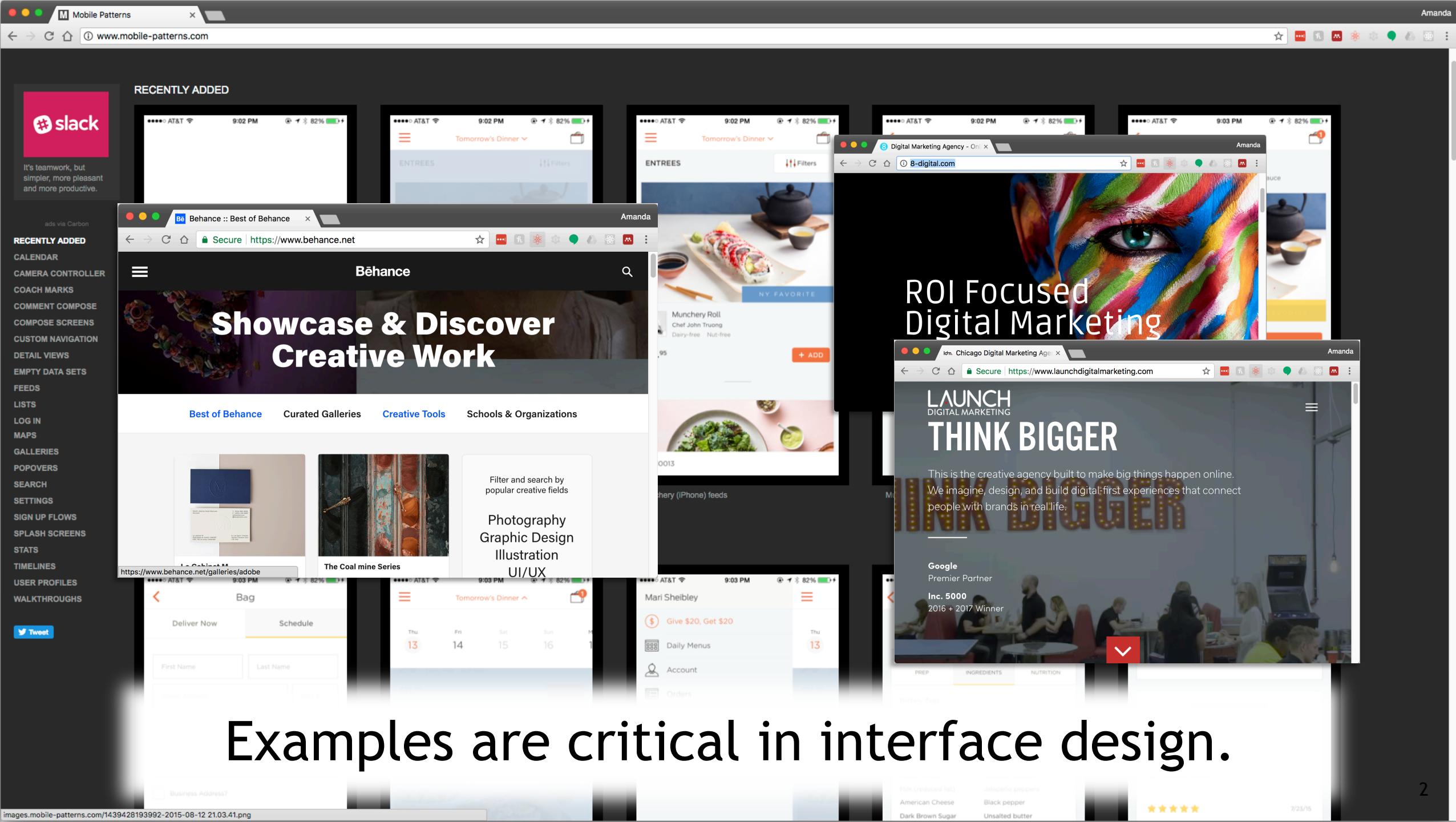
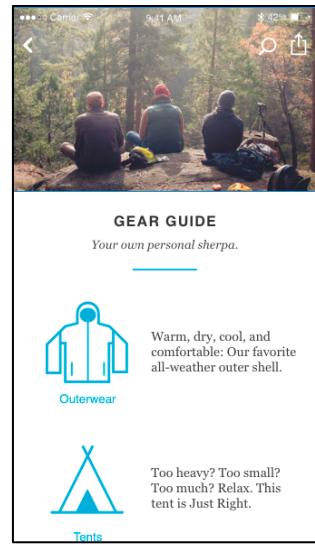


# Rewire: Interface Design Assistance from Examples

Amanda Swearngin, Mira Dontcheva, Wilmot Li,  
Joel Brandt, Morgan Dixon, Andrew J. Ko



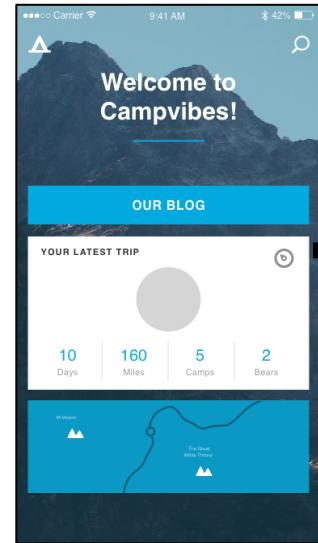
Examples are critical in interface design.



Example

A screenshot of the Figma design interface. On the left is the toolbar with various tools like selection, rectangle, circle, line, text, and repeat grid. In the center is a canvas showing the "Gear" screen from the mobile app. A large black arrow points from the mobile app screenshot to the Figma canvas. On the canvas, the "Outerwear" section is highlighted with a blue border. To the right is the properties panel showing the width (W) as 188, height (H) as 63, X position as 170.5, Y position as 401, and rotation (R) as 0°. Below the properties panel is a font dropdown menu where "Georgia" is selected. A red dashed box highlights the "Georgia" option in the list, which includes other fonts like Gill Sans, Gujarati MT, and Helvetica.

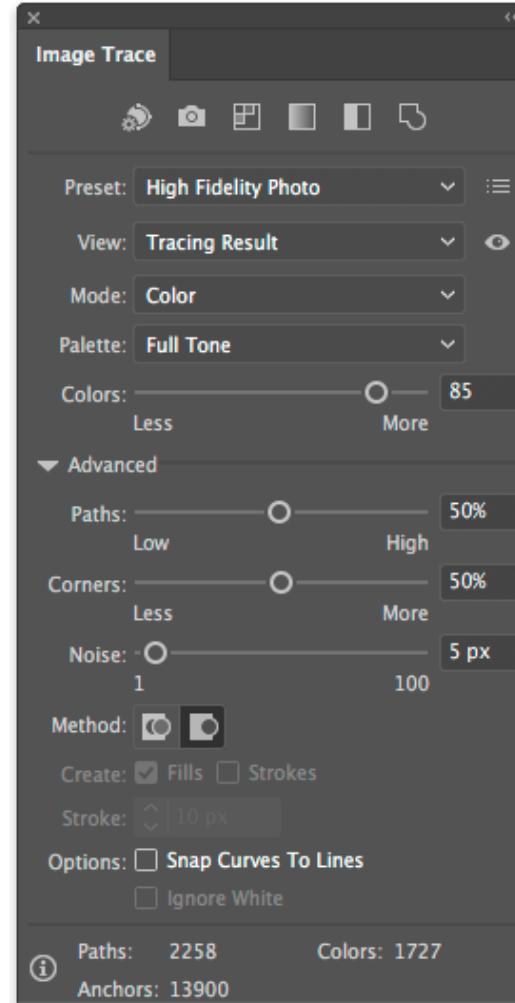
Examples are used directly in prototyping.



