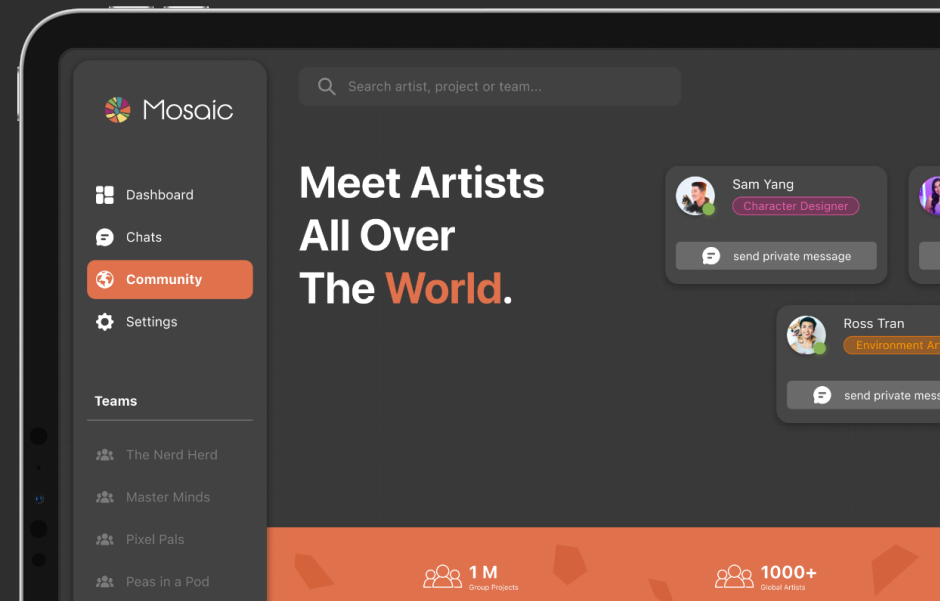


Mosaic

Lucie Wittmer, Thang Nguyen
Digital Tools for Creative Collaboration

HfG Schwäbisch Gmünd
Jens Döring, Hans Krämer, Marc Guntow, Ludwig Kannicht
Wintersemester 2021/2022



Content

1. Topic	1
2. Research	2
3. Focus	4
4. Moodboard	5
5. Sketches	6
6. Styleguide	7
7. Key Screens	9
8. User Testing	21
9. Mock-up	22

MOSAIC

The task of this semester was focused strongly on problems related to the umbrella term "**Creative Collaboration**" and to find a suitable approach to solving these issues.

There were no limits or specifications for the direction of the project and could therefore be freely selected.

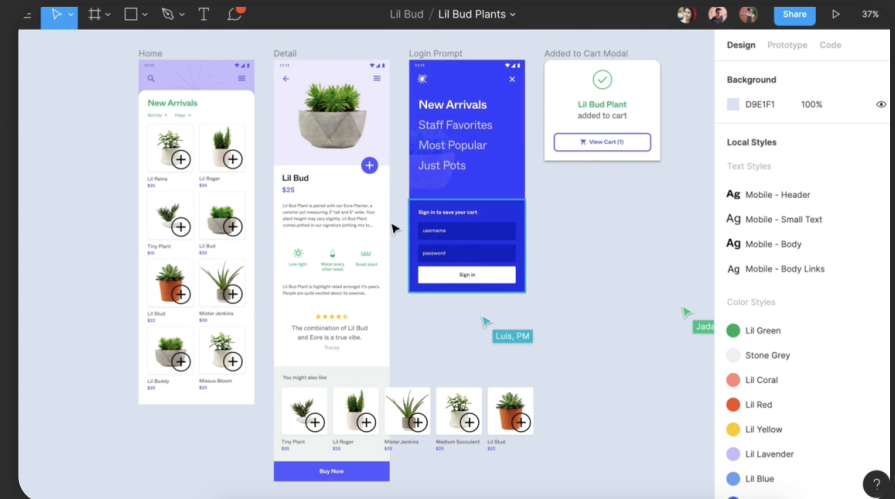
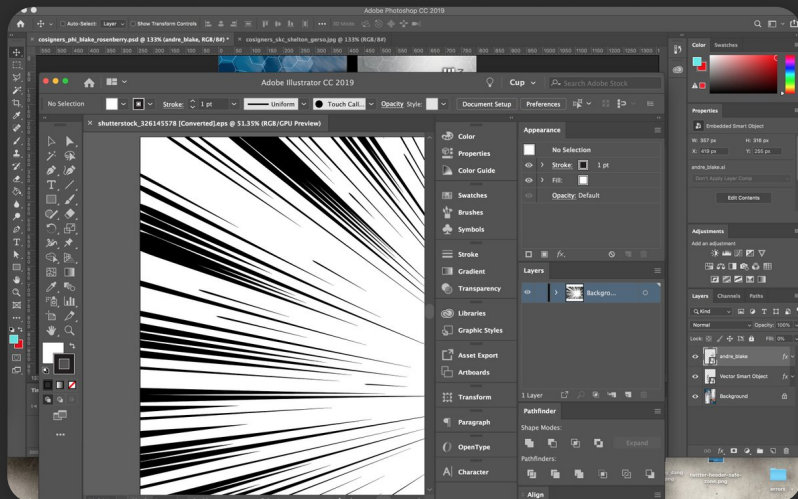
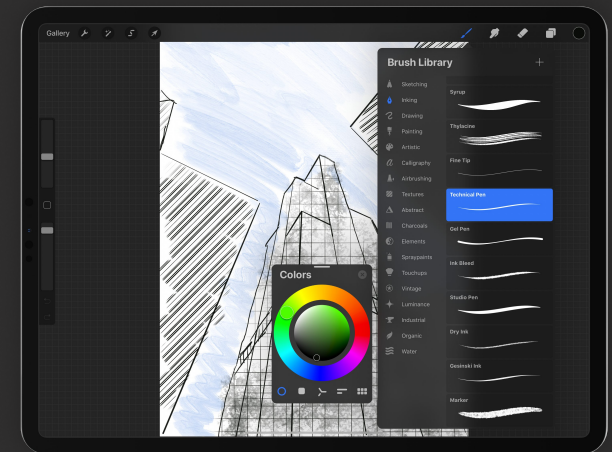
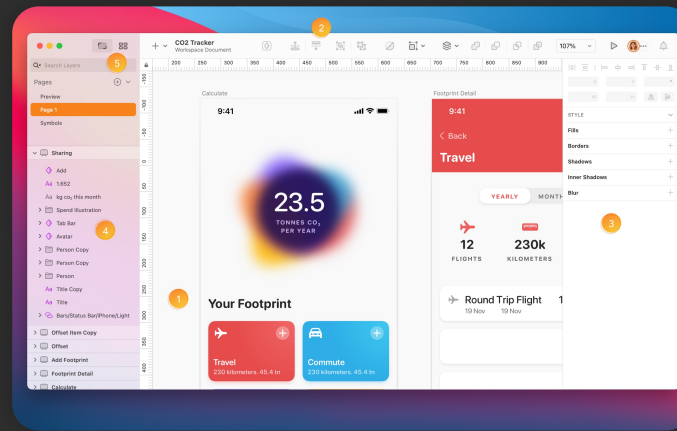
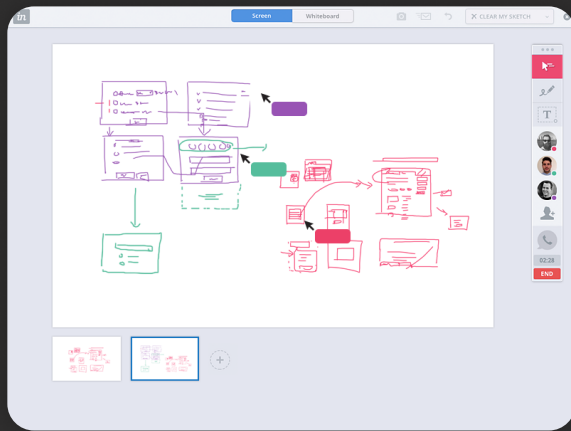
We chose to look at the issues designers and artists are facing every day during remote work.

