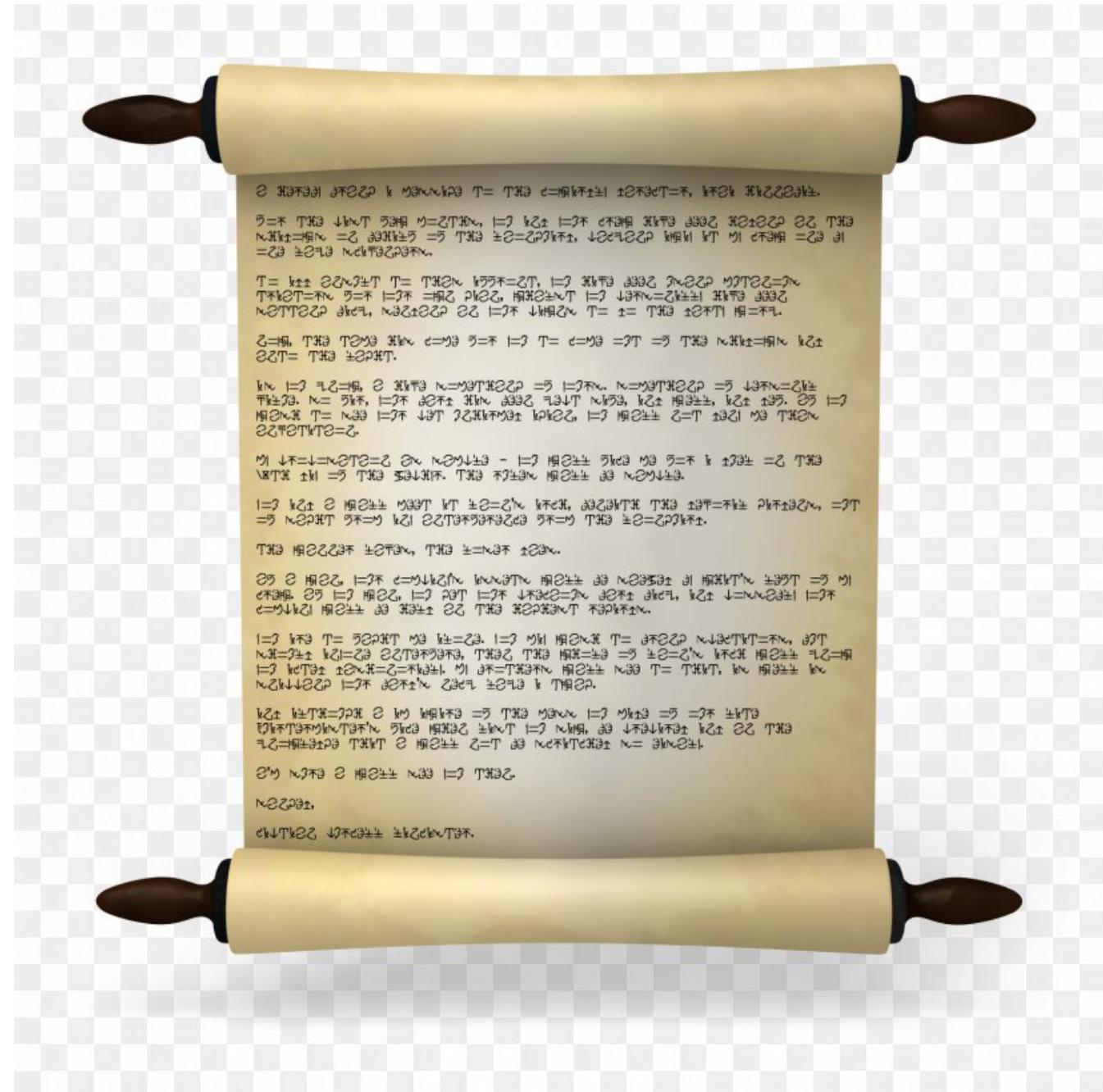


Core Studio Interaction

Week 2, Class 5

The Scroll

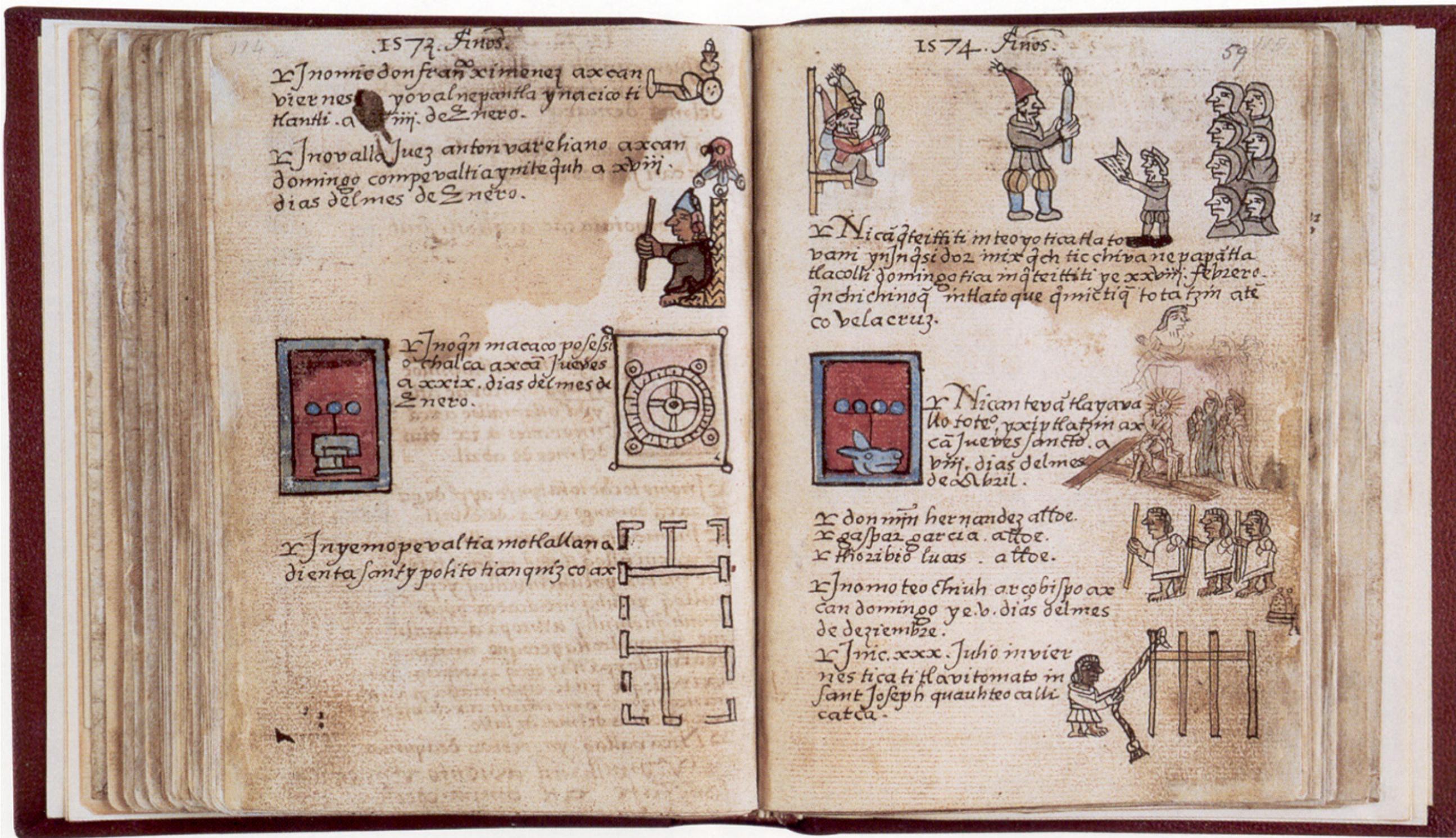


The history of scrolls dates back to ancient Egypt. In most ancient literate cultures scrolls were the earliest format for longer documents written in ink or paint on a flexible background, preceding bound books; rigid media such as clay tablets were also used but had many disadvantages in comparison.



Along the River During the Qingming Festival (1085–1145), Zhang Zeduan, 25.5 cm × 525 cm (10 in × 207 in)
https://en.wikipedia.org/wiki/Along_the_River_During_the_Qingming_Festival

Parchment scrolls were used by several early civilizations before the codex or bound book with pages and was invented by the Romans in the 1st century AD.



