# WEB GRAPHICS

# WHO IS WHO



# ME: MATEJ NOVOTNÝ

FMFI UK (i-4) mnovotny@sccg.sk www.sccg.sk/~mnovotny

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

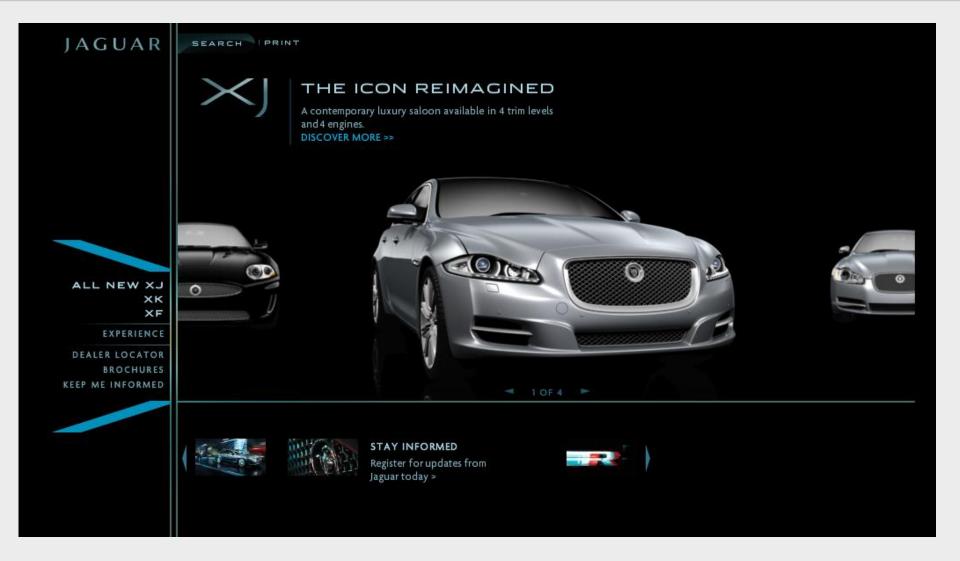
### IF YOU CAN'T THINK OF ONE:

