Places in Space

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www.sccg.sk/~wega

Creating Web Graphics

You <small>and Andrej Ferko</small>

Class and Individual Work

Agenda

- Q/A => MidTerm Exam Impressions

- WWW Design Issues contd. – Places

- Project Specification

- Your Project

Midterm Sources & Rules

- Glassner, Mitchell, FrontPage Help

- Logo, Design, Color, Navigation

- www.sccg.sk/~WEGA→ PPT

- NO REPEAT!!! (except the senators)

- 15 minutes = 15 points

- select 15 from 30, maybe bonus

MidTerm Exam

Webovská grafika, Midterm Exam, ZS 2006/07

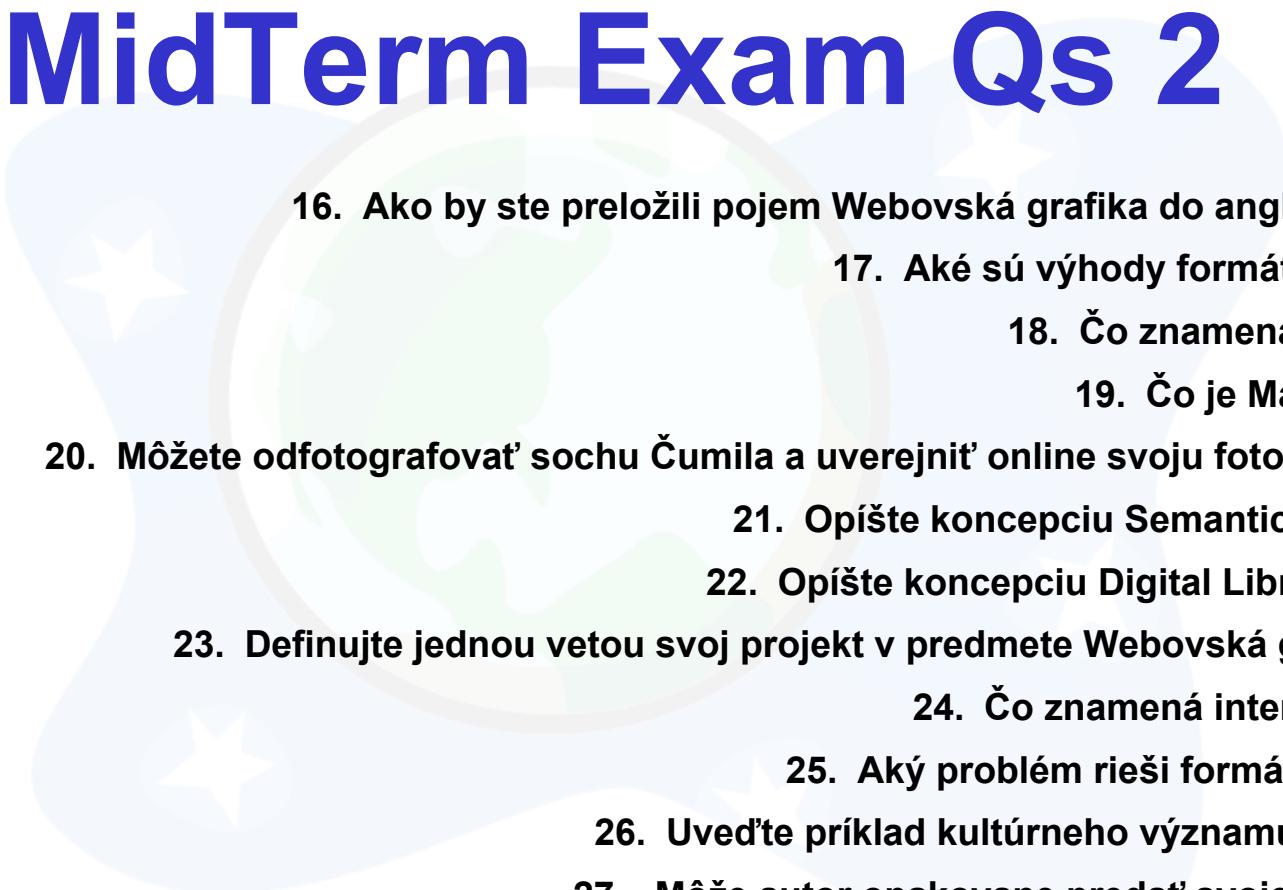*Október 23, 2006, 15.00-15.15 (15 minút), poslucháreň B*