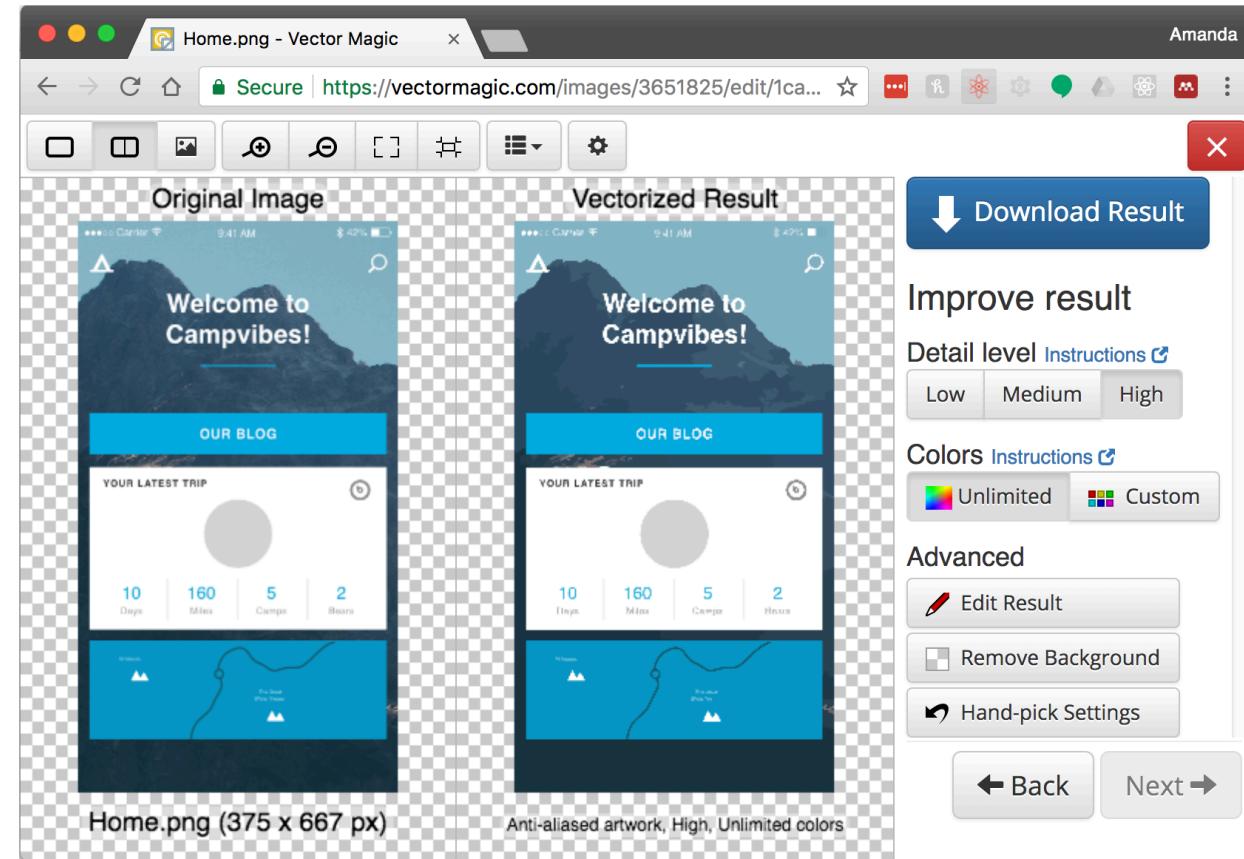
Screenshot

The Sketch application interface is shown, displaying the "Home" screen of the mobile application. The "OUR BLOG" button is selected, indicated by a dashed red border. A cursor arrow is positioned over the bottom right corner of the button. The right-hand sidebar shows the "APPEARANCE" panel with "Border" checked and a thickness of 1, and the "Fill" color set to blue.

Examples are used directly in prototyping.



Adobe Illustrator



VectorMagic

There are some commercial tools for vectorization.



Output (Illustrator's Image Trace)

Path-based representation

Text - No ability to change size, font, color

Rectangles - Drag and resize each corner to change radii.

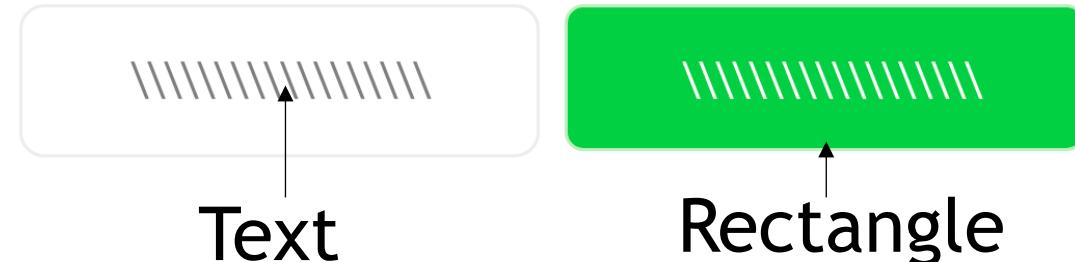
Output from commercial tools is difficult to edit.

# Key Insight

Instead of focusing on *visual* fidelity, focus on *semantic* fidelity.

Represent UI components using higher-level semantic objects.

~~Apply Computer Vision & Pixel- Based Reverse Engineering to discover, and detect properties of interface shapes in a pixel-based Path~~



# Overview

Motivation

Rewire Intro

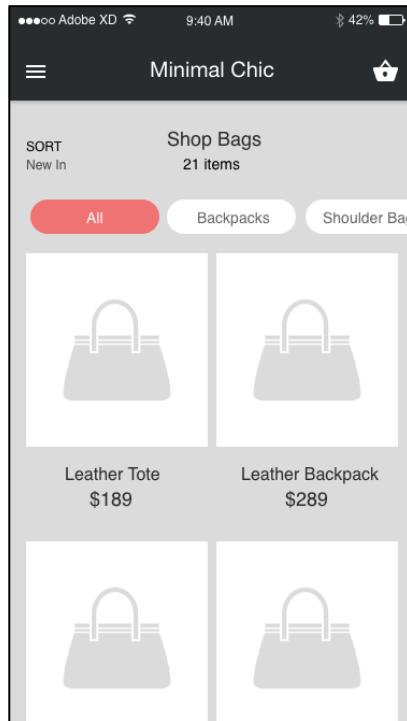
Architecture

Evaluation

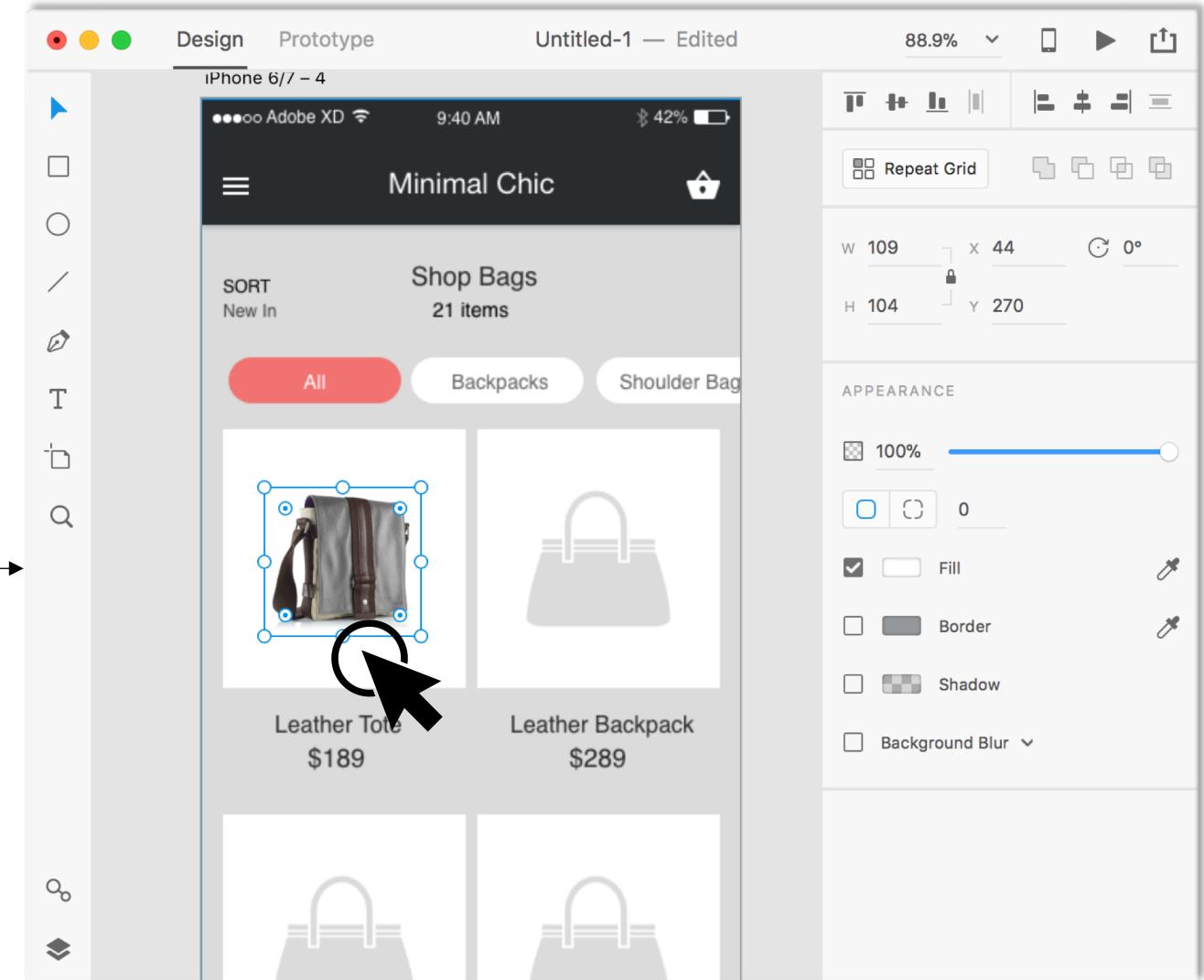
# Motivating Scenario - Snapping and Alignment



Maria



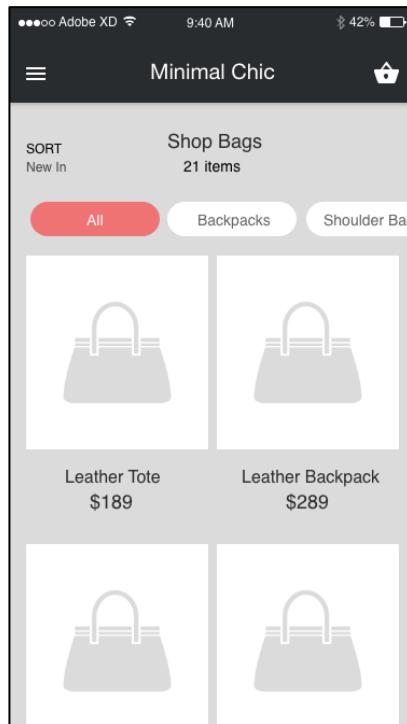
Task: Replace bag icons with realistic bag images.



