WEB GRAPHICS

WHO IS WHO



ME: MATEJ NOVOTNÝ

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YOU: STUDENTS OF AIN Web developers, freelancers, Web designers, ...

COURSE REQUIREMENTS

BASIC KNOWLEDGE OF: Internet and WWW Computer graphics (e.g. GSVM) Programming

EXPERIENCE IN: Browsing the web ③

EVALUATION

TEST

50 POINTS 25 < required to pass

LABS / PROJECT

Logo design Webdesign Webpage implementation Mobile version (responsive) "Simple Rich" Internet Application Interactive 3D object online

50 POINTS

25 < required to pass

SIMULATION OF A REAL-WORLD ASSIGNMENT

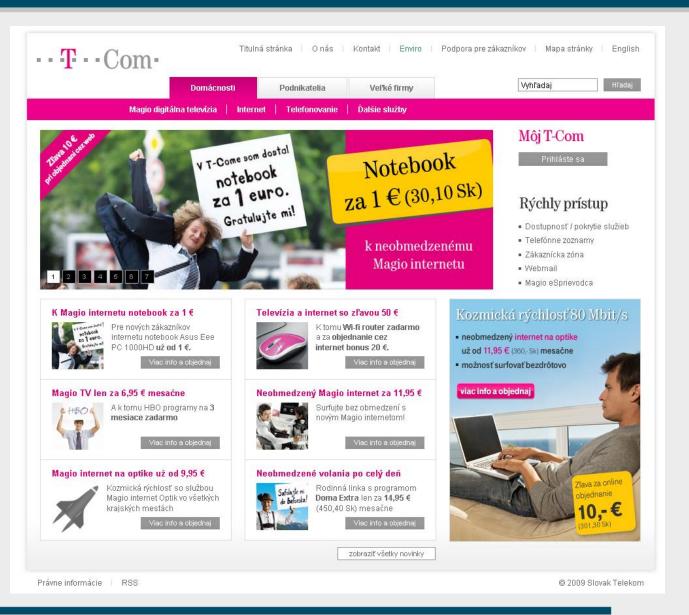
CHOOSE 1 FROM 4 AREAS:

- Corporate webpage
- Luxury brand webpage
- Commercial webpage
- Artistic webpage

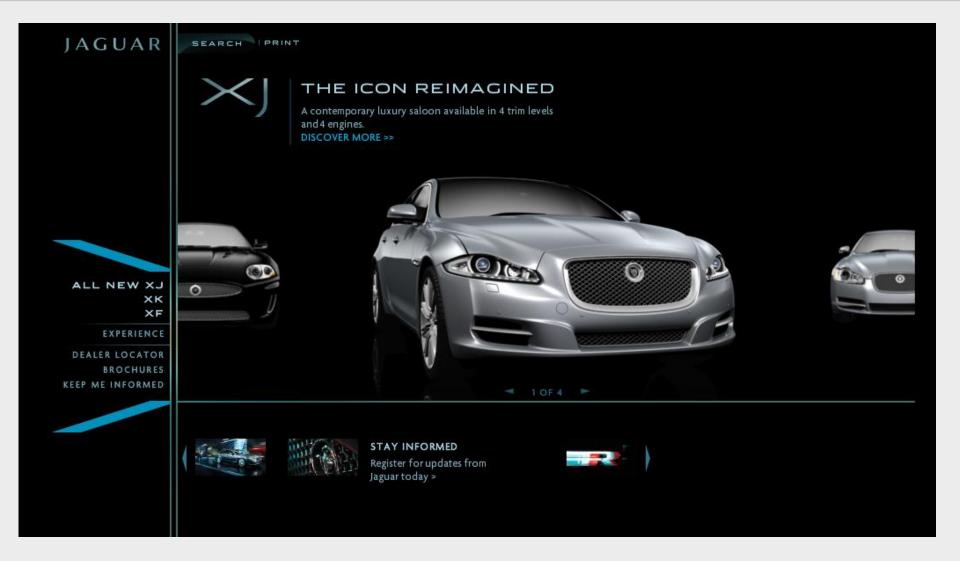
IF YOU CAN'T THINK OF ONE:

