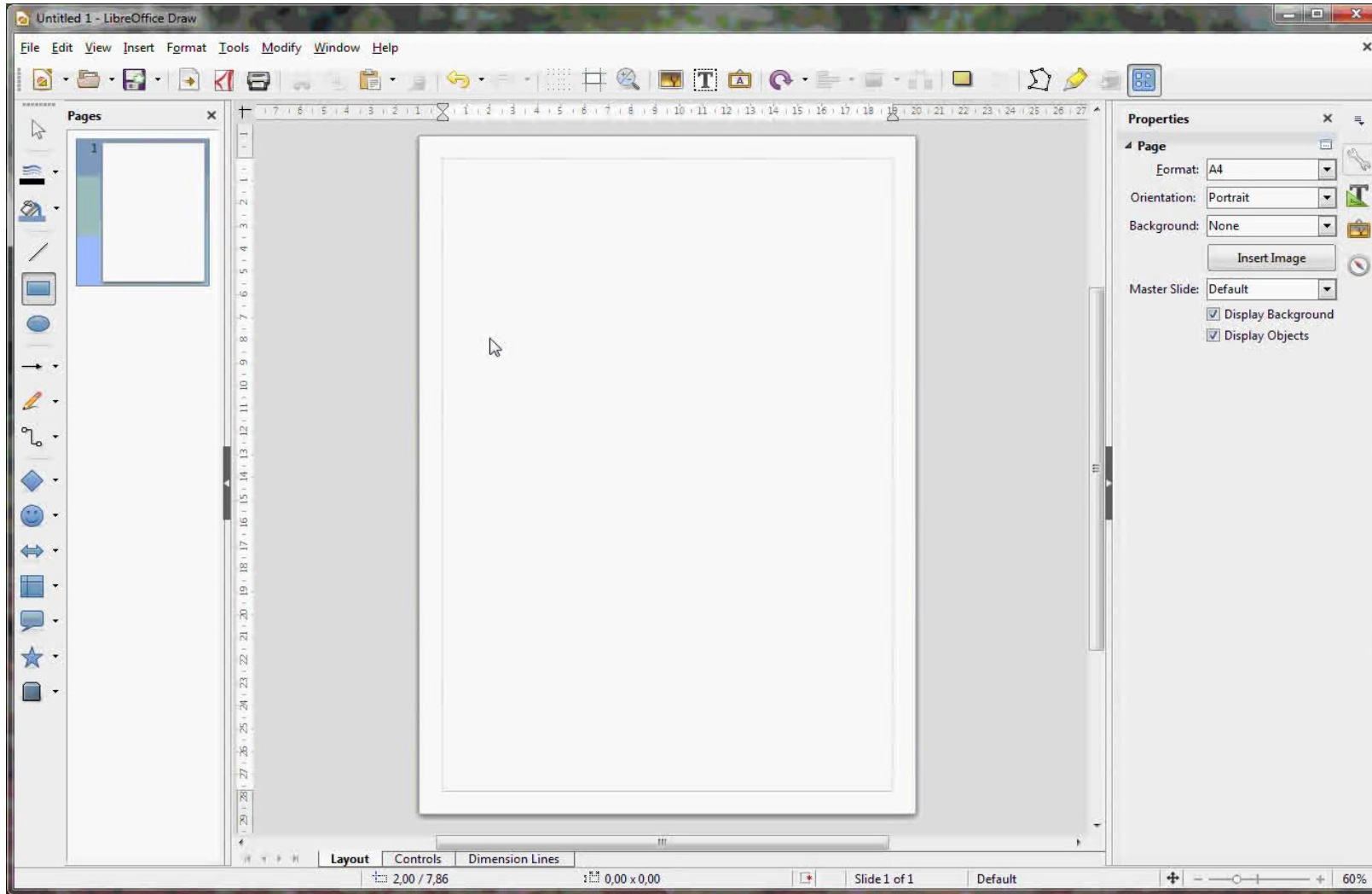
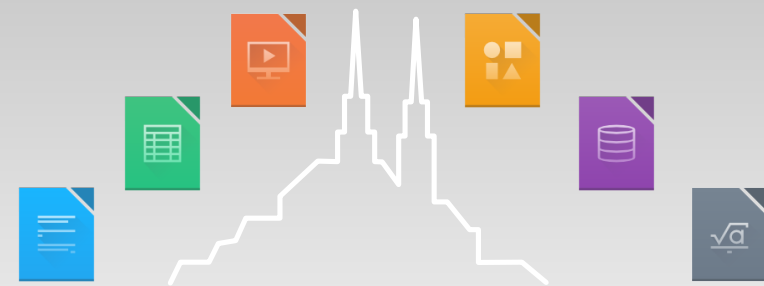