Meno, ročník/krúžok, e-mail, www:

Uveďte prosím svoje meno na každom ďalšom liste papiera. Vaše výsledky oznámim iba Vám na horeuvedenú adresu. Treba písomne zodpovedať 15 otázok z klasických základov Web Designu, ktoré si, prosím, vyberte z doleuvedeného 30-položkového zoznamu. Celkovo možno získať maximálne 15 bodov. Ďalšie body možno získať na záverečnej skúške koncom novembra a odovzdanou prácou. Celkové hodnotenie zahrnie teda aj a predovšetkým Vašu prácu v technológii XML/MathML, 3D grafiku online a autorské dielo, ktoré vystavíte na svojej web stránke.

MidTerm Exam Questions

1. Opíšte, definujte alebo špecifikujte WWW.
2. Čo je WWW Consortium?
3. Stručne charakterizujte technológie zo svojho portfolia.
4. Čo je logo?
5. Aký je rozdiel medzi HTML a XML?
6. Ako si predstavujete ideálnu orientáciu na webe?
7. Čo znamená navigácia?
8. Aké poznáte typy loga resp. lôg?
9. Akým spôsobom kombinuje Andrew Glassner nápady pri návrhu loga?
10. Čo znamená SIGGRAPH?
11. Ako by ste do slovenčiny preložili pojem Web Design?
12. Ktorá je Vaša obľúbená (akademicky plauzibilná) stránka? Uveďte URL.
13. Definujte jednou vetou svoj projekt v predmete Webovská grafika.
14. Čo znamená kooperácia?
15. Čo znamená Webby Awards?

MidTerm Exam Qs 2

16. Ako by ste preložili pojem Webovská grafika do angličtiny?

17. Aké sú výhody formátu GIF?

18. Čo znamená SVG?

19. Čo je MathML?

20. Môžete odfotografovať sochu Čumila a uverejniť online svoju fotografiu?

21. Opíšte koncepciu Semantic Web...

22. Opíšte koncepciu Digital Libraries...

23. Definujte jednou vetou svoj projekt v predmete Webovská grafika.

24. Čo znamená interakcia?

25. Aký problém rieši formát PNG?

26. Uveďte príklad kultúrneho významu farby.

27. Môže autor opakovane predať svoje dielo?

28. Čo je to bezpečná plocha (safe area)?

29. Ako nájdete bod vstupu (entry point) na danej stránke?

30. Ktorá otázka z doteraz odprednášaného resp. odcvičeného tu podľa Vás chýba?

Midterm Results

- Coming soon
- Very good, in general

- Portfolio: HTML, PHP, MySQL, Blender, CorelDraw
- Pages: Google, Blender, Mathematica, …
- Project: "zatial dost biedny"
- Diverse answers: Cumil…

Hot News

- ## Firefox 2.0   11.5%

  www.mozilla.com, www.mozilla.sk coming soon

  - sorted windows history, spell checking, guess what you are searching for, automatic anti-phishing update each 30 minutes

- ## IE7   86%

  www.microsoft.com/windows/ie/default.mspx

  - tabbed browsing, anti-phishing, direct web search… SECURITY towards Windows Vista -> Secunia reported a bug in a few hours, Outlook Express bug

Hot News Background

- **1994 Netscape**   **45 M$**

- **1998 Netscape -> Mozilla, IE~100%**

- **open source, Basaar vs. Cathedral**

- **2004 Firefox 1.0**

Hot News Profit 4 You

- **Better functionality**

- **Concurrency => technology drive**

- **Monopoly => high prices, stagnation**

- **Who/why pays open source/projects costs?**

Good Bye

Glassner on Logo Design etc.

Mitchell on Design Issues

MS FrontPage Help Glossary

Key Source for Today

- WWW design issues by B. Mitchell, SIGGRAPH 96 Course Notes (CN)

- *http://www.siggraph.org/education/materials/graphics_design/mitchell_S96/chapter1.htm*

- **Easy access -> WEGA page, AF page**

Art for Computer Graphicists

- Andrew Glassner, SIGGRAPH 1998 CN
- *http://www.siggraph.org/education/materials/siggraph_courses/S98/30/c30.pdf*

- Logo Design
- Color and Art Techniques
- What we could know more ?