take an established brand/company and redesign its logo and webpage

#1 CORPORATE WEBPAGE



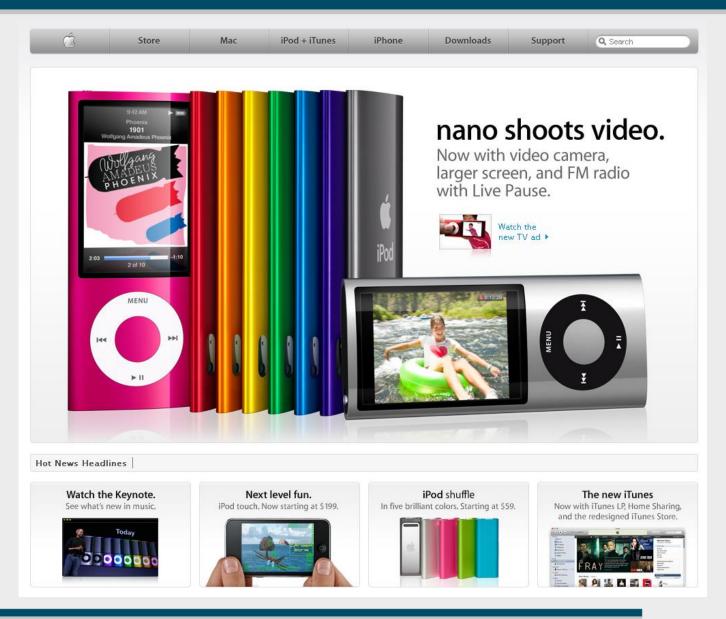
#2 LUXURY BRAND



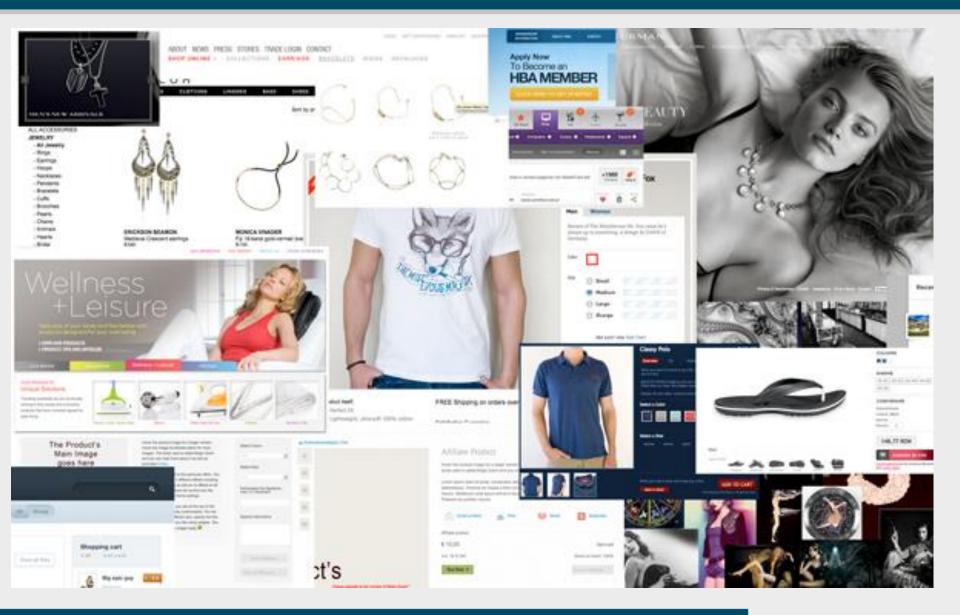
#3 ARTISTIC WEBPAGE



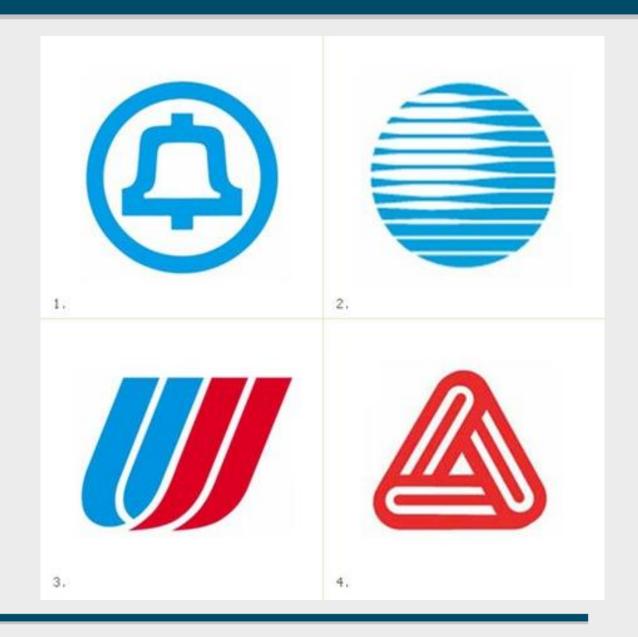
#4 COMMERCIAL WEBPAGE



MOOD BOARD



LOGO



INTERNET APPLICATION

JAVASCRIPT (JQUERY), HTML5 (CANVAS), ACTIONSCRIPT (FLEX)



3D ONLINE

WEBGL



COURSE OUTLINE

ELEMENTS OF VISUAL PERCEPTION GRAPHIC DESIGN & AESTHETICS WEB DESIGN LOGO DESIGN INTERACTION AND NAVIGATION **BASICS OF USABILITY** WEB MULTIMEDIA 3D ON WFB HTML5, SVG FUTURE VISIONS

