

## Scribe Notes 9-17-07

### Sketch

- Non-Intuitive
- This is a general problem of sketch interfaces
- Vs. Teddy: Power vs. Intuition
- Inferring 3d
  - Intuition of Shadows
  - Orthogonal vs. Perspective Views
- Stylus and Modifier Keys
  - Importance of camera control
  - Eraser
  - Multiple Modes
  - "Right tool for the right job" - Bill Buxton
  - Barrel Buttons and Multi- pens
  - Gestures
    - Gesture delay
- User studies and validation

### Teddy

- "Sketch for Freeform Models"
- Is this assembly vs. C, or BASIC vs. C?
- Which is simpler?
- Intuitive extrusion
- Order of Operations
- Possibility of Joining Objects?
- Translations?

### Fluid Inking

- Has a high learning curve
- Uses Mnemonics
- Has beneficial uses, especially in environments where there is already learning curve
  - Maya
  - Photoshop
- Scribble erase
  - Easy to confuse with deliberate stroke
- Gestures vs. Keyboard shortcuts
  - Tablets have no keyboards
  - Relative speed
- InkSceine
- Adoption of Conventions
  - Example: Office 2007 resistance
- Possibility of Gradual adoption
- 3d interfaces

- VR
- Wii