E-reader model

Electrical age [microform] : Free

https://archive.org/details/electricalage48newy/page/n51/mode/2up

Search inside

60 E L E C T R I C A L A G E JANUARY, 1916

drained, but that means a great amount of work and trouble; the latter evil is unavoidable no matter how many rugs are piled on the radiator.

61 E L E C T R I C A L A G E JANUARY, 1916

A lever outside of the case, can be closed only when the cover is shut. In addition, the cover can be locked shut or the switch can be locked open.

The starter can be operated by push buttons located at convenient points or by the line switch handle on the right-hand side of the starter. It is manufactured by the General Electric Company, Schenectady, N. Y.

♦ ♦ ♦

New Enamel Reflectors

A substantial and scientifically designed line of well-ventilated porcelain enamel reflector has lately been put on the market by a Connecticut manufacturer.

Automobile Engine Warmer

The Western Electric Company, of New York, has put on the market an electric heater that solves the last winter problem of the autoist. The heater is $\frac{7}{16}$ inches long, and comes with 10 feet of cord, the plug of which can be attached to any lamp socket. The heater is simply placed inside the hood of the automobile and the current turned on. No further attention is necessary, but cold engines and frozen radiators are entirely eliminated. The cost of the heater is small and its current consumption low, giving the motorist complete protection against the worst obstacle to winter motoring.

♦ ♦ ♦

Self Starter for Small D. C. Motors

A new self starter for small direct-current motors in sizes $\frac{1}{2}$ up to 3-hp, 115 and 230-volts, has been designed for constant speed, machine tool or similar service where frequent starting is required. The starter consists of a line switch, line contactor, accelerating contactor and resistance. These units automatically regulate the speed of acceleration and open the circuit in case the voltage falls. Fuses protect the motor against over-load.

Small Motor Starter

The switch is totally enclosed in a cast iron case and is arranged with certain safety features which protect the operator from injury. The cover over the switch parts can be opened only when the line switch is open. The line switch, operated

by a lever outside of the case, can be closed only when the cover is shut. In addition, the cover can be locked shut or the switch can be locked open.

The starter can be operated by push buttons located at convenient points or by the line switch handle on the right-hand side of the starter. It is manufactured by the General Electric Company, Schenectady, N. Y.

♦ ♦ ♦

Conduit Terminal Cap

A neat and reliable terminal for conduit work has lately been brought out by one of the well-known makers of electric specialties. It consists of two galvanized castings, held together by clamping screws, as shown in the illustration and con-

tains a two-piece, three-hole molded insulator. It is turned out in three sizes. The holes in the two smallest insulators are $5\frac{1}{16}$ in. in diameter and will take three No. 8 rubber-covered stranded wires. The holes in the largest insulator are $0\frac{5}{8}$ in.

A new type of silvered reflector has been developed for use with this lamp. It is of the "Beehive" type, gives a broad distribution of light and effectively conceals the lamp from direct view along the ordinary line of vision and a remarkably uniform illumination on the working plane. The dual system of corrugations shown on the illustration effectively breaks up the light from the concentrated filament of the 200-watt lamp, eliminating images of the filament, streaks and stria in the illuminated field.

Conduit Terminal Cap

in diameter and will take three No. 4 rubber-covered stranded wires. A lock-nut is screwed on the end of the conduit before placing the terminal in position. The castings of the device, which is designated as the "Gee Vee" terminal, are galvanized.

♦ ♦ ♦

A Strong Attachment Plug

A form of attachment plug, for which superior strength is claimed, is that shown below, in which after the insulation has been removed from the terminals, they are thrust through the plug, as shown in the right-hand view.

"Beehive" Reflector

This reflector may also be used with the 150-watt vacuum lamp. It is the first of a complete line of industrial reflectors for all sizes of gas-filled lamps, that is being placed on the market in the near future.

♦ ♦ ♦

New Portable Lamp

A handy portable lamp is the new patent grip type brought out by the Wallace Novelty Company, of New York. It is claimed to be the only lamp that can be collapsed and packed away in a satchel.