DATES, DETAILS, DOCUMENTS

DDD@WWW

HTTP://WEGA.SCCG.SK Site opens next week

READ:

useit.com jjg.netw3c.org webpagesthatsuck.com

WATCH: webdesignerdepot.com abduzeedo.com ... you tell me

SOURCES



DESIGN ELEMENTS: A GRAPHIC STYLE MANUAL Samara

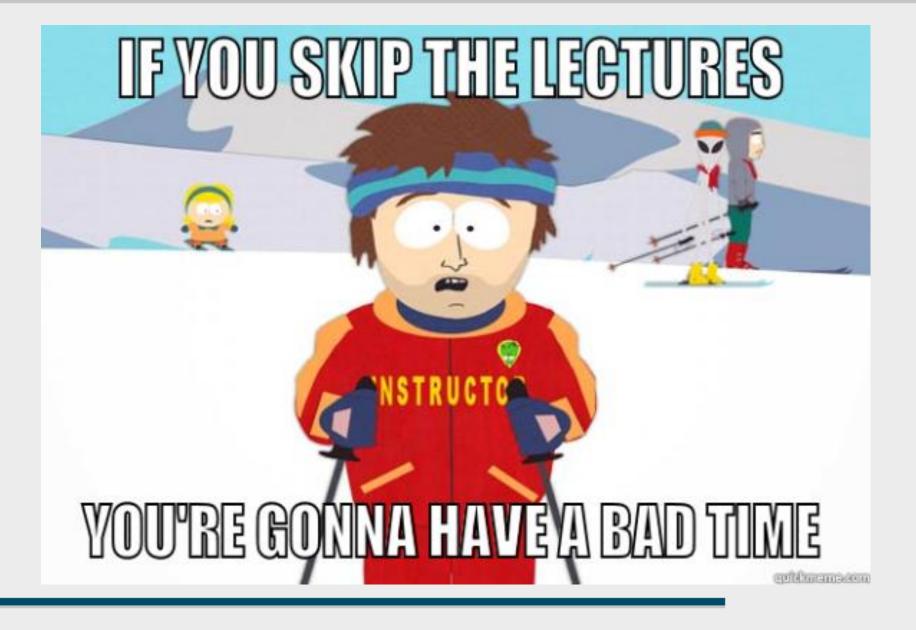


THE LAYOUT BOOK Ambrose, Harris

A Practical Guide to Designing for the Web

fire Datafie A PRACTICAL GUIDE TO DESIGNING FOR THE WEB Boulton

AND REMEMBER...

