



### Linguistic Model

Narrative

Symbolism

Expert

The specifications in the **Linguistic Model** must be mirrored by the visualization of domain imagery in the **Graphic Model**

**Portal Publisher** : specifies the graphics specification which is automatically made available in studio as a design strategy

**Studio Publisher** : satisfies the graphics specification which is to utilize the design strategy as its final definitive reference

### Specification



Design Strategy

### Visualization



### Graphic Model

Symbology

Context

Designer

**SVG** (Scalable Vector Graphic) **scales ideally** compared to **Raster** (Gif, JPG, Png) **suffering pixilation in resolution** increase on **device displays** so it is sought after. In the graphics domain of the IT industry the conventional means to **publish**, **contain** and **broadcast** extensible **SVG** graphic content is a laborious process encumbered by the requirements of extensive expertise, additional adhoc processes and several software utilities to perform all the tasks that achieve those objectives.

Our alternative **solutions** using an effective combination of technology and methodology remedies inadequacies of conventional means. Our platform of consolidated utilities require far less expertise to use and fewer processes due to comprehensive integration. The accompanying methodology of best practice already implemented by default or explicitly indicated to users accommodate logically sequenced processes following structured work flows which offers convenience to optimize efficiency and productivity. These utilities are explained through illustrating fragmented screen shots with labels that indicate the sequence of process and functional purpose of its use.

In addition to the previously mentioned complications, the single greatest limitation hampering usage of **SVG** to its fullest potential is that it must be manifested in an xml file which is static data presenting numerous processing limitations which cannot be addressed by the conventional methodology. Our methodology of defining those **SVG** documents **virtually** and storing it in a database, repositories overcome the limitations with **dynamic behavior** previously impossible. That is argued in detail in our document about the platform outside the scope of this document. We recommend that you consult it to understand its advantage solving those real world problems

The publishing utilities here exceed exclusively providing aesthetics as other **SVG** editors do. But focuses on provisioning for raw data to be dynamically wrapped in descriptors of virtual **SVG** documents. This offers tremendous flexibility for reuse and re-combination allowing for interactive **SVG** imagery that can be navigated

# Specification to Visualization

We observed that there are typical requirements for defining and presenting  concepts and  constructs within the  domain using  SVG which are also common to them regardless of their respective industries nature as there is a typical process it follows for domain experts to describe and designers to visualize.

So we proceeded work on a solution with the realization that when conversing to relate  domain specific concepts and constructs, that  words (definition through rationalization) convey explanation generally but illustrating  mental imagery (definition through visualization) provides precise  comprehension

The solution thus effectively needs to accommodate a methodology by which to precisely define graphic content specification and also that by which to fulfill that graphic content specification which further reveal logical and creative aspects individually dealing with distinct  constructs of their own namely that of :

1.  **Rationalizing** that deals with the  construct of a  linguistic model
2.  **Visualizing** that deals with the  construct of a  graphic model

Once a  domain is  comprehended through a  Linguistic Model, its transposed into a tangible medium of vivid imagery depicted in a  Graphic Model.

These  constructs essentially pre-determine components of the  publishing mechanism, as it needs to structure and navigate explanation and also structure and navigate illustration of that explanation. This requires special  utilities that can provide the required functionality on the  platform namely that of the :



**The  Portal Publisher** which has all the  designers and  browser to facilitate maintenance and browsing of all content in the  linguistic model  
The  Linguistic Model defines concepts and constructs in the  domain in terms of words rationalized in the  platform by the  constructs of :

1.  **Narrative** (scoping and structuring of the  subject matter) requiring a hierarchical mechanism that relates, directs and navigates explanation
2.  **Symbolism** (describing and illustrating  subject matter) requiring a diagrammatical mechanism which visualizes illustrations of explanation

Thus the  Linguistic Model is maintained through the :

1.  **Narrative Designer** : facilitating the narration through a hierarchical tree menu representing grouping and directional flow of the explanation
2.  **Symbolism Designer** : facilitating the symbolism through a diagrammatic sketch labeled by visual elements showing the required illustration



**The  Studio Publisher** which has all the  designers and a  browser to facilitate maintenance and browsing of all content in the  graphic model  
The  Graphic Model depicts concepts and constructs in the  domain in terms of imagery illustrated within the  platform by the  constructs of :

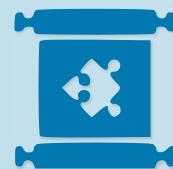
1.  **Symbology** (reuse-able visual of  subject matter) requiring a graphic mechanism that can render a composition with specific visual elements
2.  **Context** (navigation of  subject matter) requiring a linking mechanism which can temporarily couple compositions through visual elements

Thus the  Graphic Model is maintained through the :

1.  **Symbology Designer** : facilitates composition of graphics through a canvas and menu of visual elements with effects that can be painted on it
2.  **Context Designer** : facilitates inter linking by a search and listing that can drag compositions onto a canvas and link elements to compositions
3.  **Animation Designer** : facilitates dynamic binding of filter effects to visual elements along with animating visual elements in the compositions

# Linguistic Model

To deal with the  abstract aspects within the  platform solution, for convenience of a common language dealing with the system we use specific terminology to define the constructs (definitions persisted) within the framework of those  concepts. To compartmentalize responsibilities to fall within the specific role and segregate concerns addressed by specific functionality, the  publishing mechanism supported by this  platform consists of the tool suite such as the linguistic and graphic designers provided specifically to manipulate the  constructs of the  linguistic model as well as the  graphic model persisted in  repositories



## Linguistic Model by Domain Expert

The **Linguistic Model** contains graphic specifications which are to be used as design strategies for creating compositions in the **Graphic Model**. Defines the domain concepts in terms of wording, which in this platform are rationalized through the usage of both the narrative and symbolism. It is maintained through the **Linguistic Model**  designer in the web  Portal Publisher.

 <b>Domain</b>	A specific area of interest defined by specialized concepts and constructs that are represented in the imagery contained in a  graphic repository
 <b>Vocabulary</b>	Technical terminology of the domain language (jargon) is to be put into the plain language of laymen terms for easier understanding
 <b>Semantics</b>	Phrasing the description of intended technical imagery of the  domain into more simple wording of precise and concise semantics
 <b>Article</b>	Substantial body of text that assists as a treatise elaborating on the intended meaning of technical illustrations in the domain imagery
 <b>Narrative</b>	Is a  hierarchical containment mechanism that scopes and groups symbolism (specs) under a specific topic which is explored through imagery
	 Scope  Group  Identify  Brevity
 <b>Subject</b>	Indicates the focal point of the subject matter the symbolism concentrates on in both writing (articles) and illustration (symbolology).
 <b>Reference</b>	Structured Reference translates a  symbolisms position in a  hierarchy into a  directory path notation for easy referencing
 <b>Symbolism</b>	Is a preliminary graphics specification of the intended imagery, that is to be followed as a definitive design strategy for a  graphic composition
 <b>Link</b>	Visual element appearing in a graphic composition that is temporarily configured in a context to link to another context on clicking
 <b>Imagery</b>	A description of intended imagery with elaborating descriptions for  annotated visual elements or a single  structured reference
 <b>Behavior</b>	Interactive animated behavior can be assigned to specific visual elements featuring in the  graphic composition put into a context
 <b>Sketch</b>	A preliminary sketch of the intended imagery's visual elements and layout usable as the visual guide for creating the  composition
 <b>Element</b>	Visual elements occurring in 3 specific categories namely :  shapes,  symbol and  text is specified within the  composition
 <b>Tagging</b>	Tag sketch with  visual elements (name, type & position) that can be  annotated with elaborated descriptions in the  imagery

# Graphic Model



## Graphical Model by Graphic Designer

The **Graphic Model** contains all the  graphics compositions which implement their  design strategies specified in the **Linguistic Model**. Defines domain concepts in terms of imagery, which is illustrated through the usage of symbology and context which is graphically navigable. It is **maintained** through the **Graphic Model**  designer in the  Studio Publisher.

### Context

A mechanism facilitating  navigation through imagery of the  domain by temporarily interlinking  compositions through link elements



**Link** Visual element appearing in a graphic composition that is temporarily configured in a context to link to another context per click



**Background** Multiple symbology (compositions) can be imported, scaled and positioned as backgrounds for symbology (composition) to reuse



**Article** Multiple bodies of text can be attached to a symbology (composition) which can be stylized to complement the imagery esthetic



**Behavior** Visual elements can be decorated with combined filter effects along with assigning event driven animated behavior for dynamics

### Symbology

Virtual graphic document composed of numerous visual elements clustered in independent reusable units that can be put in different contexts



**Element** Visual elements falling within 3 specific categories  shape  symbol  text that is rendered in the canvas of  compositions



**Shape** Archetypal, compound or path shape are used to create forms by means of shaping in the  symbol and  symbology designer



**Symbol**  shaped or  imported symbols conveniently drawn from a freely available resource of  symbol catalogs in the  platform



**Text** Native undecorated plain text, font decorated text or shaped text (follows form perimeters) can be put in  graphic compositions

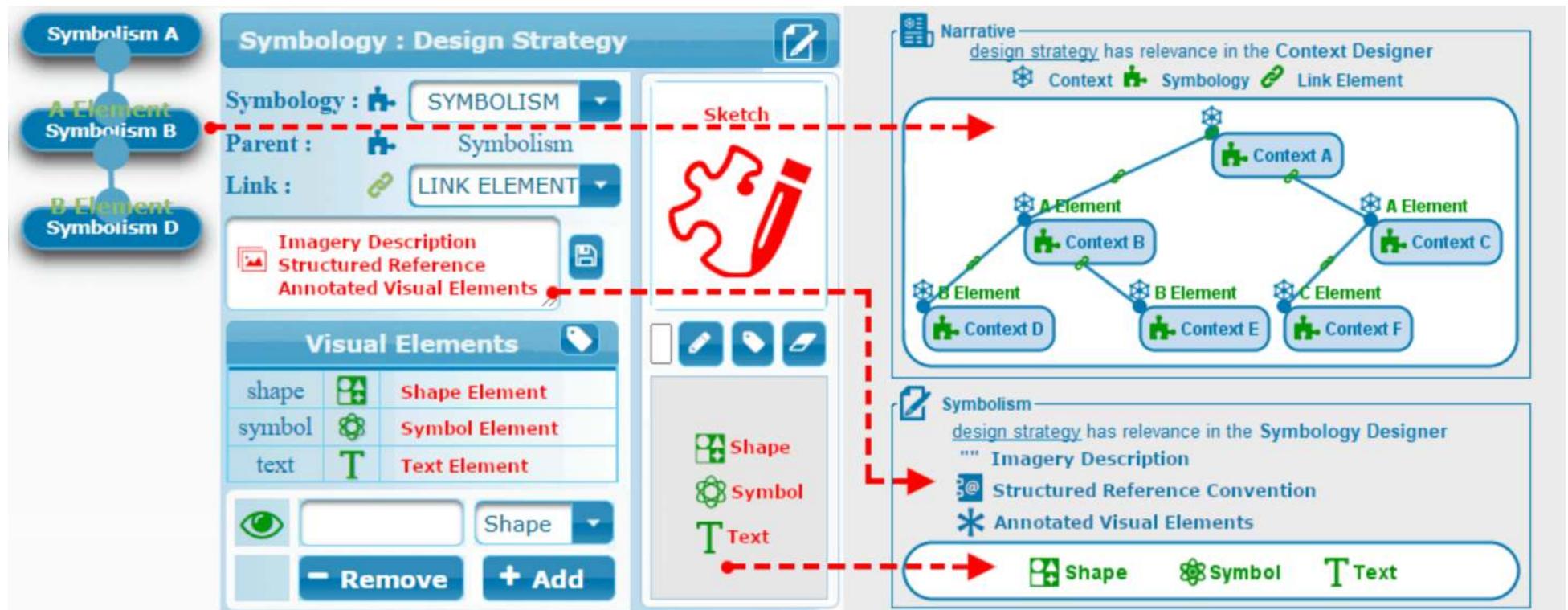
# Design Strategy

After the creation of the graphics specification in the  **Portal Publisher**, it has to be conveniently and effectively communicated for accurate implementation within the  **Studio Publisher** for further designing. The  construct representing this specification in the terminology of this  platform is referred to as the  **Design Strategy**. It is automatically formulated during the process of authoring the  narrative and  symbolism that is a combination of both their specifications put into a visual format. This format is more easily understood by the  designers not acquainted with the  subject matter of the  domain, which the  expert should always keep in  mind.

 The  **Design Strategy** is to be consulted by the  designer during their  design session as the absolute definitive reference that defines the requirement and must be followed precisely to mirror the  linguistic model. It is located in every  designer and  browser where relevant by clicking on their  help button.

- The  **Narratives** hierarchical structure of Symbolism has immediate relevance in the  **Context Designer** whilst linking the compositions in  **Studio**
- The  **Symbolism** clustering composition of Elements has immediate relevance in the  **Symbology Designer** when creating compositions in  **Studio**

Below illustrated is both the  symbolism designer view in the  **Portal Publisher** with its corresponding  design strategy view in the  **Studio Publisher**. It is considered  best practice to utilize the functionality of a  design strategy consistently to ensure the  **Graphic Model** mirrors the  **Linguistic Model**.



 **Portal Publisher** is a linguistic utility maintaining the  **Linguistic Model** with designers and browser facilitating publishing of  **SVG specs** to the  repository  
An overview of each  designer and  browser are briefly illustrated for a general idea of functionality in the linguistic  **publishing mechanism** on the  platform

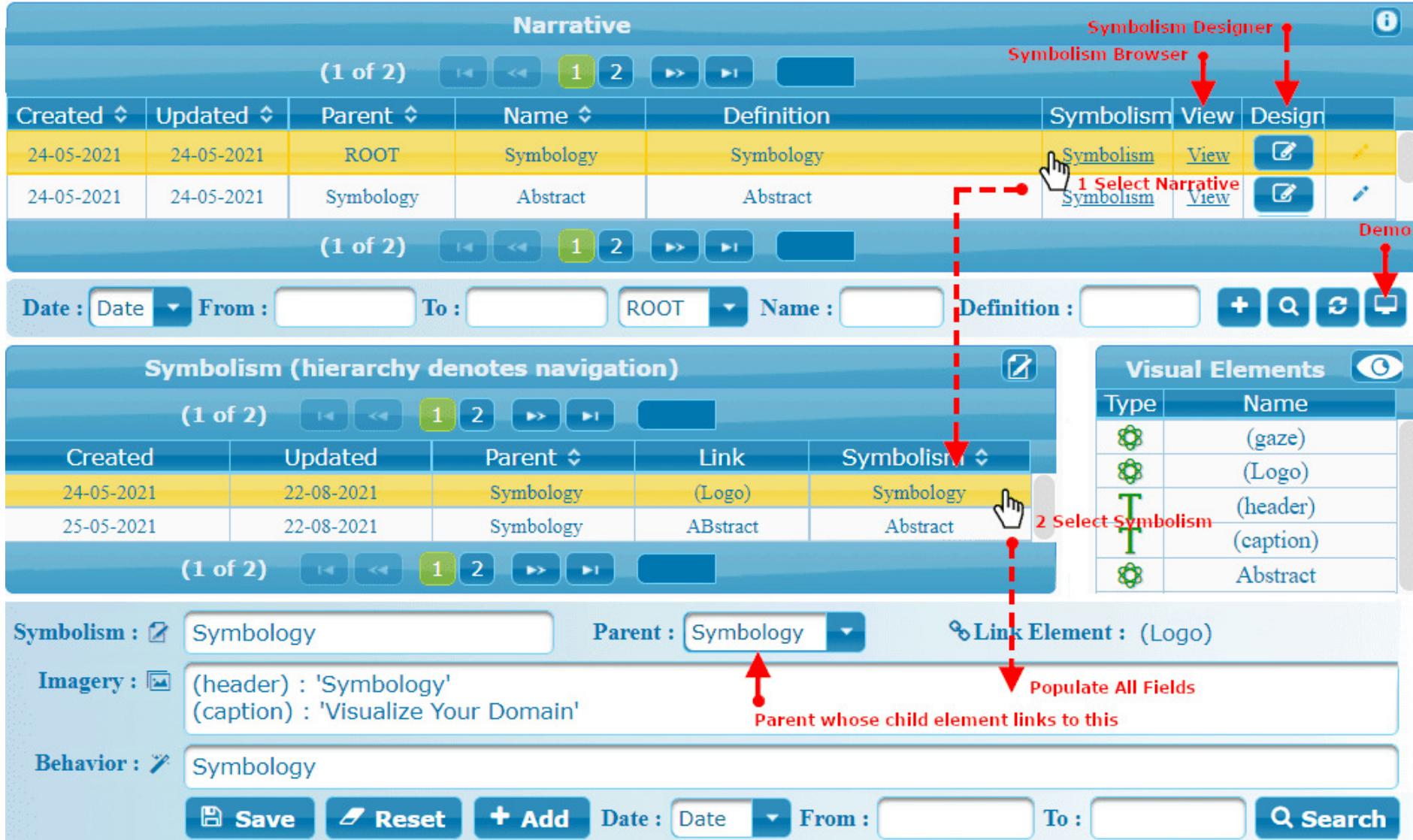
 The primary **design mechanisms** of the  **Portal Publisher** are the :

- ①  **Narrative Designer** : Mechanism where all by the  subject matter of  *concepts* and  *constructs* residing in the  domain of a  repository can be conveniently fragmented and compartmentalize into more manageable containers of information according to the strict principles of
  -  **Scope** determining the inclusion of certain subject matter based on whether or not it is immediately relevant to the specific topic
  -  **Group** determine the hierarchy of order and progression the subject matter will be explored in the chain of relevance in the topic
- ②  **Symbolism Designer** : Mechanism where all by the  subject matter of  *concepts* and  *constructs* residing in the  domain of a  repository can be explained through the use of a menu driven utility that facilitates the operation of diagrammatic and text capturing fields that aim to
  -  **Identify** the intended graphic compositions content through a basic sketch which is also labeled with specialized visual elements
    -  **Link** : select single element from drop menu of the parent symbolism's elements
    -  **Sketch** : mouse driven drawing canvas whose individual lines can also be removed
    -  **Label** : tags that are pinned onto sketch components indicating the visual element
    -  **Elements** : tabulated menu for adding or removing -  **Shape** -  **Symbol** -  **Text**
  -  **Brevity** Inside the  imagery field : use  structured reference convention to indicate forwarding to a specification  
Inside the  imagery field : use  annotated visual elements to provide more lengthy descriptions for labels

 The primary **browsing mechanisms** of the  **Portal Publisher** are the :

- ①  **Narrative Browser** : Mechanism where by all the  subject matter of  *concepts* and  *constructs* residing in the  domain of a  repository can be navigated by topic [busy woth]
- ②  **Symbolism Browser** : Mechanism where by all the  subject matter of  *concepts* and  *constructs* residing in the  domain of a  repository can be navigated by selecting an individual specification whose visual can be previewed through a ... [busy woth]

**Narrative Designer**  Publishing mechanism maintaining  narratives which  scope and  group related  symbolism dealing with common  subject matter which is to be consulted as the  design strategy for referencing by the  graphic designer in the  context designer featuring withininside the 



The screenshot illustrates the Narrative Designer interface, specifically the Symbolism Designer section. It features two main tables: the **Symbolism Designer** and the **Symbolism (hierarchy denotes navigation)**.