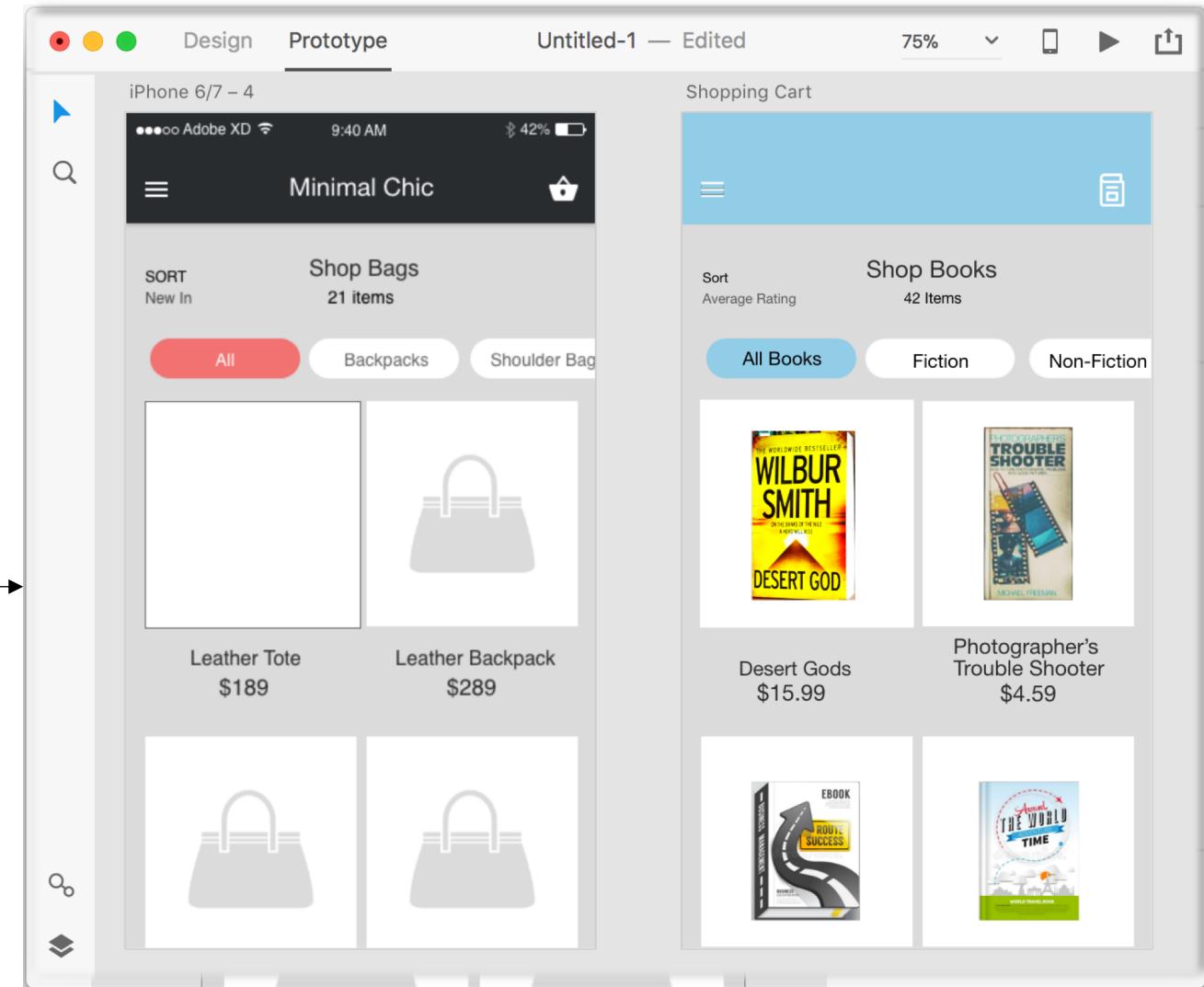
# Motivating Scenario - Creating Design Variations



Maria



Task: Modify Shopping Cart page to mock up a book results page, and create a few design variations.



# Motivating Scenario - Wireframing

Maria

→ Task: Show client high level overview.

