



# GET STARTED 1

Supported File Types: igs, iges, step, stp, jt, xmt\_bin, xmt\_txt, x\_b, x\_t, fbx, obj, zip

2

Upload file

3

OR



Drag file onto page

4

UPLOAD

ANALYZE

CONVERT

OPTIMIZE

- 1 Clear indication that this is where to begin
- 2 File types: is this the proper order? Can it be simplified?
- 3 Obvious primary actions for uploading the file
  - use standard upload and drag-and-drop icons for starters
- 4 Subsequent steps below in smaller font and lighter color

## TESTING NOTES:

Get feedback on file type listing and if it makes sense to the user.

Discern which upload option is most used (and why, if possible).

Ask user if they can see a path to completion at this point.

-



- 1 GET STARTED step clearly labeled as done with checkmark icon and grey 'disabled' text
- 2 Upload has begun, progress bar and spinner appear.
- 3 If progress bar isn't feasible, an estimation of time for completion can be printed to the page. The spinner will also be visible to give user sense of progress.
- 4 Next steps displayed smaller and 'disabled' grey.

#### TESTING NOTES:

Take user temperature on their orientation at this point in the process; do they clearly see what's complete? End in sight?

If printing the estimated time for upload, ask user what they'd prefer if too long.



1

GET STARTED



UPLOAD



2

**ANALYZE**

Analyzing fileName.igs...

3



4

 What level of detail (LOD) would you like? ☐ High ☐ Medium ☐ Low ☒ Custom

Auto-size:



0.5



1.0

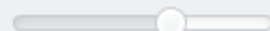
Merge Meshes?



Remove components?



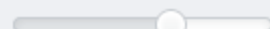
Deviation Angle (10)



-

+

Reduction Level (3)



-

+

OK

CONVERT

OPTIMIZE

- 1 GET STARTED and UPLOAD steps both styled as complete.
- 2 ANALYZE is bold with a spinner, persisting the 'active step' design pattern.
- 3 Progress bar(or est time) may not be necessary due to LOD panel interactions.
- 4 LOD panel now sits 'on top' of the the progress accordion
  - Clarify what the (10) and (3) mean, or remove
  - Clarify auto-size values
  - Help tips for any unclear labels

**TESTING NOTES:**

Most of the testing here will involve the LOD options panel. The type of feedback we're looking for:

- labels make sense?
- controls make sense?
- comfortable with terminology?
- would they add/remove anything?



GET STARTED



UPLOAD

1



ANALYZE



2

**CONVERT**

Converting fileName.igs...

4

Your file is being converted based on lorem ipsum blah blah foo foo blah.

3



OPTIMIZE

- 1 GET STARTED, UPLOAD and ANALYZE steps both styled as complete.
- 2 CONVERT is bold with a spinner, persisting the 'active step' design pattern.
- 3 Progress bar(or est time) in this spot.
- 4 One or two simple sentence description about the step.

**TESTING NOTES:**

Ask the user how they're feeling about the process so far, specifically:

- taking too long? faster than expected?
- helpful description of step?
- orientation good?



GET STARTED



UPLOAD



1

ANALYZE



CONVERT



2

**OPTIMIZE**

Converting fileName.igs...

Your file is being optimized based on lorem ipsum blah blah foo foo blah.



3

xx%

VIEW MODEL

4

- 1 GET STARTED, UPLOAD, ANALYZE and CONVERT steps both styled as complete.
- 2 OPTIMIZE is bold with a spinner, persisting the 'active step' design pattern.
- 3 Progress bar(or est time) in this spot.
- 4 VIEW MODEL and preview frame (maybe with fuzzy background?) - only show this on OPTIMIZE step so it doesn't make process seem longer. On this page it serves as a light at the end of the tunnel.

**TESTING NOTES:**

Much like CONVERT, ask the user how they're feeling about the process so far, specifically:

- do you care about all this feedback on the screen for each step? helpful or just noisy?
- taking too long? faster than expected?
- helpful description of step?
- orientation good?



1

# VIEW MODEL

2

fileName.igs...



3

4



5

## HELP

Pan: CLICK to activate, then CLICK/DRAG to desired spot.

Rotate: CLICK/DRAG in any direction.

1 VIEW MODEL heading. Previous upload progress steps now disappear. Snapshot of full frame model as small thumbnail to left of header.

2 Filename appears prominently next to heading.

3 Model appears zoomed in to fit frame.

4 Home and fullscreen icon. Font Awesome or Glyphicons are fine.

5 Help text below the viewer with a guide to controls/actions/behaviors.

## TESTING NOTES:

Don't tell the user anything as the model loads. Pay VERY CLOSE attention to how they instinctively interact with the model. If they ask for help, only give them minimal guidance giving them time to struggle slightly.

Ask what else they would like to see or be able to do in the viewer.