**Symbolism Designer:**

Symbolism					View	Design
<a href="#">Symbolism</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">New</a>	<a href="#">Delete</a>		
<a href="#">1 Select Narrative Symbolism</a>	<a href="#">2 Select View</a>	<a href="#">3 Demo</a>				

**Symbolism (hierarchy denotes navigation):**

Created	Updated	Parent	Link	Symbolism
24-05-2021	22-08-2021	Symbology	(Logo)	Symbology
25-05-2021	22-08-2021	Symbology	ABstract	Abstract

**Visual Elements:**

Type	Name
	(gaze)
	(Logo)
	(header)
	(caption)
	Abstract

**Form Fields (Bottom):**

- Symbolism:  Symbology
- Parent:
- Link Element:
- Imagery:  (header) : 'Symbology'  
 (caption) : 'Visualize Your Domain'
- Behavior:  Symbology

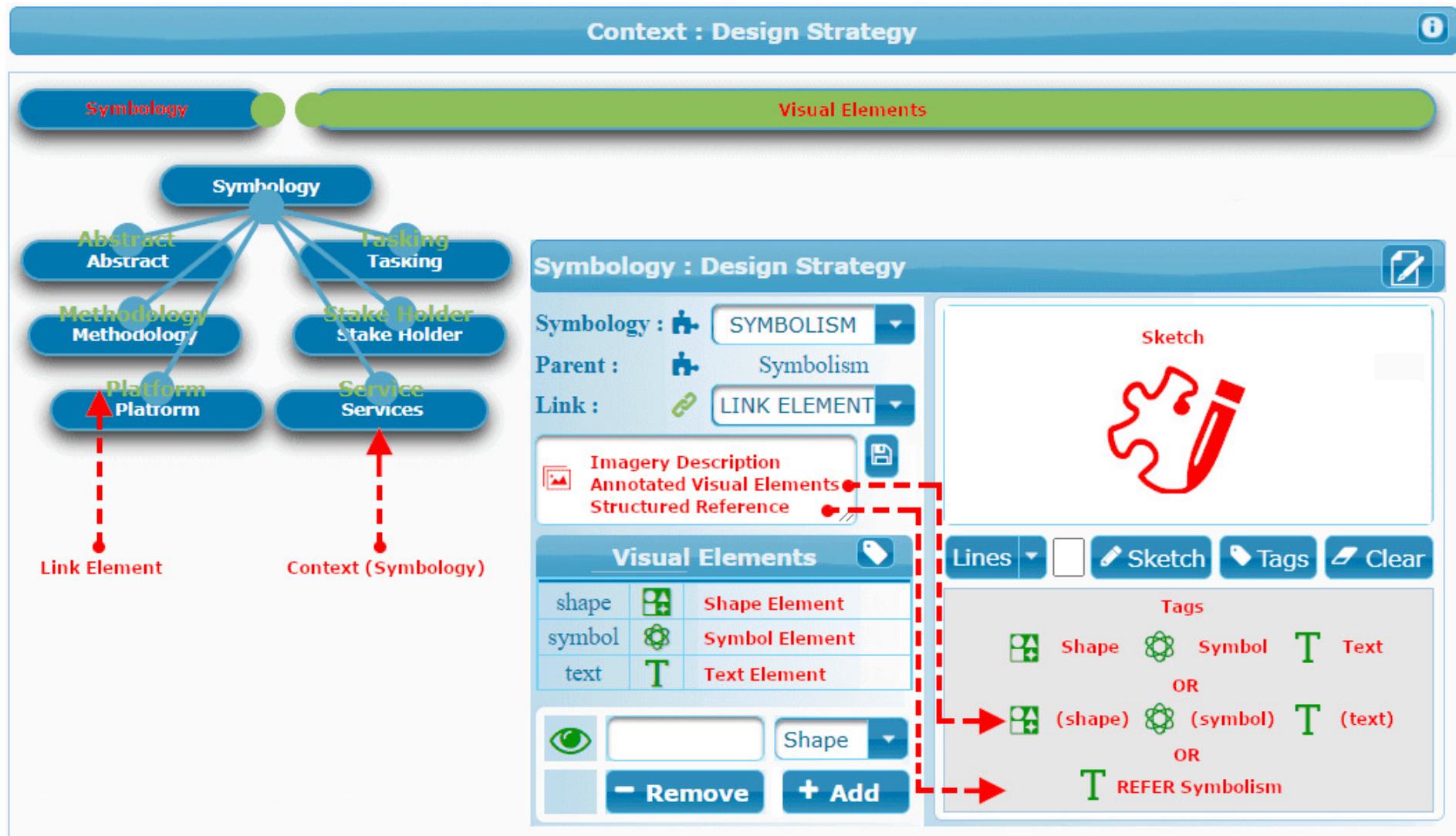
**Buttons (Bottom):**

-  Save
-  Reset
-  Add
- Date:
- From:
- To:
-  Search

Annotations with red arrows and text:

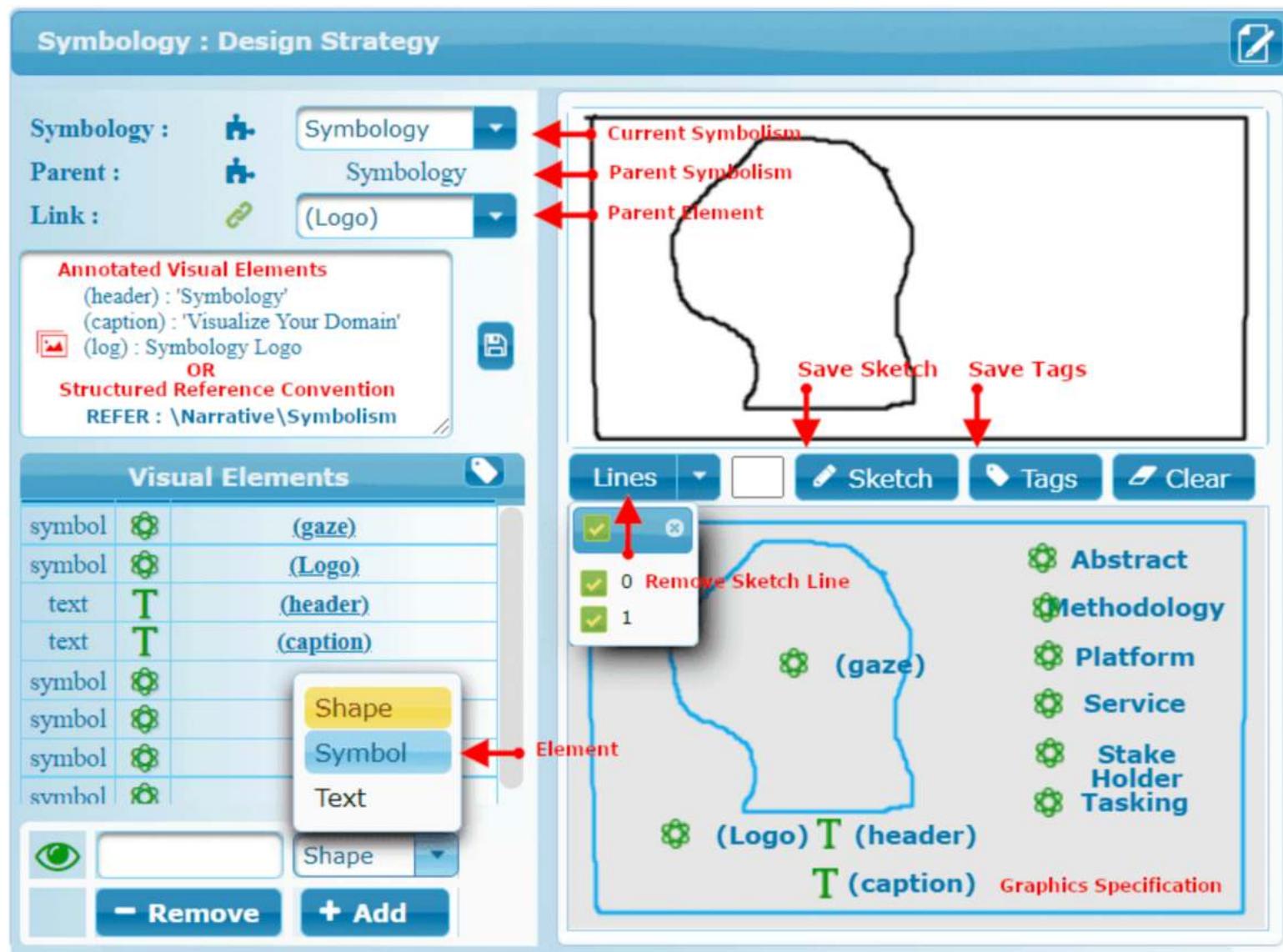
- 1 Select Narrative Symbolism
- 2 Select View
- 3 Demo
- Parent whose child element links to this
- Populate All Fields

**Symbolism Designer**  Publishing mechanism maintaining the  symbolism specifying instructions and a preview of  visual elements in re-usable graphic specifications to be used as the  design strategy which the  graphic designer is to translate into a  symbology (graphic composition) during their  design session



**Symbolism Design Strategy** All the relevant specifications provided here appear as the symbolism design strategy to be used within the Studio Publisher specifying the following :

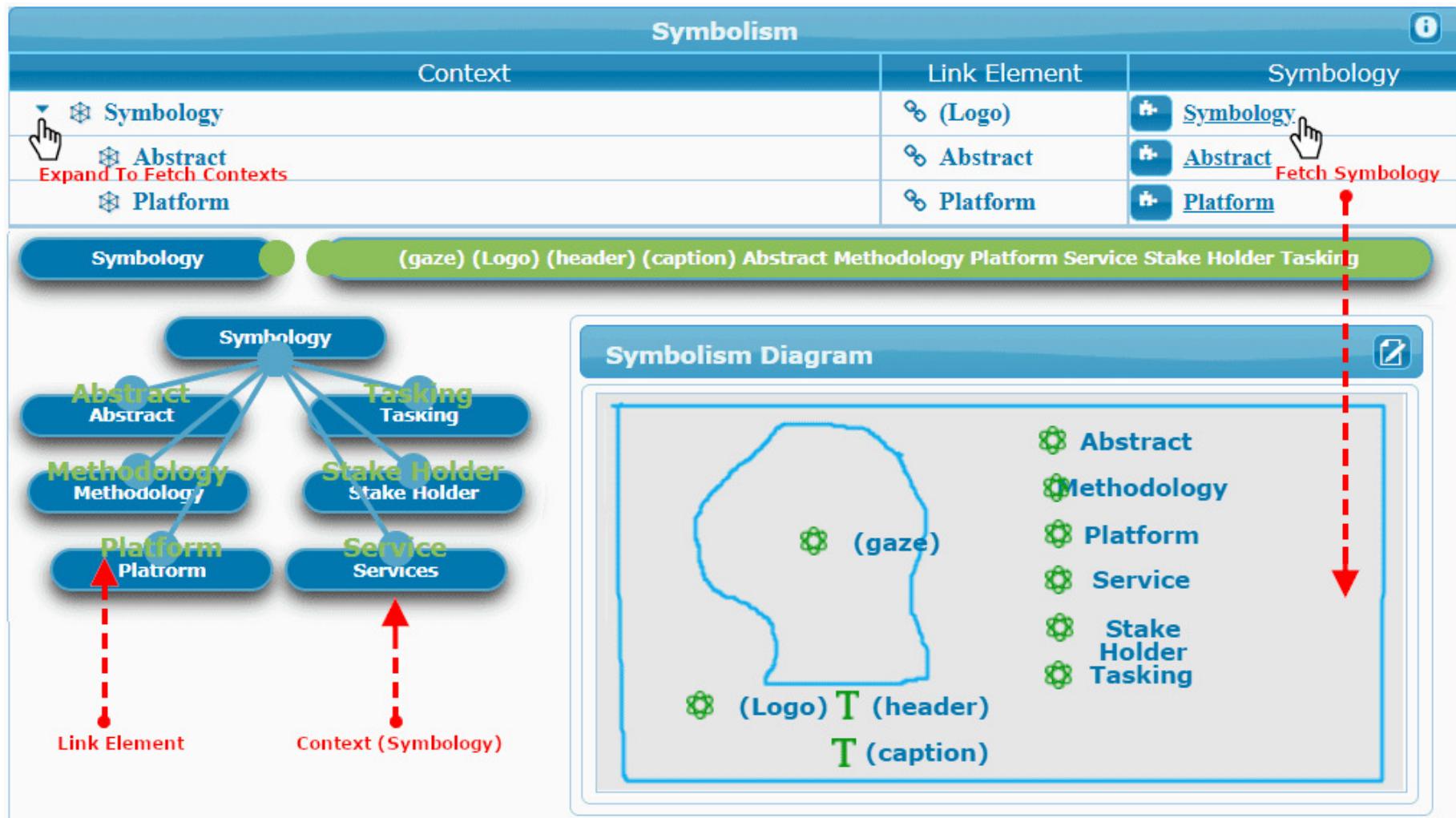
- Elements** : listing all of the visual elements
- Imagery** : note definition of the imagery
- Sketch** : make a rough sketch of imagery
- Labels** : peg labels of visual elements



**Narrative Browser** Facilitates browsing through the  **Narratives** (grouped symbolism) in a hierarchical tree menu of expandable records which on expansion fetch more  **Narratives** which in turn can also be expanded. To the right their  **Symbolism** can also be browsed by clicking its link opening a  **browser tab**.

Narrative Hierarchy		
Narrative	Definition	Symbolism
▼  Platform Demo	Platform Demo	 <a href="#">Symbolism</a>
▶  Abstract <b>Expand to fetch Narratives</b>	<b>Abstract</b> <a href="#">Navigate to Symbolism Browser</a>	 <a href="#">Symbolism</a>
▶  Methodology	Methodology	 <a href="#">Symbolism</a>
▶  Platform	Platform	 <a href="#">Symbolism</a>
▶  Services	Services	 <a href="#">Symbolism</a>
▶  Stake Holder	Stake Holder	 <a href="#">Symbolism</a>
▶  Tasking	Tasking	 <a href="#">Symbolism</a>

**Symbolism Browser** Facilitates browsing through the **Symbolism** (graphics specification) via a hierarchical tree menu of expandable records which on expansion fetches child **Symbolism** which in turn can each be expanded. At right **Symbolism** can be viewed by clicking a link populating the **symbolism diagram**



**Reference Convention** To ensure a **Symbolism** (graphic specification) is not duplicated but declared once and referred to by a unique identifier in the **Linguistic Model** a structured convention is needed. A mechanism facilitating this is the **structured reference convention** translating hierarchical parent child nodes into a flat directory path notation specified in the **imagery** attribute of a **Symbolism**. An illustrated example specified below features to the right the **Narrative : "Best Practice"** contains 2 references to the **Symbolism : "Design Strategy"** at left residing at the flat specified directory path :

**REFER** : \symbology\Abstract\Linguistic Model\Design Strategy.

**Narrative Hierarchy**

Narrative	Definition	Symbolism
Platform Demo	Platform Demo	
Abstract	Abstract	
Linguistic Model	Linguistic Model	

**Symbolism : Design Strategy**

Symbology : SYMBOLISM

Parent :

Link : LINK ELEMENT

REF Platform Demo\Abstract\Linguistic Model\Design Strategy  
Directory Path Notation (flat)

**Visual Elements**

text REFER Design Strategy

Lines Sketch Clear

Remove Add

**Parent Child Node (hierarchical)**

**Indicate Reference**

REFER Design Strategy

### Symbolism in the Symbolism Designer



## Channel Editor

The **Channel Editor** facilitates the ability to configure a particular "Look and Feel" to complement the branding of host containers. The channel detects the URL Link parameters and adjusts its appearance accordingly. In this manner the browsing mechanism of **domain** imagery of a **repository** is customizable.

**Configurable URL :** channel.html?showTracker=true&trackerScale=0.8&fitWidth=500&fitHeight=500&color=0178af&navColor=b5d7e8&glass=true

URL : <http://svgsymbology/symbology-repo/rest/channel.html?showTracker=true>
Width : 500
Height : 500
Icon : 0.8
Track : 
Theme : 
Nav : 
Glass :

**#0178af**  
**#188fc6**  
**#34abe2**  
**#4ec5fc**  
**#5ad1ff**  
**#b5d7e8**

**Abstract**

**Methodology**

**Platform**

**Service**

**Stake Holder**

**Tasking**

**Symbology**  
Visualize Your Domain

## Send Symbol Catalog

Facilitates the sending of production ready commercial quality symbols from the freely available symbol catalogs available in the web portal to a specific catalog library existing in a repository. Symbols are requested by submitting a URL containing a zip archive of SVG or BMP files. The Symbol Catalog contains over 50 000 symbols (in a path format) which are graphics of various things covering a vast range of subject matter like technology, commerce and nature etc ... constantly being extended by catalogers using Cataloger Apps to either trace BMP or parse SVG files.

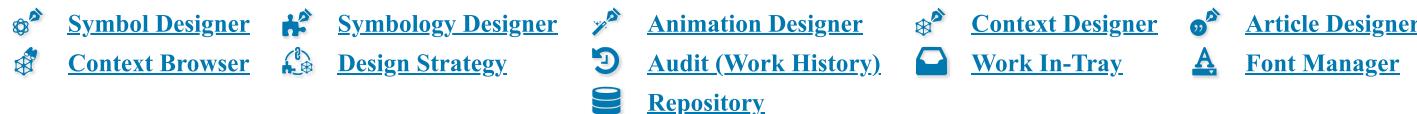
The screenshot illustrates the 'Send Catalog Symbols' interface with several key components:

- Top Bar:** Displays 'Repository : Repo 3', 'Symbol : tel-57', 'KB : 3.494', 'Ratio : 1.00', and a dropdown menu 'Send To' set to 'telephone'. A red arrow labeled '4 Library' points to this dropdown.
- Symbol Preview:** Shows a large icon of a telephone handset.
- Left Panel:** Titled 'Repositories', it lists three entries: 'Repo\_1' (Org: Symbology, Role: Captain), 'Repo\_2' (Org: Symbology, Role: Captain), and 'Repo\_3' (Org: Symbology, Role: Captain). A red arrow labeled '3 Repository' points to 'Repo\_3'.
- Right Panel:** Titled 'Platform Catalog : Technology' and 'Catalog Library : telephone'. It shows a list of symbols with icons, file sizes (e.g., 3.123 KB, 2.831 KB, 3.494 KB, 3.474 KB), and symbols. A red dashed box highlights the 'Add' button next to 'tel-56' and 'tel-57'. Another red arrow labeled '5 Add' points to the 'Add' button for 'tel-57'.

# Studio Publisher : Help

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Studio Publisher is a graphic utility maintaining the  Graphic Model with its extensive tool suite which facilitates publishing of  SVG content to a  repository. An overview of its  designers and  browser is briefly illustrated for a general idea as to their functionality in the graphic  publishing mechanism on the  platform. Screen shots of the  studio publisher are accessed in the  web portal at left by a link  Screens on the navigation bar where a slide show can page through the screens.



## Symbol Designer : Help

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The  Symbol Designer has all the necessary  utilities required to perform the commonly needed manipulation of  SVG. In order to understand how to make use of its full functionality acquaint yourself with all the instructional use in this  help tutorial and try your hand out at some experimentation by using a .

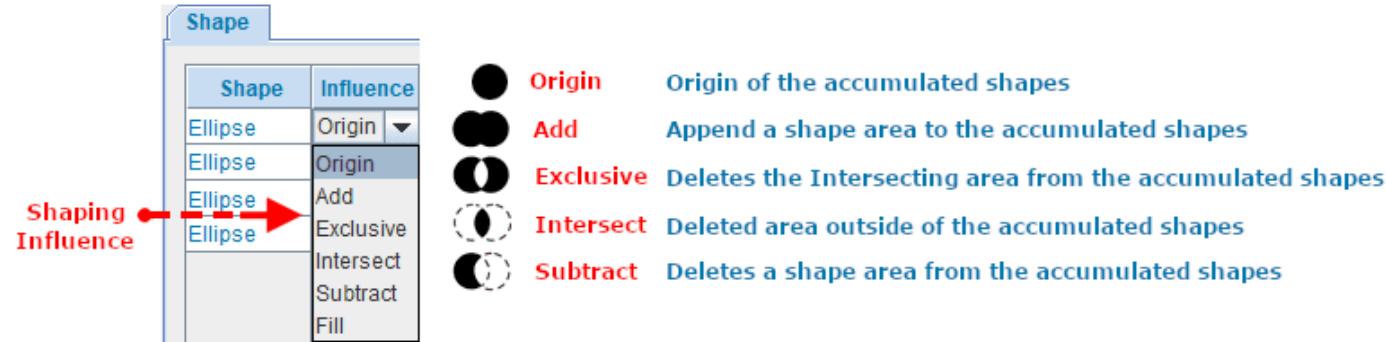
### Shapes

All  shaped symbols are comprised of a collection of shapes having influence over one another, to generate what is commonly referred to in  studio as a  principal form which is the single shape produced and use-able in the  symbology designer when importing  symbols into compositions. To create the  shape and start sculpting a  symbol you must select an  archetypal shape from the menu and dimension it on the canvas with a single swiping motion.