UX of the Area Fill style dialog

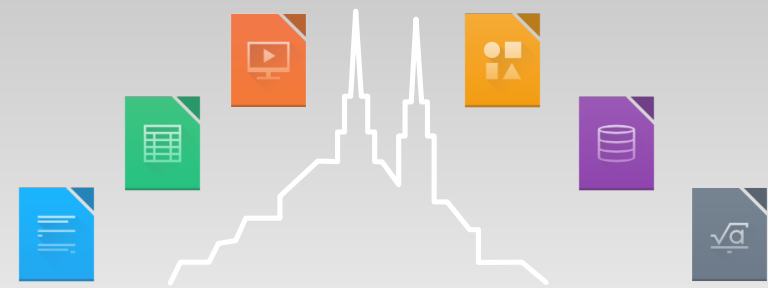
From issues to the new dialog

Rishabh Kumar, Katharina Behrens, Yousuf (Jay) Philips, Heiko Tietze

Issues



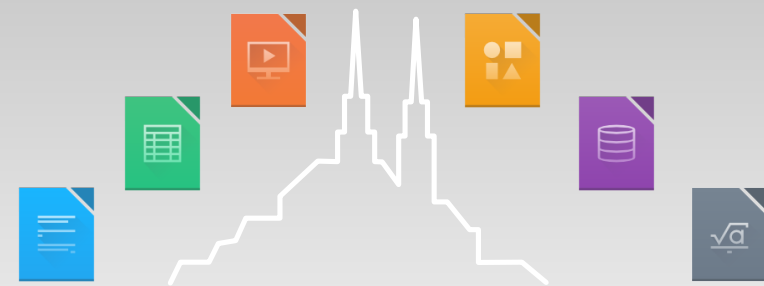
Issues



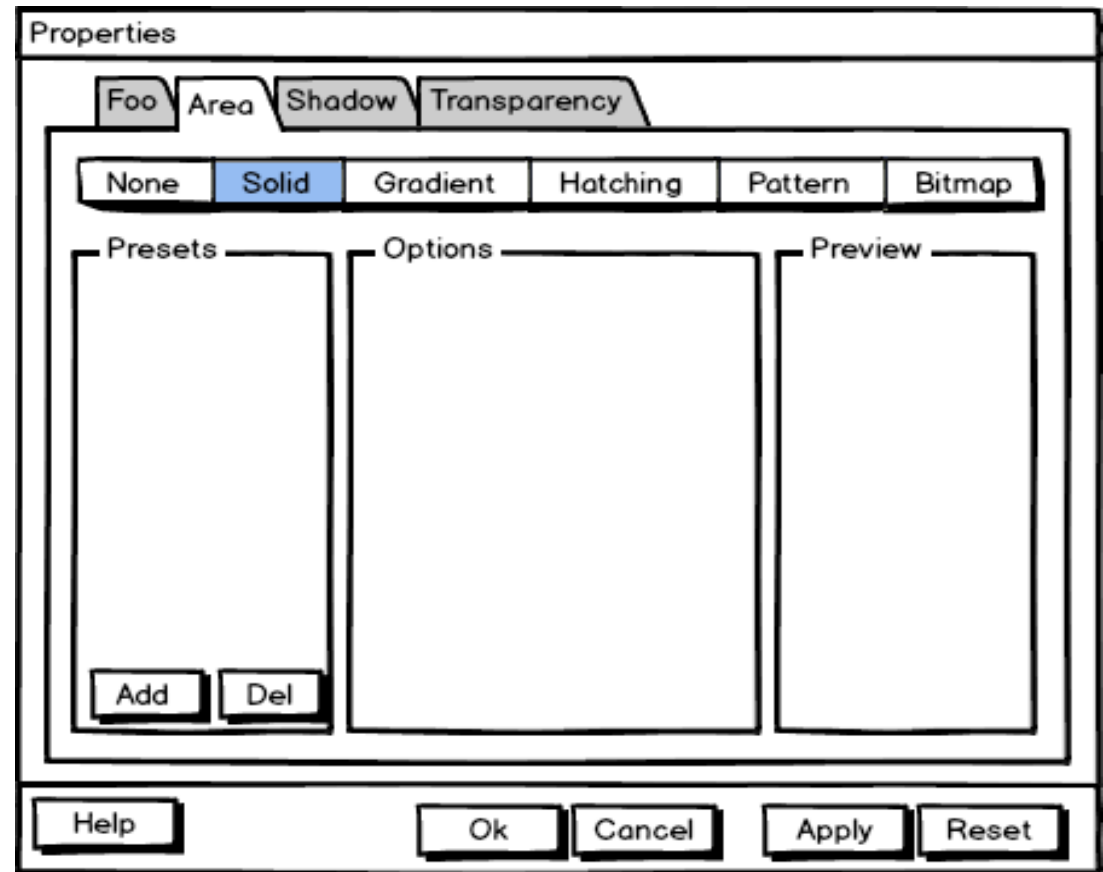
- ▼ Current tab is not intuitive due to its dynamic content
- ▼ Controls are not appropriate to the function, e.g. color drop-down vs. color picker
- ▼ Some of the newly introduced features for the sidebar are not available

<https://design.blog.documentfoundation.org/2015/12/22/area-fill-options-made-consistent/>

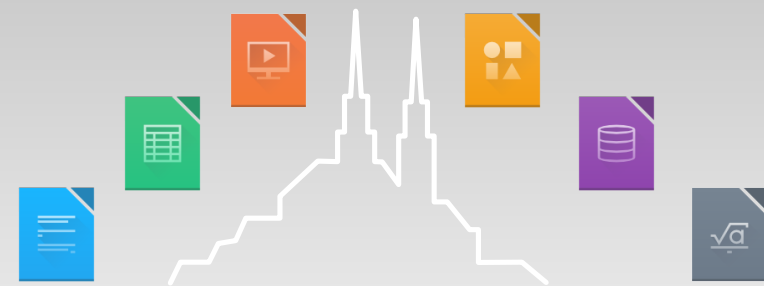
Design



- ▼ Aim for consistency, ease of use, being simple for beginners and powerful for experts
- ▼ Start with a UI concept



