

Icons for Navigating and applying materials / textures to 3D Objects

Preferences for customizing the view or adding your own icons and navigation options.

Title:

Material Editor Layout Example

Designer:

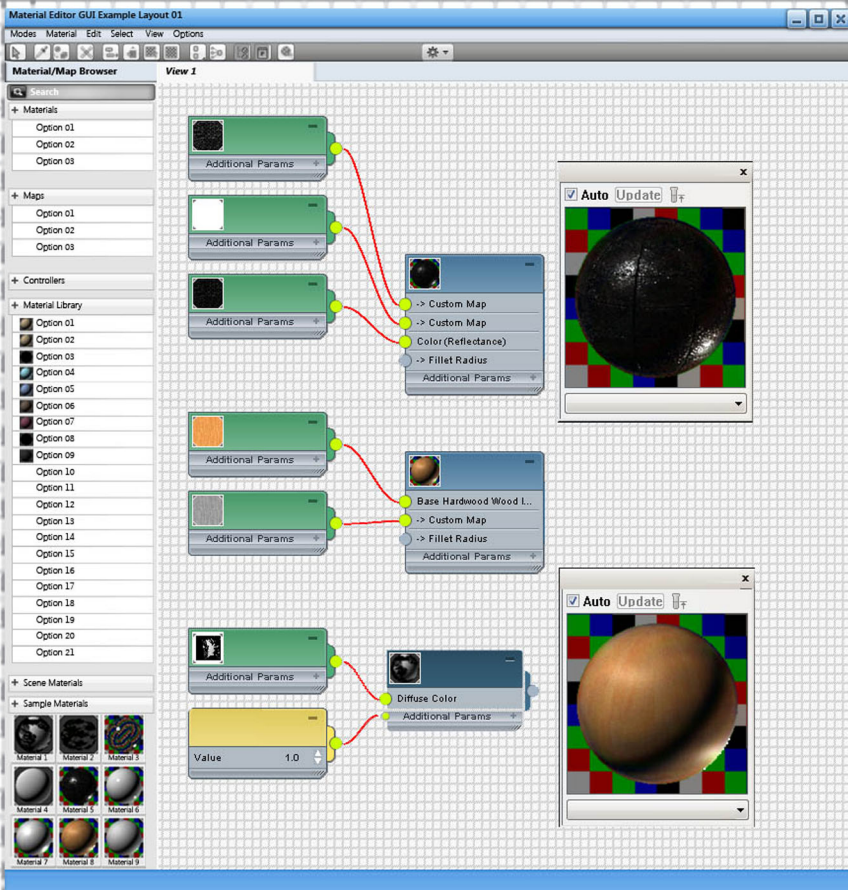
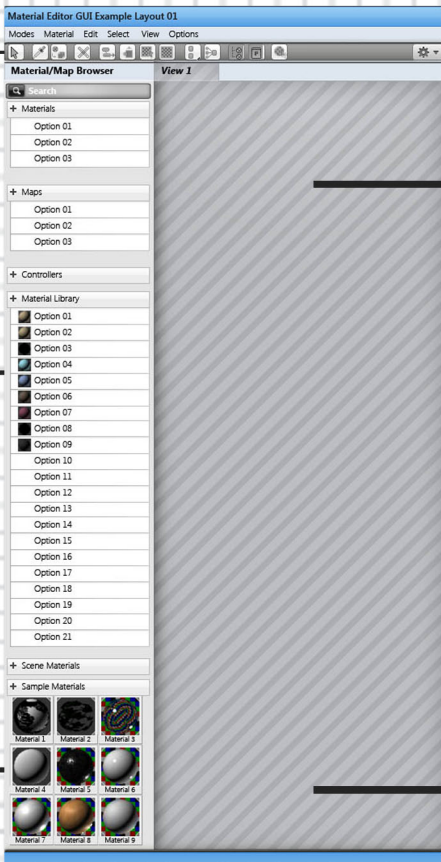
Keri-Lynn Mitoff

Notes:

The material editor example to the left shows the first example of a user-Friendly Material Editor layout. With all of the research I really liked the Slate Interface that 3DS Max is utilizing. I also like the fact that a user can customize the interface themselves.