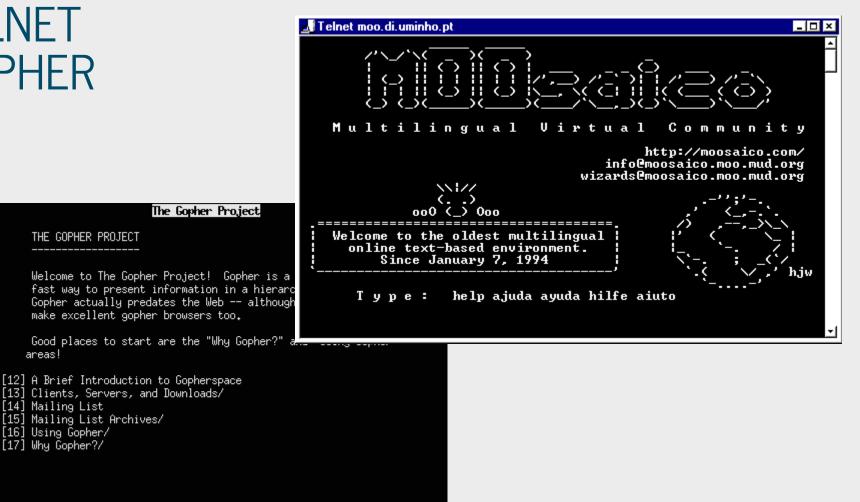


IN THE BEGINNING WAS THE WORD, AND THE WORD WAS ONLINE

WWW: BIOGRAPHY

INTERNET STONE AGE

TELNET GOPHER



Press 🖁 for Help, 😗 to Quit, 🗓 to go up a menu

THE GOPHER PROJECT

[15] Mailing List Archives/

areas!