## Shape Influence

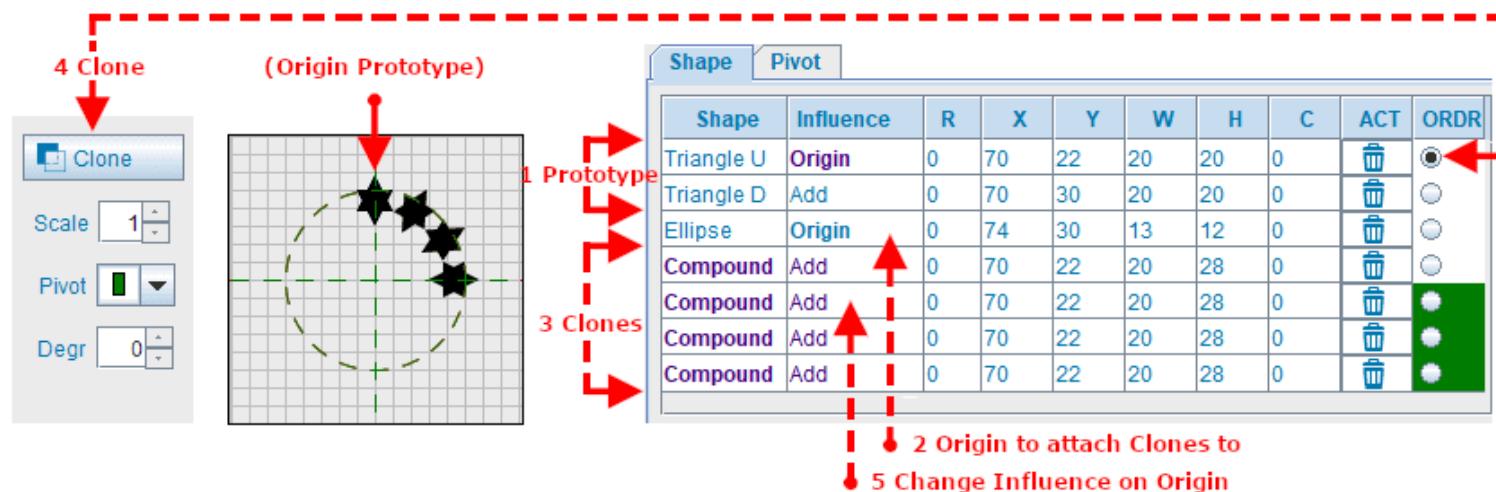
Shaping is the core function of a graphic editor and has certain concepts that need to be understood properly before using this  utility effectively. When  archetypal shapes are combined with various influences over one another they result in a compound shape. Each shape can also be manipulated further by scaling, positioning or rotating. If a compound shape in a composition conforms to three rules it becomes the  principal form use-able as a 



## Prototype Form

A compound  shape can be duplicated and thus manipulated as one portable entity through out a composition. The ability to repeatedly use it through out a composition is achieved through the process of  cloning. Once cloned it logically becomes the prototype of the clones. This offers 3 distinct advantages of :

1. Any change made to the prototype automatically cascades through to the clones
2. Saving the duplication of effort to recreate it for every required instance there of
3. Byte economy as it does not unnecessarily duplicate memory storage in repository

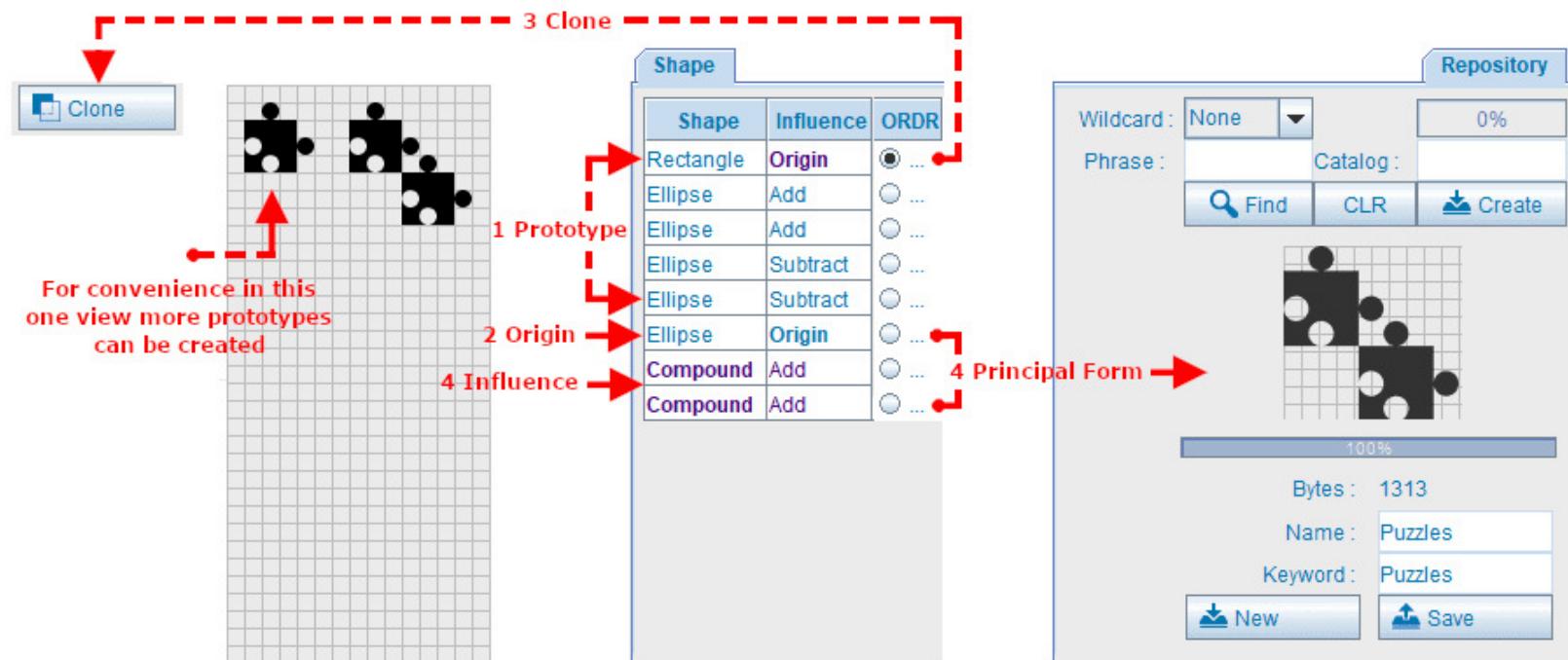


## Principal Form

A **█** principal form is the final objective of a **⊗** symbol being shaped. The system automatically identifies it when a compound **█** shape conforms to rules :

1. Is a single Shape or Compound Shape with an origin
2. Not referenced by a Clone (thus not being a prototype)
3. Can have numerous Clones of other prototypes influencing it

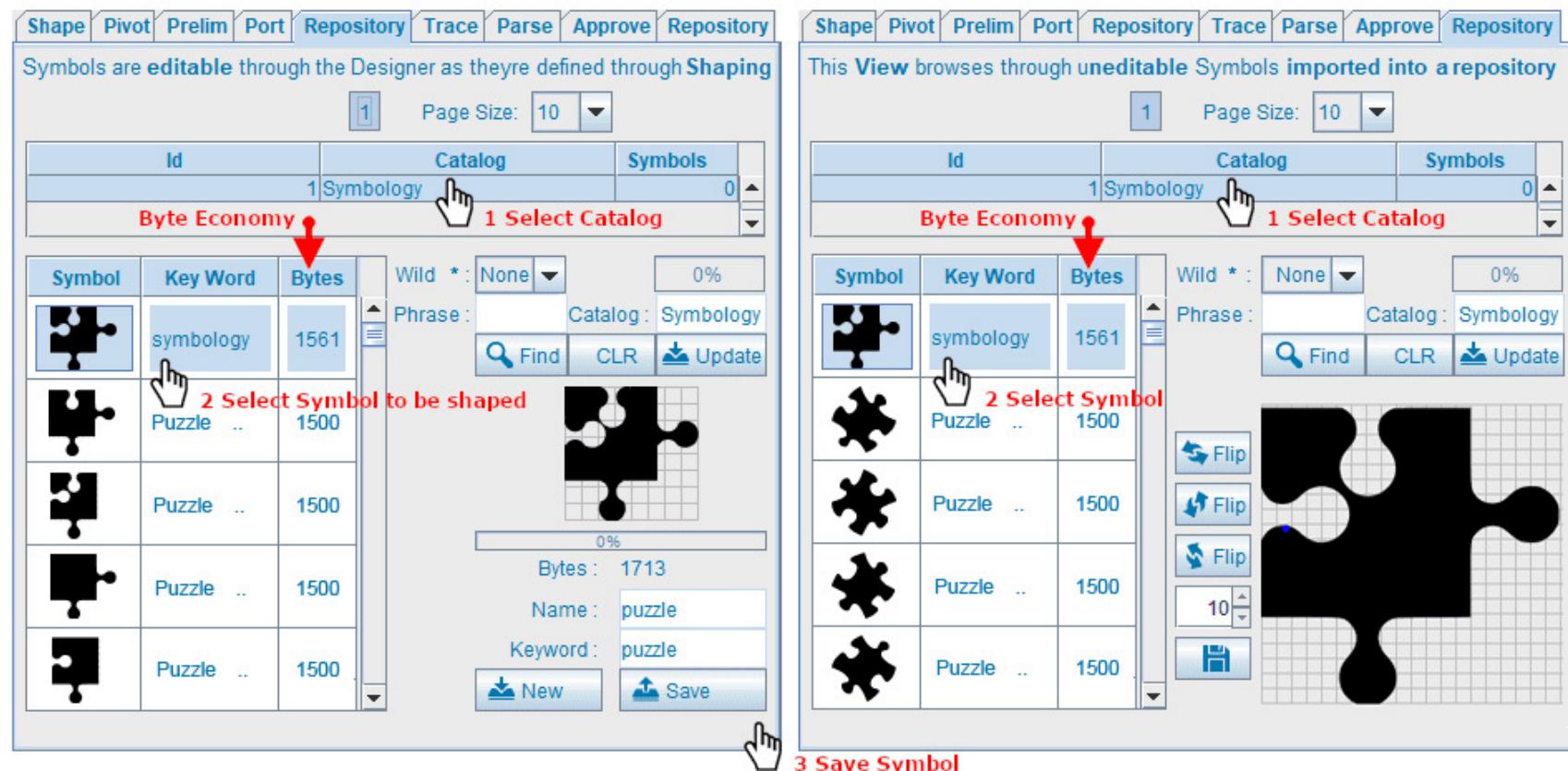
Thus many compound **█** shape and **█** clones can be created and their prototypes are excluded from the final composition to isolate the **█** principal form to become the resulting **⊗** symbol. Thus many prototype forms can conveniently feature through out single view while creating a complicated **█** principal form



## Symbol Types

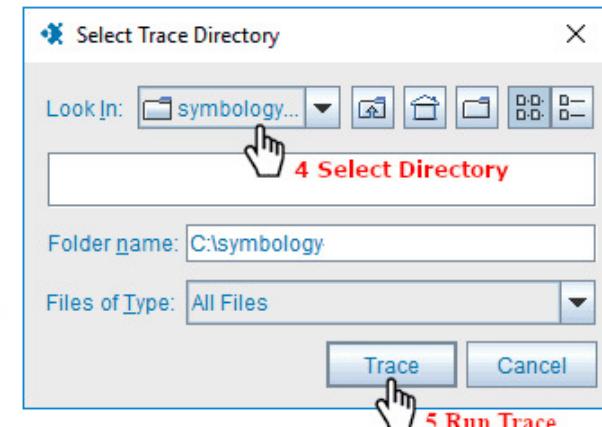
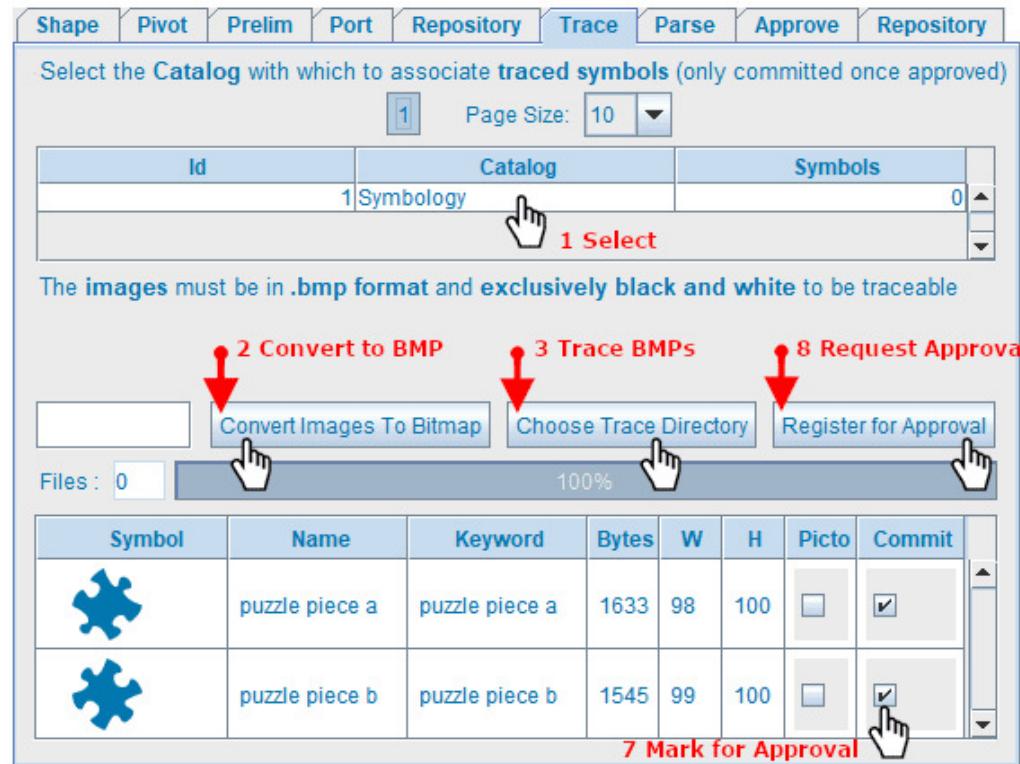
There are 2 distinctly different types of symbols which can be accessed and manipulated from within the symbol designer namely that of the :

1.  **Shaped Symbol** : which is created through the shaping process of a symbol defined in the formulation of a principal form.
2.  **Imported Symbol** : locally parsed from SVG files, or traced from BMP files or pooled from the online Symbol Catalogs.



## Trace Symbol

Studio is integrated with Po-Trace (industry standard) tracing shapes from BaW BMP images and downloaded from : <http://potrace.sourceforge.net/> Shapes occurring in BMP images files can be traced in the Trace pane only requiring the Po-Trace executable to be present in the directory containing the BMP images files. First the file directory containing the BMP files must be located and once it has been selected they are traced by the system. Once traced, their forms will populate the listing as illustrated below. However they can also be partially manipulated later through flipping or rotating



6 Tracing Process Runs and once completed the listing at left is populated

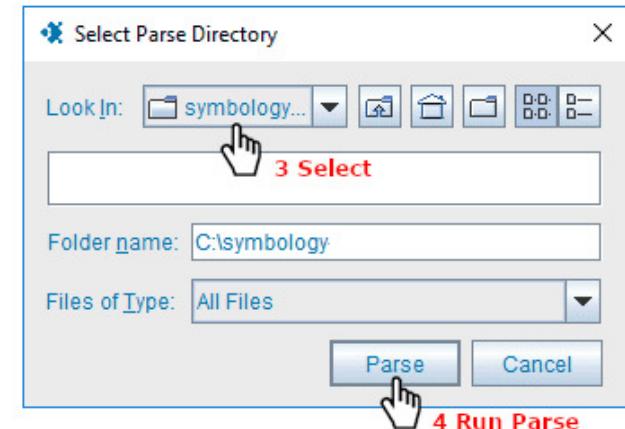
**Parse  
Symbol**

Shapes occurring as path elements in SVG can be parsed in the Parse pane. First the file directory containing the SVG files must be located, then once it has been selected they are parsed by the system. Once parsed their forms populate the listing as illustrated. However they can be partially manipulated later through flipping or rotating. Unfortunately no other graphic elements such as the standard shapes like Rectangles and Ellipses etc .. can be parsed

The Parse pane interface includes a top navigation bar with tabs: Shape, Pivot, Prelim, Port, Repository, Trace, Parse, Approve, and Repository. Below the tabs is a message: "Select the Catalog with which to associate traced symbols (only committed once approved)". A table lists a single entry: "1 Symbology". A hand cursor is shown over the "1 Select" button. Below the table is a note: "The parser only extracts paths then merges and re-scales them to fit a 100 X 100 PX space". Red numbers 2 and 7 are placed above "Parse Paths in SVG File" and "Request Approval" buttons respectively, with red arrows pointing to them. The bottom section shows a table with two rows of data:

Symbol	Name	Keyword	Bytes	W	H	Picto	Commit
	puzzle piece a	puzzle piece a	1633	98	100	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	puzzle piece b	puzzle piece b	1545	99	100	<input type="checkbox"/>	<input checked="" type="checkbox"/>

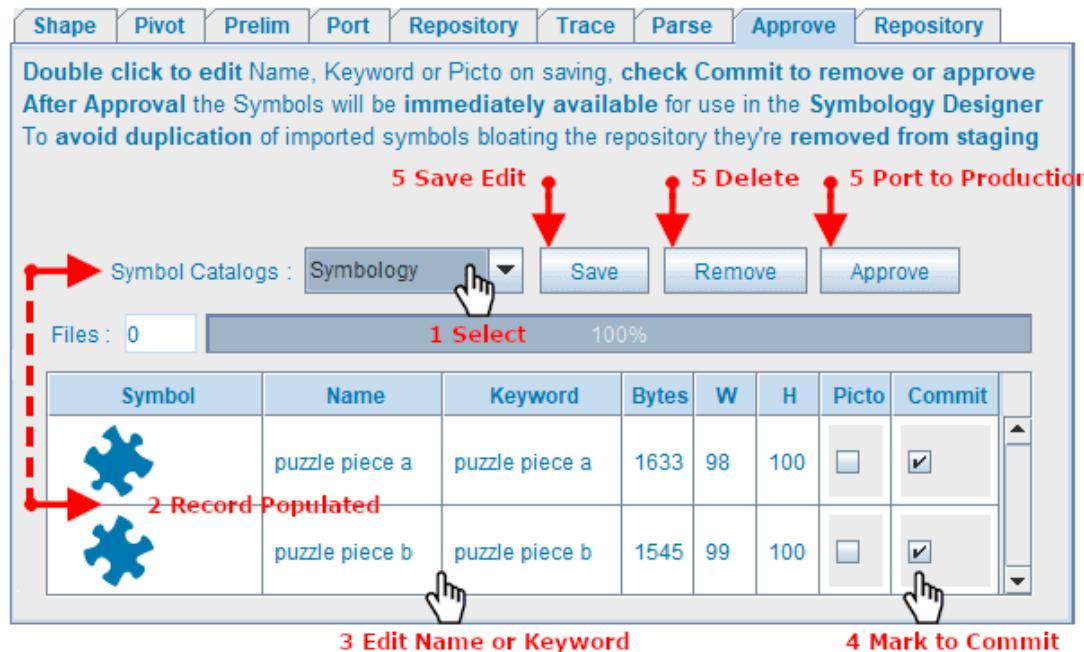
Hand cursors are shown over the "Choose Parse Directory" and "Register for Approval" buttons. A progress bar at the bottom indicates "Files: 0" and "100%". Red number 6 is placed next to the "Mark for Approval" button in the table.



5 Parsing Process Runs and once completed the listing at left is populated

## Approve Import

Imported Symbols can be browsed through in the second Repository pane. It facilitates viewing symbols along with editing their name and keywords. Undesired symbols can be removed, or those deemed acceptable can be approved and released into production for use in the symbology designer. Symbols that are sent to a specific symbol catalog in a repository from the send symbol page in the web portal also need to be approved.