iPhone 6/7 - 4

Minimal Chic

SORT New In

Header 21 items

All Backpacks Shoulder Bag

Leather Tote \$189 Leather Backpack \$289

Design Prototype Untitled-1 — Edited

75% 75%

W 65 X 155 C 0°

H 23 Y 113

Repeat Grid

TEXT

Helvetica Neue

20 Regular

AV 0 t 24 U

APPEARANCE

100% Fill

Border

Shadow

# Overview

Motivation

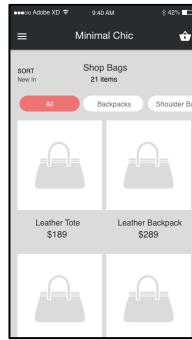
Rewire Intro

Architecture

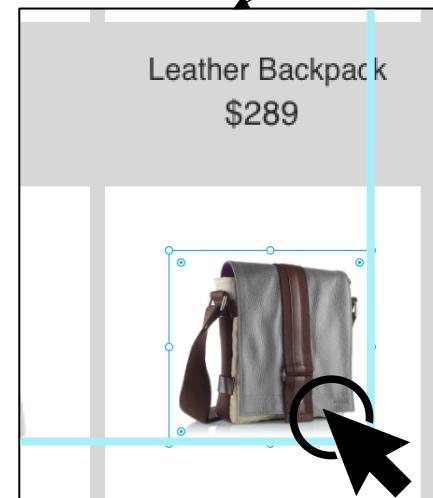
Evaluation

# Rewire - 3 forms of design assistance

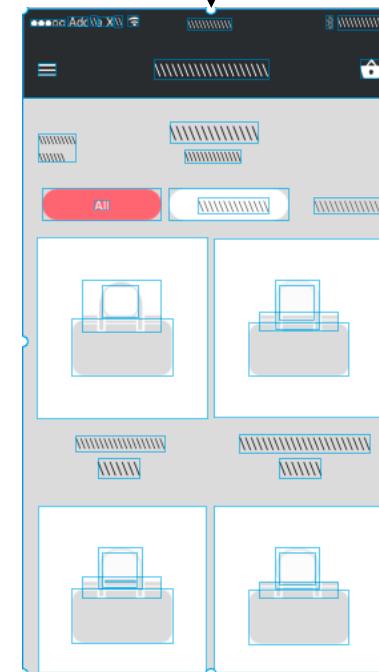
Screenshot



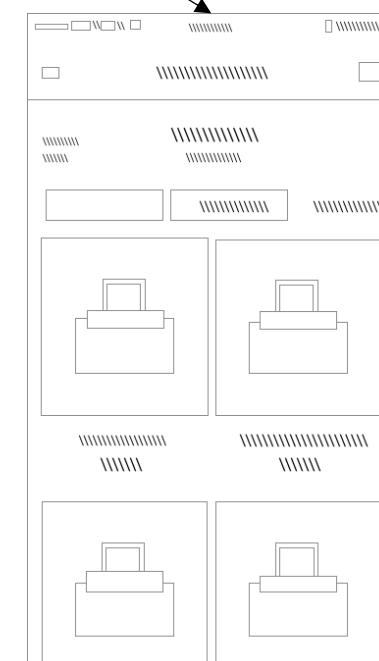
Rewire



Smart-Snap



Full Vector

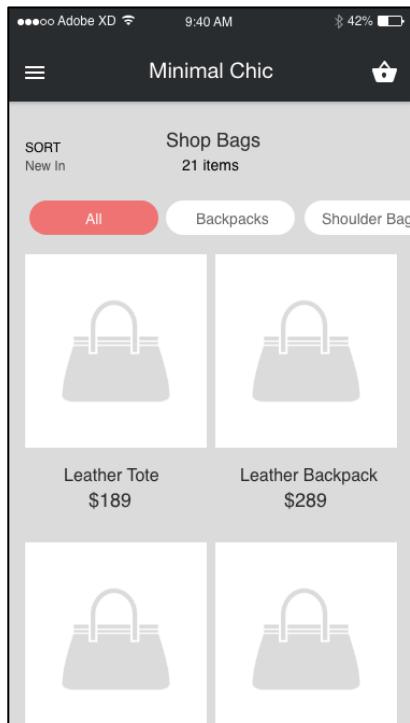


Wireframe

# Motivating Scenario - With Rewire

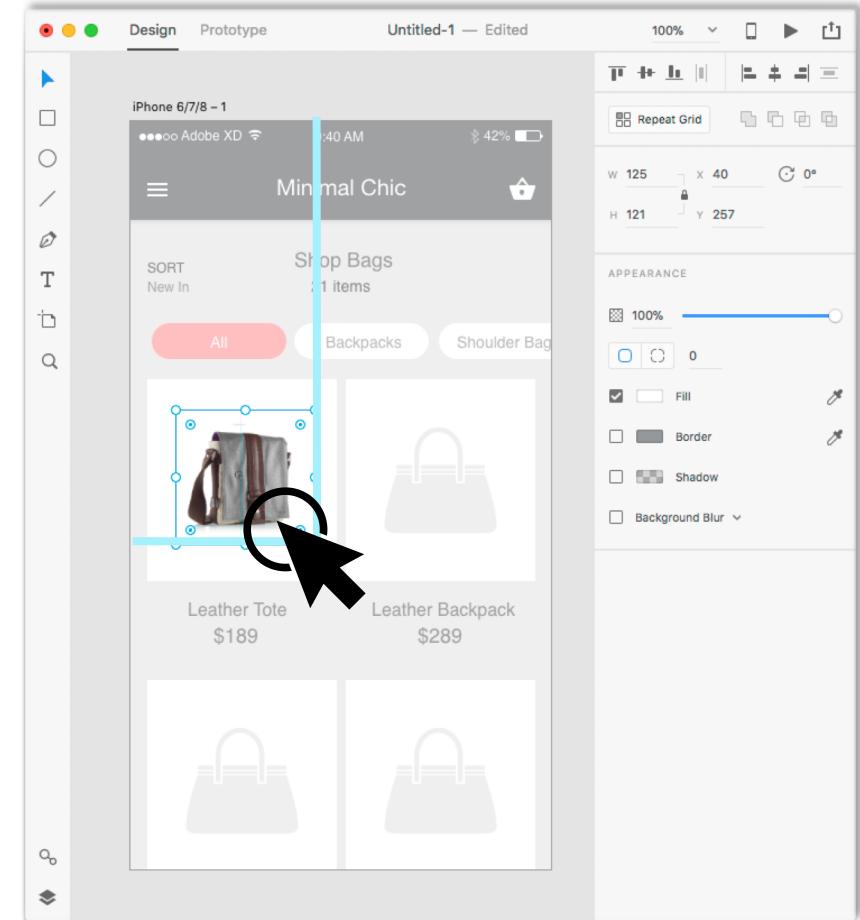


Maria



Task: Replace bag icons with realistic bag images.