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

# **#1 CORPORATE WEBPAGE**



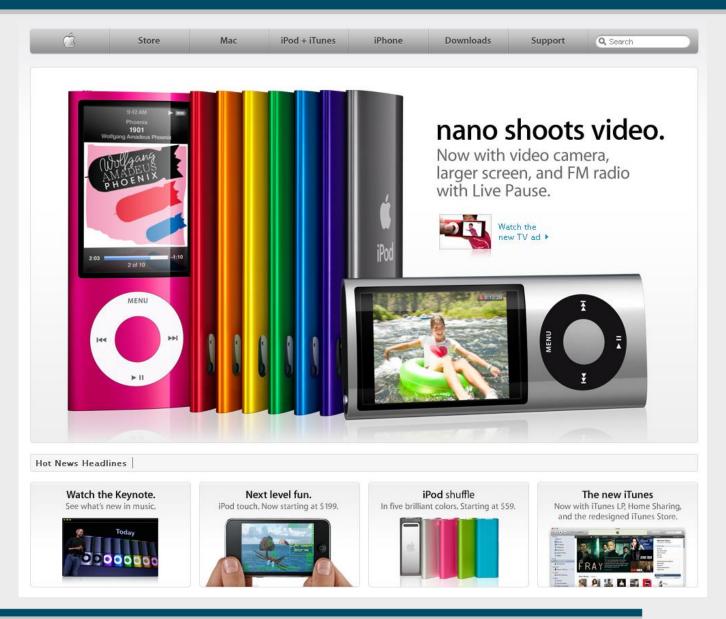
# **#2 LUXURY BRAND**



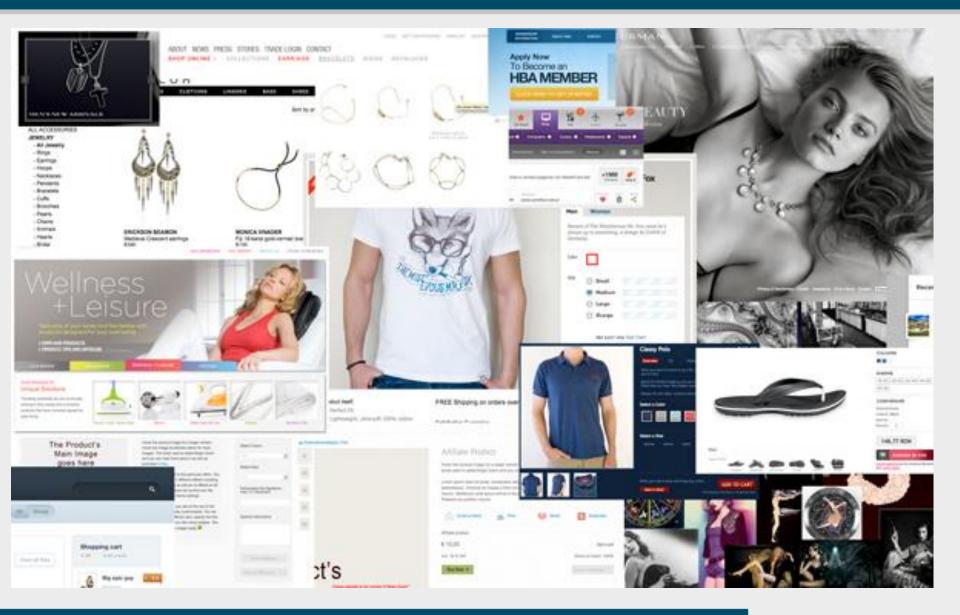
## **#3 ARTISTIC WEBPAGE**



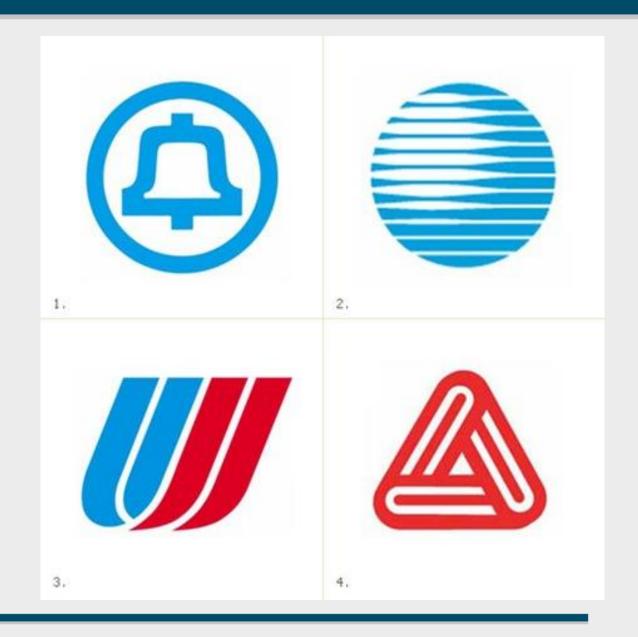
# **#4 COMMERCIAL WEBPAGE**



# **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

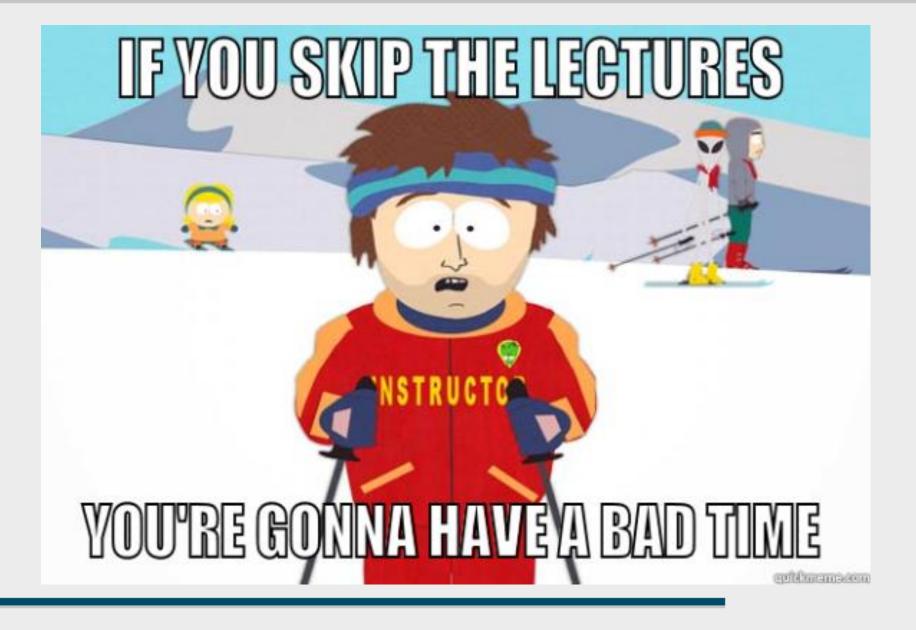


THE LAYOUT BOOK Ambrose, Harris

