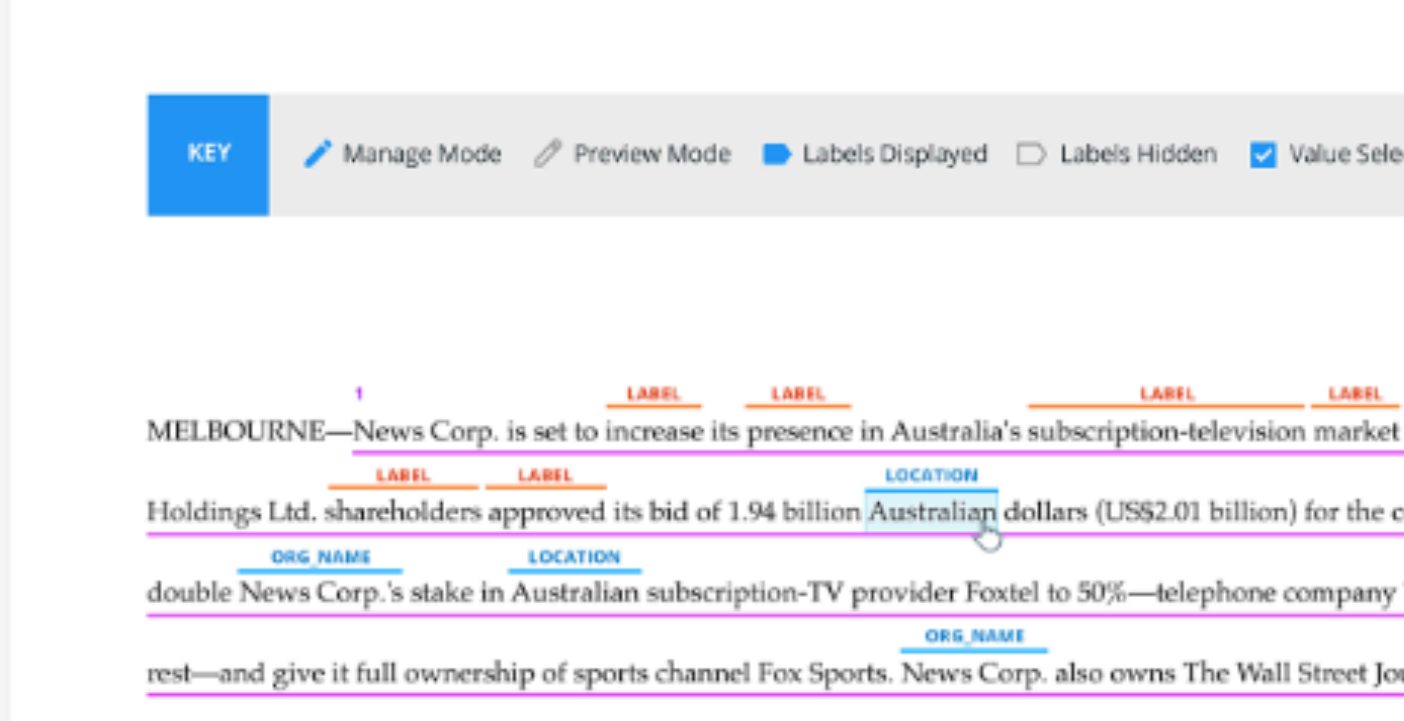
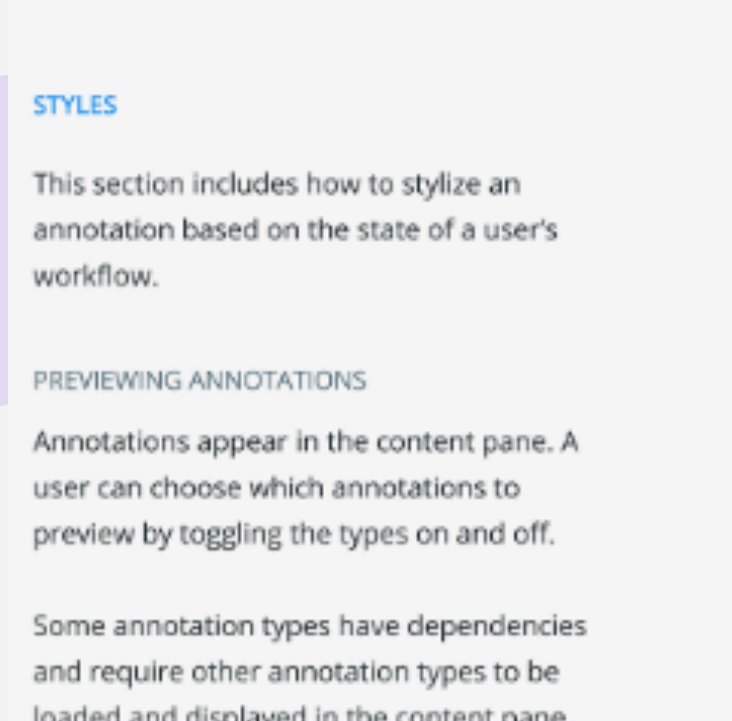
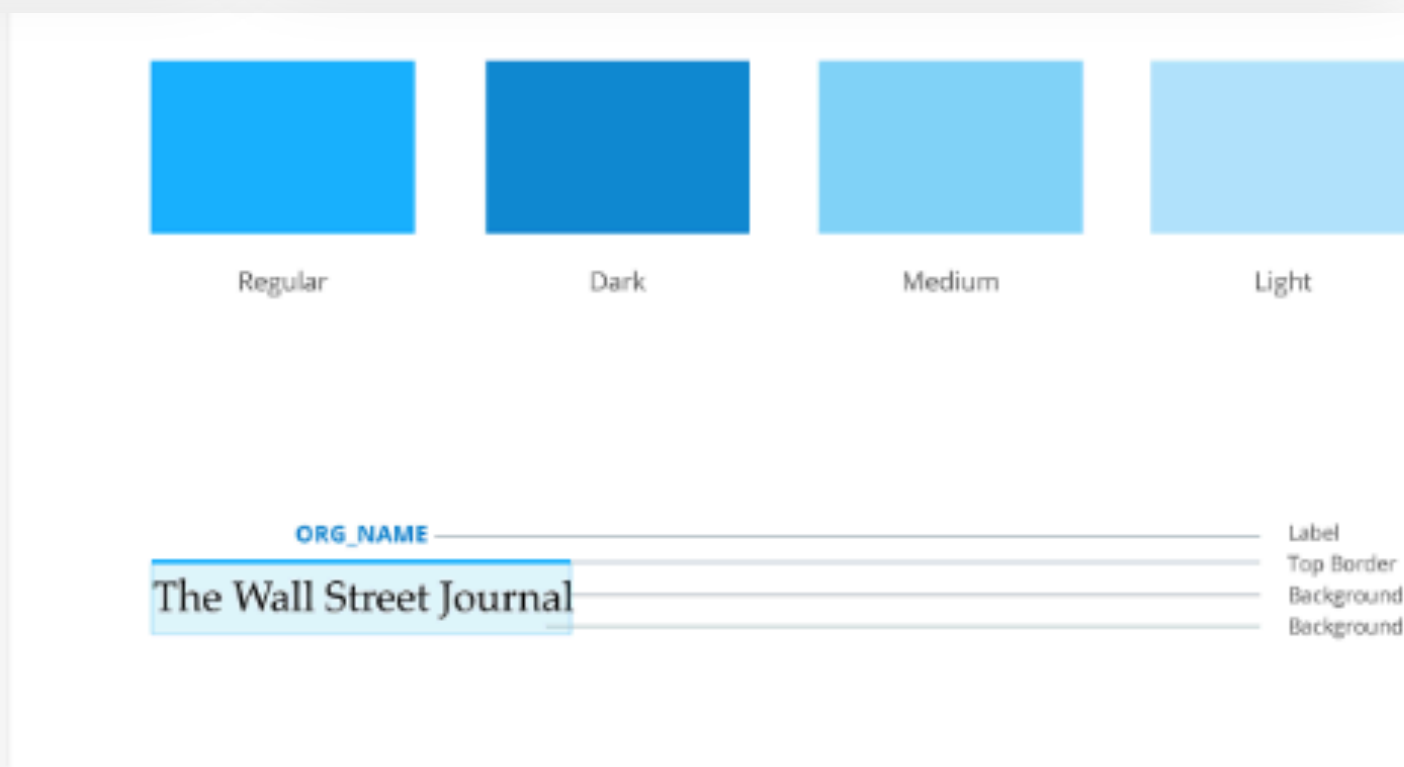
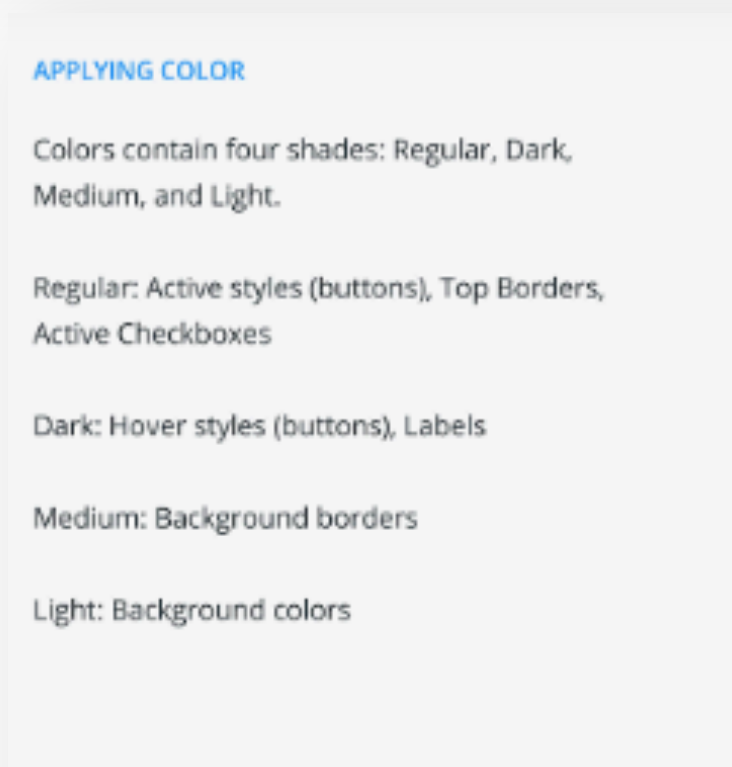
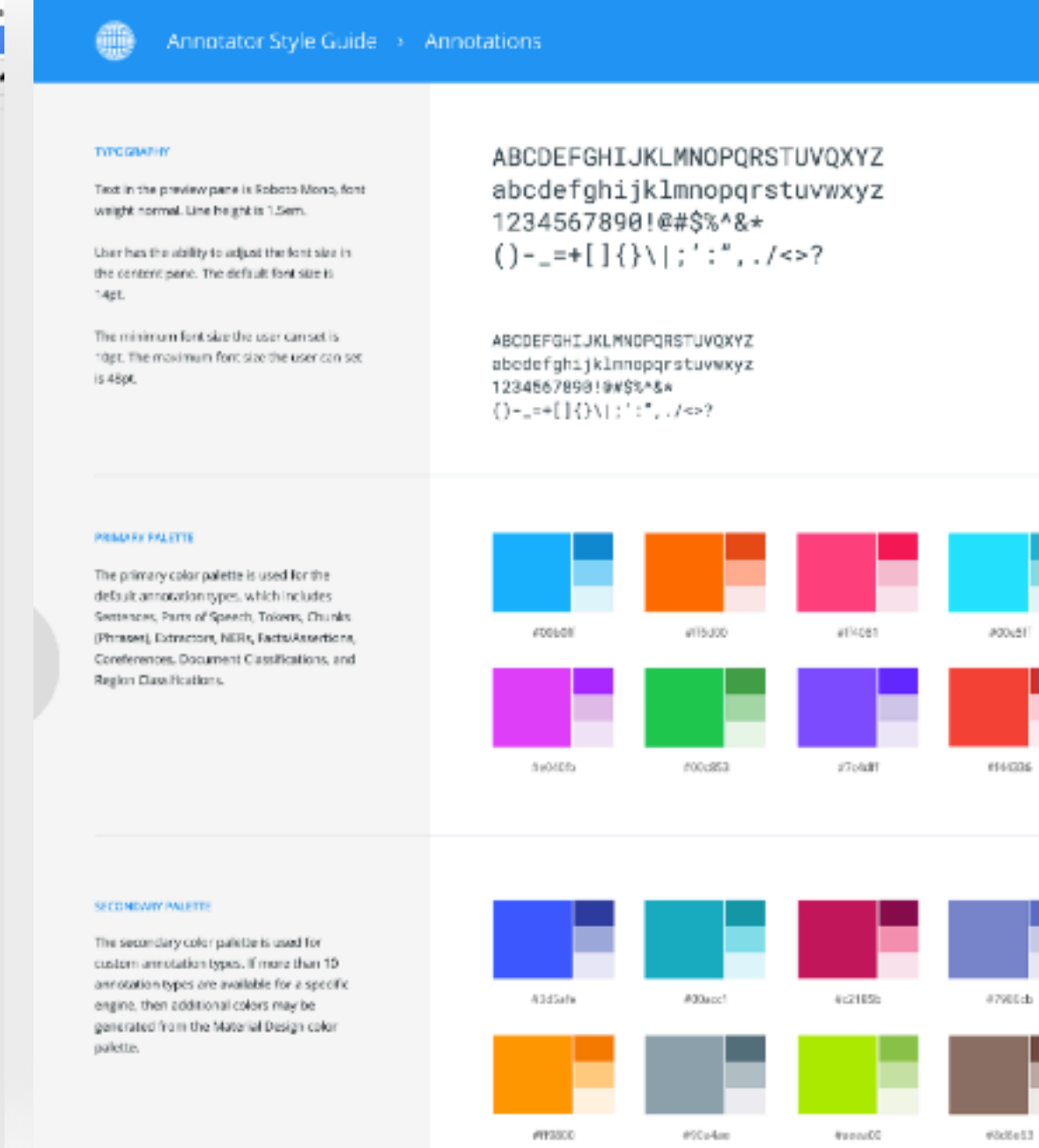
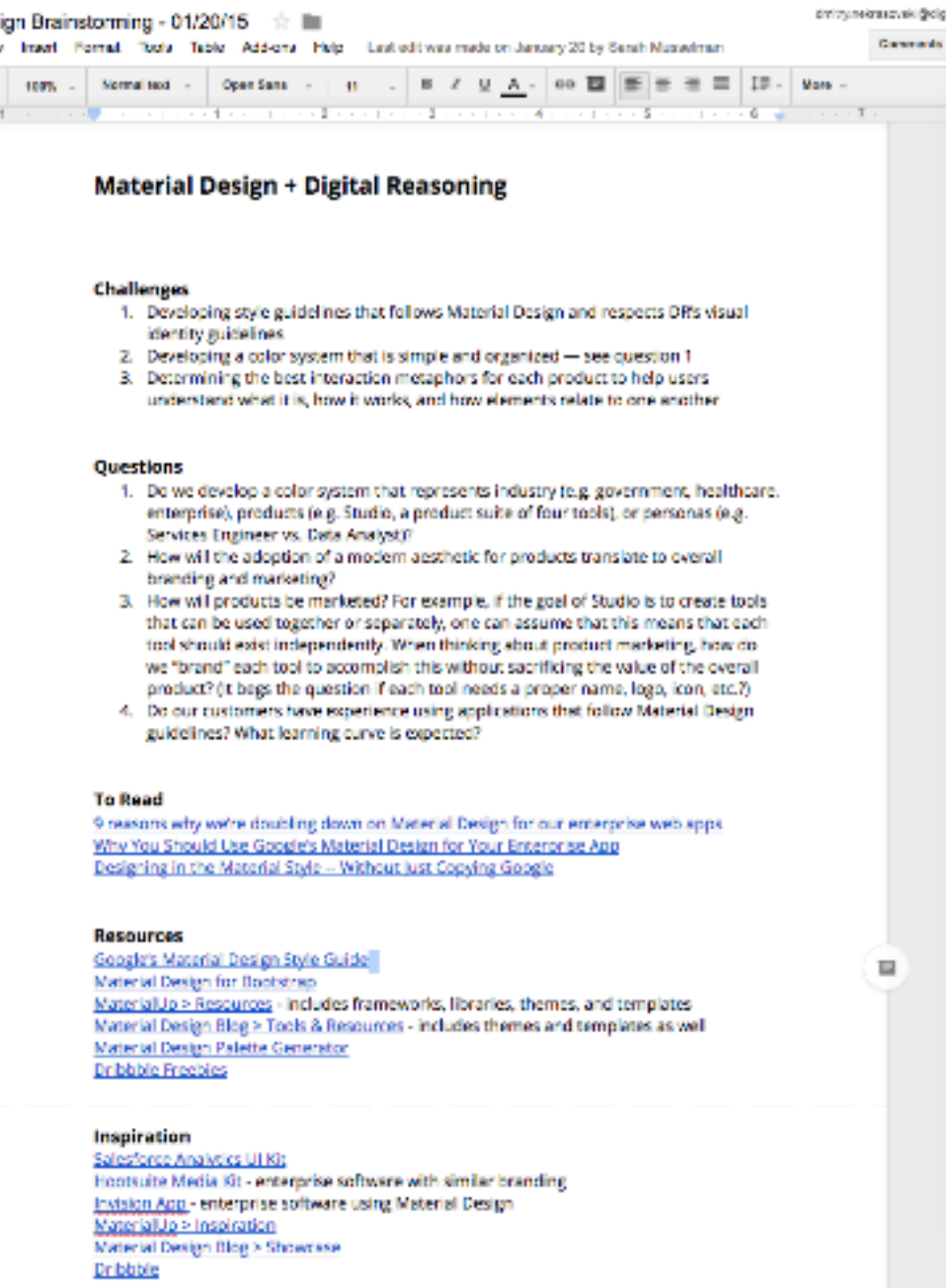


# Ramping up and teaming up.

Annotation Tool - Design Assets - 2016			
File Edit View Insert Format Data Tools Add-ons Help All changes saved in Drive			
Open Sans 10 B I S A - [font icons]			
	A	B	C
1	Screen Name	Screen Description	Link to Design
2	Load Annotations > 1	Hover state for selecting new annotation type	<a href="https://invis.io/YZ60LPPWT">https://invis.io/YZ60LPPWT</a>
3	Load Annotations > 2	Loading modal once annotation is selected	<a href="https://invis.io/GKG0LNDXB">https://invis.io/GKG0LNDXB</a>
4	Manage Annotations > 1	Hover state for manage button	<a href="https://invis.io/6H60LNEFZ">https://invis.io/6H60LNEFZ</a>