MOSAIC is a collaboration tool for artists to work together on creative projects. This is to simplify working remotely in agencies and with other artists around the world and combine multiple workspaces into one.

For the purpose of this project and its prototype we focused our research on illustrators and adjusted the interface accordingly.



Competitor Analysis



User Survey

PROGRAMS

Blender	Procreate	Illustrator
Paint Tool SAI	Working method in miro very popular	

FAVORITE TOOLS

Eraser	Layer & Effects	Selection tools
Lassotool	Editing tools	Brush stabilization
Copy/Paste		

COLLABORATION

No face cams	Not feel the presence	Community feeling during work
Collaborative working as emotional component	Not necessarily be observed yourself (optional)	

APPLICATION TYPE

Desktop variaton	App application	On the tablet
------------------	-----------------	---------------

ORGANIZATION

Organize in steps	division of the work areas	Determine goals
To-Do List	Work plan schedule	

WISHES & FEATURES

Share thoughts	Artist showcase	Reference board	Realistic materials
Helplines	Templates	Anatomy-check/ anatomy-puppets	Comments

COMMUNICATION METHOD

Rather talk	Only chat	Voice chat only, Webcam not absolutely necessary
-------------	-----------	--

GROUP NUMBER

Max. 4 people	Max. 3 people
---------------	---------------

Content of our Project

After our user survey with multiple different hobby illustrators we established the topics we needed to focus on in the upcoming weeks.

Firstly, we wanted to make sure the users feel comfortable with the UI of the artboard so using the program feels natural and familiar.

Here we noted all the tools the users defined as useful as well as adding new features that would make our tool unique, such as the reference board or the voice chat.

Another big issue we needed to tackle was the communication within the program. We decided against a frequently used text chat feature during drawing, since this would require setting down the pencil and breaking the workflow. An open voice chat would fix this issue and allow for easy communication.

Furthermore we decided for multiple collaboration features like an observation mode or the option to leave feedback through sketches and reactions.

All ideas implemented had the goal to break away from the isolated work mode designers are usually working in and bring team partners together digitally.

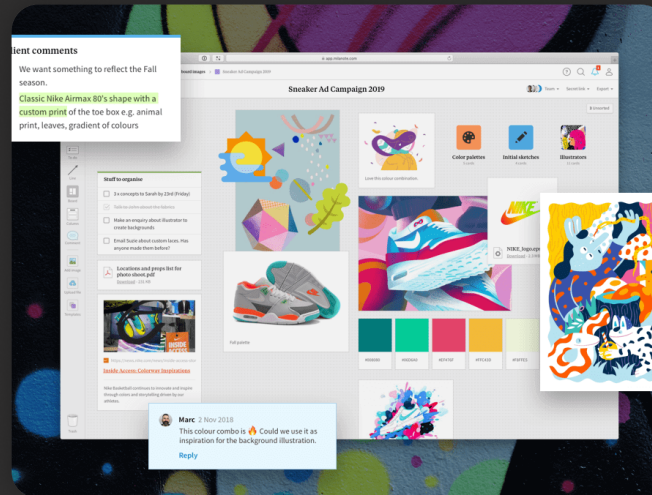
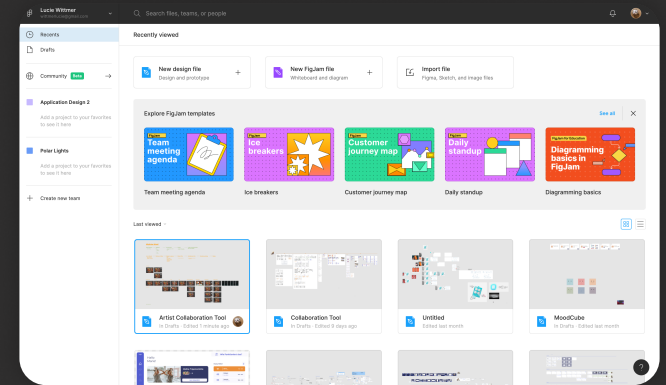
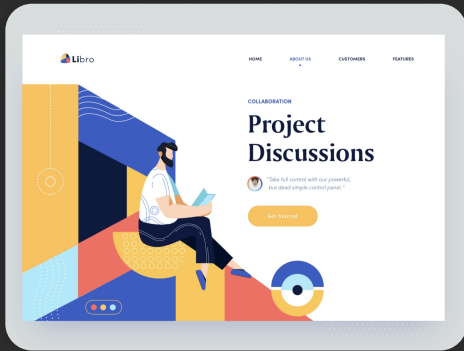
The program was mainly designed for iPad use, though we planned on using the tool on whichever device the designers would feel comfortable on.