Concealed in the base is an automatic spiral clamp spring by means of which you can hang or clamp it instantly to bed-rod, dressing table, desk or chair. It is also provided with a rubber suction cap by which it is attached to a window-pane, mirror, or other smooth, non-porous surface.

Wallace

New Portable Lamp

The ends of the cord are then soldered to the shell and the disk at the end of the plug. The maker claims that this method of connection is considerably more rapid than screwing wires under binding posts. A saving of time is effected to the advantage of any manufacturer of electrical devices who installs "Attacho" plug in preference to higher priced plugs which cost, in labor of connecting alone, upwards of \$10 per thousand.

They also claim a much stronger and more "foolproof" job than any type of plug involving the use of screw connection. The device is made by R. S. Mueller, Cleveland, O.

♦ ♦ ♦

Reflector for Industrial Lighting

The 200-watt gas-filled tungsten lamp when equipped with an efficient and broadly distributing reflector, gives general lighting of ample intensity for ordinary manufacturing operations in a 20×20 -foot bay, or unit area. This means good lighting is obtainable for an energy consumption of 0.5 watts per square foot, which is a material reduction over what is ordinarily employed in an industrial plant.

When not in use, the shade and base clamp together as shown in the accompanying illustration. In the collapsed form it is conveniently carried and not liable to injury. The rubber vacuum cup is made so as to be easily removable when its life is gone so that a fresh one can be attached.

Altogether a very ingenious device that has succeeded in creating its own demand. It is handsomely finished in nickel brushed brass and bronze, and is supplied with socket and cord.

52 / 342

Cast	
<i>Phraso</i>	WALLACE FORD
<i>Venus</i>	LEILA HYAMS
<i>Cleopatra</i>	OLGA BACLANOVA
<i>Roscoe</i>	ROSCO ATES
<i>Hercules</i>	HENRY VICTOR
<i>Hans</i>	HARRY EARLES
<i>Frieda</i>	DAISY EARLES
<i>Madame Tetrallini</i>	ROSE DIONE
<i>Siamese Twins</i>	DAISY HILTON VIOLET HILTON
<i>Schlitze</i>	BY HERSELF
<i>Half Woman-Half Man</i>	JOSEPHINE JOSEPH
<i>Koko</i>	JOHNNY FOX

Digital scroll

W Scrolling - Wikipedia

https://en.wikipedia.org/wiki/Scrolling

Scrolling

From Wikipedia, the free encyclopedia

For other uses, see [Scroll \(disambiguation\)](#).

This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed.

 Find sources: "Scrolling" – news · newspapers · books · scholar · JSTOR (December 2009) (Learn how and when to remove this template message)

In computer displays, filmmaking, television production, and other kinetic displays, scrolling is sliding text, images or video across a monitor or display, vertically or horizontally. "Scrolling," as such, does not change the layout of the text or pictures but moves (pans or tilts) the user's view across what is apparently a larger image that is not wholly seen.^[1] A common television and movie special effect is to scroll credits, while leaving the background stationary. Scrolling may take place completely without user intervention (as in film credits) or, on an interactive device, be triggered by touchscreen or a keypress and continue without further intervention until a further user action, or be entirely controlled by input devices.

Scrolling may take place in discrete increments (perhaps one or a few lines of text at a time), or continuously (smooth scrolling). Frame rate is the speed at which an entire image is redisplayed. It is related to scrolling in that changes to text and image position can only happen as often as the image can be redisplayed. When frame rate is a limiting factor, one smooth scrolling technique is to blur images during movement that would otherwise appear to "jump".

Contents [hide]

- 1 Computing
- 1.1 Implementation
- 1.2 UI paradigms
- 1.3 Text
 - 1.3.1 Demos
- 2 Film and television
- 3 Video games
- 4 Studies
- 5 See also
- 6 Notes
- 7 References

Computing [edit]

Implementation [edit]

Article | Talk | Read | Edit | View history | Search Wikipedia

Scrolling

From Wikipedia, the free encyclopedia

This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed.