A Practical Guide to Designing for the Web

fire Datafie A PRACTICAL GUIDE TO DESIGNING FOR THE WEB Boulton

# **AND REMEMBER...**

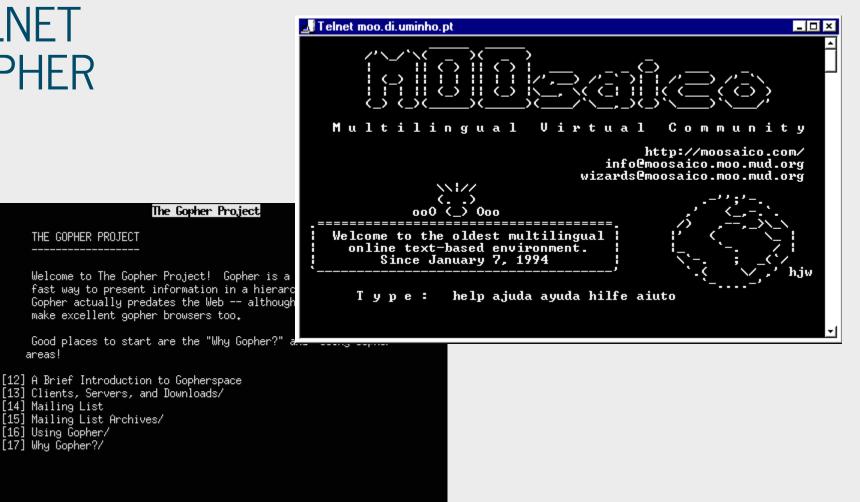


IN THE BEGINNING WAS THE WORD, AND THE WORD WAS ONLINE

# 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!

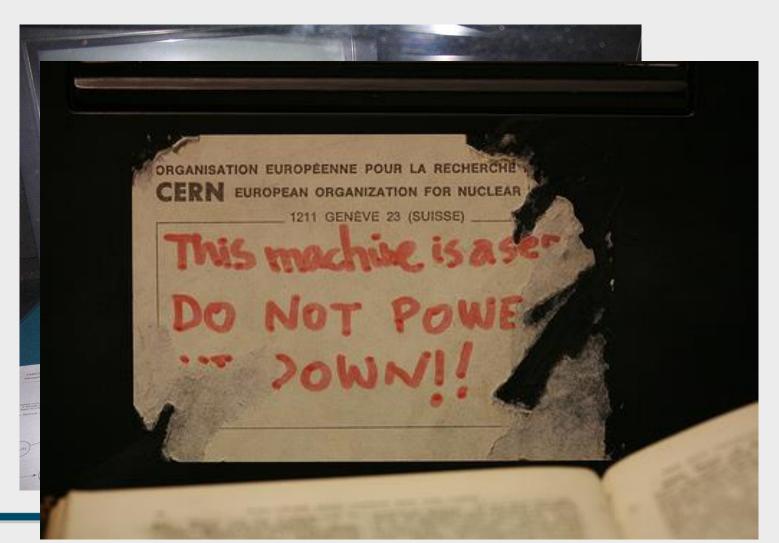
--> [14] Mailing List

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

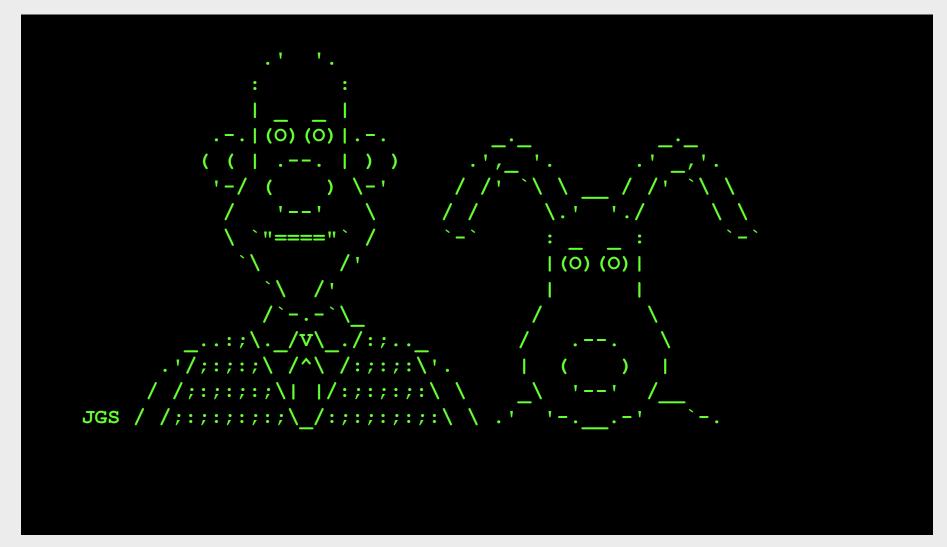
