BTH545 Lab 8

Learning Outcomes

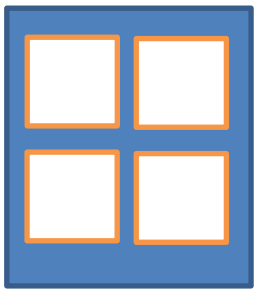
- To apply UI design principles and guidelines to solve a problem.

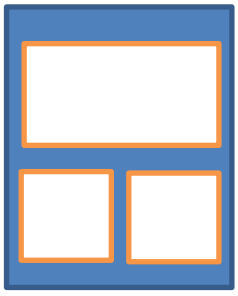
Description

You have been asked to design the dialog for a photo printer application. The dialog will be used before one or more photos are printed. The dialog will allow the user to select which photos to print from a series of photos picked before the dialog popped up. The main application will allow several photos to be selected and then passed to the dialog as thumbnail images and their associated names.

The photos can be printed on various types of papers (rag, luster, glossy, matte, etc.) , which come in both metric and Imperial standard sizes. In addition to the standard sizes, users can configure custom paper sizes, name them, and add them to the list of available paper sizes.

The users should be able to select 1 or more photos to print on a single page. The user should be able to arrange the images on a page so that they are evenly spaced in a regular grid or printed in irregular sizes. You should be able to associate each image with one or more of the printing locations on the page.





Images should be resized to fit the viewport allocated to them. This will result in clipping if the aspect ratio of the viewport differs from that of the image. In such cases, the user should be able to position the image within the viewport to select the portion of the image that will actually be printed. Many printers cannot print right to the edge of the page and require a 5mm (or more) margin around the printable area of the page.

The print dialog will be able make minor modifications to the image including brightness, contrast and colour saturation.

Your solution should provide constraints, feedback, examples of results and the ability to reverse decisions made previously.

In-Lab (60%)

You should design a dialog which meets the requirements and follows the design principles and guidelines you have studied. This can be done with paper and pencil or with a drawing tool.

At-Home (40%)

Describe how your interface implements each of the following:

- Reversibility of decisions
- Constraints on values to be entered
- Examples that will help the user envision the results of settings,
- Preview of what the results of the user's decisions will look like,
- Gestalt principles, and focusing of attention.

Also, discuss how you selected the colour palette for your page and why you selected this palette.

Submission

Submit one or more documents containing your sketches of the interface along with a list of the group members to Blackboard. The reflections are due by midnight 2 days after the lab. The reflections should include images of the interface to illustrate the points being discussed. The reflections should also include a list of the group members.