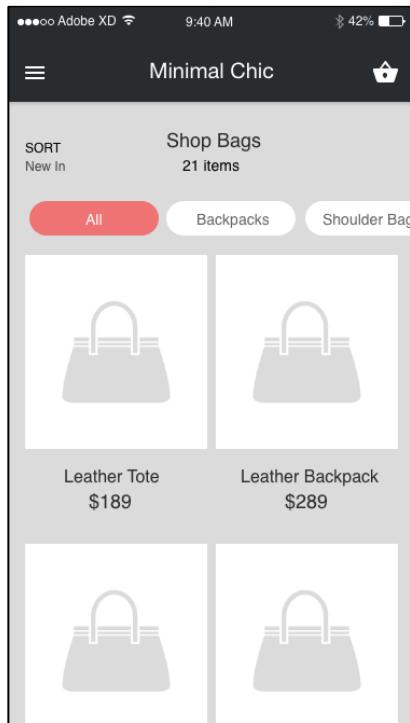
## Smart-Snap Mode



# Motivating Scenario - With Rewire

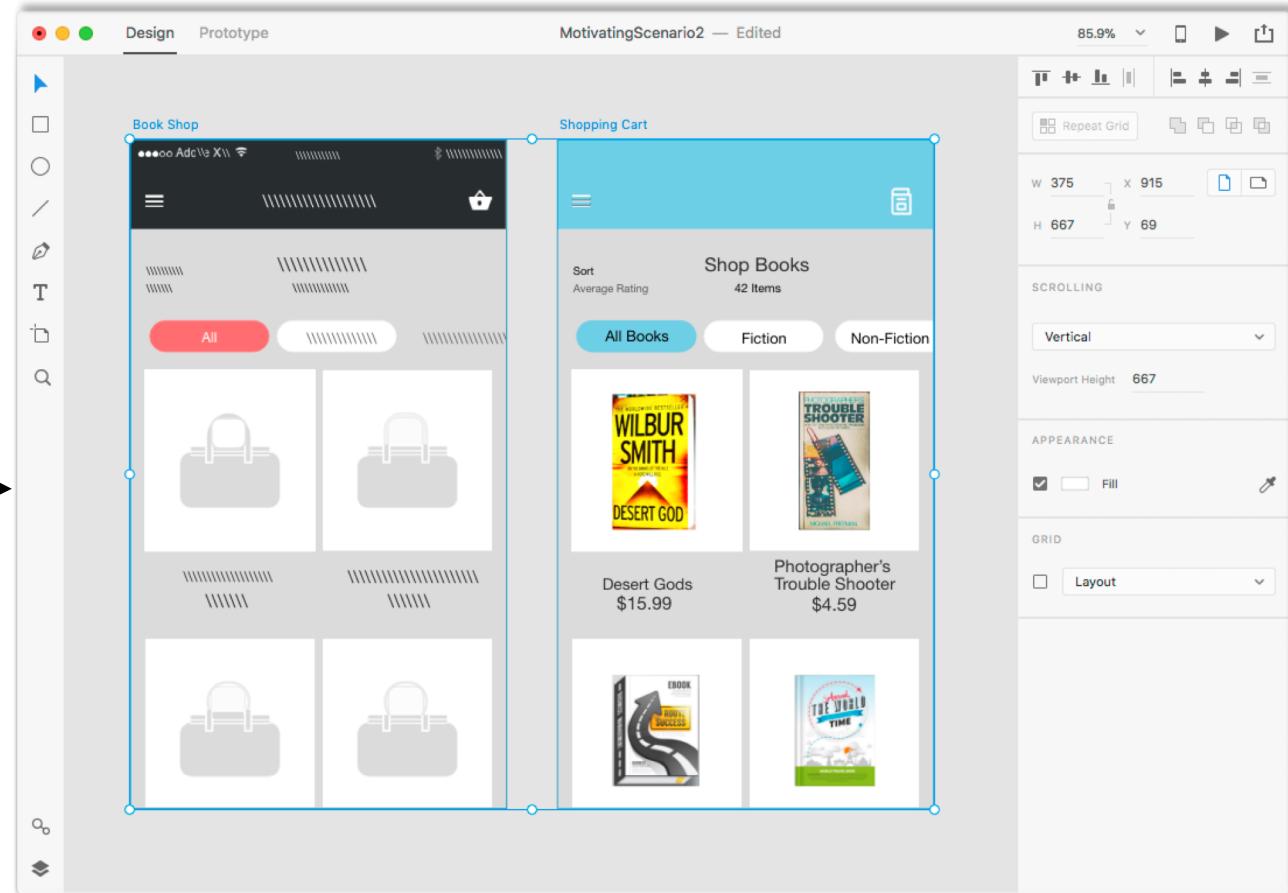


Maria

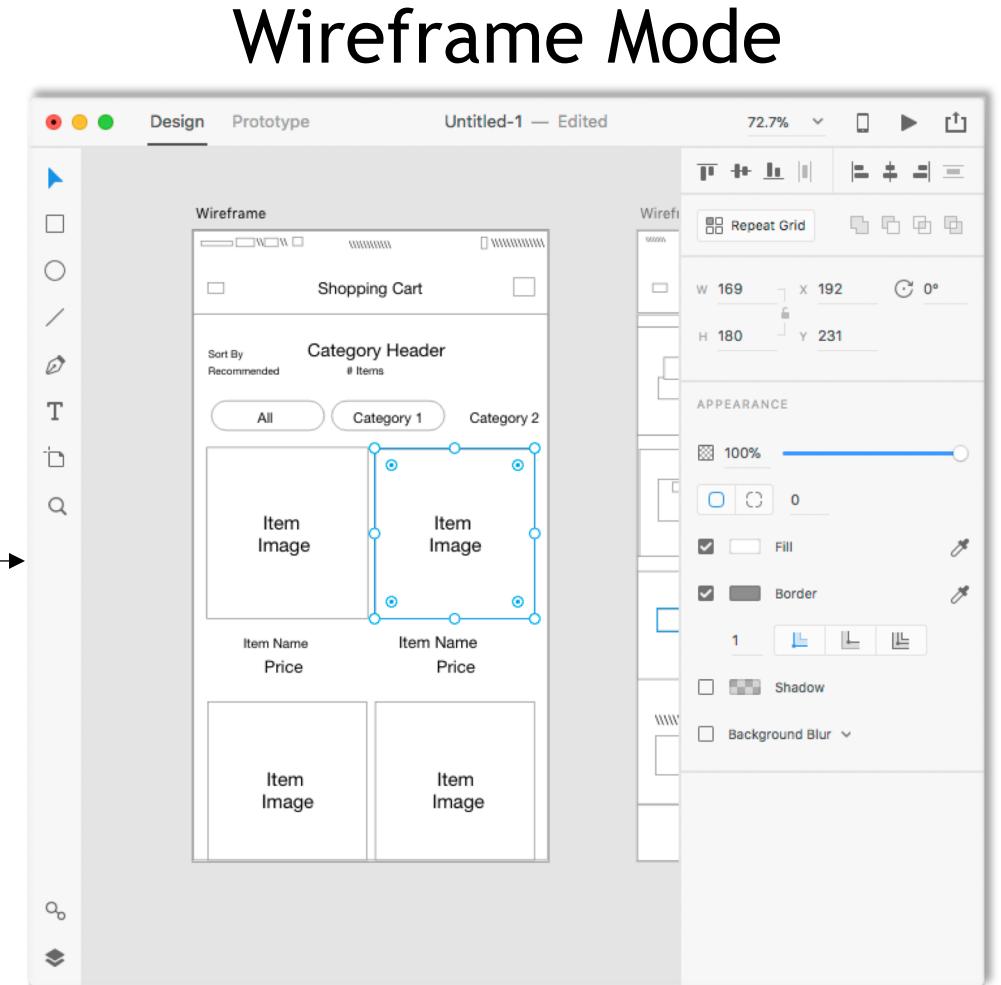
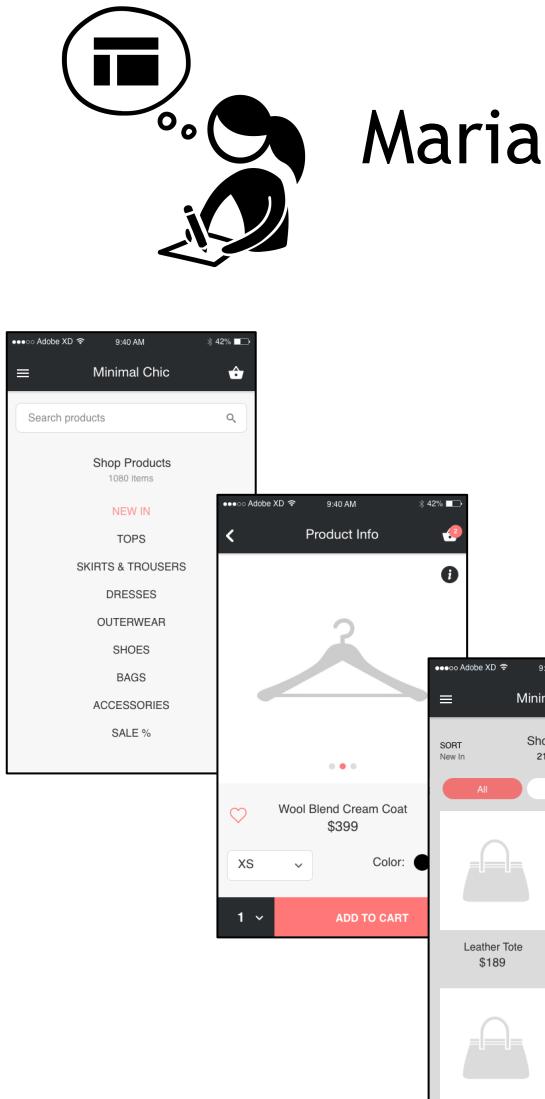


Task: Modify Shopping Cart page to mock up a book results page, and create a few design variations.