On the next page you will find images and programs that functioned as inspiration and reference for our later design.



Moodboard

Inspiration & Reference

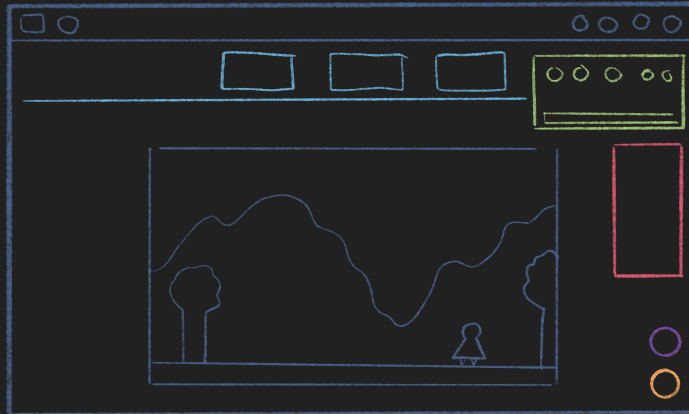


Layout & Features

① Illustrations - Interface Artboard + Teamfeatures | gemeinsames Arbeiten



- 1. Moodboard
- 2. Pers. Notizen
- 3. Reference Board



Notizen können hier direkt gezeichnet werden



Layer jeder Person
Bearbeitungs-erlaubnis von Kollegen einholen.



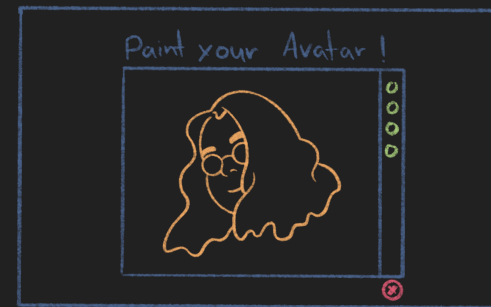
Sprachchat mit eingebauter chat funktion.



1. Fokus Ansicht
wenn man konzentriert auf seinem Layer arbeiten möchte. Der rest wird ausgeblendet.

2. Gesamtwerk
Blendet das Gesamtwerk mit allen Layern ein + Mäuse von Team Kollegen

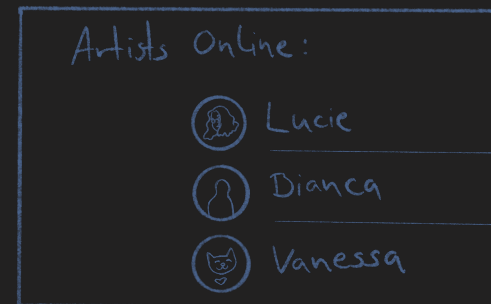
② Zeichnen Challenge - tägliche Aufwärmübung



Beim Start des Programms hat der Nutzer die Möglichkeit sein Profilbild zu zeichnen.

Hierzu hat er eine kleine Auswahl an Werkzeugen.

Er kann es auch ablehnen. Dann wird das Default Profilbild verwendet



Dies dient als Aufwärm-Übung, die sich täglich wiederholt und resettet.

Es soll auserdem eine spielerische Interaktion sein die das Eis bricht, und das Zusammenheits-feeling stärkt.

Color Palette



Early on in our design process we decided for a dark look, because this would put the focus on the artwork and be easier on the eyes for the designers when working long hours.

Hence for our color palette we decided for dark grey tones as secondary/background colors and bright colors that stand out on top of them. For our accent color we picked a warm orange and a green color used for online- and active states. Both colors are very natural, calming and keeping the color palette minimal.

