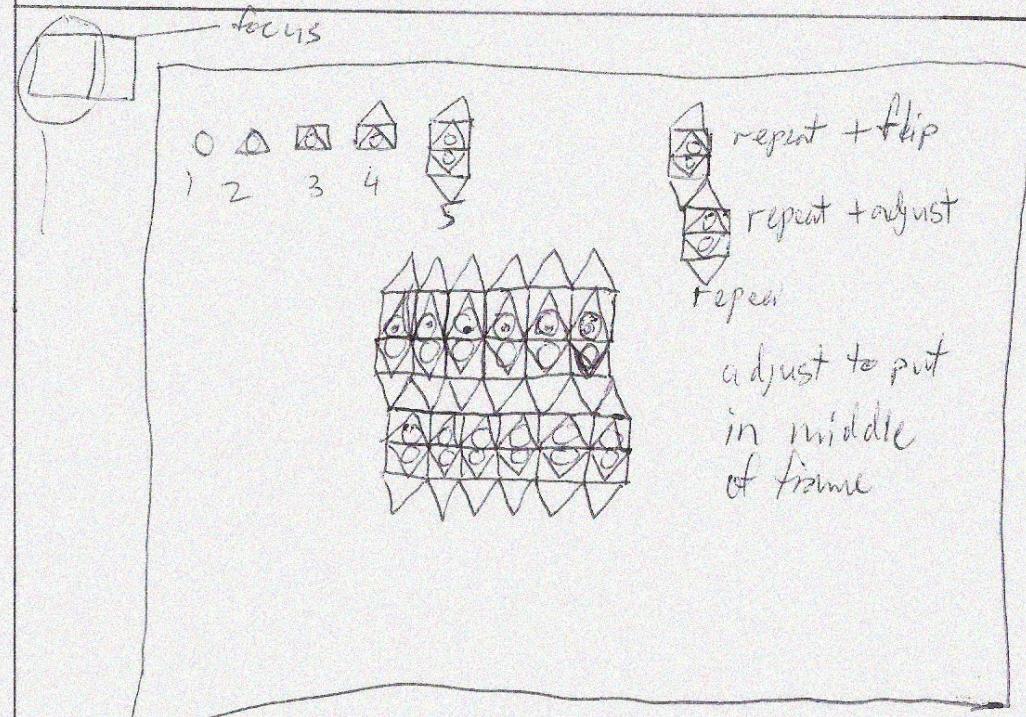
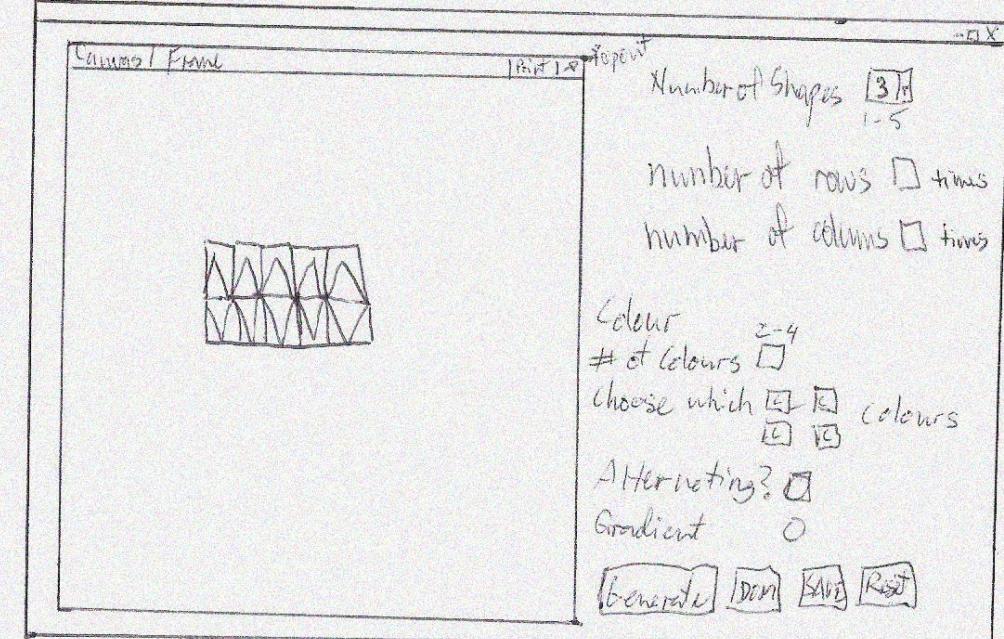
+ UI is easy to understand
→ Sample can be created