Page: 1/1

# **THE FIRST WEBSERVER**

## 1990, CERN, TIM BERNERS-LEE



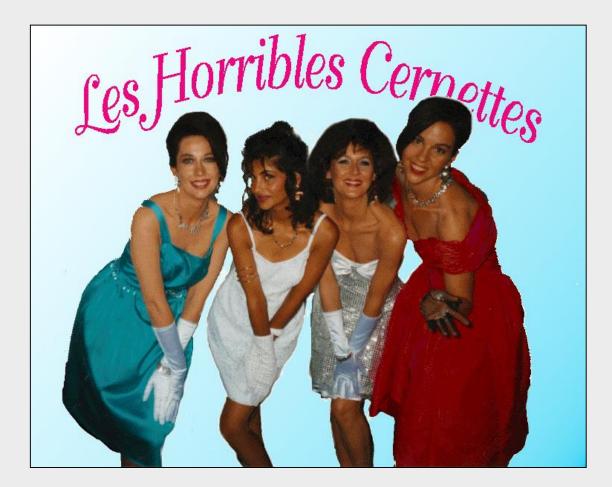
# **TEXT-BASED GRAPHICS**



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

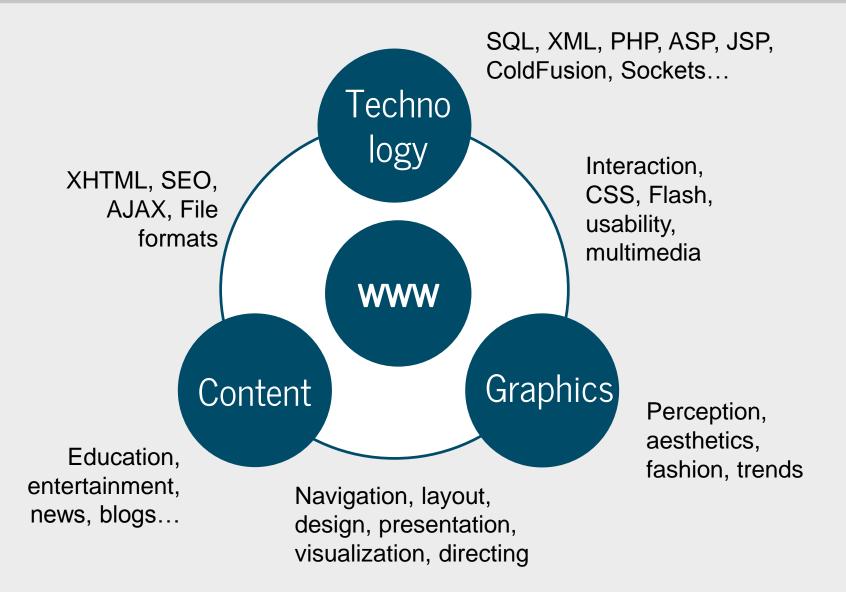
# **WEB SITE CREATORS**

### TECHNOLOGY Programmers Administrators

CONTENT Authors Editors

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