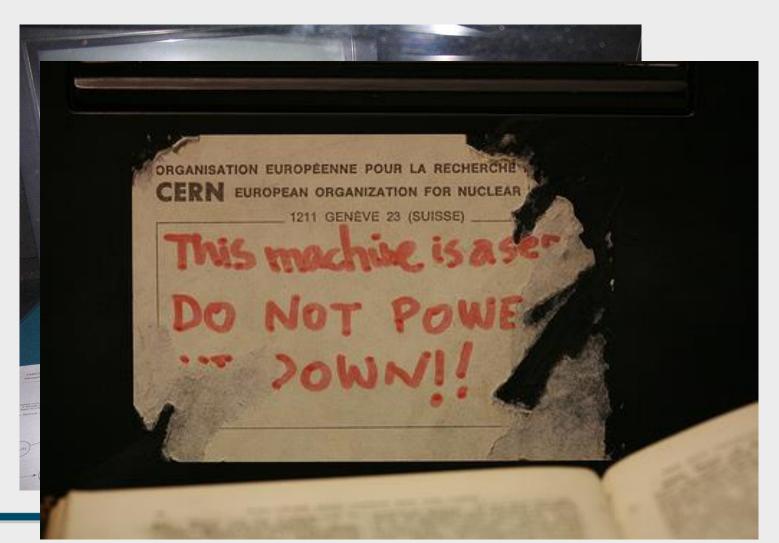
--> [14] Mailing List

[16] Using Gopher/ [17] Why Gopher?/

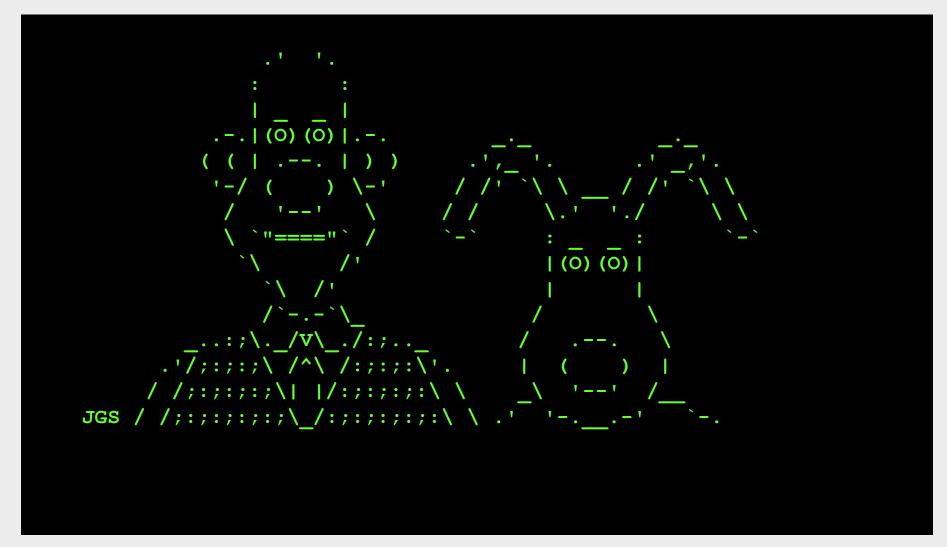
Page: 1/1

THE FIRST WEBSERVER

1990, CERN, TIM BERNERS-LEE



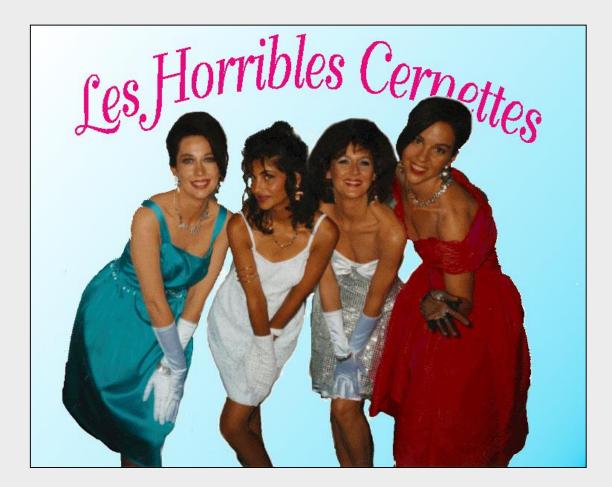
TEXT-BASED GRAPHICS



WWW.ASCII-ART.COM

FIRST PICTURE ON THE WEB

1992, CERN, SILVANO DE GENNARO



GRAPHICAL WEB BROWSERS

- 🗆 × Yahoo! - NCSA Mosaic ERWISE File Edit History Manager View Navigate Tools Hotlists Help 🕼 🔝 📲 Other Doc a 🖻 http://www.yahoo.com/ VAHOO Help What's New Check Ema Personalize Yahoo! Auctions Win Free Flowers free email@yahoo.com Pokemon, Rolex, 'N MOSAIC FTD.COM Sync Search advanced search Shopping - Auctions - Yellow Pages - People Search - Maps - Travel - Classifieds - Personals Games - Chat - Clubs Mail - Calendar - Messenger - Companion - My Yahoo! - News - Sports - Weather - TV Tue 06/06/00 9:33:04

NETSCAPE NAVIGATOR 1994

1992

1993

www.computerhistory.org

INTERNET EXPLORER 1995

WEB DESIGN YESTERDAY

FRAMEs IMGs TABLEs

static web pages

weak formatting

dial-up internet (56kbps = 7kB/s)



http://www.telegraph.co.uk/technology/6125914/ How-20-popular-websites-looked-when-theylaunched.html

HTML WEBPAGE (TODAY)

HTTP SERVER Database Server-side scripts

HTTP PROTOCOL Client > Request > Server > Response > Client

WEB BROWSER Document + formatting + multimedia = Webpage

WEB DESIGN TODAY

JAVASCRIPT, FLASH **ONLINE VIDEO** XML, XSLT, CSS SVG, MATHML, CANVAS DYNAMIC WEBPAGES **BROADBAND INTERNET** (250 MBIT = 4000 X DIAL-UP)



WEB DESIGN TOMORROW





AND WEBMASTER SAW CSS, THAT IT WAS GOOD.