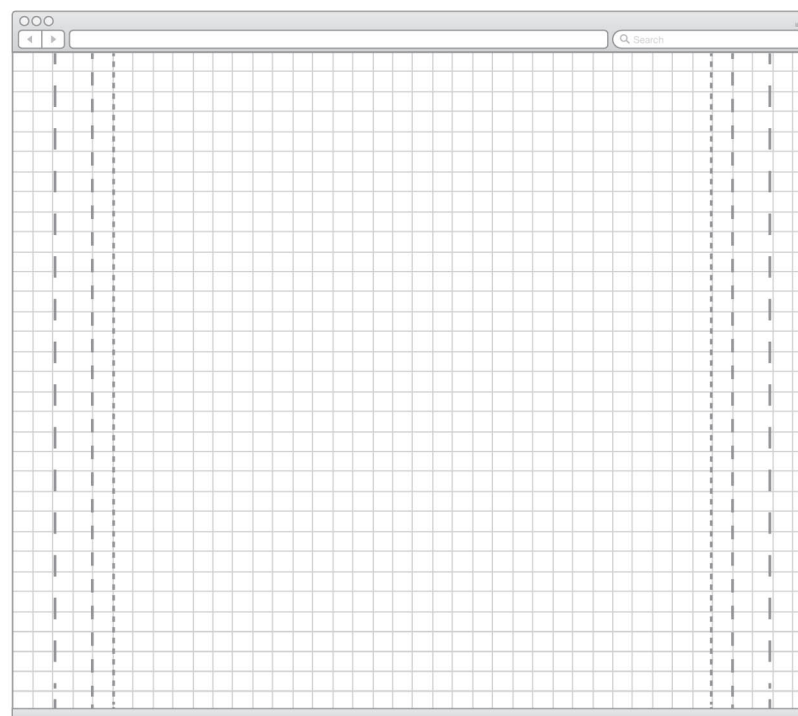
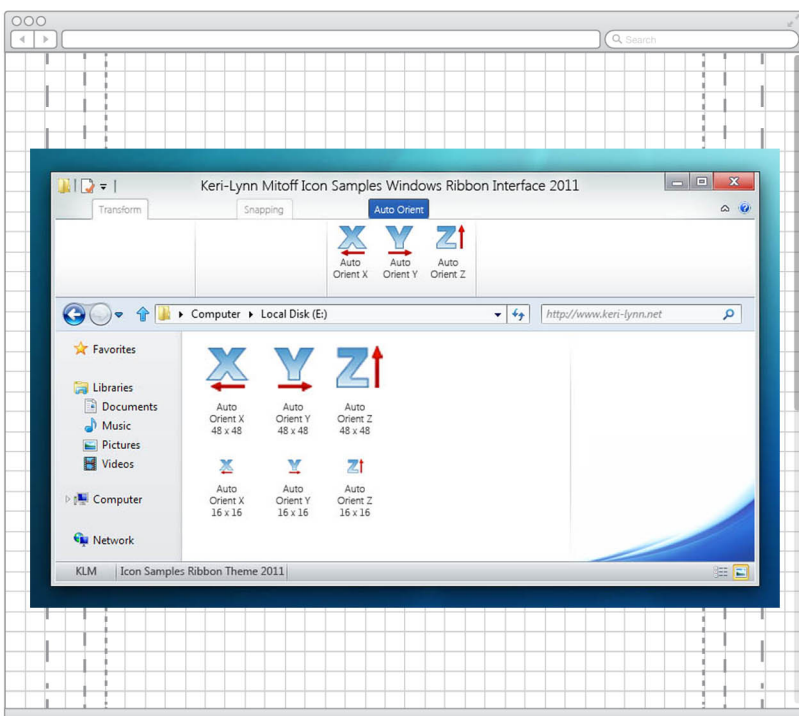
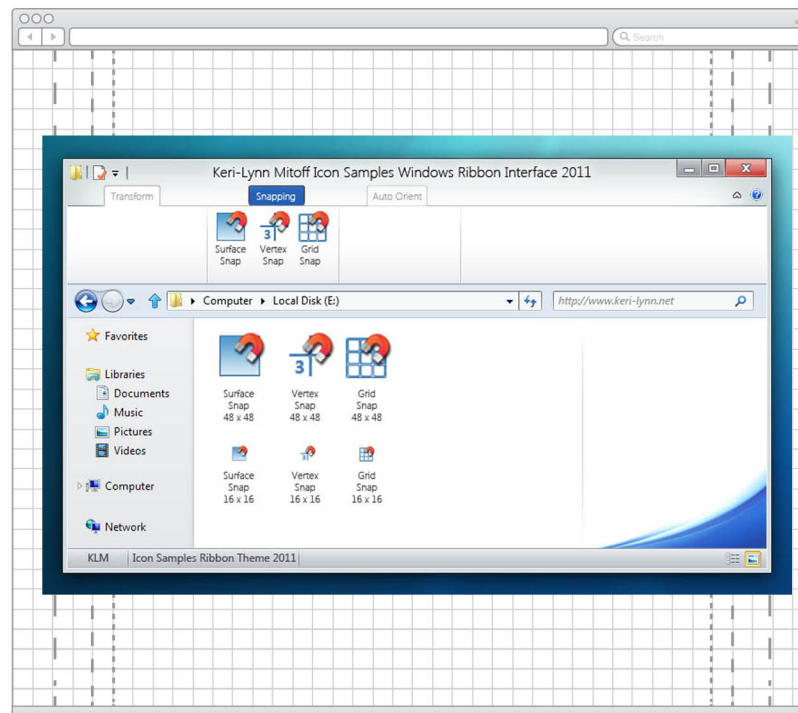
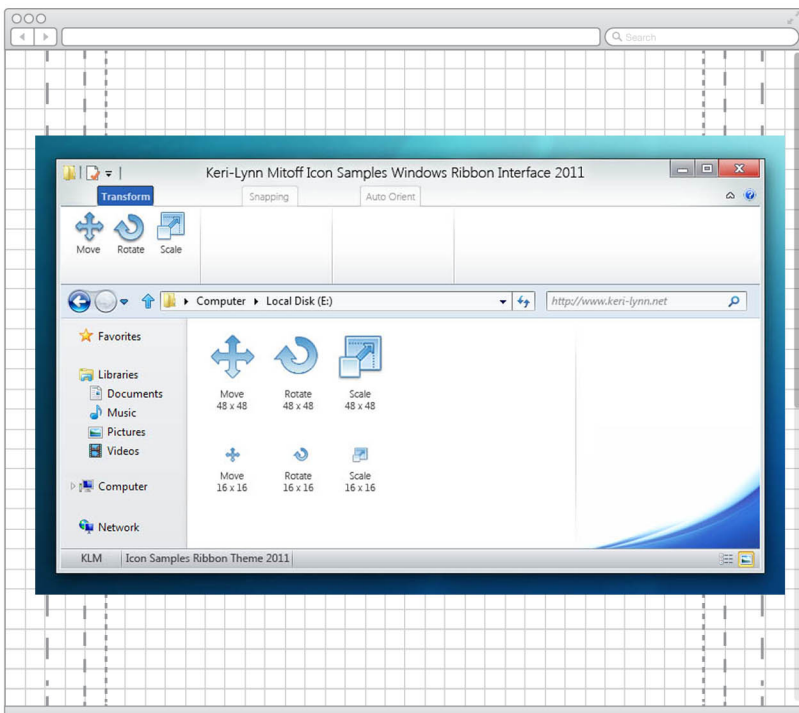
Various Options for Viewing / Managing Materials & Maps in the Material Editor. The interface can expand or collapse.

Area for 3D Object



The screen goes into more detail showing the flexible options a user can have. This option emulates the 3DS Studio Max Slate Material Editor. This option is very flexible and user-friendly and allows for customization of the interface so that users can have on the screen what they are comfortable with. This layout also makes me think of a Mind Map chart.

Wireframe Sketch Sheet



Title:

Windows Ribbon Interface

Project:

Ribbon Icons Example

Designer:

Keri-Lynn Mitoff

Notes:

This project is an example of a windows ribbon interface and 3 sets of icon examples using the guidelines from Microsoft for the interface and icon sets.