# **WEB SITE ELEMENTS**



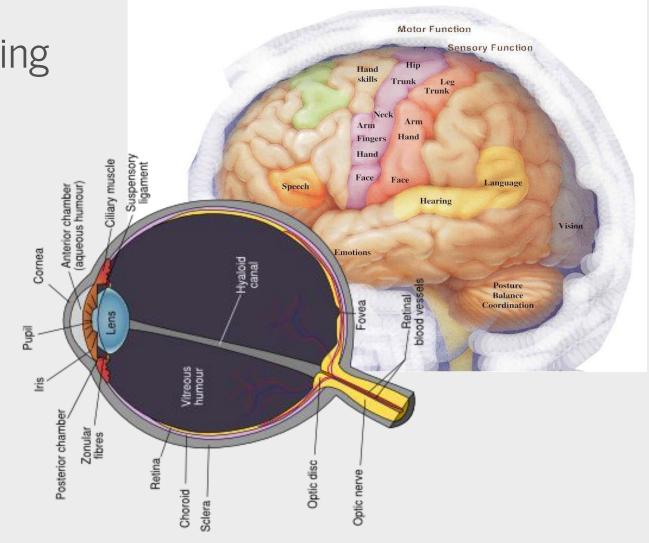
# VISUAL PERCEPTION

# HUMAN VISUAL SYSTEM

### **POWERFUL** Parallel processing

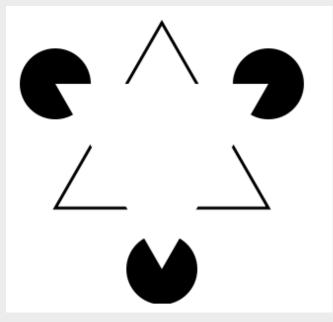
Adaptable

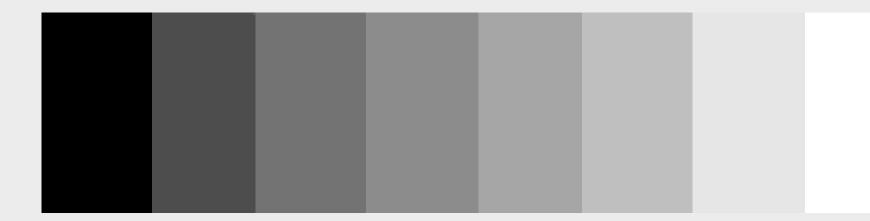
### LIMITED Easy to fool Imprecise



# **OBJECT DETECTION**

### EDGE DETECTION CONTRAST EDGE ENHANCEMENT





# **ELEMENTS OF VISION - FEATURES**

SENSORY MEANING, UNIVERSAL, FAST, SIMPLE