Find sources: "Scrolling" – news · newspapers · books · scholar · JSTOR (December 2009) (Learn how and when to remove this template message)

In computer displays, filmmaking, television production, and other kinetic displays, scrolling is sliding text, images or video across a monitor or display, vertically or horizontally. "Scrolling," as such, does not change the layout of the text or pictures but moves (pans or tilts) the user's view across what is apparently a larger image that is not wholly seen.^[1] A common television and movie special effect is to scroll credits, while leaving the background stationary. Scrolling may take place completely without user intervention (as in film credits) or, on an interactive device, be triggered by touchscreen or a keypress and continue without further intervention until a further user action, or be entirely controlled by input devices.

Scrolling may take place in discrete increments (perhaps one or a few lines of text at a time), or continuously (smooth scrolling). Frame rate is the speed at which an entire image is redisplayed. It is related to scrolling in that changes to text and image position can only happen as often as the image can be redisplayed. When frame rate is a limiting factor, one smooth scrolling technique is to blur images during movement that would otherwise appear to "jump".

Contents [hide]

- 1 Computing
- 1.1 Implementation
- 1.2 UI paradigms
- 1.3 Text
 - 1.3.1 Demos
- 2 Film and television
- 3 Video games
- 4 Studies
- 5 See also
- 6 Notes
- 7 References

Computing [edit]

Scrolling is often carried out on a computer by the CPU (software scrolling) or by a graphics processor. Some systems feature hardware scrolling, where an image may be offset as it is displayed, without any frame buffer manipulation (see also hardware rendering). This was especially common in 8 and 16-bit video game consoles.

UI paradigm [edit]

In a WIMP-style graphical user interface (GUI), user-controlled scrolling is carried out by manipulating a scrollbar with a mouse or using keyboard shortcuts, often the arrow keys. Scrolling is often triggered by user interface and command the interface. Older computer terminals changed the entire contents of the display one screenful ("page") at a time; this paging mode requires fewer resources than scrolling. Scrolling often also supports page mode. Typically certain keys or key combinations page up or down on PC-compatible keyboards the page up and page down keys or the space bar are used; earlier computers often used control key combinations.^[2] Some computer mice have a scroll wheel, which scrolls the display, often vertically, when rolled; others have scroll balls or 3D wheels which allow both vertical and horizontal scrolling.

Some software supports other ways of scrolling. Adobe Reader has a mode identified by a small hand icon ("hand tool") on the document, which can then be dragged by clicking on it and moving the mouse as if it were a large sheet of paper. When this feature is implemented on a touchscreen it is called kinetic scrolling. Touchpads often use inertial scrolling, in which the feature is based on the motion of the touchpad itself. Inertial scrolling is the most common type of scrolling of a tablet with inertia. An early implementation of such behavior was in the "Star" PDA of the Micropak series ca. 1991–1993.^[3]

Scrolling can be controlled in other software-dependent ways by a PC mouse. Some scroll wheels can be pressed down, functioning like a button. Depending on the software, this allows both horizontal and vertical scrolling by dragging in the direction desired; when the mouse is moved to the original position, scrolling stops. A few scroll wheels can also be tilted, scrolling proportionally in the two axes until released. On touchscreen devices, scrolling is a multi-touch gesture, done by swiping the finger or fingers across the screen. The direction of the scroll depends on where the user swipes to.

If any content is too wide to fit on a display, horizontal scrolling is required to view all of it. In applications such as graphics and spreadsheets there is often more content than will fit the width or the height of the screen at a comfortable scale, and scrolling in both directions is necessary.

Text [edit]

In text editors written horizontally, such as most Western languages, text documents longer than will fit on the screen are often displayed wrapped and sized to fit the screen width, and scrolled vertically to bring desired content into view. It is possible to display lines too long to fit the display without wrapping, scrolling horizontally to view each line in turn. However, this requires inconvenient constant line-by-line scrolling, while vertical scrolling is only needed after reading a full screenshot. Software such as word processors and web browsers normally uses word-wrapping to display as many words in a single line as will fit the width of the screen or window or, for text organised in columns, each column.

Demos [edit]

Scrolling texts, also referred to as scrolltexts or scrollers, played an important part in the birth of the computer demo culture. The software crackers often used their deep knowledge of computer platforms to implement the scrolling in an impressive way.^[4] Many scrollers were plain horizontal scrollers, but demo coders also paid a lot of attention to creating new and different types of scrolling. The characters could, for example, continuously alter their shape, take unusual flying paths or incorporate color effects such as raster bars. Sometimes it makes the text nearly unreadable.