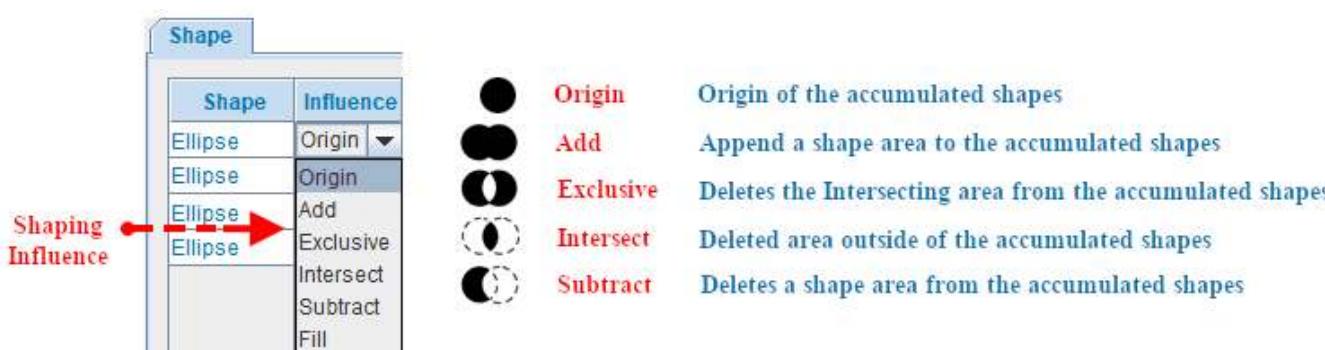
The  **Symbology Designer** has the necessary  utilities required to perform the common place manipulation of  **SVG**. In order to understand how to make use of its full functionality acquaint yourself with the instructional usage in the  help tutorial and try your hand out at some experimentation by making use of  design templates

**Shape to Form**      Customize a  design approach to constructing forms according to the complexity of their pre-requisite which is established by the structure of their contour  
There are basically 3 types of forms that can be  designed, each having their appropriate design strategy but can also conveniently be used in combination :



1. **Shaped Forms** (accumulate Archetypal Shapes : Rectangle, Ellipse, Triangles and Diamond with implicitly defined area drafted by a single drag motion)
2. **Pathed Forms** (accumulate Path Shapes : Linear Hand, Polygon, Free Hand and Fluid with explicitly defined area drafted by a path of connecting points)
3. **Hybrid Forms** (accumulate Archetypal and Path Shapes : As per a more complicated combination of the previously mentioned forms of Shape and Path)

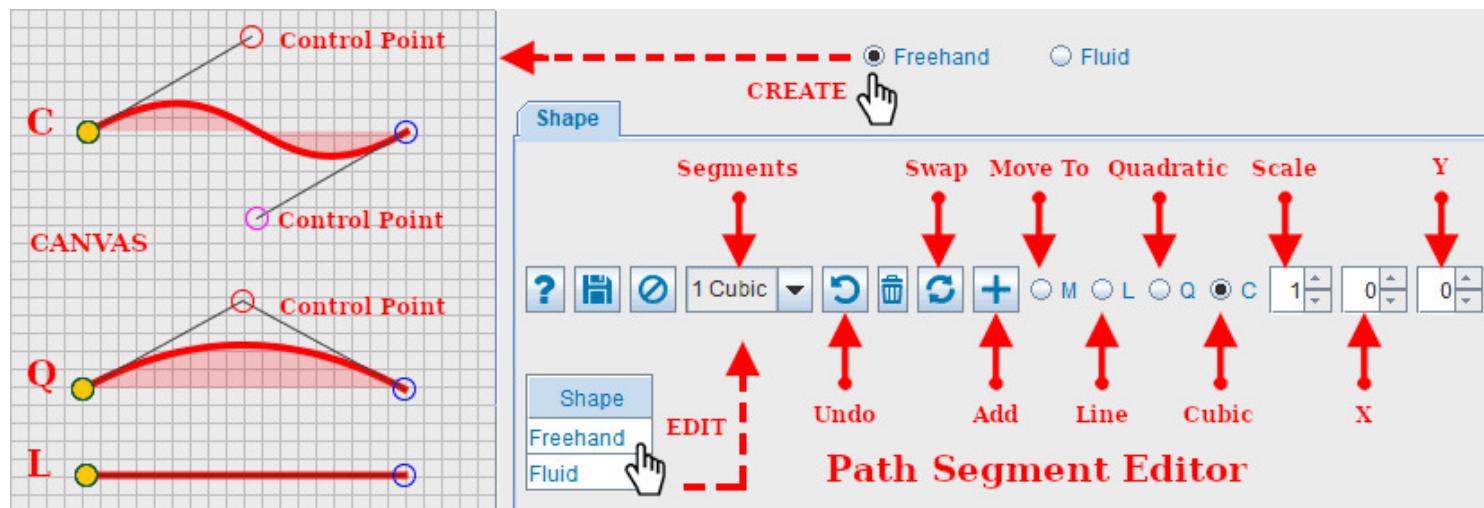
**Shape Influence**      Before continuing with your  design, firstly determine if the pre-requisite form you wish to create can be comprised of  archetypal shapes arranged into the appropriate combination. Only when the  archetypal shapes cannot satisfy the required form because further intricate or angular shaping is required, only then make use of the  path shapes which you should use sparingly. In order to understand how you can create forms effectively, you need to be acquainted with the principle of using shape areas to influence one another. The  archetypal and  path shapes can be used in various combinations to produce the required forms by accumulating their respective areas (creating a compound shape), according to specified influences which are illustrated below indicated by the black ellipses



## Path Editor

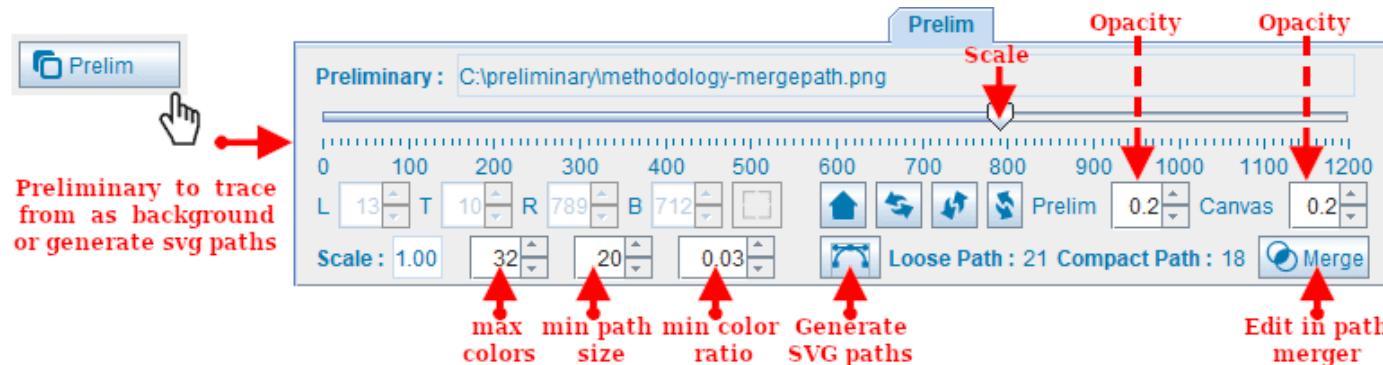
The **Path Editor** facilitates the creation and maintenance of **\* SVG Paths** allowing the various segments it consists of to be manipulated by a basic console of a menu and controls. A Path consists of individual segments joined together at their end points. The primary segments are :

- **Move To** : Produces no visible segment and merely instructs the path to skip from the existing to another vertical and horizontal position.
- **Quadratic Curve** : A segment that has 2 end points and one control point which accentuated the curve into a specific direction and slope
- **Cubic Curve** : A segment that has 2 end points and two control points being the equivalent of 2 Quadratic curves with their own behavior
- **Line To** : A segment that has 2 end points which are joined by a straight line without any control points

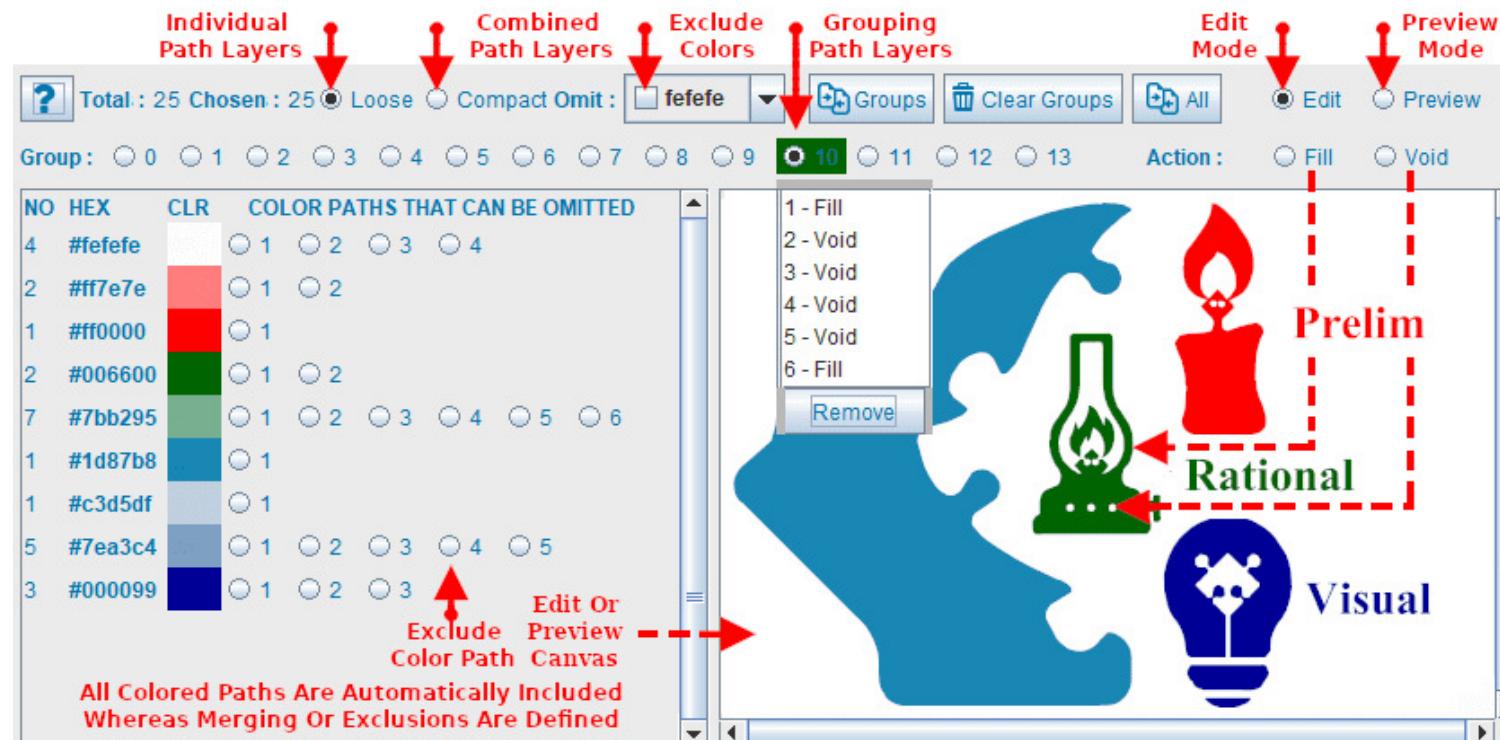


## Image To SVG

The Preliminary Image can be imported by clicking the **Prelim Button** in the left navigation bar which then automatically selects the **Prelim Tab**.

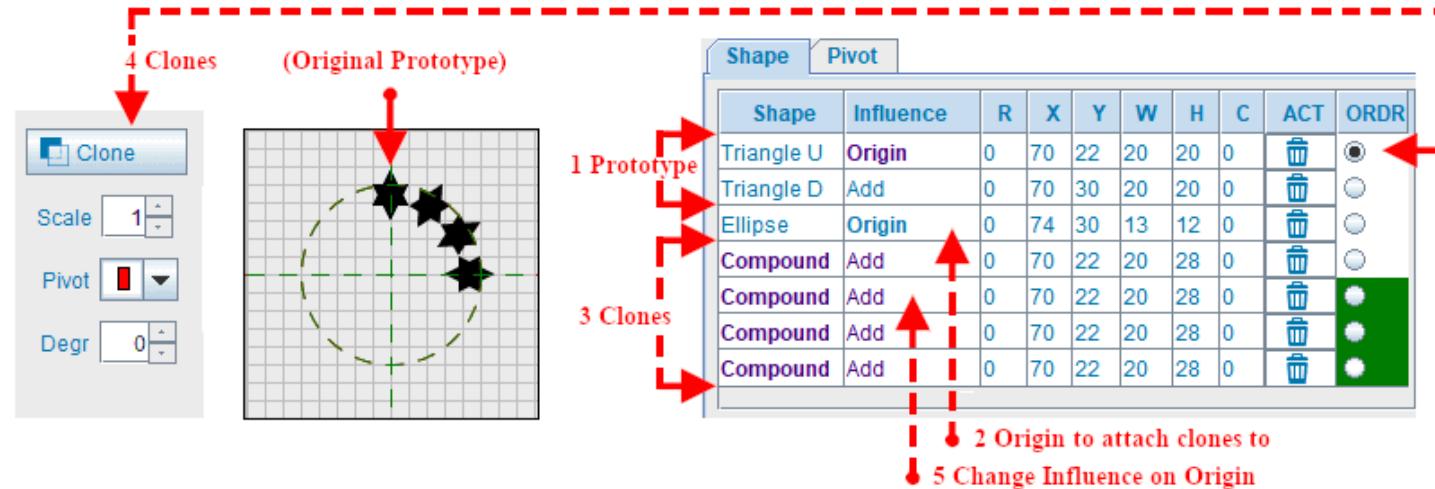


The **Path Merger** is accessed after importing a **Preliminary Image** as above then clicking the **Trace Button** and finally then the **Merge Button**. The **Path Merger** is a utility that optimizes the paths by manually merging wanted paths but excluding the unwanted paths in order to shrink it.



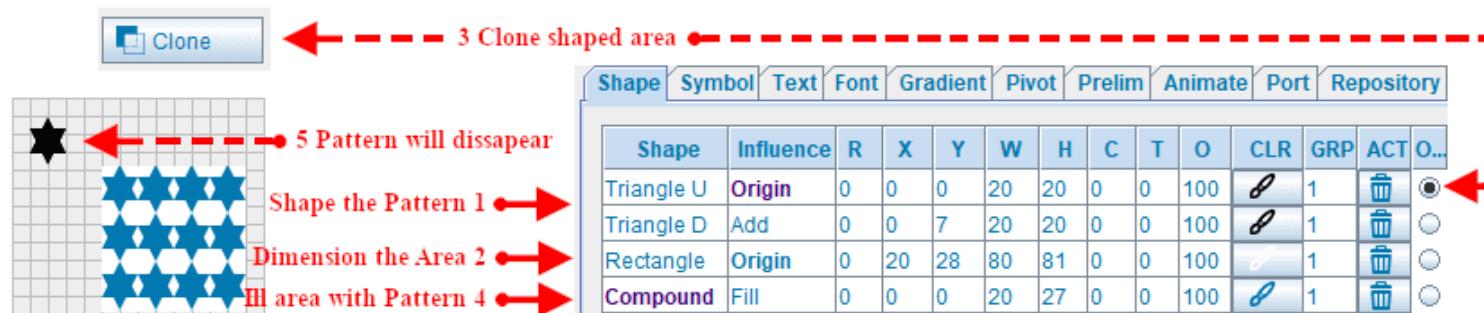
## Prototype Cloning

When requiring a repeating visual element in your composition, create a prototype of it and then **clone** it so that it can be used in all those instances instead of having to repeat the effort of composing it multiple times for every needed occurrence thereof. Changes made to the prototype automatically cascades through to the clones. **clones** can also be manipulated further through **scaling**, **flipping** or **rotating** etc ... and also exert influence on other compound **shapes**



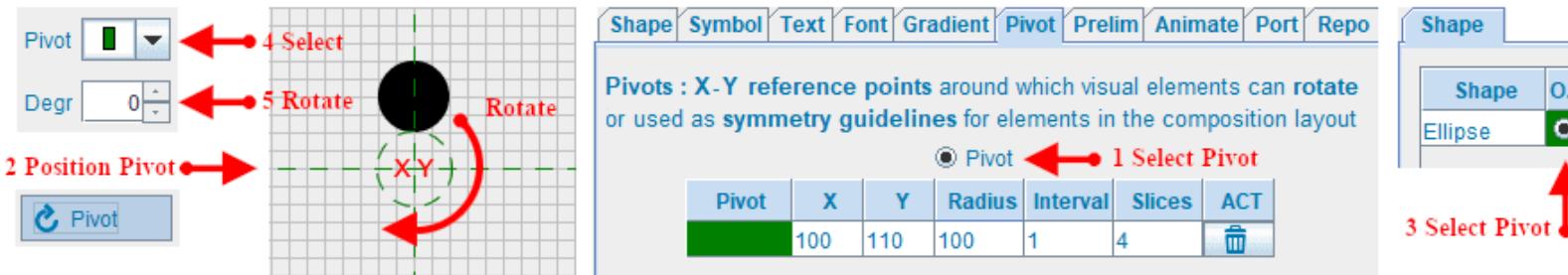
## Patterning

Whenever a compositional **shape** must be tiled, create a **pattern** by composing a compound shape at the top left corner and fill the **target shape** with it. A **background color** must be specified for the **shape** being filled. Through this means you can have a background **pattern** without needing to repeat the process for every needed occurrence thereof. Any changes made to the **pattern** will automatically cascade through to all of the **shape** that are filled by it



## Pivot Symmetry

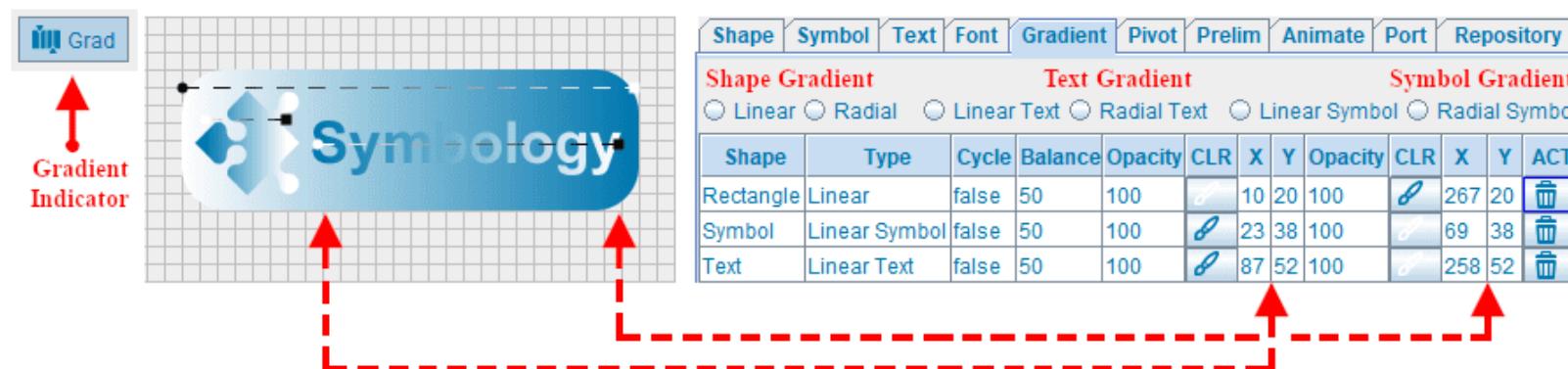
When needing radial symmetry in a composition (as opposed to the linear symmetry of the canvas griding lines), its considered best practice to use the Pivot functionality to pivot all the compositional elements around a single central point making for a radially symmetrical layout that is consistently balanced



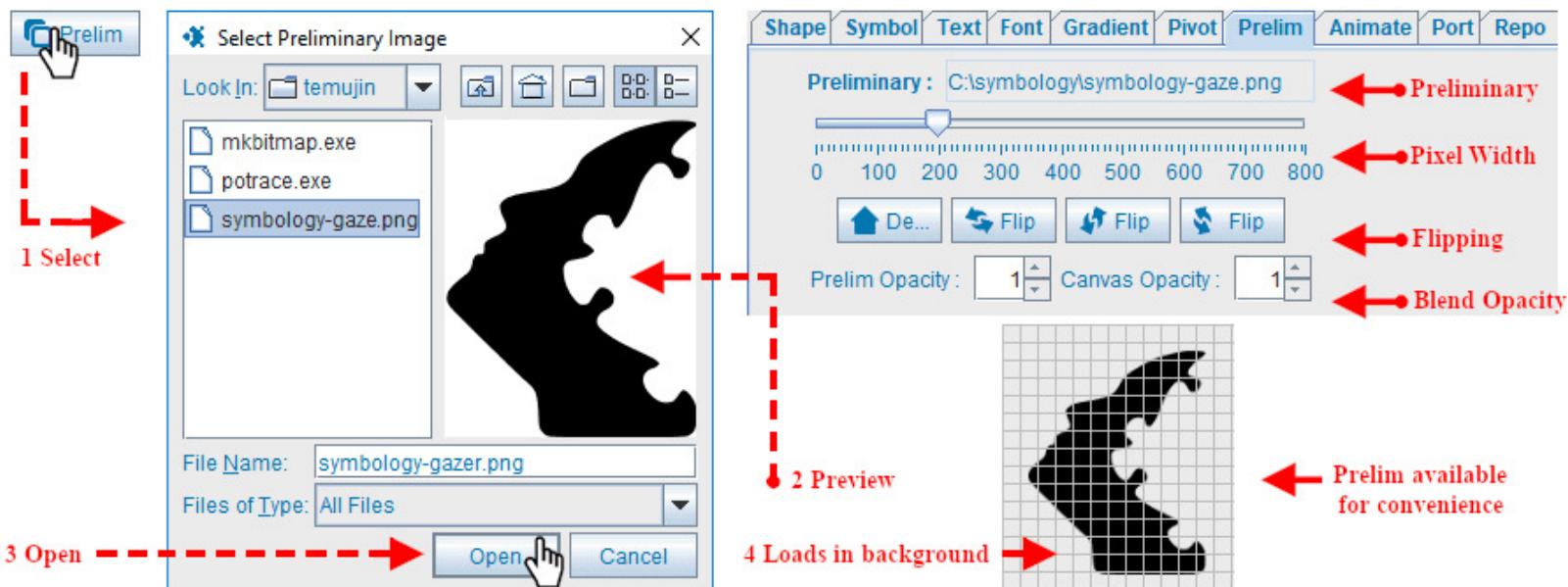
## Gradients

Shapes, Symbols and Text can be painted with a color gradient rendering a gradual change from one color to another inside either a linear or radial expanse. The gradient type must first be selected from the below illustrated menu and either of the following should be followed depending on the element :

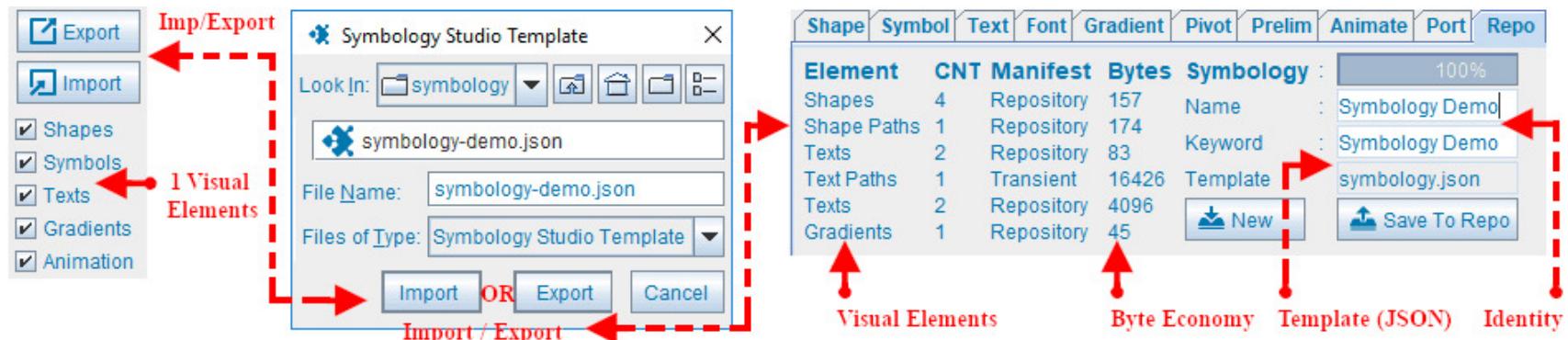
- If it is a **Shape Gradient** then the gradient start point is triggered by clicking and dragging on a shape in the canvas with a swiping motion.
- If it is a **Text Gradient** then the gradient start point is triggered by clicking and dragging on a text path in the canvas with a swiped motion.
- If it is a **Symbol Gradient** then the gradient start point is triggered by clicking and dragging on a symbol in the canvas with a swipe motion.