Font

50p

17p

15p

13p

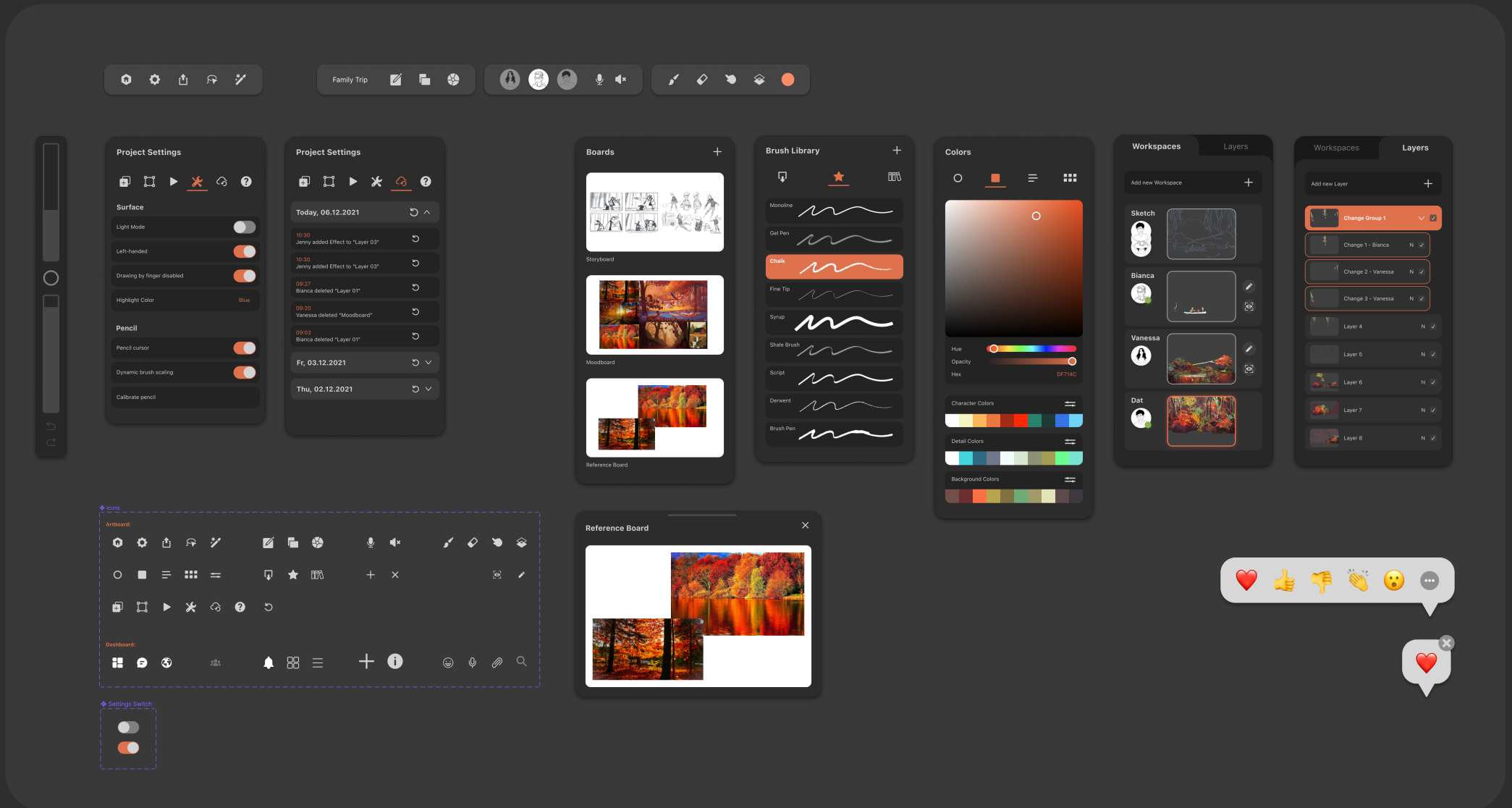
10p

For the font we decided for the sans-serif typeface that is used in the system font for iOS, iPad OS and other apple softwares called "SF Pro". This typeface was very flexible as well as natural, giving a seriousness to the more playful illustrations that would be created within our tool.

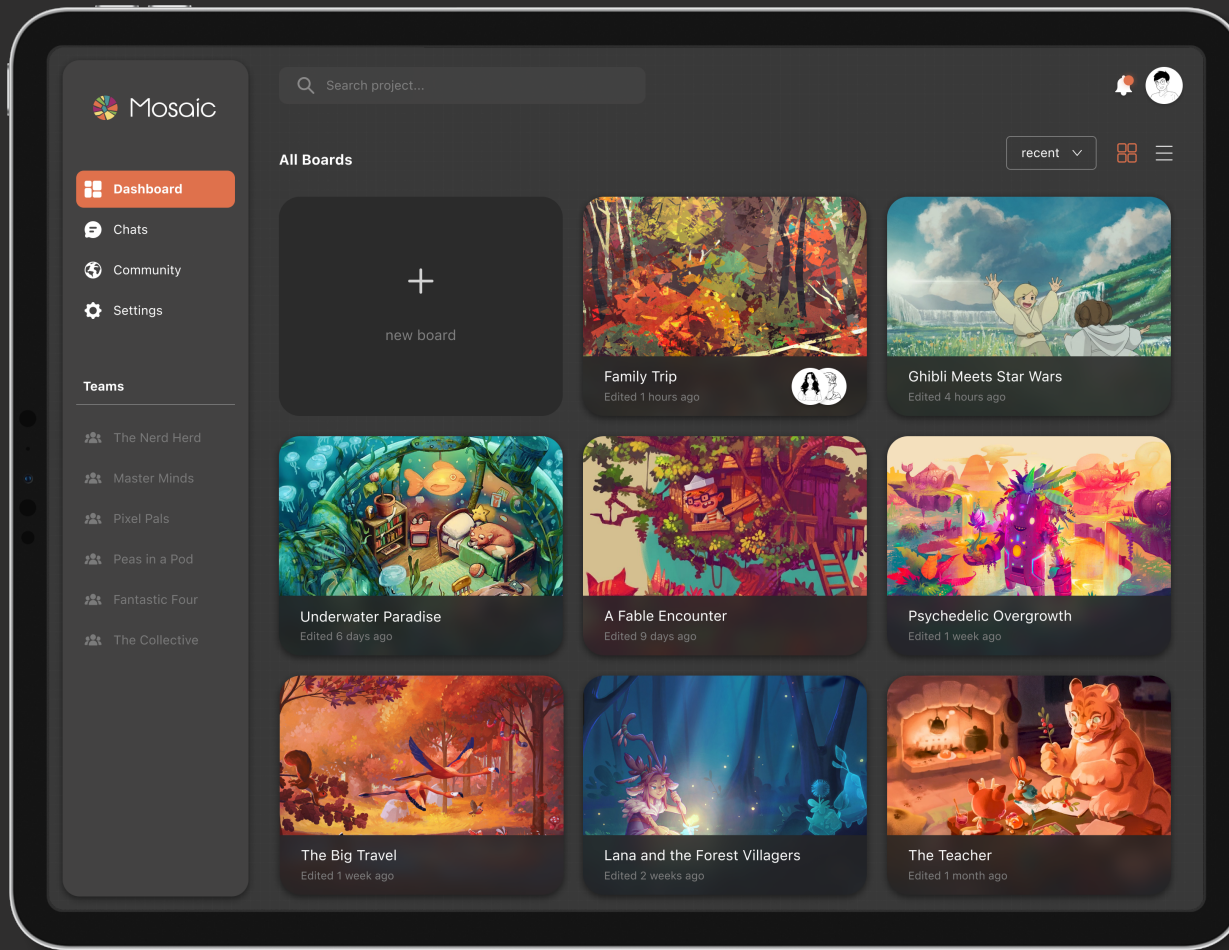
Since our design focused on the iPad use, it would also blend in with other apps the user would work with on his device.