Film and television [edit]

Scrolling is commonly used to display the credits at the end of films and television programs. Scrolling is often used in the form of a news ticker towards the bottom of the picture for content such as television news, scrolling sideways across the screen, delivering short-form content.

Video games [edit]

See also: Side-scrolling video game, Parallax scrolling, and 2D

In computer and video games, scrolling of a playing field allows the player to control an object in a large contiguous area. Early examples of this method include Talon's 1974 vertical-scrolling racing video game *Speed Race*,^[5] Sega's 1976 horizontal-scrolling racing game *Space Harrier*,^[6] Namco's 1977 horizontal-scrolling racing game *Super Bug*. The Nintendo Entertainment System video game *Donkey Kong* (1981) pioneered a sprite system that animated pre-loaded sprites over a scrolling background, which became the basis for Nintendo's *Super Scope* and *Donkey Kong* arcade hardware and home console such as the Nintendo Entertainment System.^[7]

Parallax scrolling, which was first featured in *Moon Patrol*, involves several semi-transparent layers (called playfields), which scroll on top of each other at varying rates in order to give an early pseudo-3D illusion of depth.^[8]

Belt scrolling is a method used in side-scrolling beat 'em up games with a downward camera angle where players can move up and down in addition to left and right. A previously much used alternative to video game scrolling is the flip-screen method.

Studies [edit]

A 1990 article by George Fitzmaurice studied spatially aware pointing computers. These devices had a 3D sensor, and moving the device caused the contents to move as if the contents were fixed in place. This interaction could be referred to as "moving to scroll". Also, if the user moved the device away from their body, they would zoom in; conversely, the device would zoom out if the user pulled the device closer to them. Smartphone cameras and "optical flow" image analysis utilize this effect.^[9]

A 1996 research paper by Jun Rekimoto analyzed tiling operations as scrolling techniques on small screen interfaces. Users could not only tilt to scroll, but also to select menu items. These techniques proved especially useful for field workers, since they needed to hold and control the device with one hand.^[10]

A more recent study from 2013 by Selina Shamma, Ceng Spalek, and Kar-Joule Rihm explored the action of reading text on a screen with the first anti-crests based on the user's eye tracking.^[11] The control group simply read text on a screen with no motion feedback. The experimental group had participants use a trackball to move the text to the top of the screen, as the screen scrolled down whenever participants attempted to look beyond the bottom of the screen. This anti-scrolling caused no statistically significant difference in reading speed or performance.^[12]

See also [edit]

- Flip page – an alternate visual effect for navigating digital publications

Notes [edit]

¹ * JamesAdequate ("Star" Demo), Retrieved 8 February 2019 – via YouTube.

² * "Auto-Racing at the Killer List of Videogames".

³ * "Speed Race" at the Killer List of Videogames.

⁴ * "Fruit" at the Killer List of Videogames.

⁵ * "Space Harrier" at the Killer List of Videogames.

⁶ * "Space Harrier" at the Killer List of Videogames.

⁷ * "Making the Fermat a Reality". Akira Electronics (September 12, 1994).

⁸ * "Gaming's Most Important Evolution". GameRadar. October 8, 2010. p. 3.

⁹ Retrieved 2013-07-10.

¹⁰ * Rekimoto, George H. (1990-01-01). "Useful Information Spaces and Spatially Aware Pointing Computer". *Computer*. 23 (6): 39–49. doi:10.1145/98844.199564. ISSN 0001-0782.

¹¹ * Rekimoto, Jun (1998-01-01). "Tiling Operations for Small Screen Interfaces". *Proceedings of the SIGART Conference on Intelligent User Interface Software and Technology*. UST'98. New York, NY, USA: ACM. pp. 107–112. ISBN 978-0897917988. *CiteSeer* 10.1.1.56.8303. doi:10.1145/2307091.231169.

¹² * Shamma, Selina; Spalek, Ceng; Rihm, Kar-Joule (2013-01-01). "Reading On-Eye Tracking South Africa". *ETSA*. 13. New York, NY, USA: ACM. pp. 24–31. doi:10.1145/2307091.2309319. ISBN 9781450322110.