5	Add Bulk Annotation > 1	Default state for manage mode	<a href="https://invis.io/960LNS56">https://invis.io/960LNS56</a>
6	Add Bulk Annotation > 2	Hover state for node + value selection	<a href="https://invis.io/RV60LNN5P">https://invis.io/RV60LNN5P</a>
7	Add Bulk Annotation > 3	Label selection options (includes search)	<a href="https://invis.io/5T60LNFZD">https://invis.io/5T60LNFZD</a>
8	Add Bulk Annotation > 4	Hover state for pre-annotated phrase	<a href="https://invis.io/DN60LO14C">https://invis.io/DN60LO14C</a>
9	Add Bulk Annotation > 5	Post-click annotated phrase	<a href="https://invis.io/HK60LO3GV">https://invis.io/HK60LO3GV</a>
10	Add Single Annotation > 1	Hover state for node selection	<a href="https://invis.io/H760LO74K">https://invis.io/H760LO74K</a>
11	Add Single Annotation > 2	Editing modal for adding new annotations	<a href="https://invis.io/H360LOAVA">https://invis.io/H360LOAVA</a>
12	Add Single Annotation > 3	Editing modal with selected value	<a href="https://invis.io/5F60LOIWC">https://invis.io/5F60LOIWC</a>
13	Add Single Annotation > 4	Post click annotated phrase	<a href="https://invis.io/6Y60LOLVP">https://invis.io/6Y60LOLVP</a>
14	Update Selected Label	Hover state for active/inactive node values	<a href="https://invis.io/CJ60LONTN">https://invis.io/CJ60LONTN</a>
15	Edit/Delete Options	Additional options for Select Action, annotation widget, and inline annotation; includes selected state for annotation widget	<a href="https://invis.io/AR5ZO0YEJ">https://invis.io/AR5ZO0YEJ</a>
16	Edit Display Settings > 1	Hover state for display settings button	<a href="https://invis.io/5U60LOUQH">https://invis.io/5U60LOUQH</a>