For the type weights we used Regular and Bold, which would be the easiest to read in smaller text sizes featured on the interface.

UI Components



Dashboard



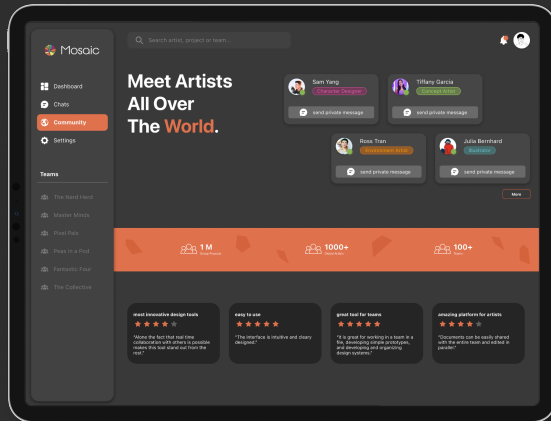
A rather simple design was chosen for the dashboard.

To get a complete overview of the projects, we picked a tile view, but it could also be changed to a list. Projects are arranged according to a filter selection, and each project is labeled with its name, online team members, and last edited time.

On the left side is the menu, here the user can get quick access to the most important functions. In addition, the different teams the user is active in are listed below.

Search bar, notifications and profile settings can be found at the top.

Community



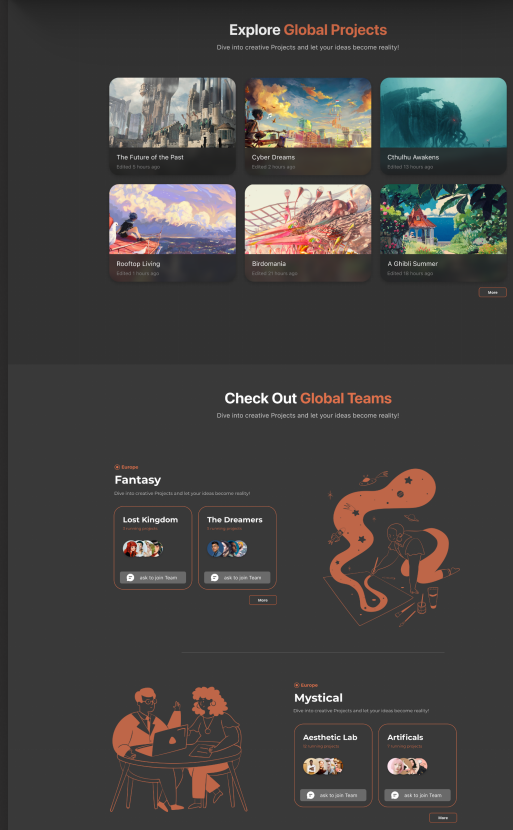
In the community section the user is welcomed by a header and can look around exploratively. One has the option to contact different suggested artists all over the world.

Also one has the option to join teams all over the world that are divided into different categories. By sending a request you join their creative projects and communicate with the artists of the group.

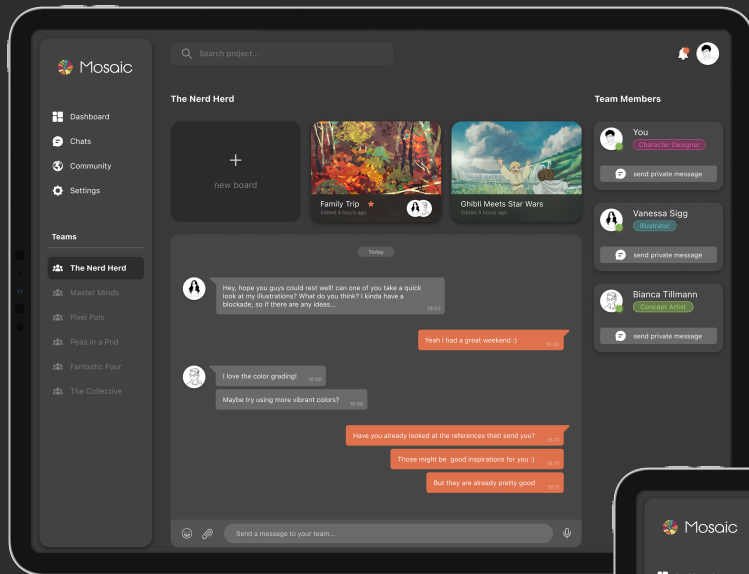
Artists are again labeled with their job description such as "Character Design" or "Concept Design", so that the user gets a better understanding of their specialties. If the user needs help/inspiration for his projects or simply wants to work with that designer, he can exchange ideas with them privately.

Every aspect of the community page has a "more"-button which will lead to a wider selection.

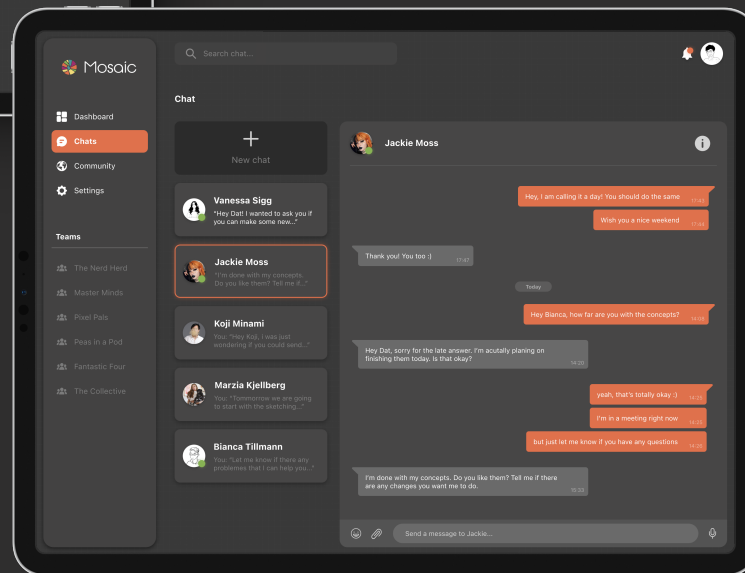
On the community tab the users will also find projects that are being worked on globally and are free to view for inspiration or even join.