WWW Definitions by MS

- ***FrontPage Help says:***

- **accessibility**
- The quality of a system incorporating hardware or software that makes it usable by people with one or more physical disabilities, such as restricted mobility, blindness, or deafness.

- 3D, sound, blog, weblog, wiki, streaming, games, …
- … maybe new version has more

Your Level 4 WWW Definitions

- *FrontPage Help says:*

- **World Wide Web Consortium**
- (W3C) A consortium of commercial and educational institutions that oversees research and promotes standards in all areas related to the World Wide Web.

- **Easy access -> www.w3c.org, AF page W3C**

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Designing Objects+Places in 3D

- By Bonnie Mitchell

- VRML - Design in 3D

- Realism

- Abstraction and Stylization

- Balance

- Spaces to Explore

- Innovation in Space

VRML - Design in 3D

- By Bonnie Mitchell

- Pros & Cons of 3D
- One view (HTML) -> more views (VRML)
- painting vs.
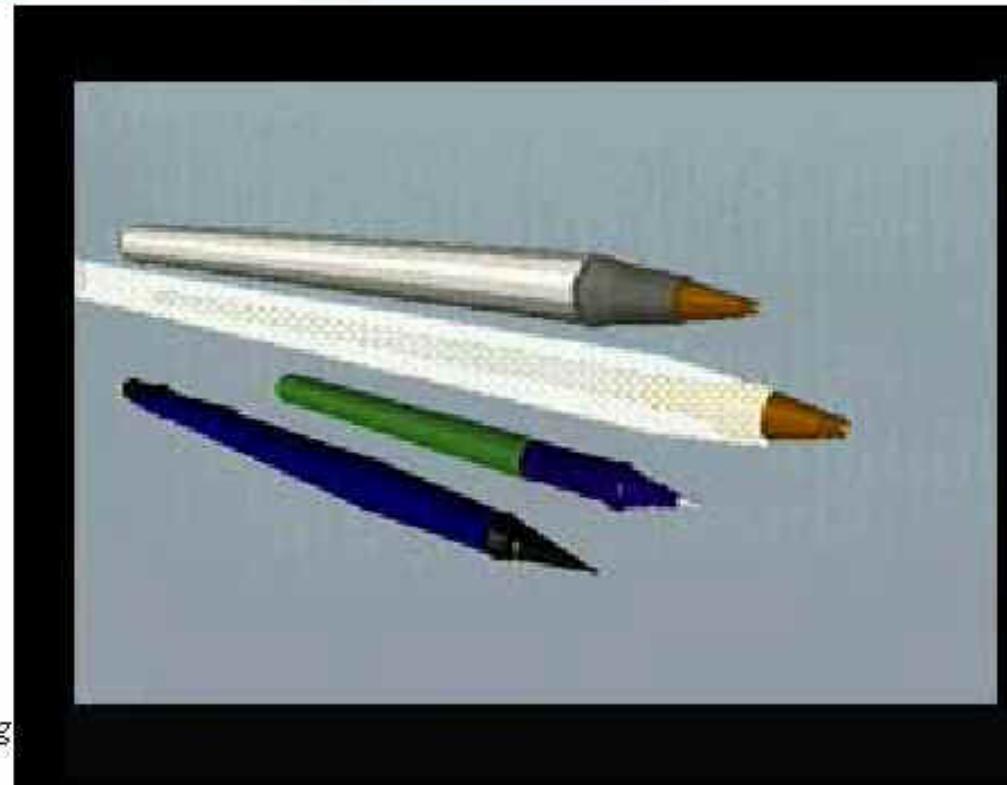- sculpture
- Full experience
- 4D - time

-

figure 3-14
Navigating
through the
environment
reveals more
information

VRML - Design in 3D contd.

- By Bonnie Mitchell

- reveal more information as the viewer navigates the space

- all views are fair game

- AF: model as DB or sea of images IBR

- AF: 4 modes = walk, fly, jump, repeat

- a still image placed on an HTML page

Realism

- By Bonnie Mitchell

- often the goal of technician & artist alike

-

figure 3-15
Realistic modeling
in VRML

Realism 2

- By Bonnie Mitchell

- successfully going beyond reality & stylizing it

- any great abstract painter... years of figure drawing & realistic representation followed by abstraction

- Realism is a form of literal translation from one representation of an object to another

- it leaves very little to the imagination of the viewer

Abstraction and Stylization

- By Bonnie Mitchell

- to focus on the essence
- still recognize the object
- often confronted with the interpretation of the artist