References [edit]

Categories: Television technology · Video game design · Computer graphics · Demo effects · User interface techniques

This page was last edited on 4 October 2019, at 16:28 (UTC).
Text is available under the Creative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.

Viewfinder



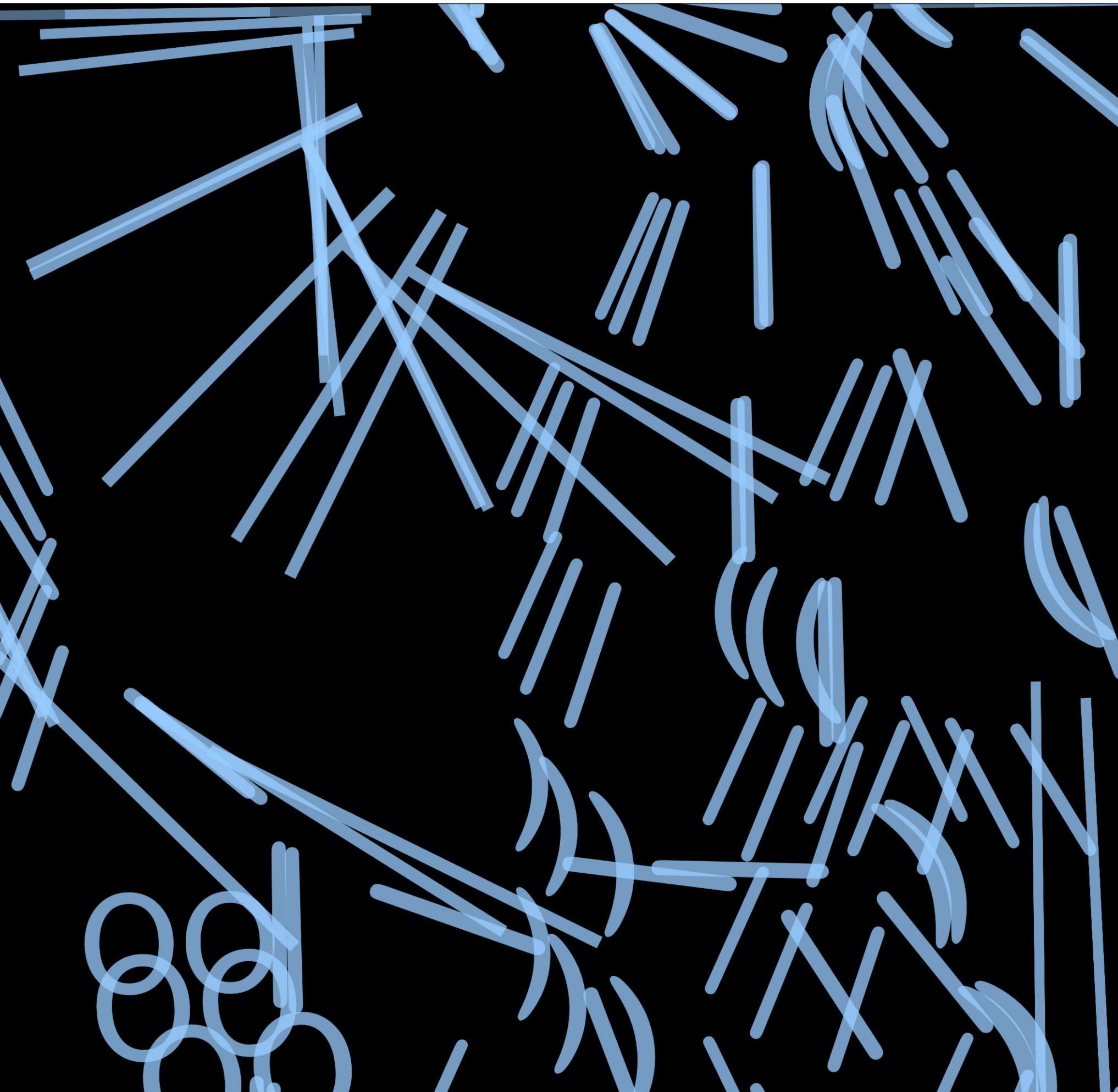