Team Overview & Chat

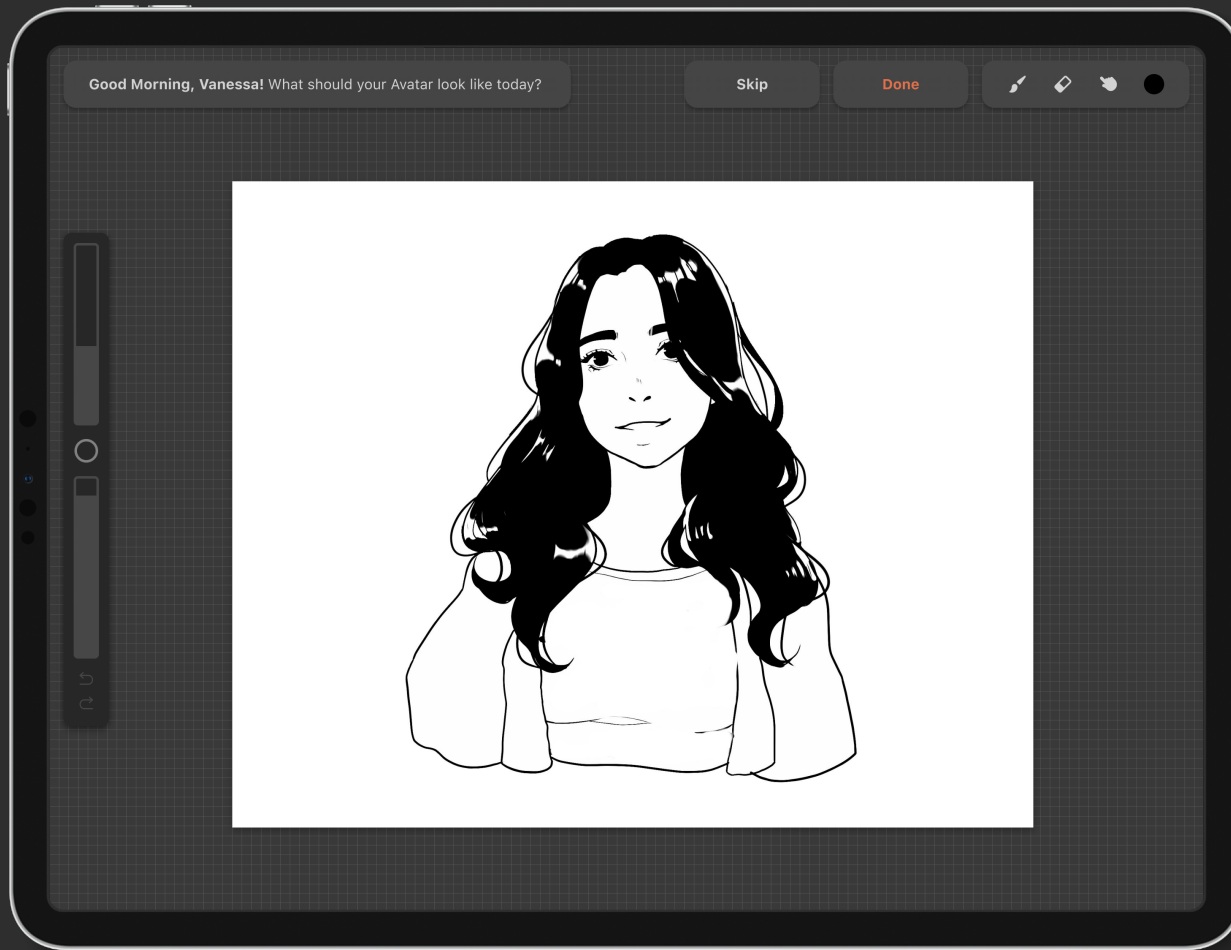


The team overview shows all the information associated with your team such as team members, a group chat and all the projects the team has been working on previously. The user has the option to start a new creative project or contact new members to join their team. These teams can be named as well as shared to the community page.



The chat tab follows a similar layout. Here, the user will find private chats with other artists separated from the creative teams. In every chat window the user has the option to ask for advice and send a snapshot of their artwork directly to them for feedback. This feature stands separate to the voice chat which is focused on direct communication during work.