- E.g. represent a tranquil mood by using blues (whether the real object is blue or not) and flowing curvy lines. In contrast, we represent anger by using sharp, jagged lines

Balance

- By Bonnie Mitchell

- Easier in 2D or animation
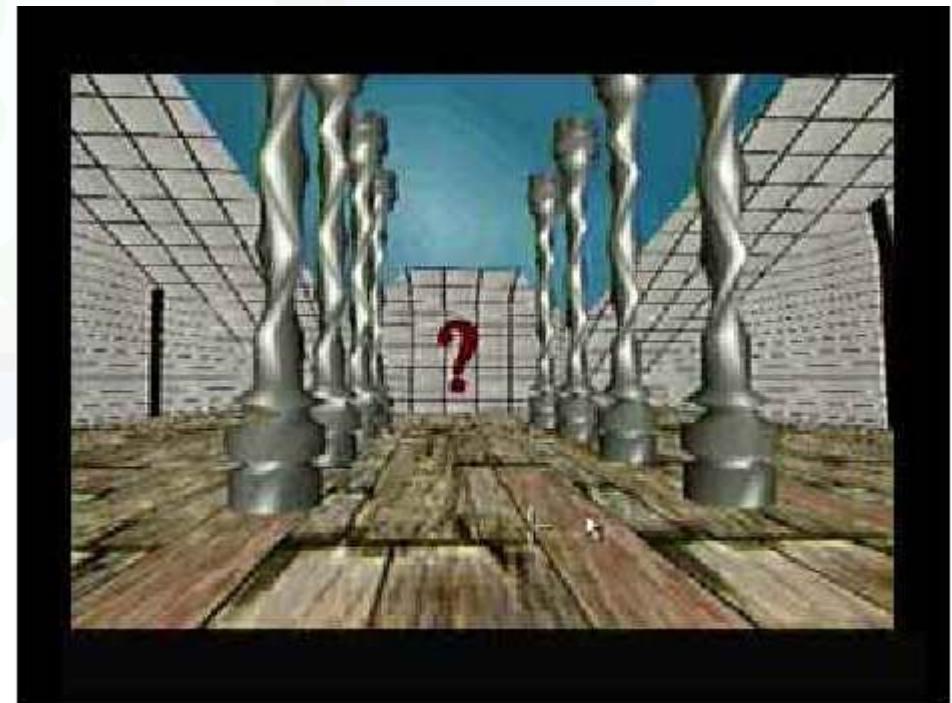
- Not all scenes
- must be
- balanced

figure 3-17 A "walk through" environment with veritcal walls and a horizontal floor

Spaces to Explore

- By Bonnie Mitchell

- "walk through"

- Common experience... gravity

- Behaviors... failed in VRML

- We view this world through our eyes that are approximately 5-6 feet above the ground (AF Sea of Images)

Innovation in Space

- By Bonnie Mitchell

- Snow Crash by Neal Stephenson

- VR world called the Metaverse

- There are a number of non-conventional constructs in this VR world. For instance, Stephenson explains that avatars can appear as anything, from walking penises to beautified human forms.

Innovation in Space 2

- By Bonnie Mitchell

- difficult and risky to throw away previous experience and construct VR spaces that make little reference to the natural world vs. M. Krueger 2D AR

- I secretly hope I will always be able to walk through computer constructed walls if I want to

Place vs. Space

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Project Specification

- IS 9001

- Quality management

- Economic, efficient, safe, precise solutions

- Quality measures – formal, informal

- Number of copies sold, downloads, Google count by Dusan Hamar, page hits…

Project Questions

- Goal, requirements, project decision

- Functionality specification

- L. Weinmann recommends…

- www.web-redesign.com

- Qs on client, users, project, activas, content, maintenance, budget, scheduling

Project Profile

- L. Weinmann recommends…

- www.secretsites.com

- INVESTIGATION…

- … FBI, detective story metaphor

- http://www.web-redesign.com/downloads/03_client-survey.pdf

Art of Communication

- Various authors recommend…

  - Be assertive
  - Be proactive
  - Be NLP conscious
  - Be creative

- … and many other bees

Conclusions

- Hot News on Browsers & MidTerm

- Place has Genius Loci

- VRML, Sound… MultiMedia

- Ask More Questions on Project Specification

- Time to Specify Your Project Vision

Thank You

For Your Attention

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www.sccg.sk/~wega