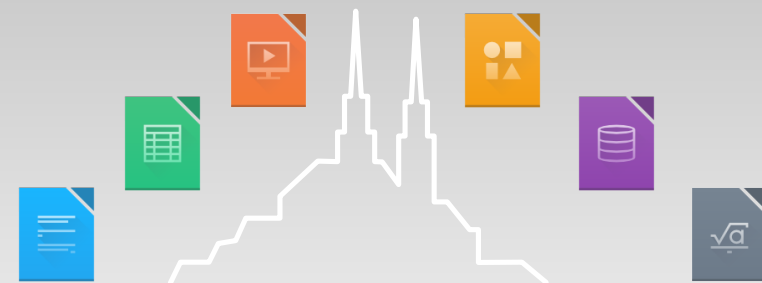
Solid Color



A screenshot of the LibreOffice color selection dialog. The dialog has tabs for 'Area', 'Shadow', and 'Transparency'. The 'Area' tab is active, showing options for 'None', 'Solid', 'Gradient', 'Hatching', 'Pattern', and 'Bitmap'. The 'Solid' option is selected. Below these options, there are sections for 'Colors' and 'Active'. The 'Colors' section includes a 'Palette' dropdown set to 'libreoffice' and a grid of color swatches. The 'Active' section shows a white color swatch with RGB values (114, 159, 207) and Hex value #729fcf. The 'New' section shows a blue color swatch with RGB values (114, 159, 207) and Hex value #729fcf. A 'Pick' button with a color picker icon is located below the 'New' section. On the right side of the dialog, there are input fields for RGB values (R: 113, G: 42, B: 204) and a Hex value field (DA9A87). There are also 'Add to recently', 'Apply', and 'Reset' buttons.

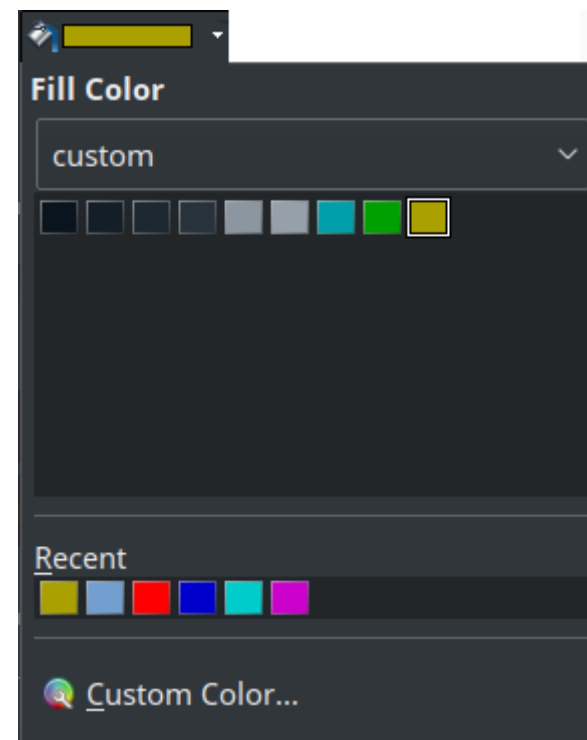


Solid Color

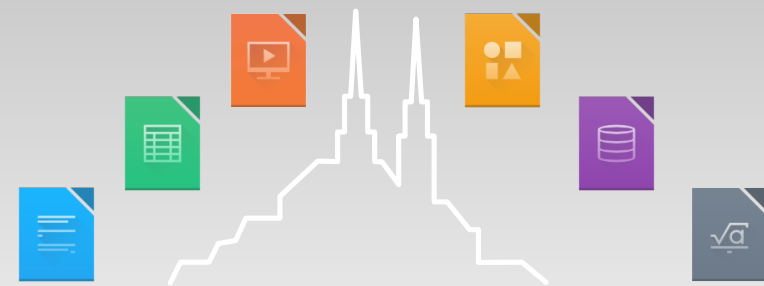


- ▼ Extra palette for user colors
- ▼ User can switch palettes
- ▼ Recent colors work now properly

- ▼ Tools > Options > Colors will be removed



Gradient



Area Shadow Transparency

None Solid Gradient Hatching Pattern Bitmap

Area Shadow Transparency

None Color Gradient Hatch Bitmap Pattern

Gradient

Options

Type: Linear

Increment: 64

Automatic

Angle: 30°

Border: 0%

From: [Light Green]

To: [Light Green]