AND WEBMASTER DIVIDED CSS FROM HTML.

WWW: ANATOMY

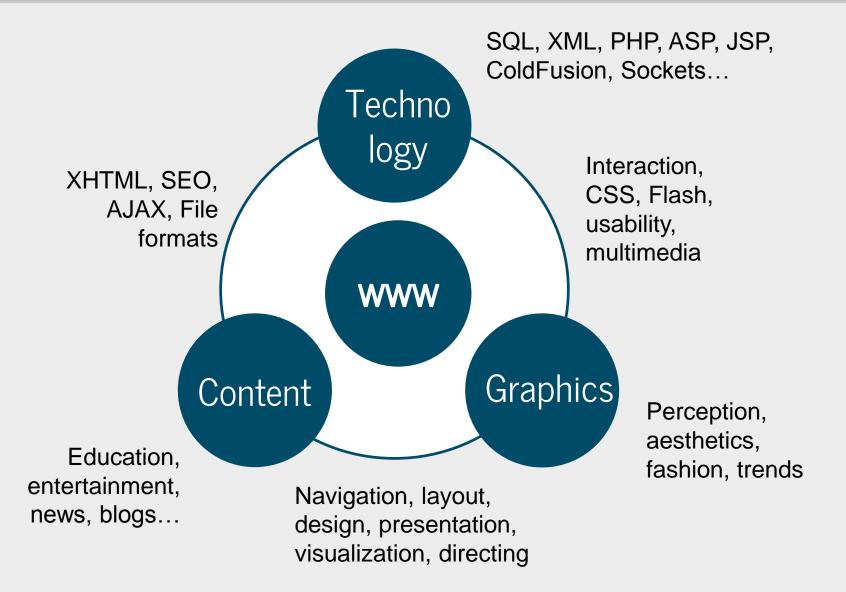
WEB SITE CREATORS

TECHNOLOGY Programmers Administrators

CONTENT Authors Editors

GRAPHICS Web designers GUI designers Which part is the crucial one?