Full Vector Mode



# Motivating Scenario - With Rewire



# Overview

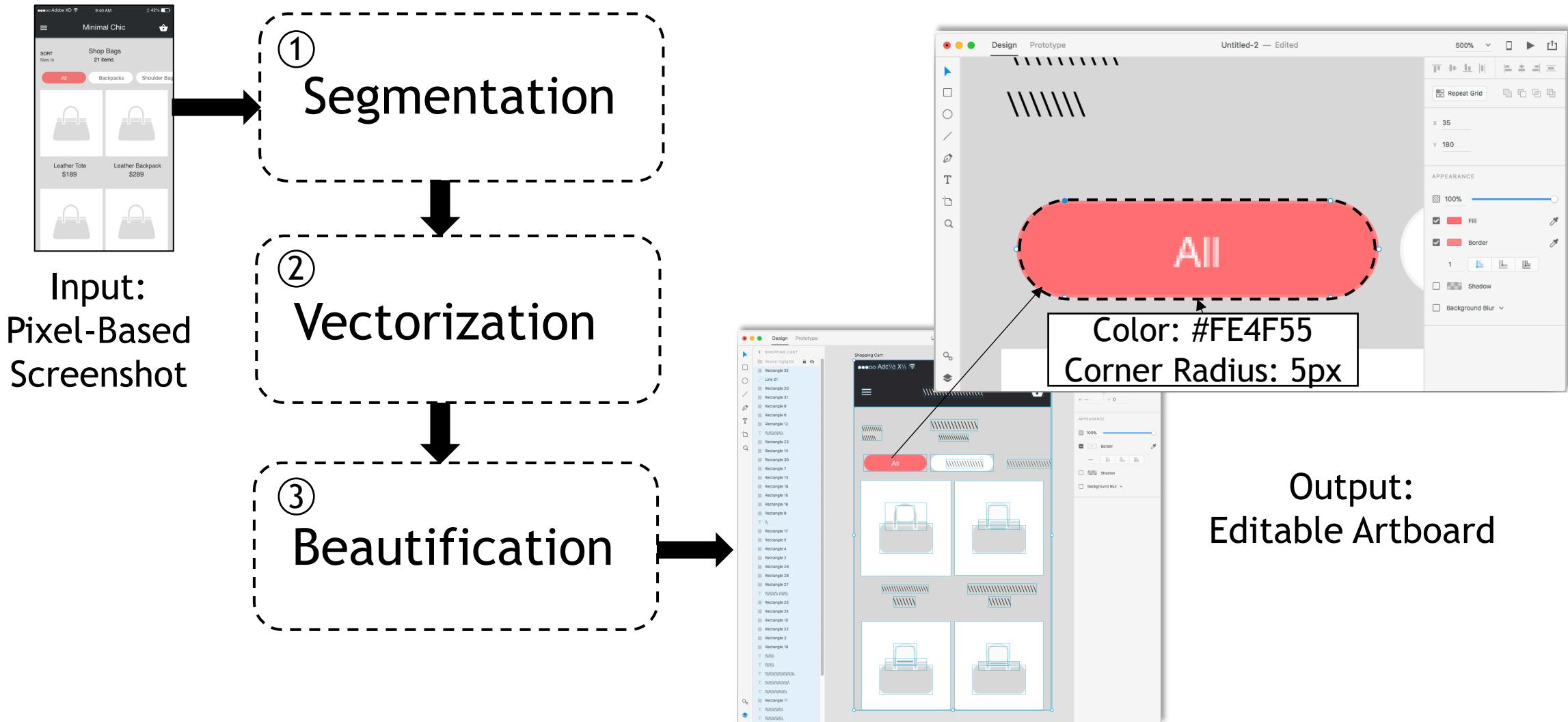
Motivation

Rewire Intro

Architecture

Evaluation

# Rewire Architecture - 3 Phases



# Segmentation

## Segmentation

Text

Minimal Chic

Shop Bags

Rectangle

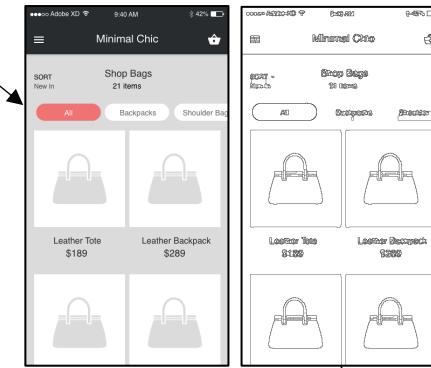
All



## Vectorization

## Beautification

*Discover, segment, and classify UI elements*



## Shape Detectors

Text

Shop Bags

Minimal Chic

Rectangles/Lines



All

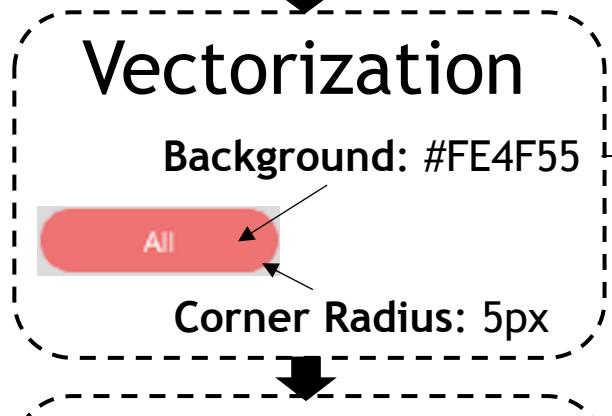
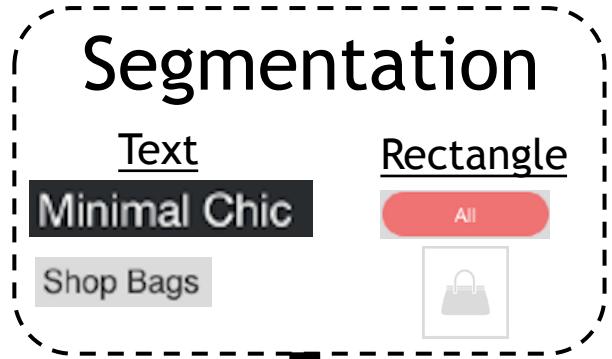
Circles



Hough  
Transforms &  
Thresholds

Tesseract OCR  
(<https://github.com/tesseract-ocr/>)

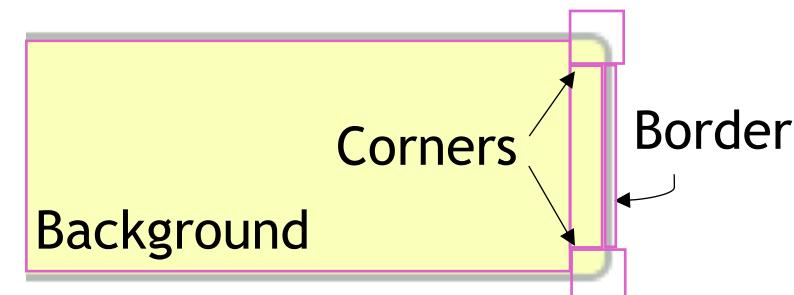
# Vectorization



Minimal Chic

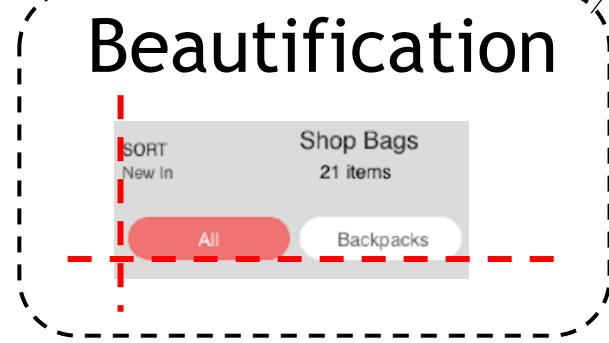
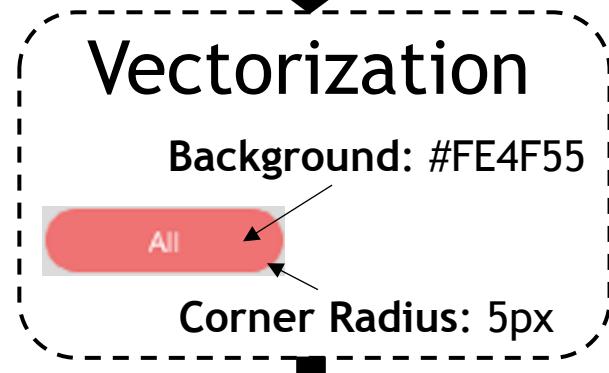
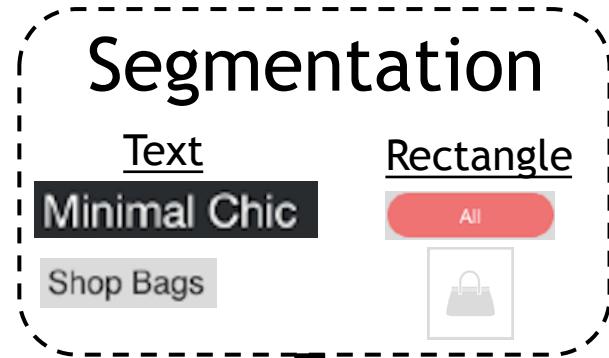
Font Color, Size, Baseline

Background color, Border, Corner Radii

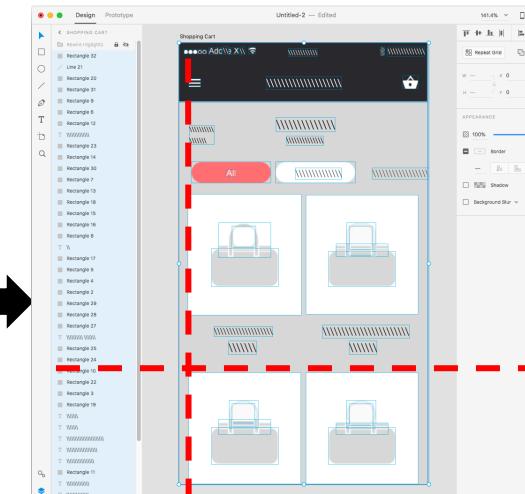


Prefab  
(Dixon, et. al., CHI '10)

# Beautification



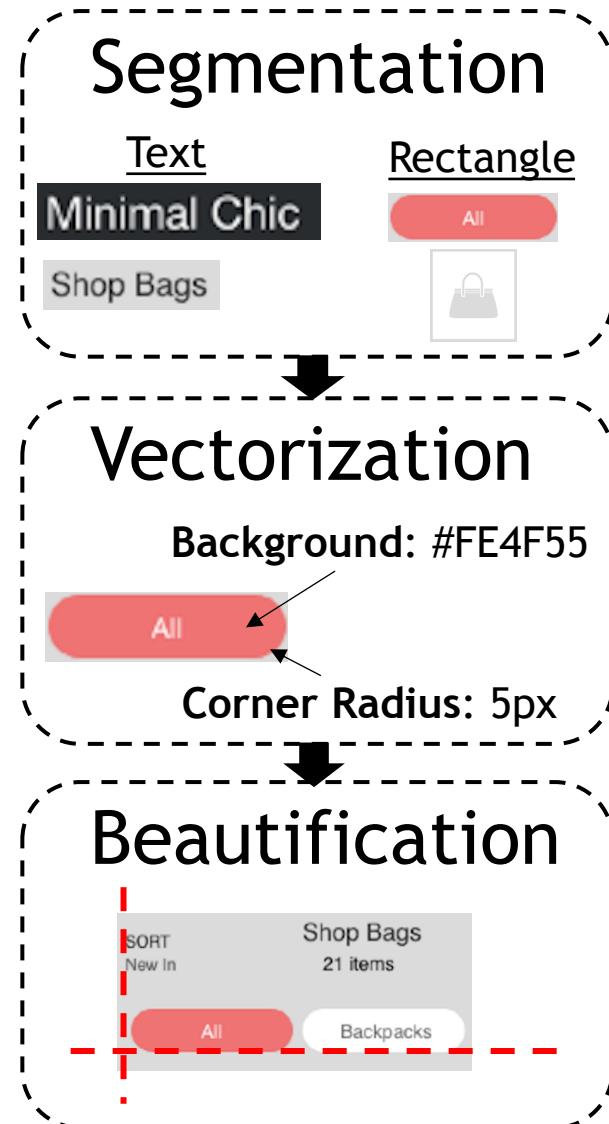
Z3  
Constraint  
Solver



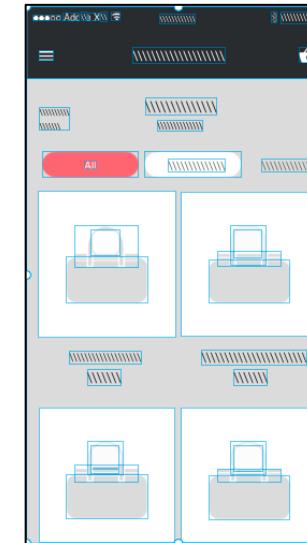
Rewire beauties:

- Shape Properties (e.g. alignment, distribution)
- Text Properties (e.g. baseline, font size)