17	Edit Display Settings > 2	Display settings options	<a href="https://invis.io/MN60LP3KZ">https://invis.io/MN60LP3KZ</a>
18	View Metadata	Global menu options	<a href="https://invis.io/G360LP6NW">https://invis.io/G360LP6NW</a>
19	Search Document > 1	Pre-click/hover state for search button	<a href="https://invis.io/CW61BY5SD">https://invis.io/CW61BY5SD</a>
20	Search Document > 2	Pre-click state for search input field	<a href="https://invis.io/I1461BYAJ5">https://invis.io/I1461BYAJ5</a>
21	Search Document > 3	Search input field in focus	<a href="https://invis.io/XA61BYE52">https://invis.io/XA61BYE52</a>
22	Search Document > 4	Search results (text highlighted in document)	<a href="https://invis.io/YJ61BYEJ8">https://invis.io/YJ61BYEJ8</a>
23	Save Confirmation > 1	Pre-click/hover state for save button	<a href="https://invis.io/XA61HY95P">https://invis.io/XA61HY95P</a>
24	Save Confirmation > 2	Save in progress animation	<a href="https://invis.io/PT61BYXWE">https://invis.io/PT61BYXWE</a>
25	Save Confirmation > 3	Successful save confirmation message	<a href="https://invis.io/3W61BZ0V5">https://invis.io/3W61BZ0V5</a>

The image displays a sequence of five screenshots from a software application, arranged in two rows. Each screenshot shows a user interface with a 'Add Chunk' button. The top row shows the button with a tooltip that says 'Add Chunk > 1' and '8 months ago'. The bottom row shows the button with a tooltip that says 'Add Chunk > 2' and '8 months ago'. The screenshots are arranged in a grid, with the first four columns showing the button and the fifth column showing the button with a tooltip that says 'Add Chunk > 3' and '8 months ago'.





## DESIGN SYSTEM

# Making Material progress.

While Sarah was ramping up, I asked her to research various publicly available design systems that our team could use as a basis for developing one for Digital Reasoning products.

**We settled on Material Design** for several reasons, including extensive documentation, momentum in the design community, and support for Angular, a framework that our Engineering team felt comfortable with.

The breadth of the Material Design colour palette came in immediately handy on the Annotator project, since we needed to **create design specs for over 30 combinations of annotation types and states** out of the box, plus additional custom annotation types for specific usage scenarios such as medical lab report annotation.

We then created our own style guide to **document the appearance and behaviour of various annotation types and states** in the context of different interaction modes within the product.