WEB SITE ELEMENTS



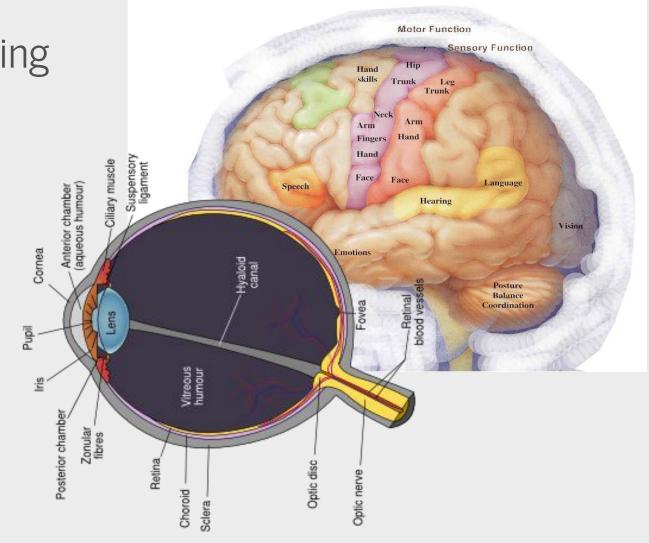
VISUAL PERCEPTION

HUMAN VISUAL SYSTEM

POWERFUL Parallel processing

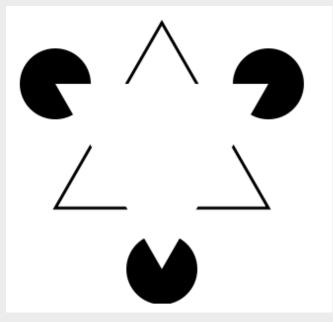
Adaptable

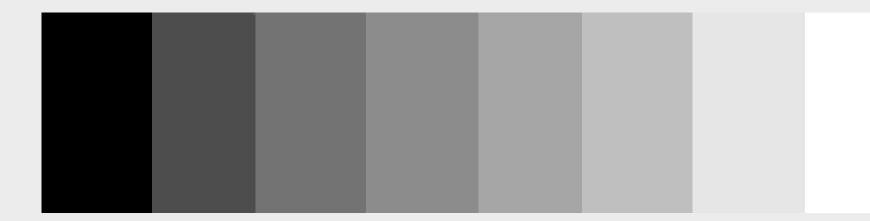
LIMITED Easy to fool Imprecise



OBJECT DETECTION

EDGE DETECTION CONTRAST EDGE ENHANCEMENT





ELEMENTS OF VISION - FEATURES

SENSORY MEANING, UNIVERSAL, FAST, SIMPLE

E.G. COLOR, EDGE, FOCUS, MOTION

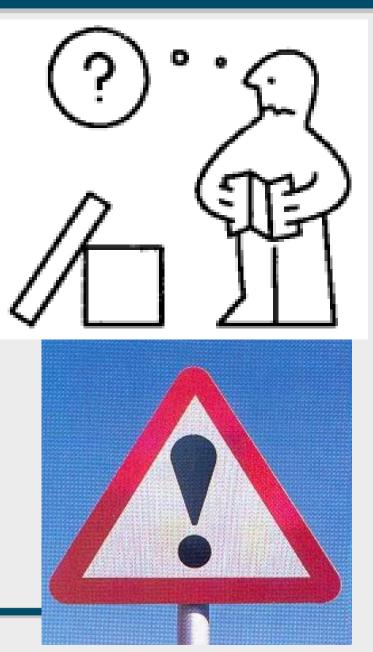


ELEMENTS OF VISION - SYMBOLS

ARBITRARY MEANING

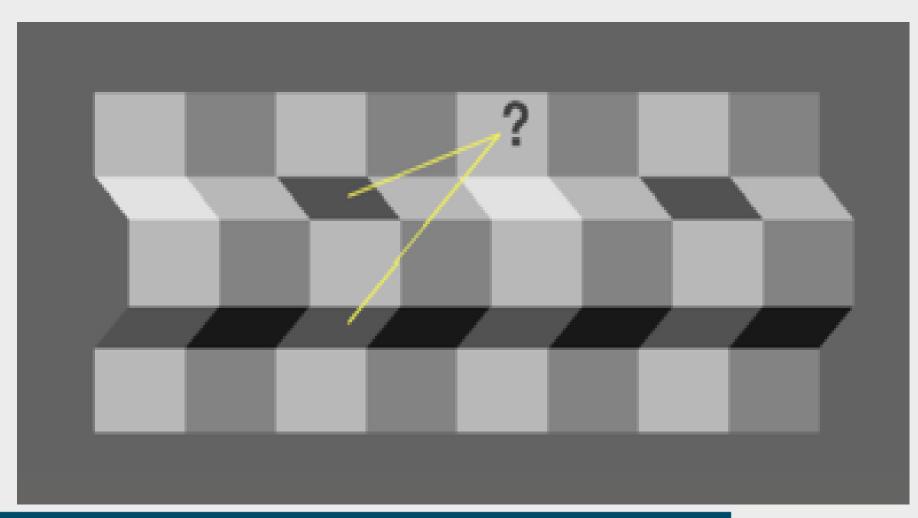
EMBEDDED IN CULTURE

NEED LEARNING



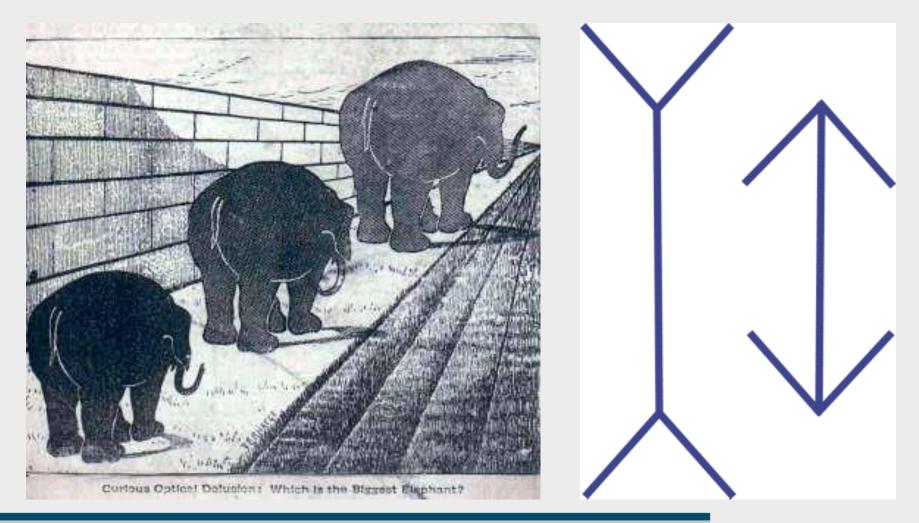