**Preliminary** When at all possible before starting to design forms in a composition, it is usually a good idea to have a preliminary image to work from. By means of this you can trace forms or use it as a visual guide while dimensioning and laying out all the elements of the composition. The Preliminary Tab Pane is there for this specific purpose, so use it whenever you can to allow for a convenient visual guide. Once the preliminary image is selected it will appear as background in the canvas and the Preliminary Tab Pane, also gaining focus where upon you can adjust relevant settings to your preferences as per illustration

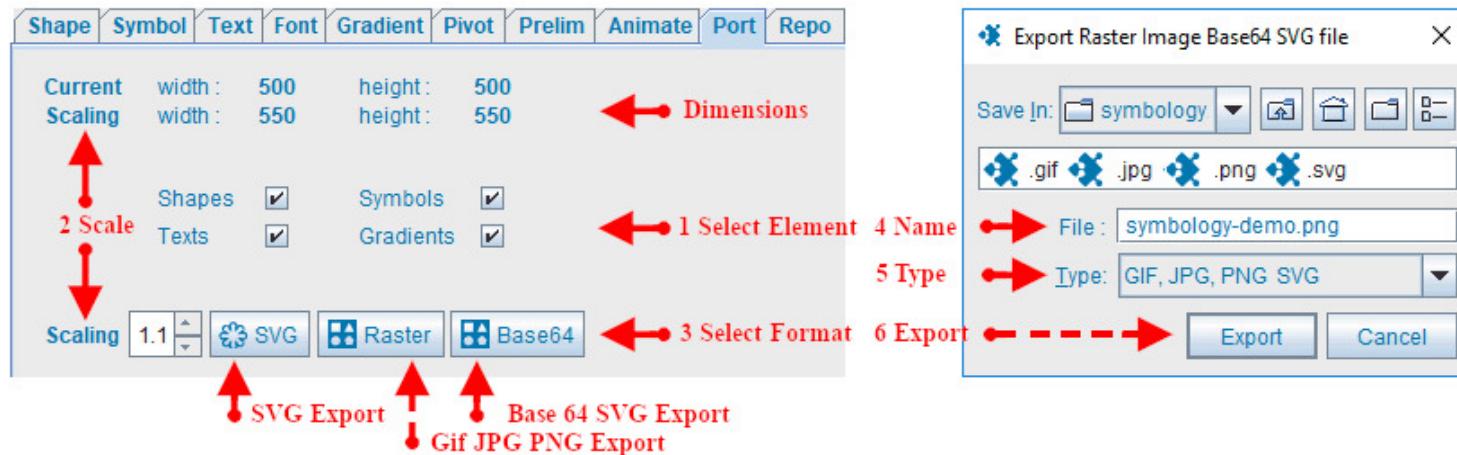


**Templating** As storage space in a repository is a legitimate concern, make an effort to avoid littering the repository with redundant entries. So when designing any composition (via Symbology or Symbol Designer), first create the template and save to it during your design sessions. Only once you are satisfied with the end result (preferably also subjecting it to an advised review for approval), only then should you save the finalized version to the repository



## Graphic Ex/Import

Always design keeping in mind a possible need of having to refine the composition in future. Make the design large, so that it is easy to add more intricate details in a larger visual space later without having to re-adjust it to fit in the new details. Remember that it is SVG which ideally shrinks or expands without any degradation so a large sized graphic will scale perfectly into a smaller or larger space. It will also have the same Byte Economy (memory footprint: file size) For your convenience the graphics can also be ported to different dimensions in various formats (gif, jpeg, png and svg) which are accessible in the Port pane



## Byte Economy

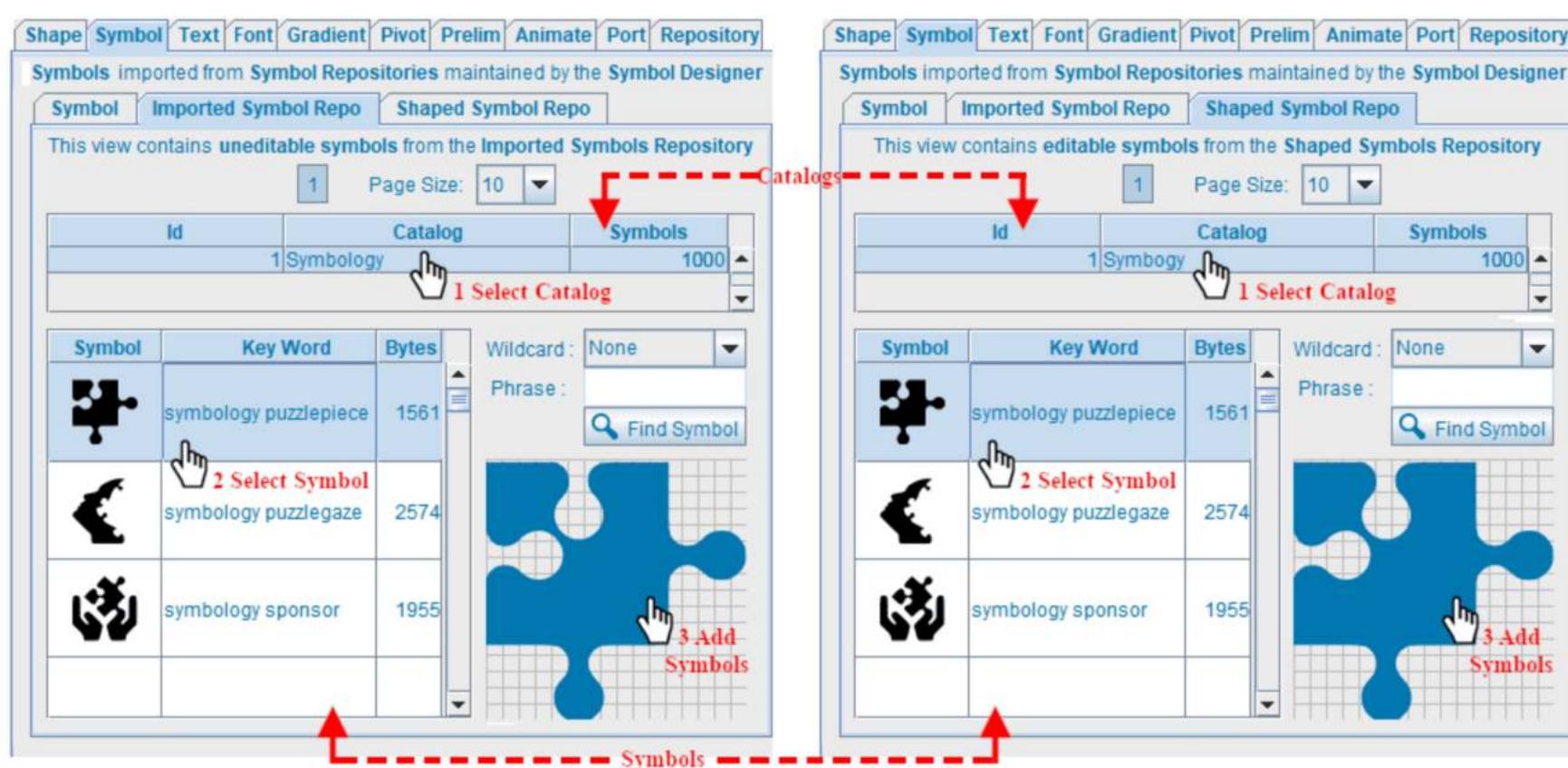
Always be aware of the various elements byte size while you are designing any composition, specifically those of the path shapes and text paths. Out of the compositional elements these 2 are typically the largest and if not monitored can unintentionally grow to be unjustly excessive in size. The aim must always be to do as much with as little possible, keeping in mind that byte economy is essential for a light payload to devices which is what you should ideally aim for.

Element	CNT	Manifest	Bytes	Symbology
Shapes	4	Repository	157	Name: Symbology Demo
Shape Paths	1	Repository	174	Keyword: Symbology Demo
Texts	2	Repository	83	Template: symbology-demo.json
Text Paths	1	Transient	16426	New
Texts	2	Repository	4096	Save To Repository
Gradients	1	Repository	45	Identity

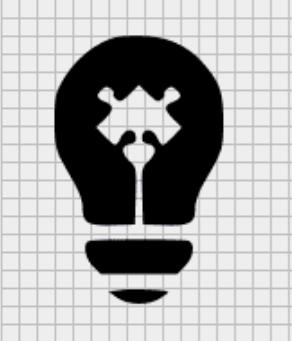
Red annotations point to specific areas: a red arrow labeled 'Graphic Elements' points to the first column of the table; a red arrow labeled 'Byte Economy' points to the 'Bytes' column; a red arrow labeled 'Template (JSON)' points to the 'Template' dropdown; and a red arrow labeled 'Identity' points to the 'Identity' button.

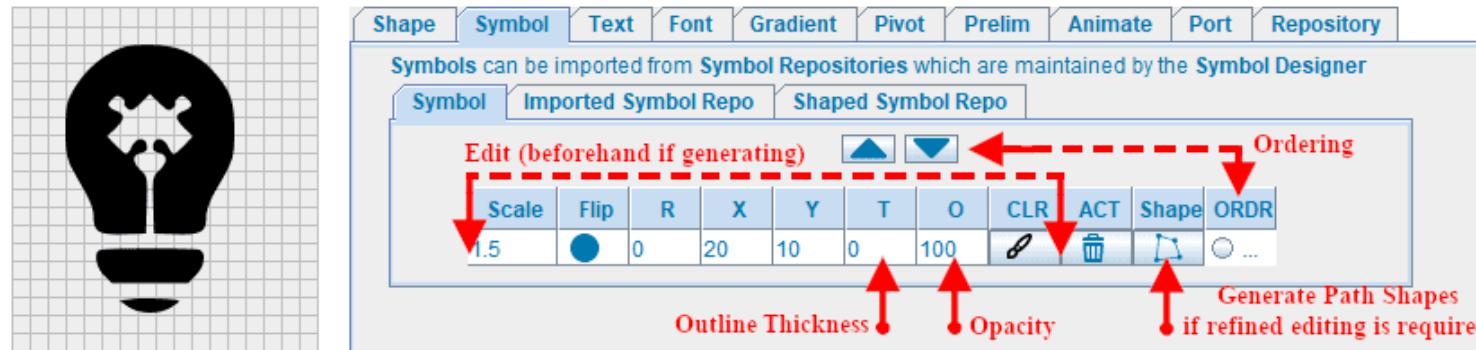
## Symbol Importing

⌚ Symbols can be imported into compositions from the imported or shaped Symbol repositories. They are first located in their pane by searching for it with a phrase and wildcard or selecting the catalog which then renders a list of ⌚ symbols to be selected from and added for editing in the Symbol pane



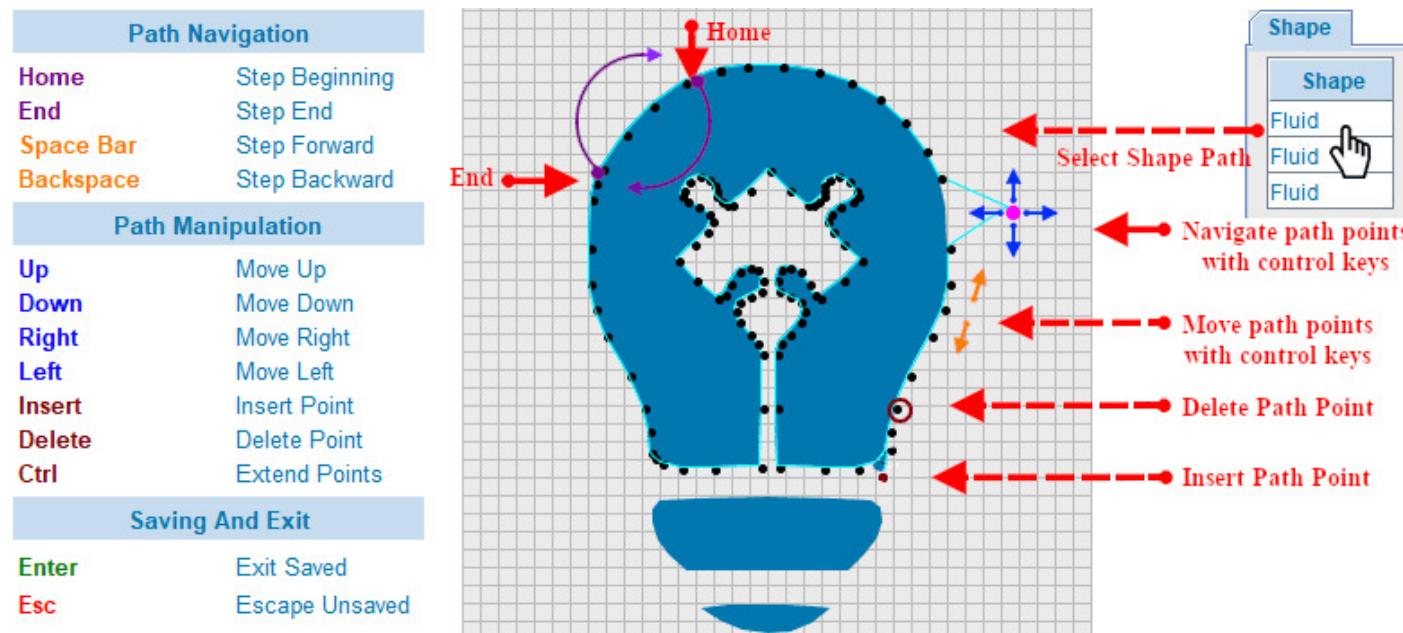
## Symbol Handling

A  symbol is manipulated in the Symbol pane by  scaling,  flipping,  rotating,  positioning,  coloring or  opacity. If further manipulation of its structure is needed it can be converted into a composite shape of  fluid shapes (path shapes) and the applicable influences on one another by pressing a Shape button in the Symbol pane (for a specific symbol) which then adds them as actual  shapes to the Shapes pane where they can be manipulated further



## Symbol Editor

The structure of  path shapes (linear hand, polygon, free hand and fluid) can be manipulated further by clicking the desired Shape field in the Shapes pane. The Manipulation Guide will display a help pane indicating the manipulation types available in the editor. The structure of the path can then be navigated and changed through the use of control keys mentioned in the help pane. Note that all colors in the illustration correlate with the colors in the Manipulating Guide.



## Font Selection

Only use Text Paths on rare occasions when you need to make a strong visual impact that can only be satisfied by a unique **A** font. When you only want to render plain text for information purposes only, rather opt for one of the first 5 **A** system fonts. These will not be rendered by weighty paths but are instead rendered as plain text with negligible bytes. Give some attention to the font properties view because it provides all of the pertinent information regarding it.

**Unshaped Text**

**Text**

**3 Drag n Drop**

**Phrase ...4 Capture Text**

**Drop Text Into Shape**

**Placement Markers**

**5 Configure**

**Marker moves Shaped Text along the shapes perimeter**

**Rotate Outwards or Inwards**

**Outline Thickness**

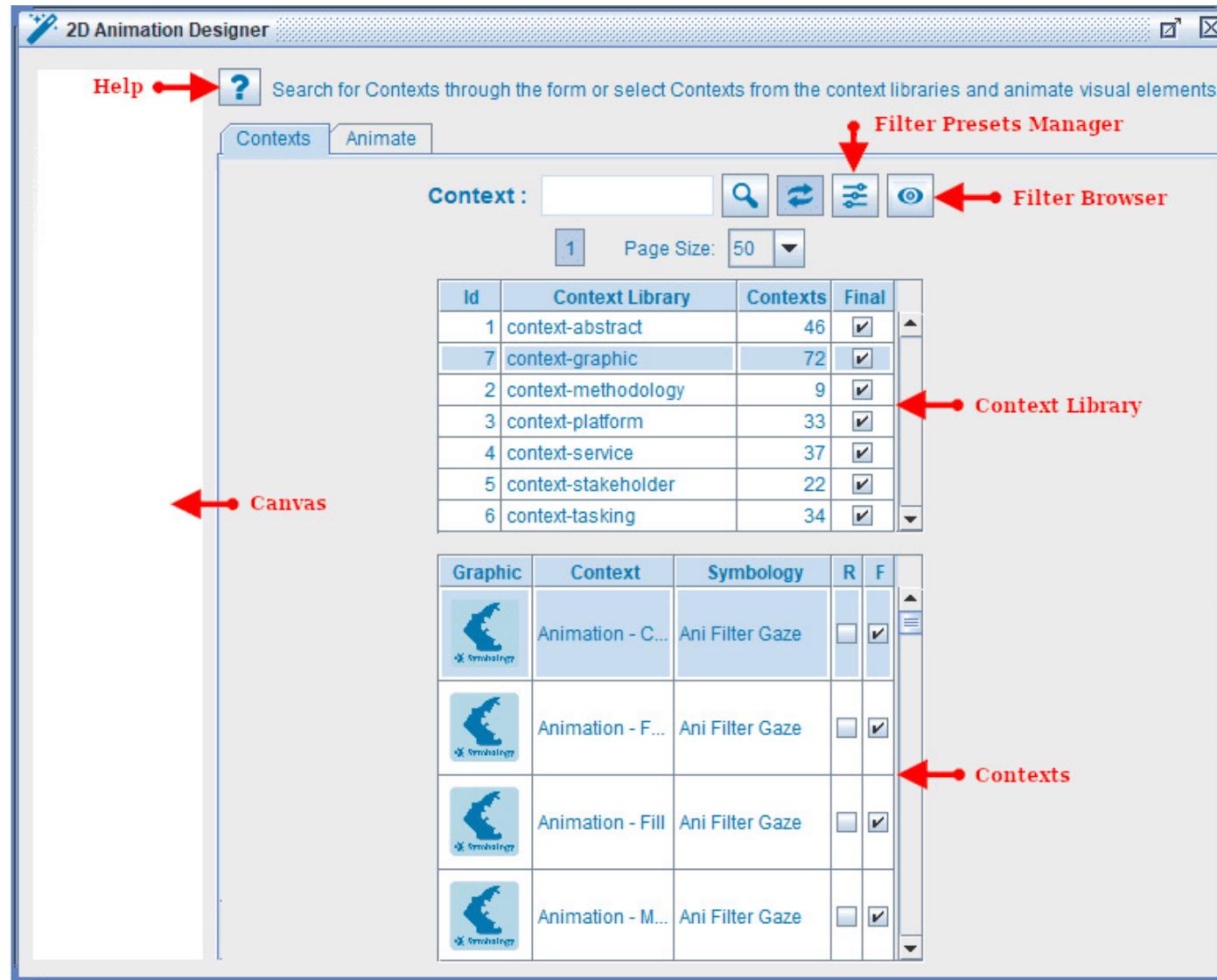
**Opacity**

X	Y	MRKR	Skew	R	Font	Style	CLR	Size	T	O	Phrase	ACT	O..
100	100	0	None	0	Aclonica-Reg...	Plain	16	0	100	Unshaped T...		<input type="radio"/>	
145	229	-5	Out	0	Aclonica-Reg...	Plain	16	0	100	Shaped Text		<input type="radio"/>	