Examples

John Russell

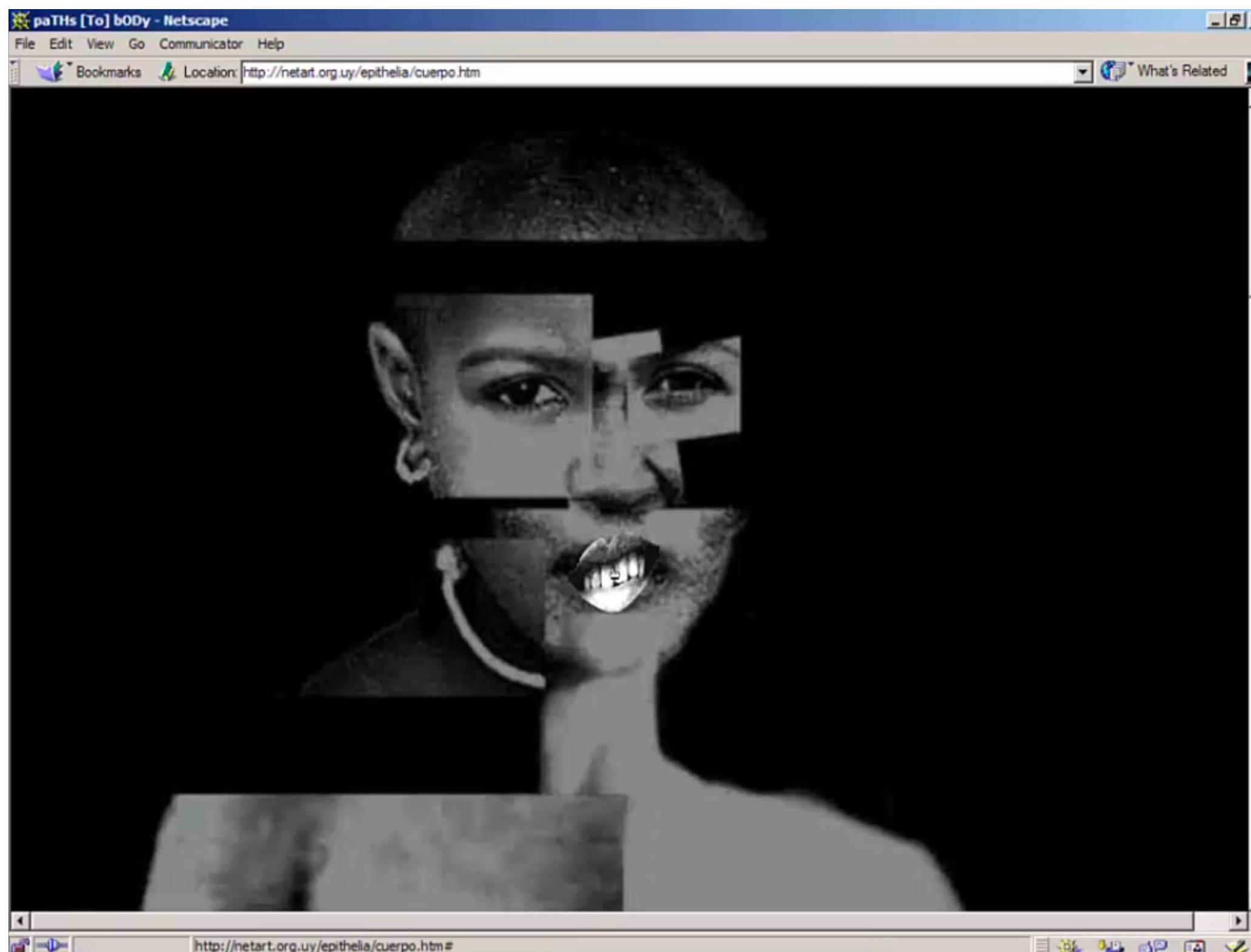
SQRRRL



Examples



Examples



Mariela Yeregui, *Epithelia* (1999)
<https://anthology.rhizome.org/epithelia>

Thank you :)

Parsons School of Design
School of Art Media and Technology

Core Studio Interaction
2529 PUCD, 2125 D
Spring 2020

Instructor: Becca Abbe