RISKS OF VISUAL PERCEPTION

LUMINANCE COMPENSATION



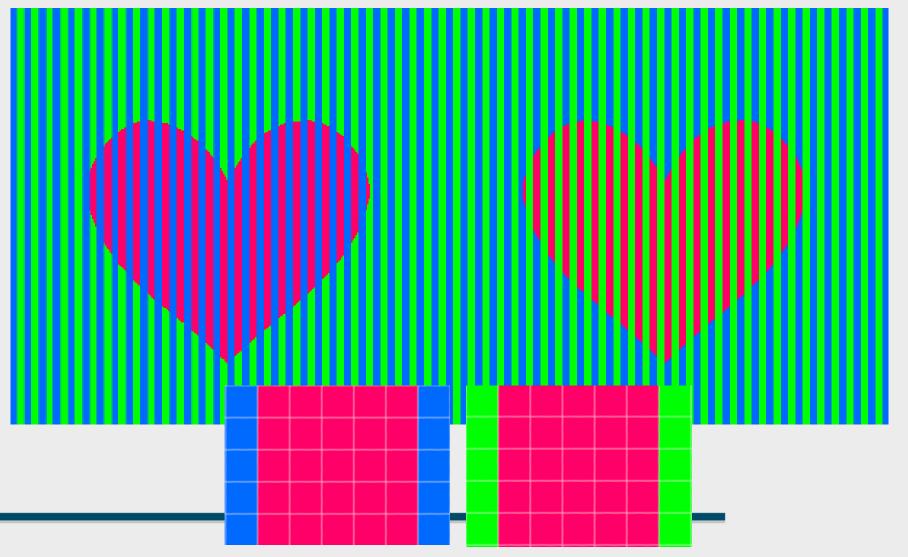
RISKS OF VISUAL PERCEPTION

PERSPECTIVE COMPENSATION



RISKS OF VISUAL PERCEPTION

COLORS IN CONTEXT



WHAT AFFECTS OUR PERCEPTION?

A. BIOLOGY

Anatomy of the eye, neural system

B. PSYCHOLOGY

Attention, patience

C. CULTURE

Experience, society, fashion

D. TECHNICAL ASPECTS Network, display, input device

MORE: 2-AIN-262 INFORMATION VISUALIZATION

WHY AM I TELLING YOU THIS?

THEORETICAL BACKGROUND

OUR FUTURE PLAYGROUND

AVOID MISTAKES

UNDERSTAND DESIGN DECISIONS

KNOW WHAT THE RULES ARE And know how to break them

NEXT: COLORS