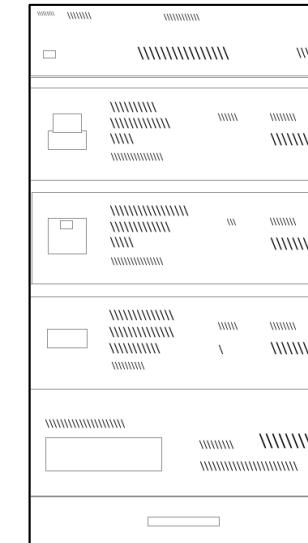
# Output - Design Assistance Modes



Full Vector



Wireframe



Smart-Snap



Vector Shapes,  
Properties



Prototyping Tool

# Overview

Motivation

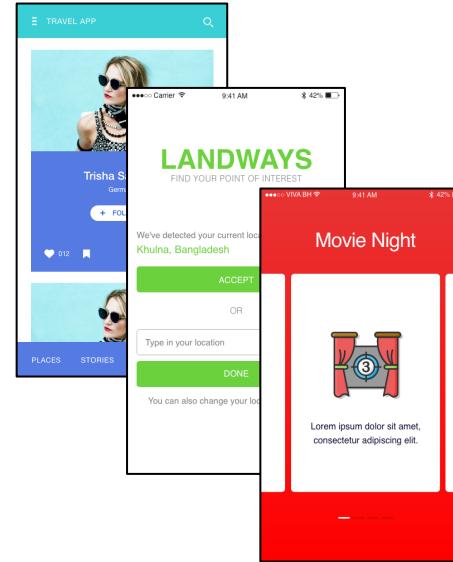
Rewire Intro

Architecture

Evaluation

# Evaluation

## Technical



## User Study



# Technical Evaluation Results

- Good accuracy for text detection, text properties, and geometric shape properties
- Geometric shape identification not as accurate due to:
  - Natural Images
  - Small shapes
  - Variety of representations for shapes (e.g. path for circle)



# User Study - Research Questions

Do Rewire's modes of design assistance improve the *accuracy* and *efficiency* of designers?

What aspects of each design assistance mode do designers like and dislike?

# User Study - Participants & Tasks

16 UX  
Designers



## Task

Produce a vector representation of all of the UI shapes and properties in the screenshot.