## ↗ Animation Designer : Help

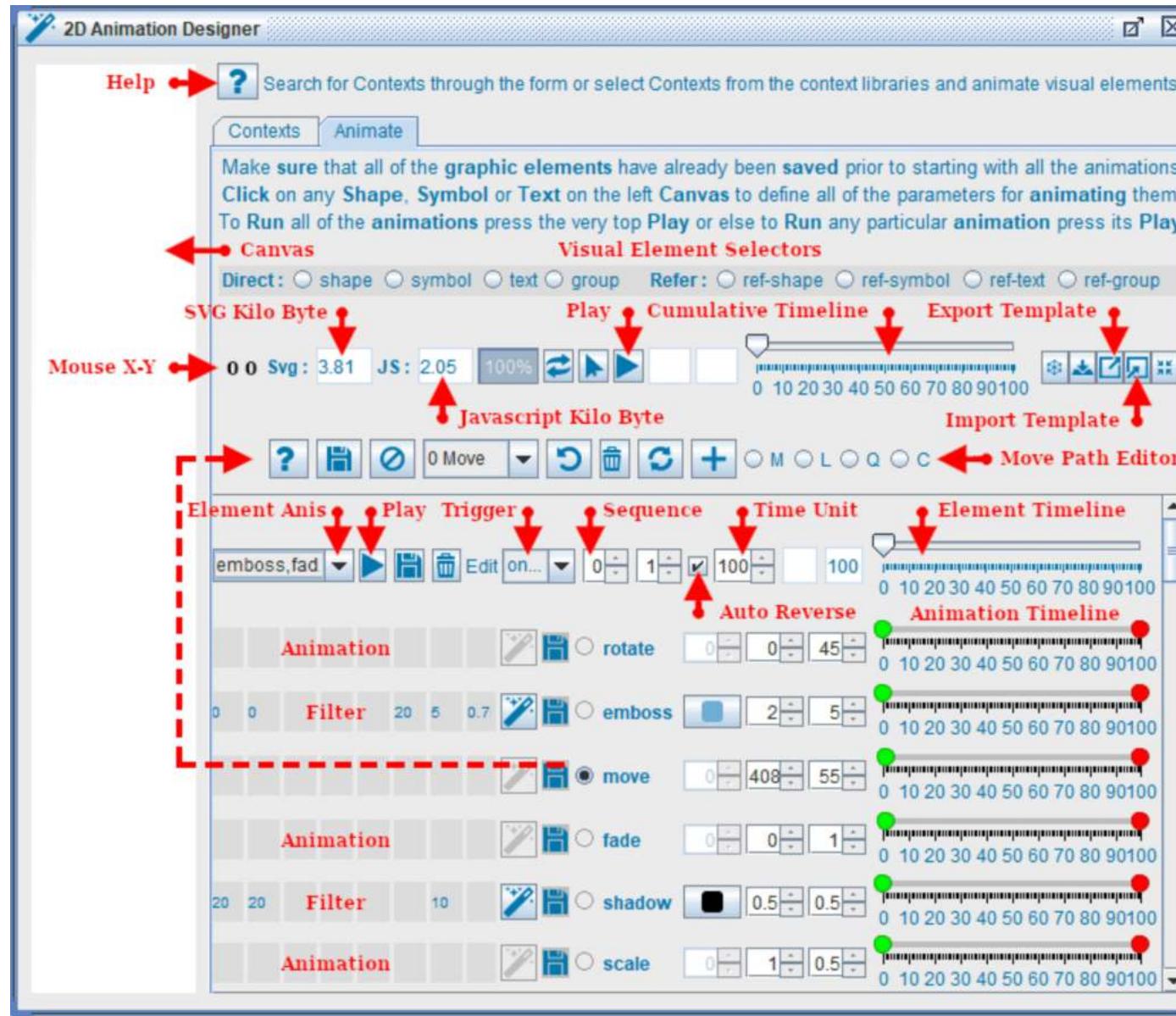
### Animation Navigator

The ↗ **Animation Designer** has a mechanism to navigate ⚡ **Contexts** and select one to add dynamic behavior to ⚡ **SVG** compositions by decorating visual elements with ↗ **filters** and assign event driven ↗ **animations** as well. There are 25 distinctly different **filters** which are configurable into many permutations and then stored as presets in the **Filter Presets Manager** for reuse. A property steadily transforming a visual element can be configured.



## Animation Designer

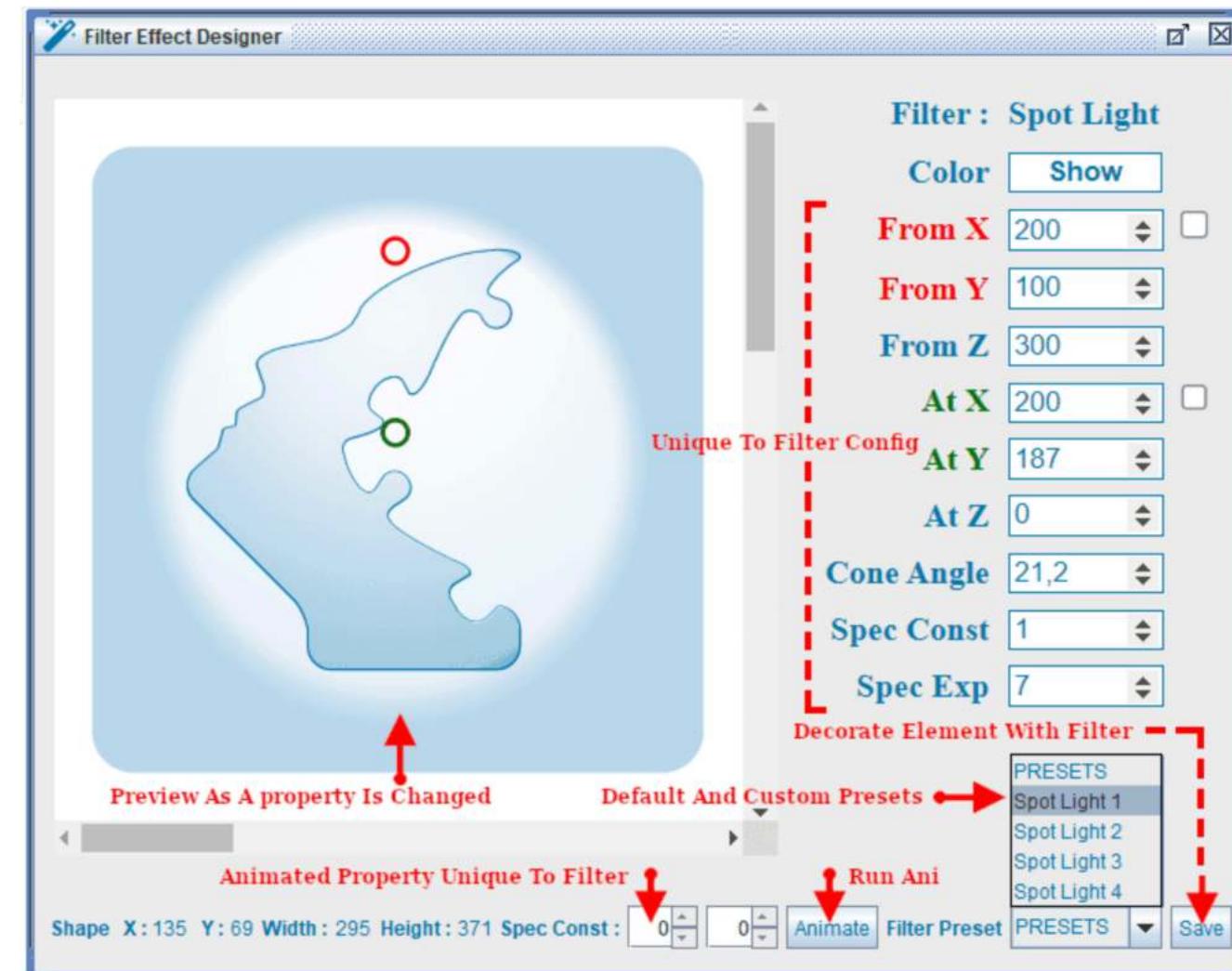
Once a  **Context** is selected dynamic behavior can be composed by checking a selector and clicking on its corresponding element on the **canvas**. A console is added where controls can manipulate the element over a timeline. A  **Filter Designer** is then accessed through clicking a  **Wand**.



## Filter Designer : Help

### Filter Designer

The **Filter Designer** will be populated with the appropriate controls that are specific to the filter being designed. As the properties are edited the canvas on the left will then respond accordingly as the values are changed. The visual element can then be **gradually transformed** over a **timeline** according to the **configured behavior** whether it be in or out of the **decorated state** and whether it will then reverse or not into their **plain state**.



## Filter Manager

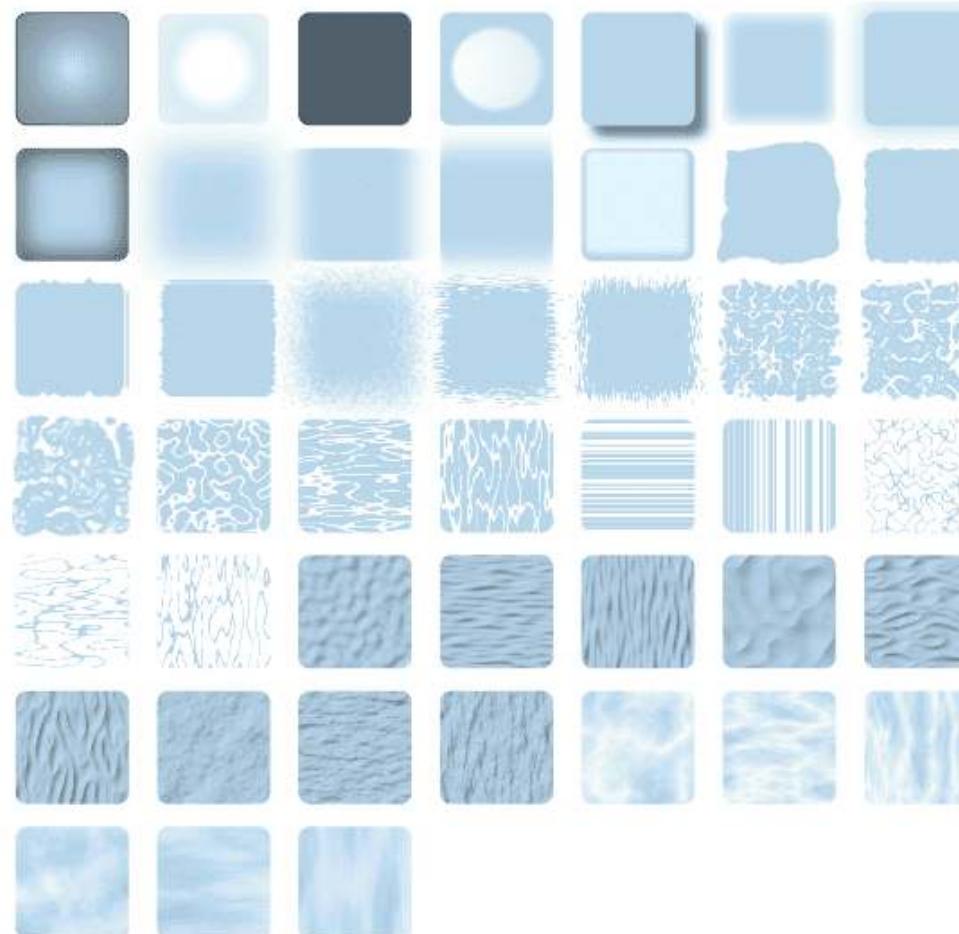
The **Filter Presets Manager** facilitates the location, organization, viewing and saving of filter presets to **templates** that are automatically detected by the Studio application. Not all templates will be re-usable as the dimensions and positions of visual elements will differ according to their design in compositions. Unlike lighting templates only solid and texture filter configs will be re-usable as their parameters are relevant to the elements position.

**Filter Preset Designer**

Name	Type	Spec	Start	End	Par1	Par2	Par3	Par4	Par5	Par6	Par7	Par8	Del
Point Light 1	pointLight	#ffffff	40	0	200	200							<a href="#">Del</a>
Spec Light 1	specLight	#ffffff	40	0.0	200	200	280						<a href="#">Del</a>
Dist Light 1	distLight	#ffffff	0	360					30				<a href="#">Del</a>
Spot Light 1	spotLight	#ffffff	1	0.0	0	200	300	20	170	200	0	7	<a href="#">Del</a>
Spot Light 2	spotLight	#ffffff	1	0.0	200	100	300	21.2	200	187	0	7	<a href="#">Del</a>
Spot Light 3	spotLight	#ffffff	1	0.0	310	200	300	22	220	200	0	7	<a href="#">Del</a>
Spot Light 4	spotLight	#ffffff	1	0.0	200	310	300	21.2	200	215	0	7	<a href="#">Del</a>
Shadow 1	shadow	#0000...	0.4	0.0	20	20					10		<a href="#">Del</a>
Shadow 2	shadow	#0000...	0.3	0.0	15	15					5		<a href="#">Del</a>
Bright 1	bright	#ffffff	10	0				0.8			10		<a href="#">Del</a>
Bright 2	bright	#ffffff	5	0				0.8			5		<a href="#">Del</a>
Glow 1	glow	#b9d8...	20	0				0.8			10		<a href="#">Del</a>
Glow 2	glow	#b9d8...	10	0				0.8			5		<a href="#">Del</a>
Burn 1	burn	#0000...	10	0				0.8			10		<a href="#">Del</a>
Burn 2	burn	#0000...	5	0				0.8			5		<a href="#">Del</a>
Blur 1	blur		10	0									<a href="#">Del</a>
Blur 2	blur		5	0									<a href="#">Del</a>
Motion 1	motion		10	0					10	0			<a href="#">Del</a>
Motion 2	motion		0	10					0	10			<a href="#">Del</a>
Emboss 1	emboss	#ffffff	4	0.0	0	0			5	0.75	20		<a href="#">Del</a>
Emboss 2	emboss	#ffffff	6	0.0	1	1			4.6	0.75	20		<a href="#">Del</a>
Warp 1	warp		20	0				0.01	0.01	turb	3		<a href="#">Del</a>
Warp 2	warp		20	0				0.01	0.01	frac	3		<a href="#">Del</a>
Torn 1	torn		5	0				0.09			4		<a href="#">Del</a>
Torn 2	torn		13	0				0.27			1		<a href="#">Del</a>
Serrated 1	serrated		10	0				0	0.01		1		<a href="#">Del</a>
Serrated 2	serrated		6	0				0	0.15		1		<a href="#">Del</a>
Serrated 3	serrated		50	0				0.01	0		1		<a href="#">Del</a>
Serrated 4	serrated		12	0				0.15	0		1		<a href="#">Del</a>
Splash 1	splash		0.05	0.0					30	0	1		<a href="#">Del</a>
Splash 2	splash		1.7	0.0					30	0	1		<a href="#">Del</a>

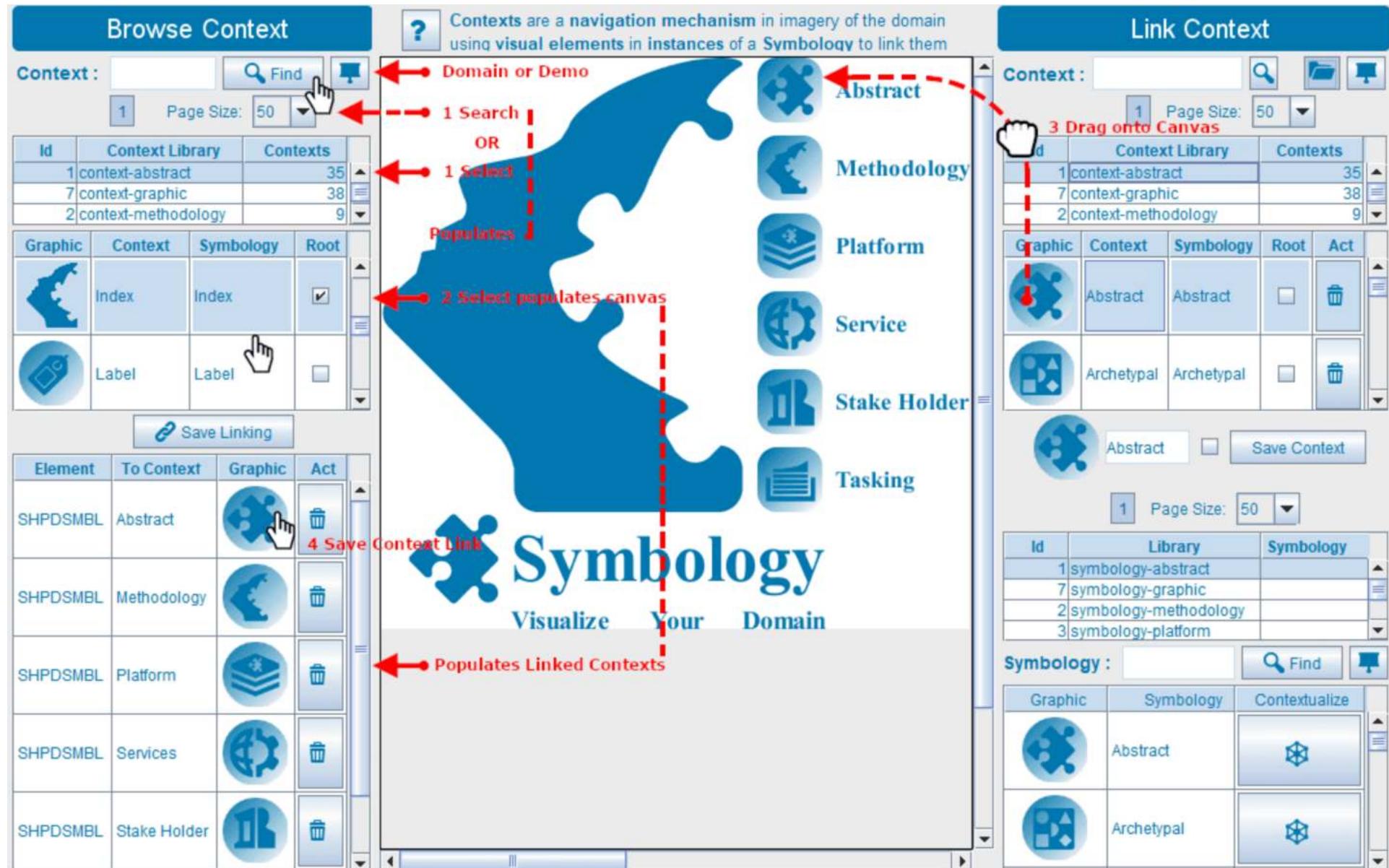
## Filter Previews

The **Filter Previewer** facilitates a quick short cut to preview the default filter presets which can be further refined to a desired effect. There's 45 presets already available satisfying most required visual effects. These presets will automatically be detected by the **Filter Designer** when it is opened from the **Filter Presets Manager** or **Animation Designer**. We highly recommend patient experimentation with these configurations to create a wider range of effects that you can use to liven up your compositions. However these may improve the look and feel of the compositions always be aware that other browsers viewing them might not have the same spec of resources as the machine you are authoring them on and might not respond with the same performance. Also be aware the **dynamically generated java script** adds significantly to the networks **HTML payload**.