+ ~~is~~ easily scalable

+ 2 possible ways of viewing a pattern through shape; through color

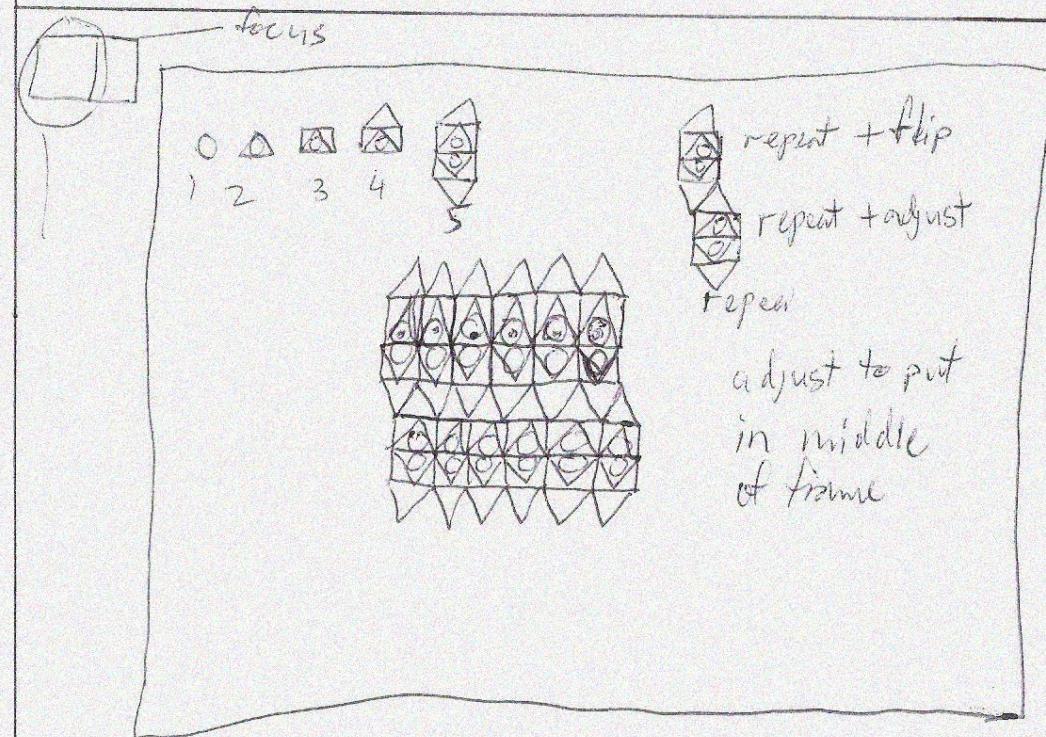
- limited in terms of shapes used

-



Title: Pattern editor
Author: Christian Paul Domingo
Date: 06/03/2014 Sheet 4
Task: Create a draft design of Pattern Editor
Operation
<ul style="list-style-type: none"> [Generate] → Create the pattern based on given parameters. Do most of the computations and adjustments to the pattern. [Dom] → Create a Dom doc of the SVG. [Save] → Save SVG Pattern [Print] → Print SVG [Pop] → Pop out to another window
Discuss
<ul style="list-style-type: none"> + uses simple shape to create a complex pattern + simple UI to follow + easily scallable + 2 possible ways of viewing a pattern <ul style="list-style-type: none"> - through shape ; through color # - will probably take time on shape generating the shape - limited - Shape selection?

Columns / Frame	Print	Report
	Number of Shapes 1-5 <input type="text" value="3"/>	
	number of rows <input type="checkbox"/> times	
	number of columns <input type="checkbox"/> times	
	Colour # of colours 2-4 <input type="checkbox"/>	
	choose which <input checked="" type="checkbox"/> <input type="checkbox"/> colours 	
	Alternating? <input type="checkbox"/>	
	Gradient <input type="radio"/>	
	<input type="button" value="Generate"/> <input type="button" value="Dom"/> <input type="button" value="Save"/> <input type="button" value="Reset"/>	



Title:	Pattern editor
Author:	Christian Paul Domingo
Date:	06/03/2014 Sheet 4
Task:	Create a draft design of Pattern Editor
Operation	<p><input checked="" type="checkbox"/> Create the pattern based on given parameters. Do most of the computations and adjustments to the pattern.</p> <p><input type="checkbox"/> Create a Dom doc of the SVG</p> <p><input type="checkbox"/> Save SVG pattern</p> <p><input type="checkbox"/> Print SVG</p> <p><input type="checkbox"/> Pop out to another window</p>

- Detail
- Create a pattern using simple shapes
 - Pattern is generated by flipping the base pattern vertically and repeating it horizontally.
 - Using loops to create alternating between inverse and normal original pattern
 - Colour will be ~~random~~ applied by using interpolation (gradient)
 - Adjustments are done within the loop
 - Let user choose color they want.