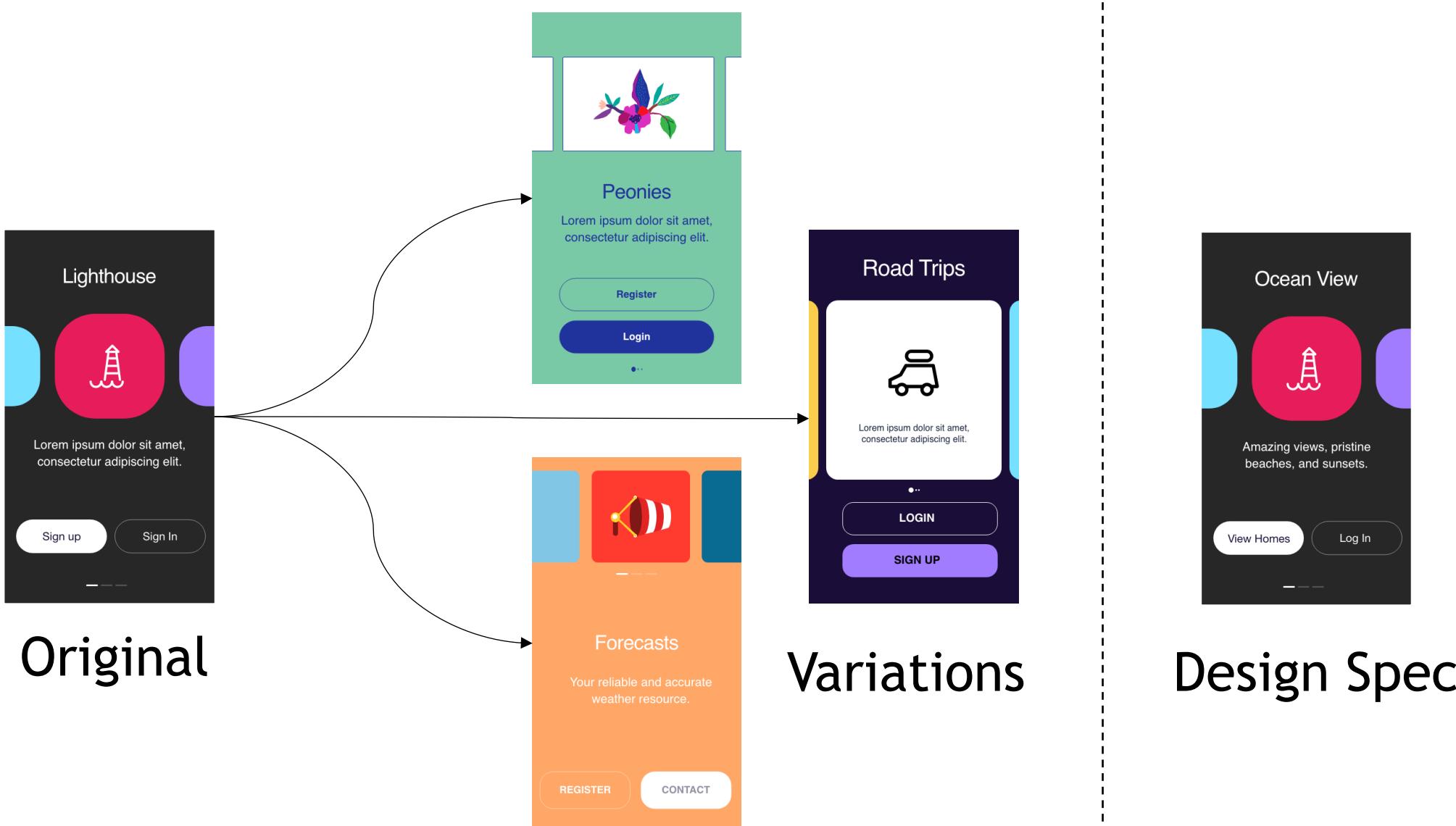
## Rewire Modes

1. Smart-Snap
2. Full Vector

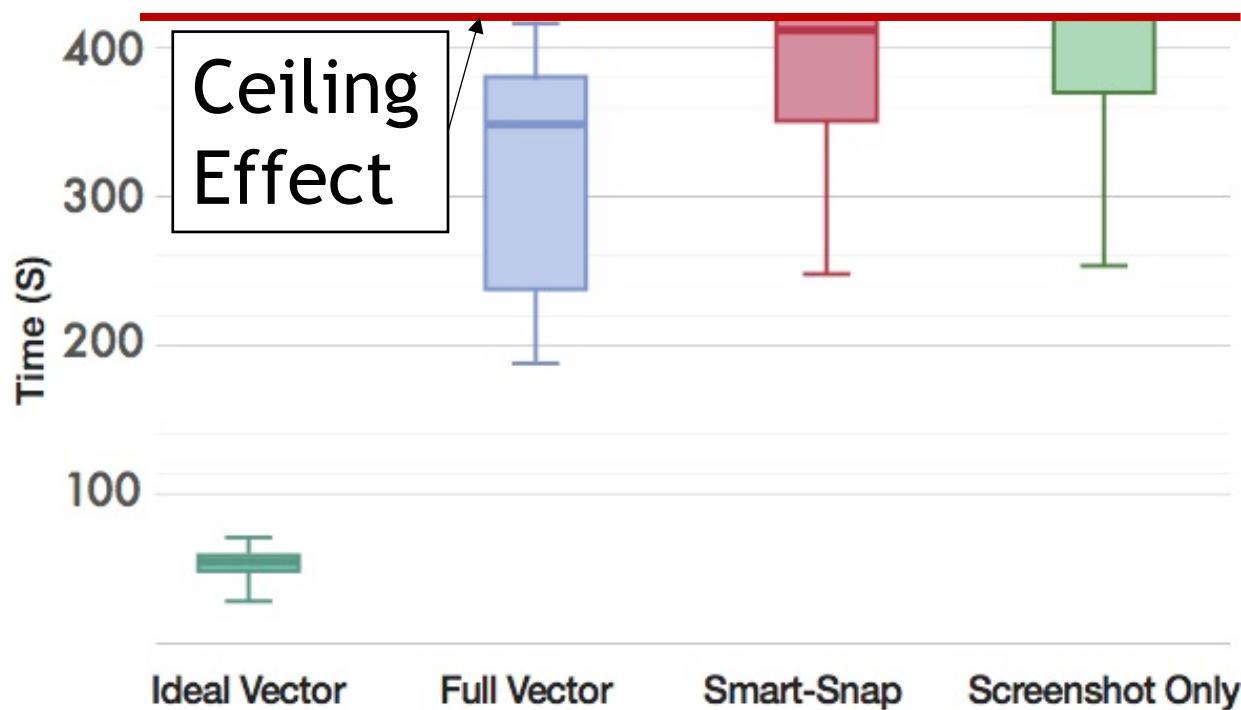
## Baseline Modes

3. Screenshot Only
4. Ideal Vector

# User Study - Artifacts

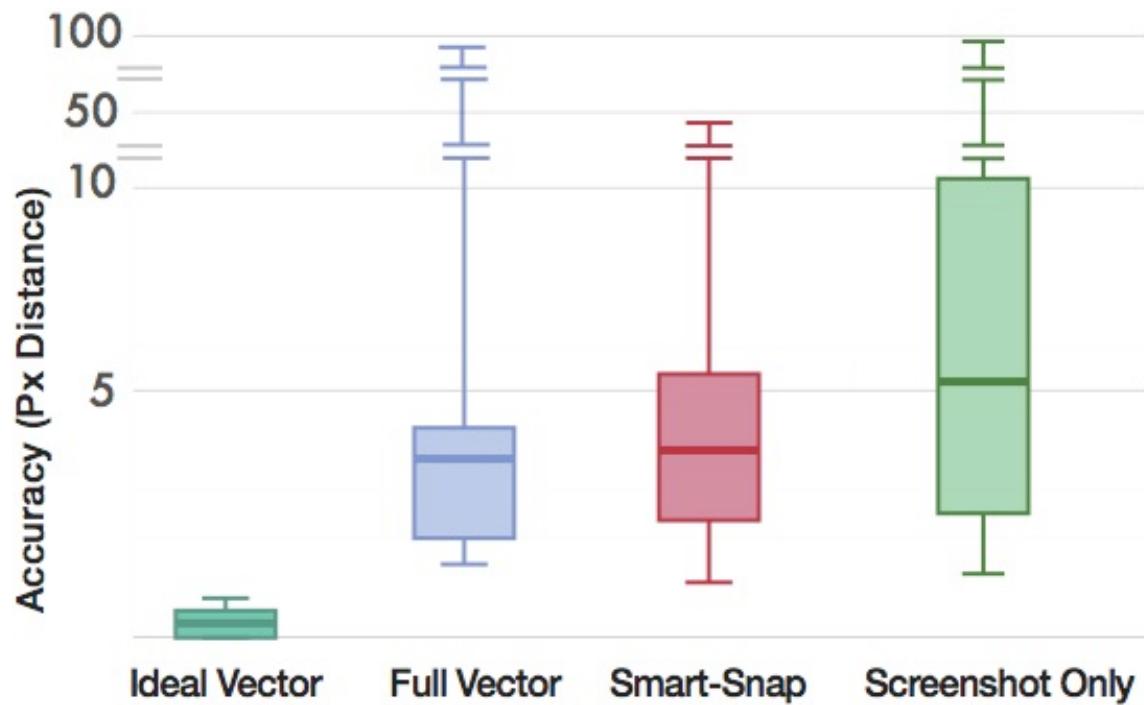


# Quantitative Results - Speed



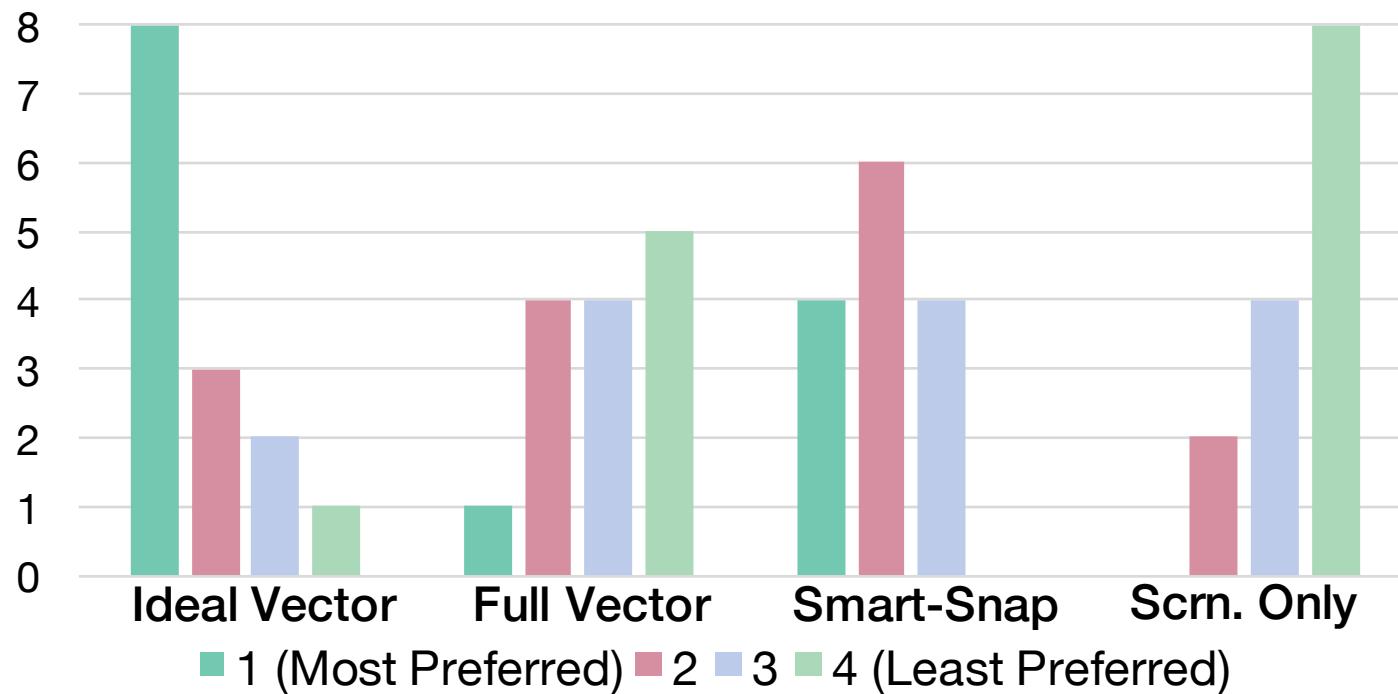
- *Full vector* significantly faster than *Smart-Snap* and *Screenshot Only*  
*Smart-Snap*  
 $t(11) = 3.26, p' < 0.008, d=0.91$
- *Smart-Snap* significantly faster than *Screenshot Only*  
 $t(11) = 4.32, p' < 0.002, d=1.07$   
 $t(11) = 2.20, p' < 0.025, d=0.36$

# Quantitative results - Accuracy



- Measured by average pixel distance
- No significant differences between pairs of conditions
- Rewire modes helped designers complete the tasks quicker with no accuracy tradeoffs

# Designers rankings of modes



- Ideal vector was the most preferred, and both Rewire modes preferred over screenshot only
- Most important factors in rankings were perceived *effort* and *time*
- *Full Vector* required more fixes, so designers felt it was more work

# Designers' Feedback - Non Rewire Modes

Ideal Vector



P11: “*It was way easier. Now I can spend my time working on actual design.*”

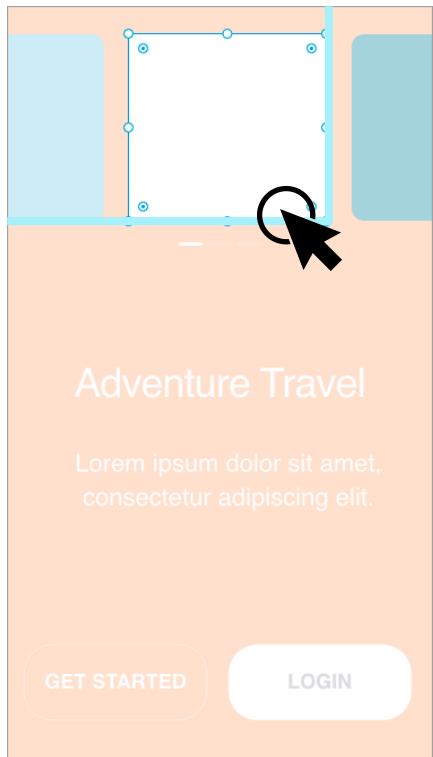
Screenshot Only



More difficult,  
more tedious,  
less accurate

# Designers' Feedback

## Smart-Snap



**Easier and quicker to achieve a more accurate alignment**  
**(8 designers)**

**Easier to get the the correct size and shape** (5 designers)

P5: “*The snapping guidelines are helpful and make for most accurate tracing of shapes - much better than doing them by hand.*”

# Designers' Feedback

## Full Vector



Designers **liked auto-generated shapes and text** (9 designers), and required less effort than Screenshot Only mode (4 designers)

Designers **did not like** manually fixing issues in output (6 designers)

P11: "*It requires more brain computing to determine how much more needs to be done. I would prefer to have it draw only the objects it is most confident about.*"

# Summary & Future Work

- Designers preferred Rewire modes to only a screenshot.
- Most important factors were accuracy and time.
- Future work
  - Designer in the loop repair
  - Partial vectorization
  - Accuracy improvements

# Rewire

## Key Takeaways

- Examples are valuable in design but are difficult to use and adapt in designs.
- We can extract semantic representations and manifest them in different modes to benefit designers.

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