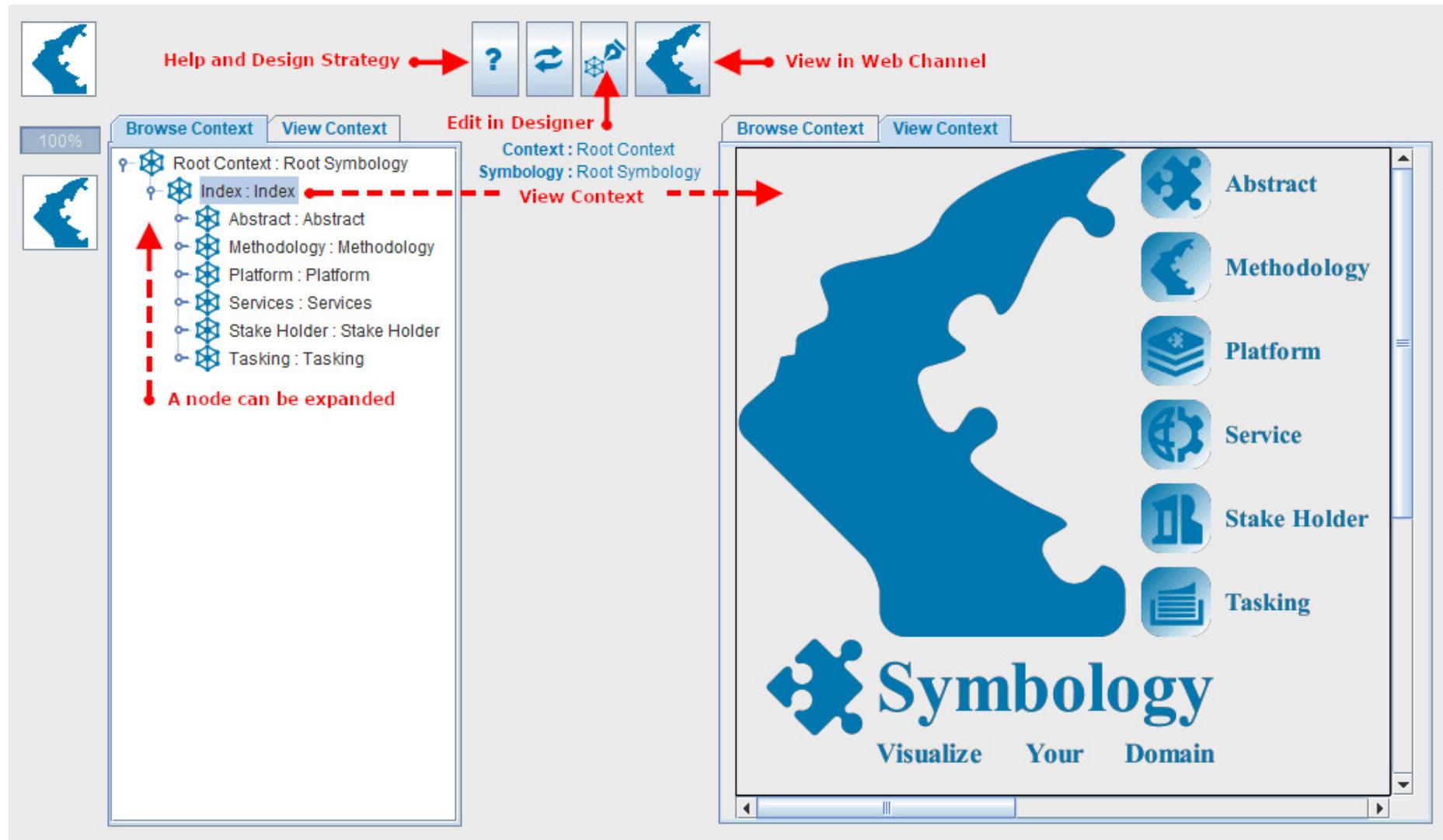


**Designer**

Facilitates a mechanism whereby ❁ domain imagery of ☐ repositories can be navigated through from different perspectives re-using a 🧩 composition in a specified ☈ context temporarily configuring visual elements to ↗ link to other 🧩 compositions used in a particular ☈ context applying the same principles



**Browser** Facilitates navigating the  domain imagery of a  repository through a hierarchical menu with expandable nodes simulating navigation from the current parent  context (containing  link elements) to its child  contexts (applying the same principle) effectively viewing the  compositions from different perspectives essentially re-using imagery of the  domain. To view the actual imagery click on the name of the  context as opposed to expanding its node



**Designer** Facilitates temporarily attaching an **article** (substantial body of text) to a graphic composition through contextualizing it in a given **context** (wrapping the composition). In this way substantial bodies of text in the **subject matter content** can be re-used in the **domain imagery** from different perspectives

The screenshot illustrates the Article Designer interface, divided into two main panels: **Context** and **Article**.

**Context Panel:**

- Search:** A search bar with a magnifying glass icon and a "Find" button. A red arrow labeled "1 Search" points to the search bar.
- Domain or Demo:** A blue circular icon containing a puzzle piece, labeled "Domain or Demo". A red arrow labeled "1 Select" points to this icon.
- Content Area:** Displays the text "Abstract" in large blue letters, followed by "The abstract aspects of this platforms solution is define by certain proprietary concepts and underlying constr..." and "Objective Concepts". Below this, a text block states: "The platforms abstractions consist of two primary constructs namely a Linguistic and Graphic model with their secondary constructs of Narrative, Symbolism, Symbology and Context". A red arrow labeled "Populates" points to the first sentence, and another red arrow labeled "2 Select populates Canvas" points to the second sentence.
- Table:** A table titled "Context Library" showing three rows:
 

ID	Context Library	Contexts
1	context-abstract	35
7	context-graphic	38
2	context-methodology	9
- Graphic Table:** A table titled "Graphic" showing two rows:
 

Graphic	Context	Symbology	Root
Abstract	Abstract	Abstract	<input type="checkbox"/>
Archetypal	Archetypal	Archetypal	<input type="checkbox"/>
- Buttons:** "Save Contextualized Articles" and "Link Article". A red arrow labeled "5 Link Article" points to the "Link Article" button.
- Table:** A table titled "Contexts" showing one row:
 

Art	Style	TXT	X	Y	Width	Del
1	1	T...	27	170	63	<input type="checkbox"/>
- Text:** "4 Adjust settings" with a dashed red line pointing to the right.

**Article Panel:**

- Search:** A search bar with a magnifying glass icon and a "Create" button. A red arrow labeled "1 Search" points to the search bar.
- Table:** A table titled "Article Library" showing four rows:
 

ID	Article Library	Articles
1	Symbology Demo	7
3	testlib3	3
4	testlib4	3
- Text:** "1 Page Size: 10" and "2 Select populates Canvas".
- Table:** A table titled "Article" showing four rows:
 

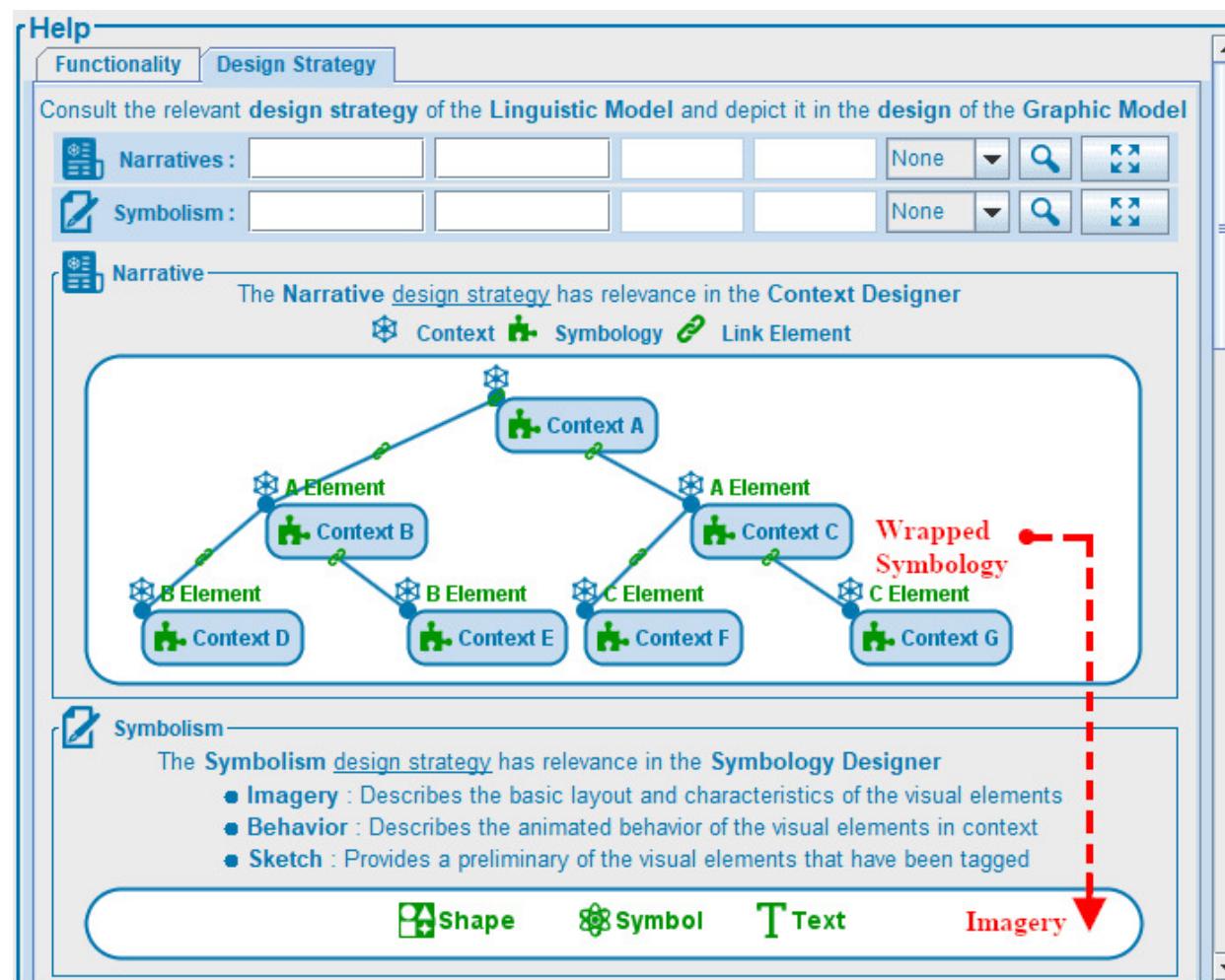
ID	Article
1	The platforms abstractions consist of two prim...
2	The platforms methodology makes use of thre...
3	The platforms collective components consists ...
4	The platform services consists out of the publi...
- Text:** "3 Contextualize" with a red arrow pointing to the "Contextualize" button.
- Buttons:** "Contextualize" (highlighted with a red arrow), "Update", "Clear", and "Print".

## Design Strategy

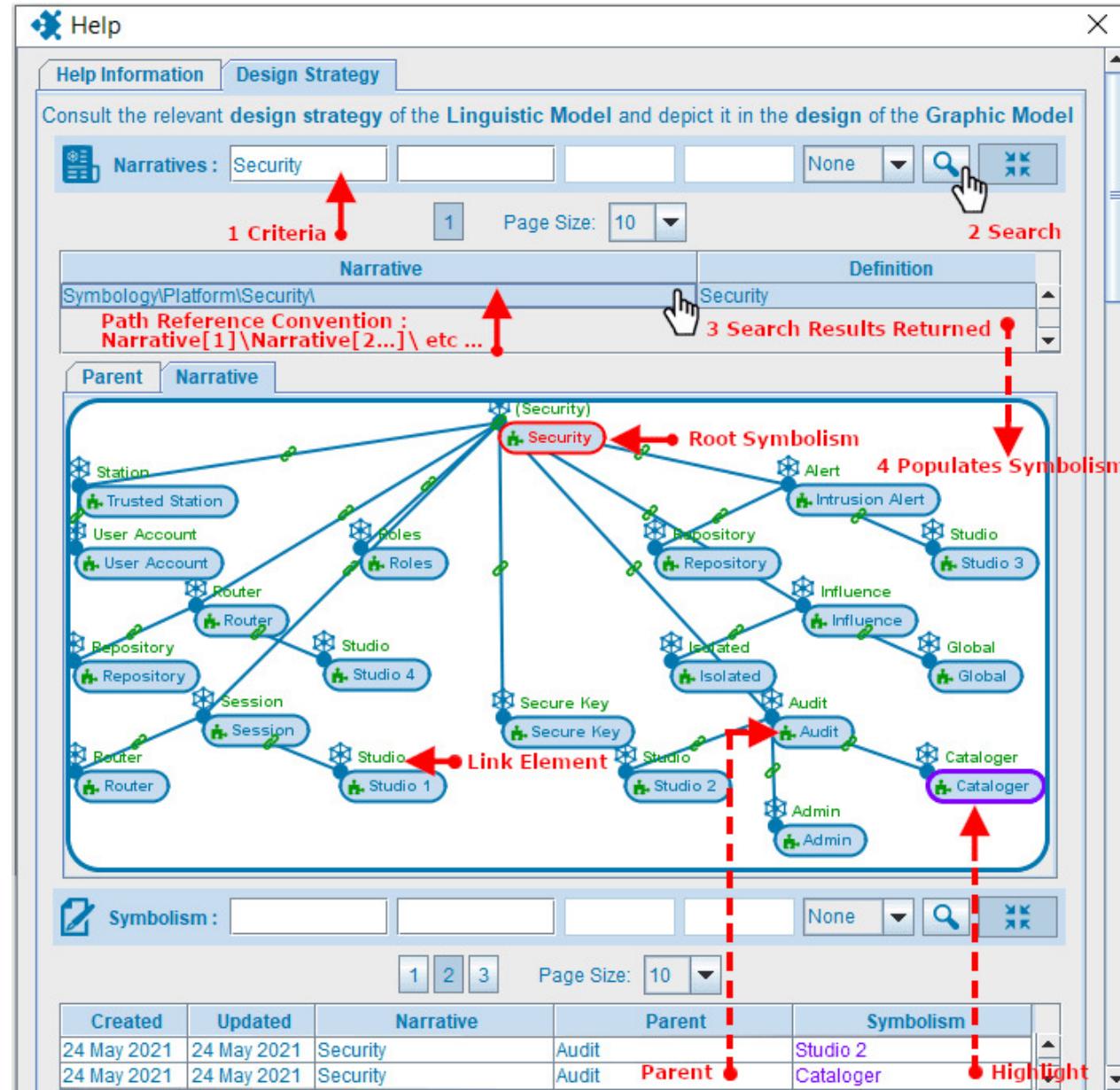
A  **Linguistic Model** of specs (defined by domain expert) is comprised of 2 constructs specifying intended graphic content and their inter linking navigation

-  **Narrative** : specifies the linking navigation of the graphic compositions used to visualize the imagery of the domain (relevant in the  context Designer)
-  **Symbolism** : specifies the visual elements of graphics compositions used to visualize the imagery of the domain (relevant in the  symbology designer)

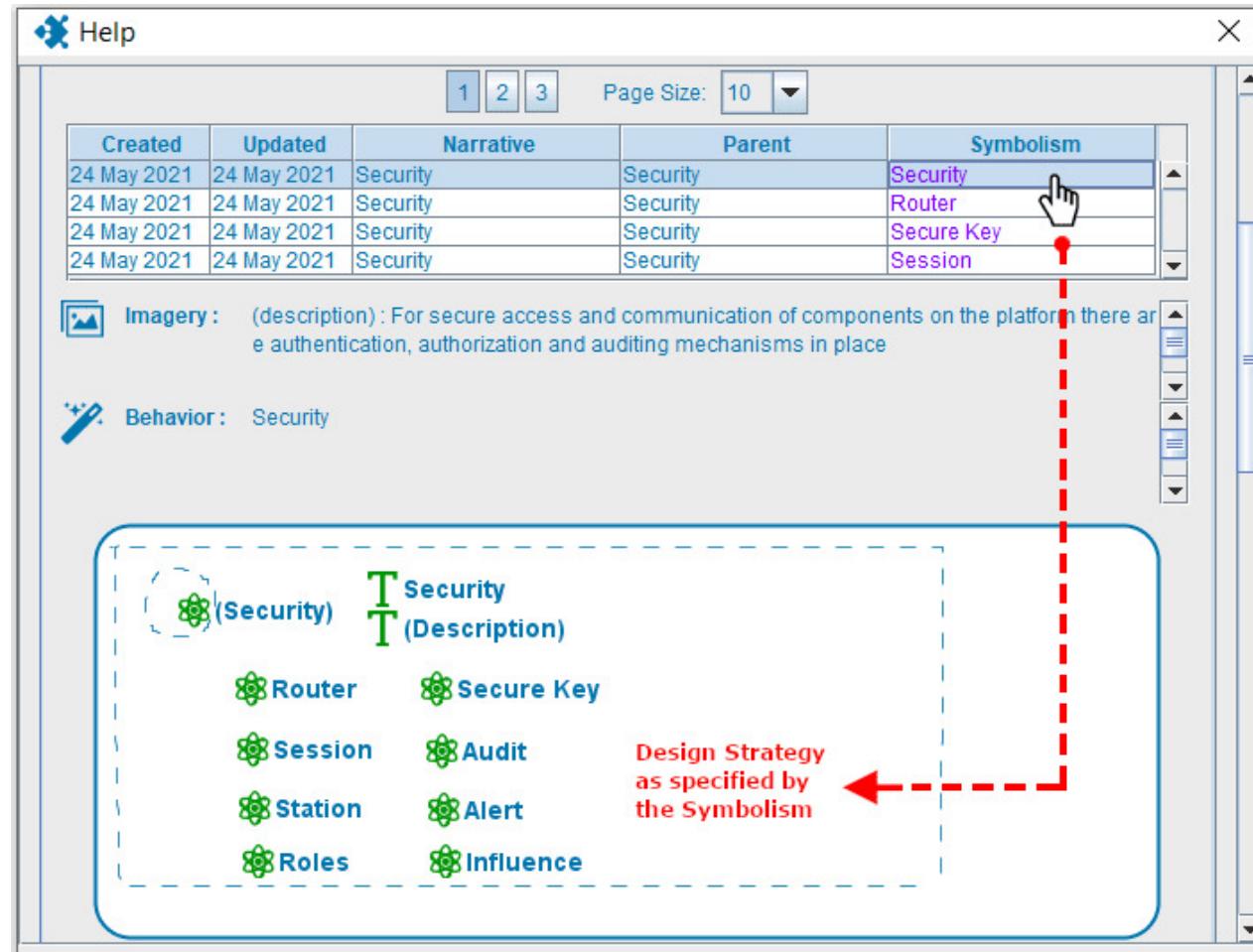
It can be accessed from the  help button that features in all the  designers and  browser, as well as the  in-tray located in the  studio app interface  
Facilitates a mechanism where by graphics specifications created by a  domain expert (knowledgeable of domain) can be referred to as a  design strategy when a  graphic designer (no knowledge of domain) creates the  compositions also temporarily  loosely links them to each other through  contexts



■ **Narrative** : specifies  linking of symbolism translated into contexts in the  **Context Designer**



☒ **Symbolism** : specifies the symbolism translated into symbology done in the  **Symbology Designer**



The screenshot shows the Symbology Designer interface. At the top, there's a navigation bar with a 'Help' icon, page numbers 1, 2, 3, and a 'Page Size: 10' dropdown. Below the navigation is a table with columns: Created, Updated, Narrative, Parent, and Symbolism. The table contains four rows of data:

Created	Updated	Narrative	Parent	Symbolism
24 May 2021	24 May 2021	Security	Security	Security
24 May 2021	24 May 2021	Security	Security	Router
24 May 2021	24 May 2021	Security	Security	Secure Key
24 May 2021	24 May 2021	Security	Security	Session

Below the table, there are two sections: 'Imagery' and 'Behavior'. The 'Imagery' section contains a text box with a camera icon and the text: 'Imagery : (description) : For secure access and communication of components on the platform there are authentication, authorization and auditing mechanisms in place'. The 'Behavior' section contains a text box with a wrench icon and the text: 'Behavior : Security'.

At the bottom, there's a large blue rounded rectangle containing a grid of symbols and their names. The symbols are represented by small icons followed by text in parentheses. The grid is organized into three columns:

(Security)	Security
	(Description)
Router	Secure Key
Session	Audit
Station	Alert
Roles	Influence

To the right of the grid, a red dashed arrow points from the text 'Design Strategy as specified by the Symbolism' to the grid area.

### Work History

The full activity history is available for querying the creation or changes that have been made to any of the graphic entities in the repositories. The graphic entities that have been created or edited in Studio App can be navigated to in their applicable designer for further editing if required. A full audit trail is kept for all activity of consequence on the platform to provide information for investigation or aid in accountability measures.