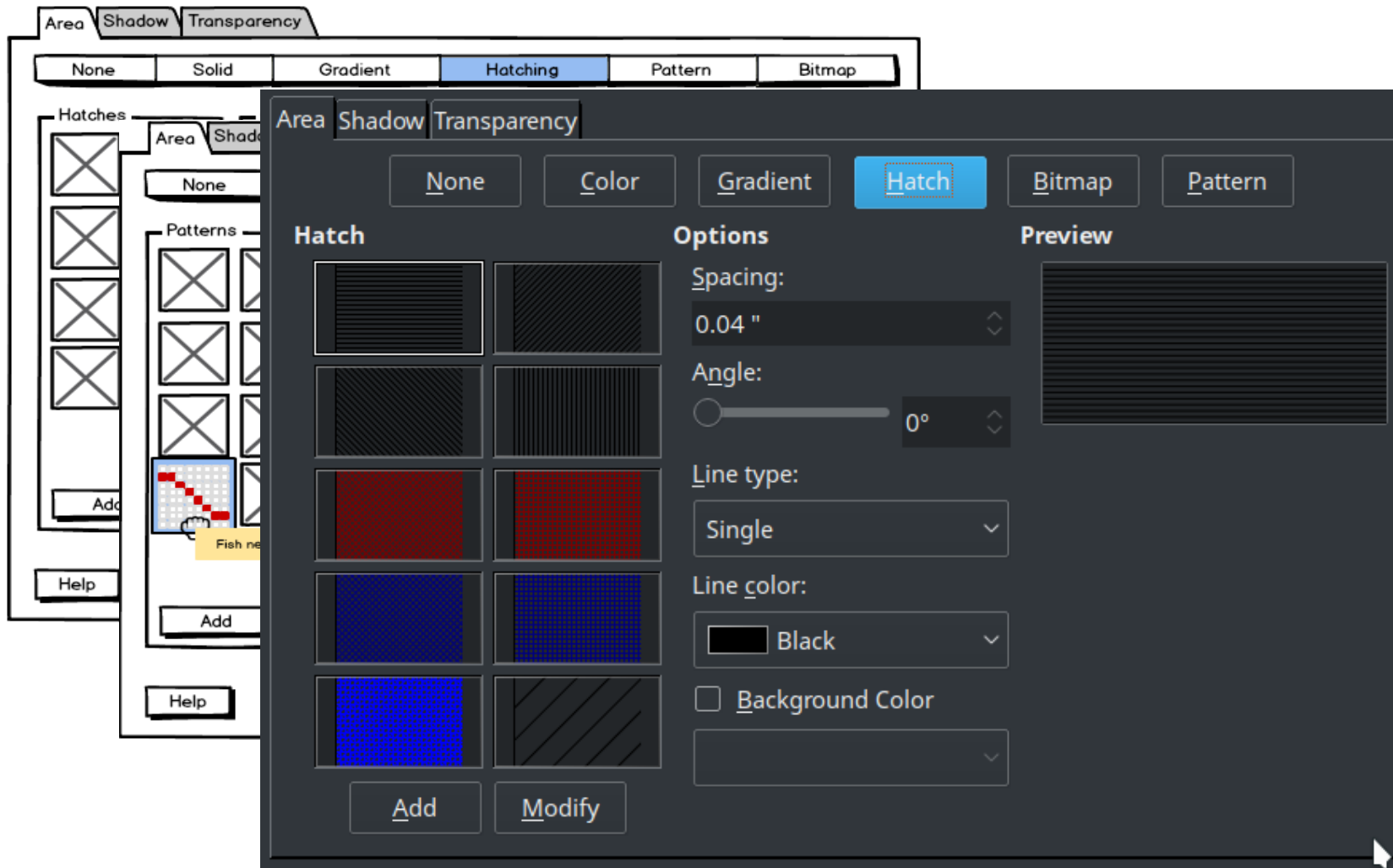
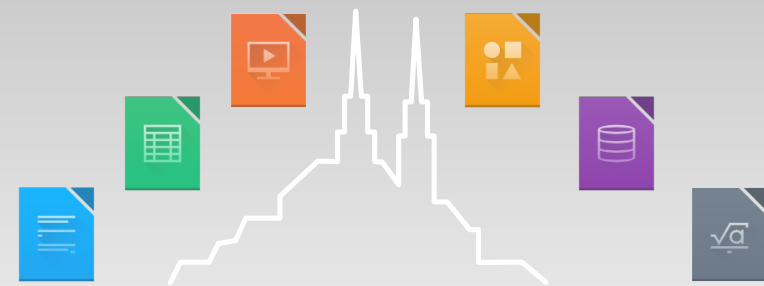
Preview