### E.G. COLOR, EDGE, FOCUS, MOTION

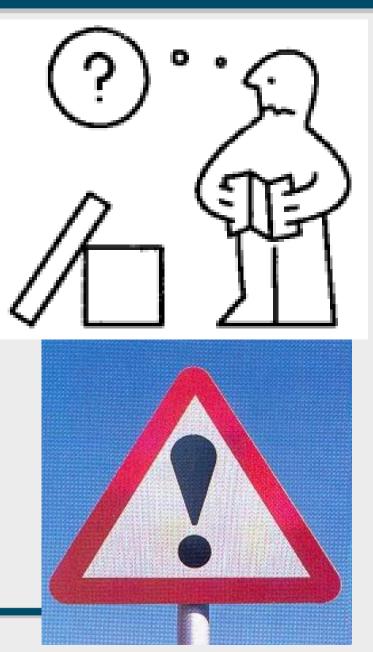


# **ELEMENTS OF VISION - SYMBOLS**

# **ARBITRARY MEANING**

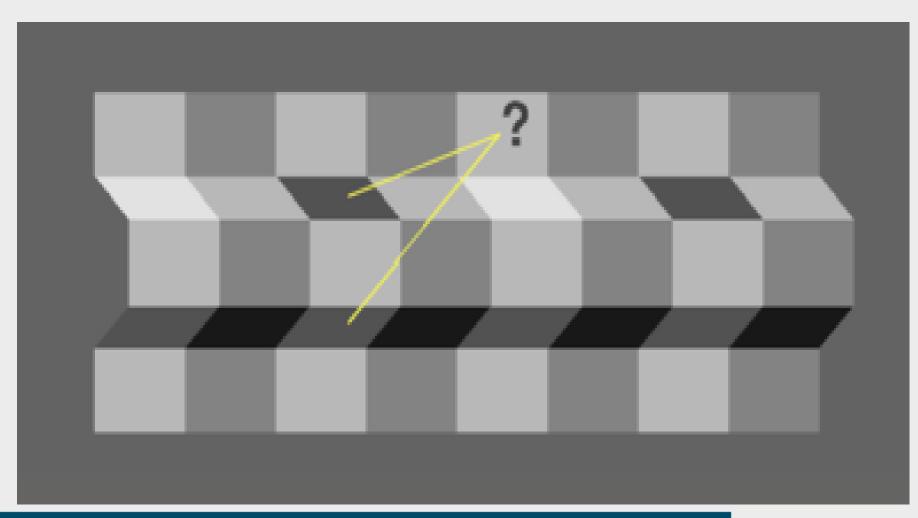
### EMBEDDED IN CULTURE

# NEED LEARNING



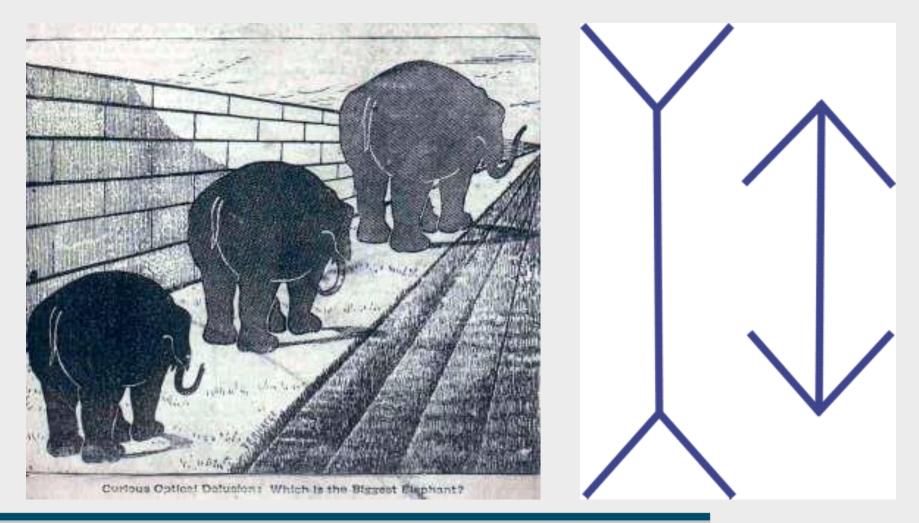
# **RISKS OF VISUAL PERCEPTION**

# LUMINANCE COMPENSATION



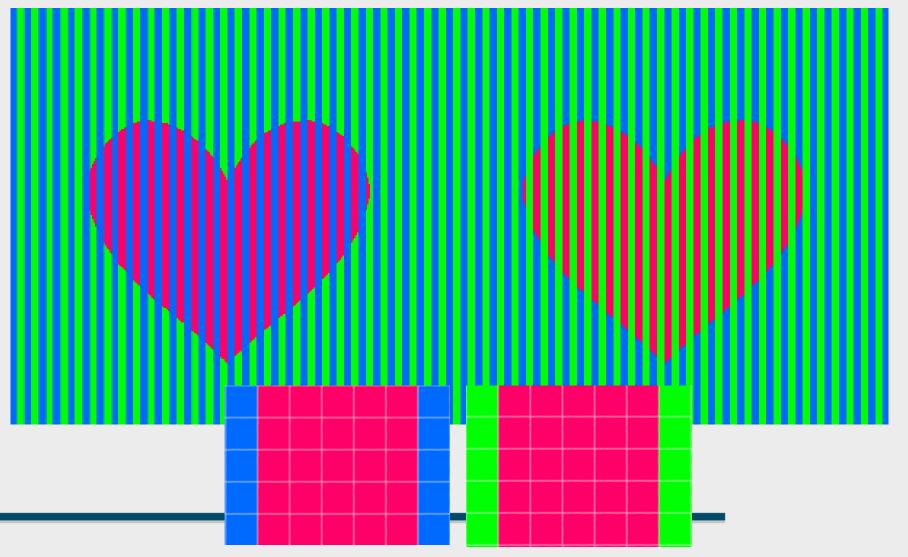
# **RISKS OF VISUAL PERCEPTION**

# 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**