A full Audit History of all the **Users sessions** and their **specific activity** on the **system** are available here  
Simply search for the **Session** and select it to list all the **changes** the User has made in the **Repository**

**Session**

From : 01-05-2021 To : 02-09-2021 Find Export  All  CRUD Report Demo Sessions

1 2 3 4 5 6 7 ... 30 Page Size: 10

ID	Date	Time	Public IP	IP Address	System	OS Version	Java Version
1	01-06-2021	09:20	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221
2	02-06-2021	09:50	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221
3	03-06-2021	10:28	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221
4	04-06-2021	11:03	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221
5	07-06-2021	11:44	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221
6	08-06-2021	12:12	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221
7	09-06-2021	12:56	127.0.0.1	10.0.0.104	Windows 10	10.0	1.8.0_221

**Activity**

From : 26-08-2021 To : 02-09-2021 Action : Get Repository Capacity Find Export

1 2 3 4 5 6 Page Size: 10

ID	Date	Time	Activity	Entity Id	Entity	Icon	Name
1	01-06-2021	09:22	CREATE	1	Symbol		symbology-abstract
2	01-06-2021	09:22	CREATE	1	ShapedSymbol		symbology-abstract
3	01-06-2021	09:22	UPDATE	1	ShapedSymbol		symbology-abstract
4	01-06-2021	09:23	CREATE	2	ShapedSymbol		Linguistic Model
5	01-06-2021	09:23	UPDATE	2	ShapedSymbol		Linguistic Model
6	01-06-2021	09:23	CREATE	3	ShapedSymbol		Domain
7	01-06-2021	09:23	UPDATE	3	ShapedSymbol		Domain

**1 Search** **2 Select** **3 Open In Designer**

**In-Tray**

Facilitates a mechanism that contains the work load of the user and functionality to be able to view their assigned tasks and so either attend to notes (task items) or add additional notes of their own. Its intended to be included as part of the users daily work flow to monitor their work

The In-Tray is a storage mechanism containing the work load of all **Tasks** that have been assigned to a specific **Repository User** In conjunction to attending to the **Tasks** and their **Notes**, also consult the relevant **Design Strategy** available in all the **Designers**

**Tasks**

Created	Updated	Expected	Priority	Entity	Status	Name	Description
26 May 2021	26 May 2021	21 Jun 2021	Major	Graphic Model	In Progress	Symbology	Refer to the narrative Symbology\ and create all the graphic entities a

1 Select Open Symbology designer with Narrative

**General Instructions**

Refer to the narrative Symbology\ and create all the graphic entities accordingly  
Make sure the Graphic Model reflects the Linguistic Model  
Make sure that the Symbology reflect the Symbolisms  
Make sure that the Contexts reflect the Narratives

**Notes**

Created	Updated	Entity	Note	Attended
26 May 2021	26 May 2021	Catalog	Create Symbols using templates	<input type="checkbox"/>
26 May 2021	26 May 2021	Catalog	Review Symbols templates	<input type="checkbox"/>
26 May 2021	26 May 2021	Catalog	Commit Symbols to repository	<input type="checkbox"/>
26 May 2021	26 May 2021	Symbology	Create Symbology using templates	<input type="checkbox"/>
26 May 2021	26 May 2021	Symbology	Review Symbology templates	<input type="checkbox"/>

2 Select Specific Instructions

3 Check Catalog Attended

4 Save

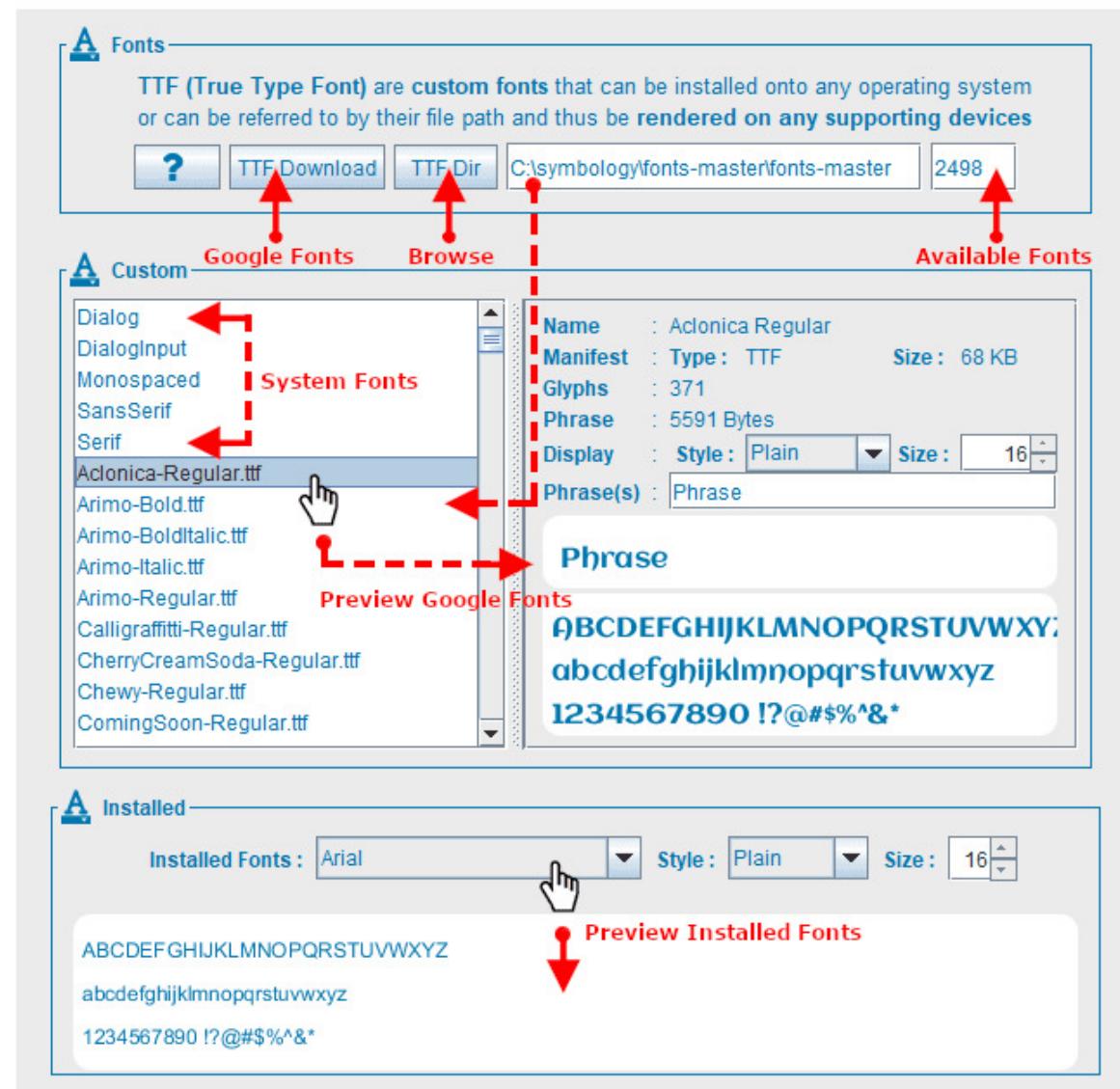
Open Context designer with Narrative

5 Status In Prog Save Task Status 6 Save

## A Font Manager : Help

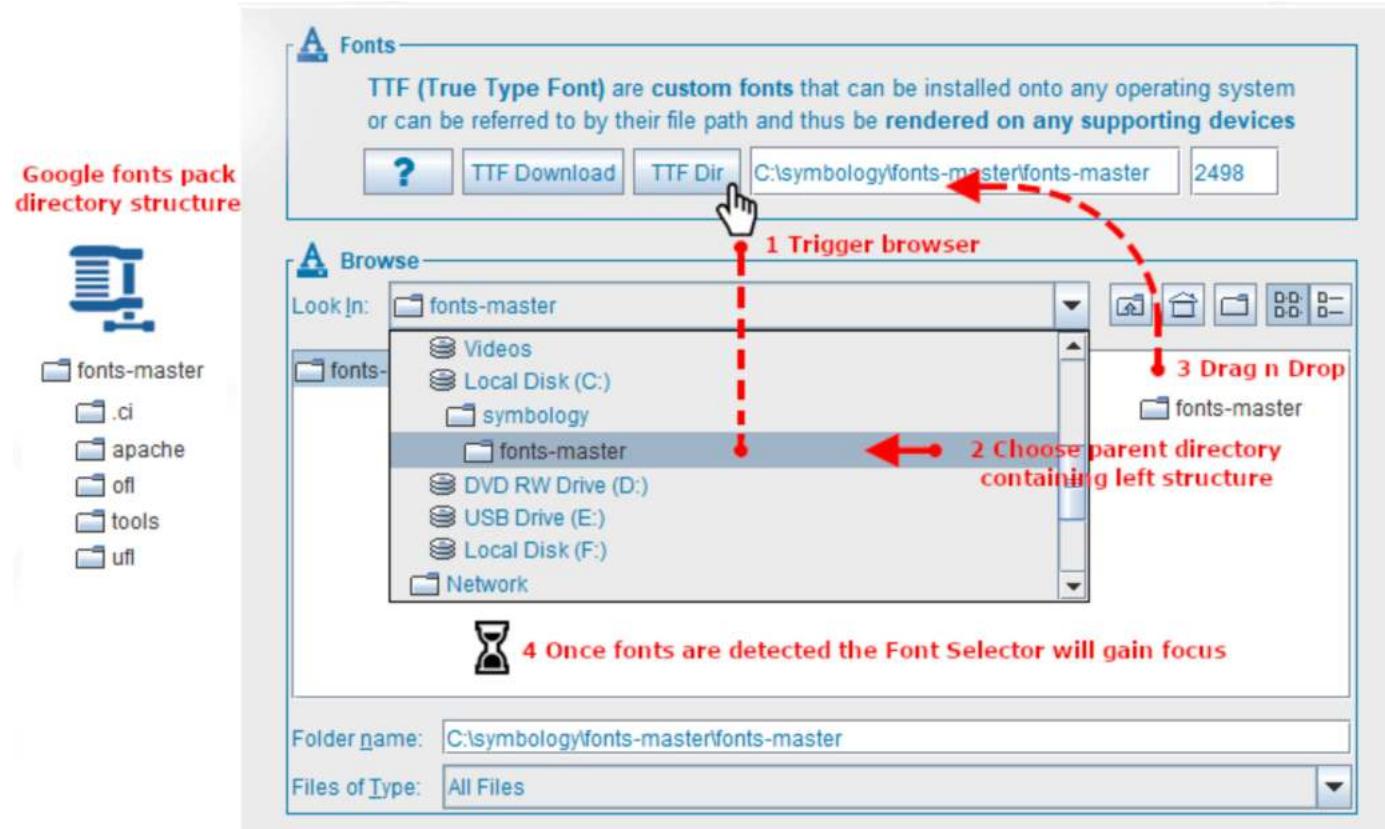
### Font Manager

Facilitates a mechanism whereby the **G** google fonts pack can be imported into the **S** studio app for its **A** fonts to be used in the **P** compositions as well as providing a convenient preview utility to look at System, TTF and Installed fonts in different **Tc** styles asserted onto the specified phrase



## Pack Selection

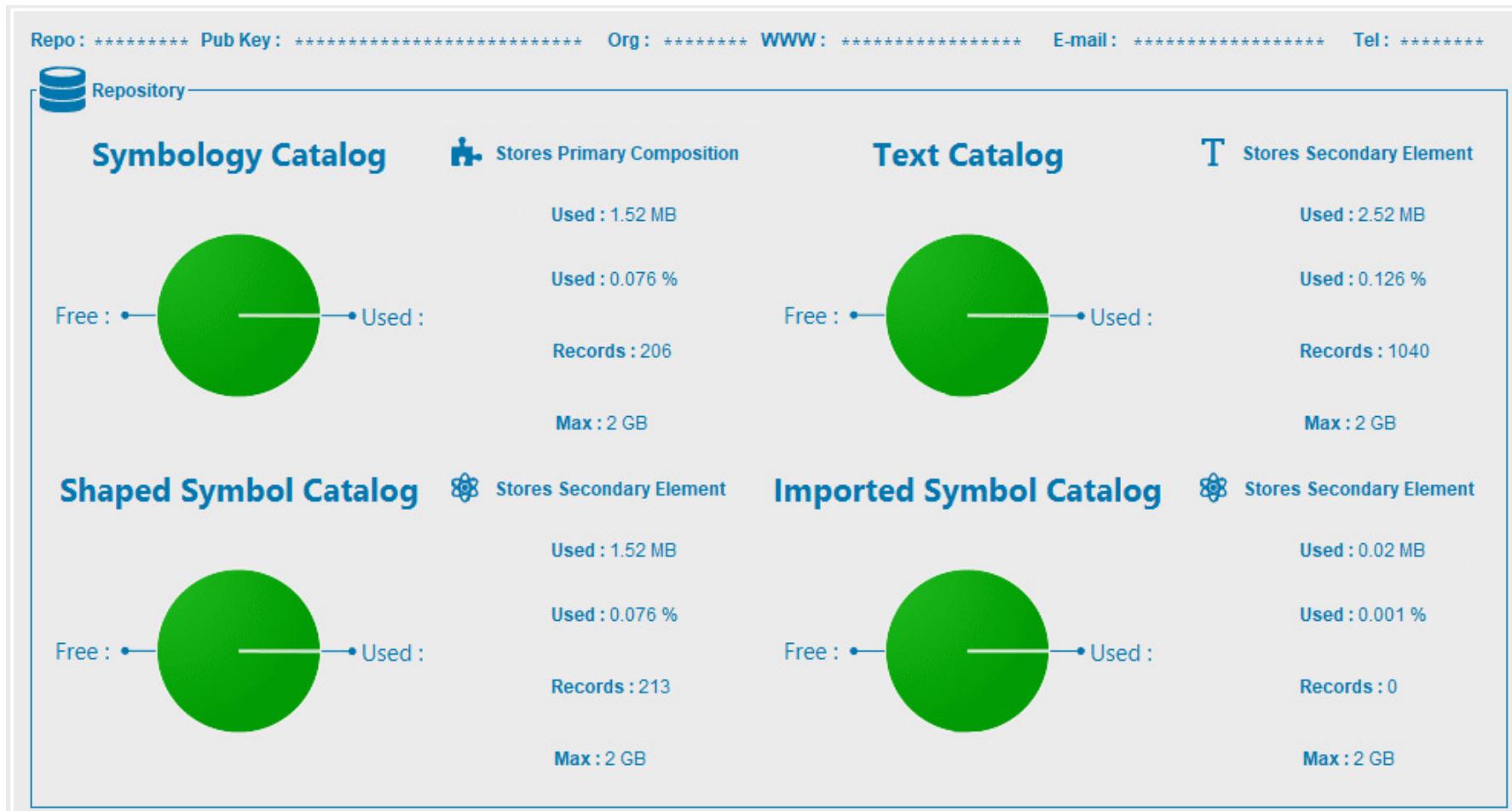
Once the google fonts pack has been downloaded successfully from the  [Git Hub](#) repository at <https://github.com/google/fonts> it must still be imported into the  studio app by browsing for it locally on your machine and locate the directory and drag it onto the TTF Dir text field for it to register all the  fonts



**Repository** The  repository has internal catalogs that it stores all its  SVG content in, of which the main graphic entities taking up the most storage space are the primary  symbology and all of their secondary  visual elements namely that of all the  text,  shaped symbols and  imported symbols To effectively conserve the storage space in the  repositories it is critical that  best practices be followed consistently during a users  work flow.

-  **Redundancy** : avoid littering a repository with redundant entries due to redrafts by defining  design strategies and so implementing them
-  **Duplication** : reuse all of the graphic entities to the maximum extent through employing the use of  cloning,  symbols and  contexts

All the  Designer Views can open their relevant  Web Console to browse the  SVG content which they are solely responsible for maintaining.



## Channel Console

The  **Channel Web Console** is the central access point the **public** uses to browse through the  **Domain imagery** residing in an  **SVG repository**. Its appearance can be customized to complement the brand of the hosting container and also automatically resizing to fit the dimensions of the container. The navigation history residing in the top bar is **cached for ideal performance** over the network not having to re-fetch compositions previously fetched.

**Config URL :** channel.html?showTracker=true&trackerScale=0.8&fitWidth=500&fitHeight=500&color=0178af&navColor=b5d7e8&glass=true



## Context Console

The  **Context Web Console** is accessible from  **Context Designer** and  **Animation Designer** and is for the purpose of a quick reference to see what the  **Contexts** look like in a browser. The navigation  **history is cached** for ideal performance over the network not re-fetching compositions fetched before.

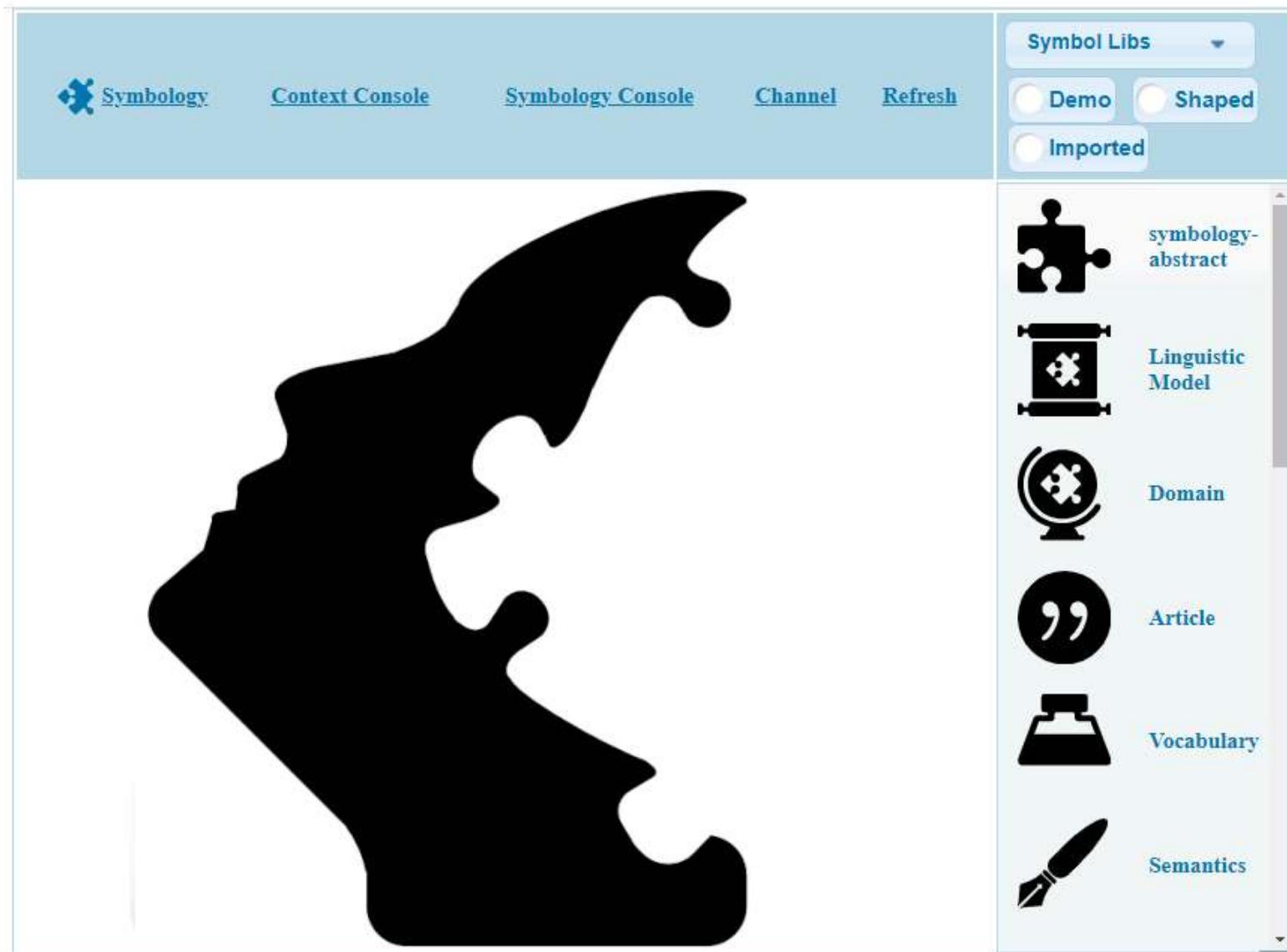


**Symbology Console** The  **Symbology Web Console** is accessible from the  **Symbology Designer** and is a quick reference to see what the  **Symbology** look like in a browser.



## Symbol Console

The **Symbol Web Console** is accessible from the **Symbol Designer** and is for quick reference to see what the **Symbols** look like in a browser.



The **Device View Port Web Console** accessible from other **Web Consoles** is for quick reference to view per a dimension. However a **view port** is directly configured by URL : `symbology-repo/rest/animatedContext/*/SCALE/animatedContext.html` **OR** `?fitWidth=WIDTH&fitHeight=HEIGHT`