Apply Reset

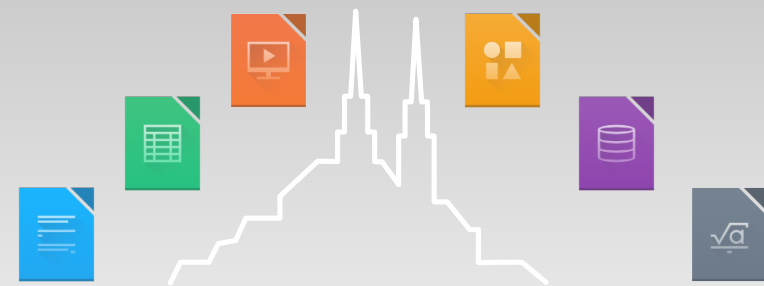
Add Modify



Hatching and Patterns



Bitmap



Area Shadow Transparency

None Solid Gradient Hatching Pattern **Bitmap**

Area Shadow Transparency

None Color Gradient Hatch Bitmap Pattern

Bitmap

Options

Style: Tiled

Size: W: 0% H: 0%

Scale

Position: Center

Tiling Position: X: 0% Y: 0%

Tiling Offset: Row 0%

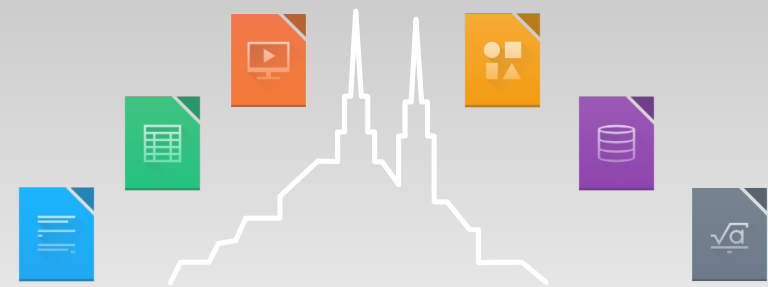
Preview

Apply Reset

Add / Import



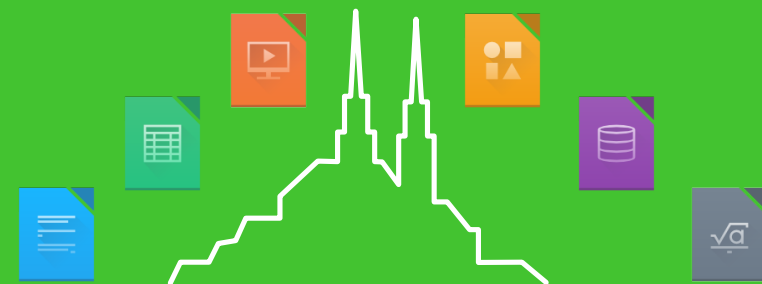
No presentation without kitten...



- ▼ Dialog has been reworked with a clear concept
- ▼ Simplified workflow with focus on presets
- ▼ Numerous issues from the past needed to be solved first
- ▼ Large-scale changes are not easy to implement (multi-stop gradient)
- ▼ Too many expectations what GSoC students can do (gradient stepper)
- ▼ Possible regressions and missing backward compatibility features prevent good usability (wallpaper approach to bitmaps)

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BRNO 2016 CONFERENCE



This project was part of the
Google Summer of Code 2016



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