Warm Up



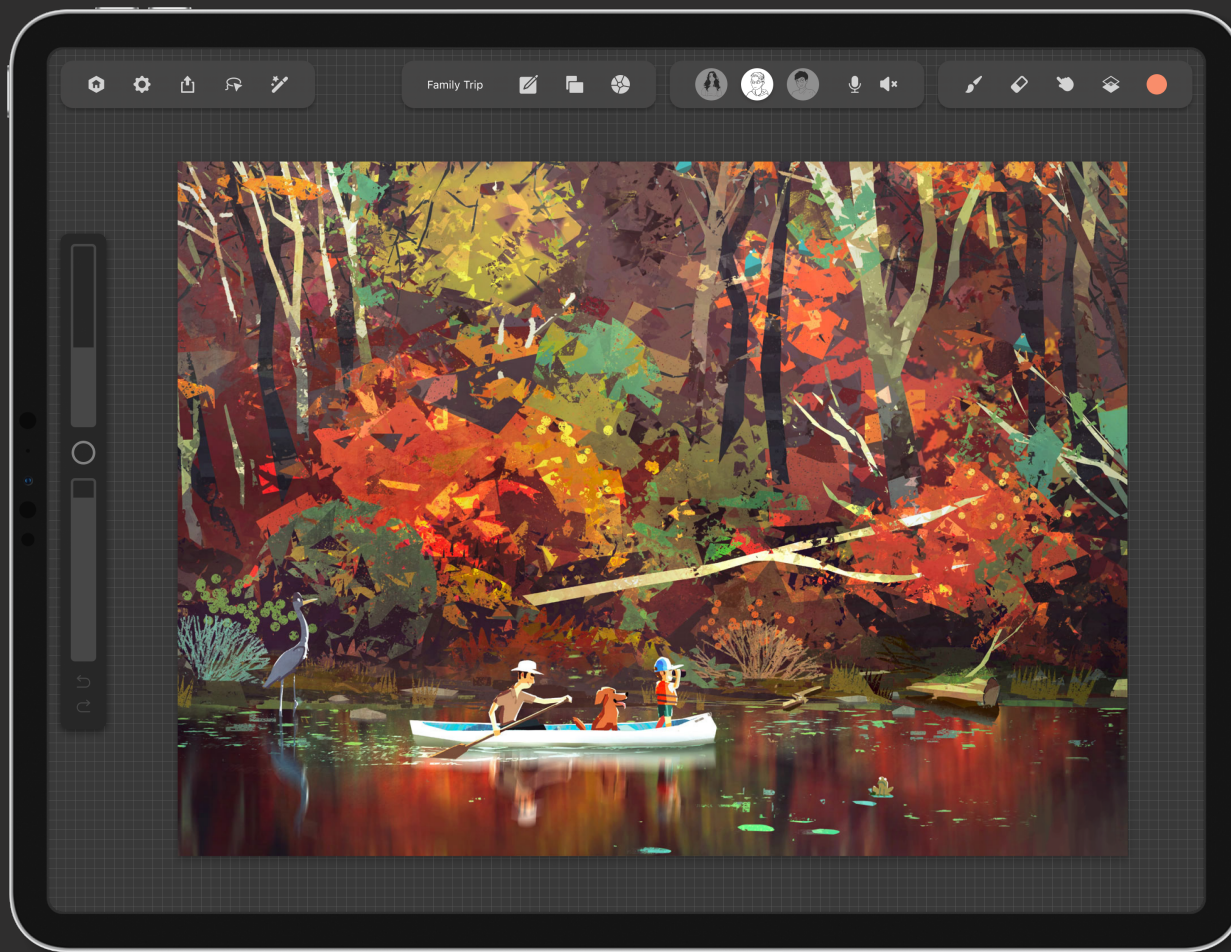
One idea that sparked from feedback we received was the concept of a warm up exercise.

A lot of artists can't start drawing first thing in the morning and need to sketch something in order to warm up their hands. To implement this in our tool we turned it into a ritual before each work session:

When opening the program at the start of the day the user will be asked to draw his own avatar with a small amount of tools given. This avatar will be shared with the team and displayed in the drawing tool.

The avatar will replace the user's profile picture for a day before the cycle repeats. If the user skips this exercise his old profile picture will remain.

Artboard



The layout of the artboard UI was related to the interfaces seen in programs like Miro or Procreate, which were the favorite programs used by our interviewees. The menu was kept minimal to take away as few space as possible from the artwork. In the menu the users will find shortcuts to all the tools they need for the illustration process. These tools are divided into the following groups (from left to right):

1. Project Editing

- Home Button
- Project Settings
- Export Options
- Smart Selection
- Effects

2. Special Features

- Feedback (notes)
- Boards/Pages
- Focus Mode

3. Voice Chat

- Speaking Indicators
- Microphone
- Muting

4. Drawing Tools

- Brush Library
- Eraser
- Move
- Workspaces & Layers
- Color Selection

On the left side the brush settings can be found including brush size and opacity as well as color picking and the option to undo changes.

Artboard - Workspaces & Layer



Working with different people in one project requires a form of management to divide the artboard into specific workspaces. In this section every person has it's own seperate workspace. Before the project begins the team members must decide what their job in the project is and plan their artwork on the sketching layer. They can then start working on their own workspaces (e.g. background or foreground) or add layers inbetween. This helps prevent the issue of accidentally changing something on your partners part of the drawing.

The layers work within each persons workspace and are seperate from the layers of the team members.

Hierachy:

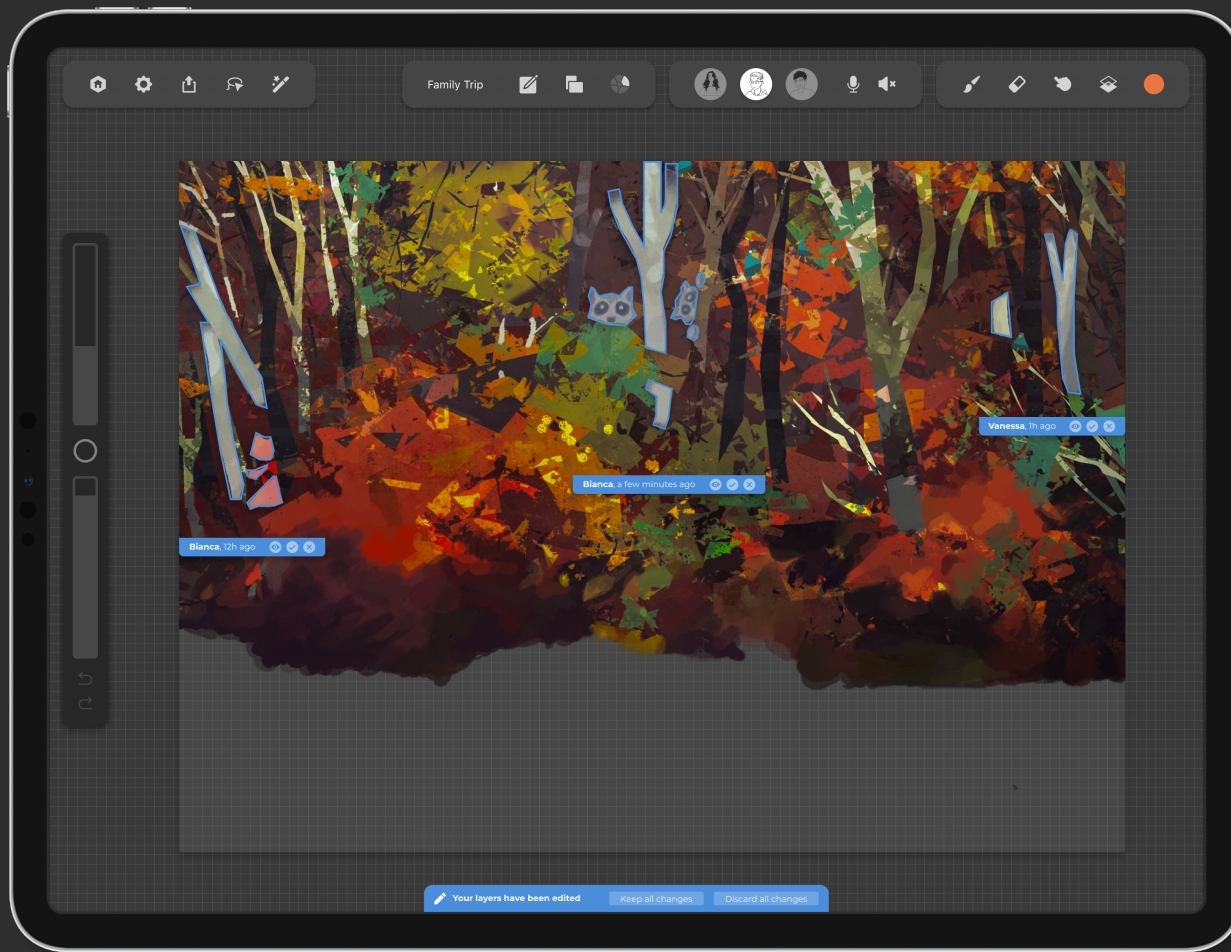
Team Member > Workspace > Layers

The user can edit these layers freely: Add & hide layers, create folders or add effects to their layers.



Here, the team members also have the option to change eachothers layers or watch eachother draw in the "observation-mode".

Artboard - Editing



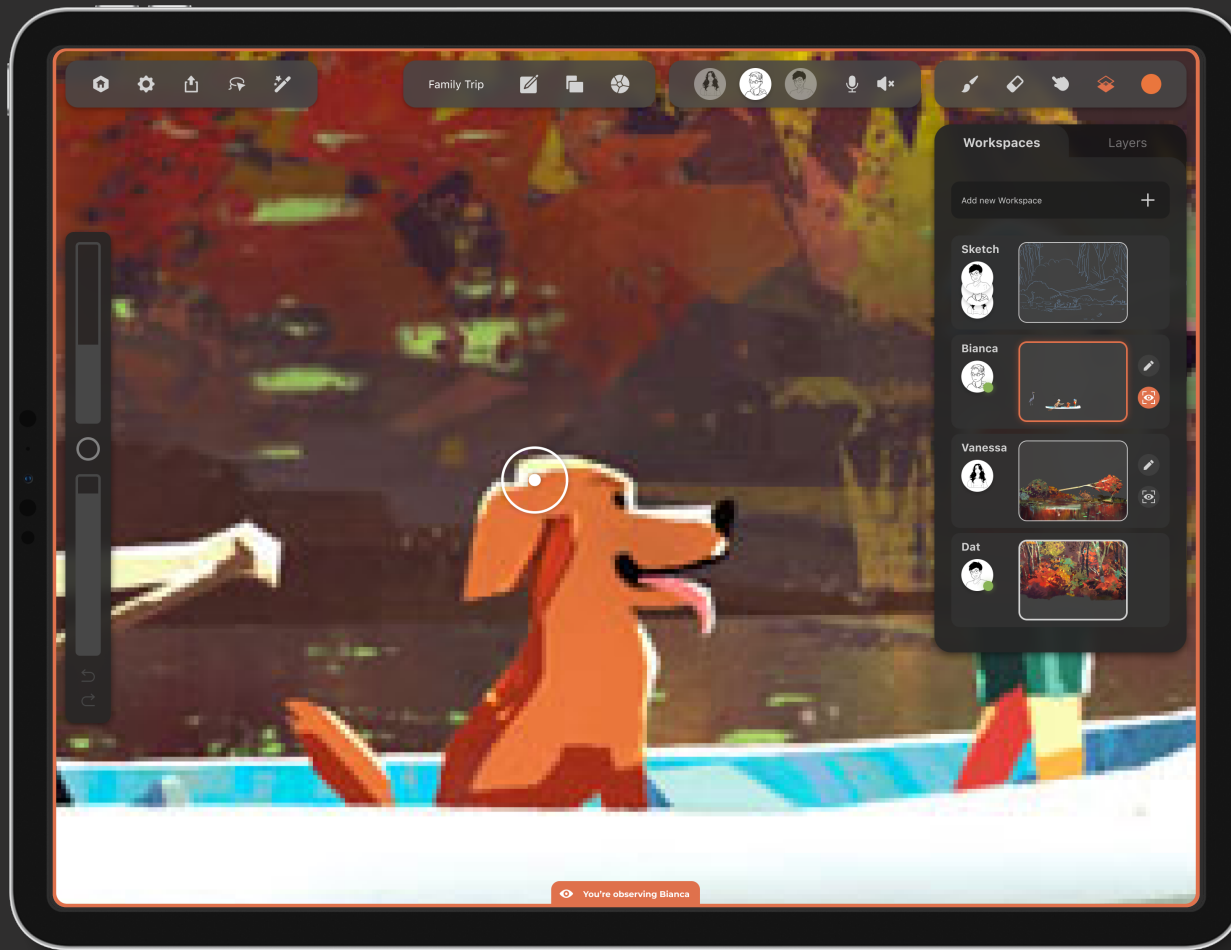
When a user has been inactive for a while and returns to the project there is a chance that his partners may have altered his part of the drawing. In this situation changes will be highlighted and labeled with a time stamp as well as with the person who has made the edit.

The user now has multiple options: He can hide every change to get a "before and after" of his drawing. He can also delete or accept each change separately or keep and discard them all at once.

The implemented changes the user has chosen will be added to the users layers as a new folder.

The color of the outline can be changed in the project settings to compliment every color painting.

Artboard - Observation



The observation mode can be entered from the workspaces menu. While observing a team member you will see the screen from their eyes and be able to see the person's workflow and tools they are working with such as references and brushes.

Since this is a feature not every user feels comfortable with, it can be disabled in the project settings and block other users from watching you work.

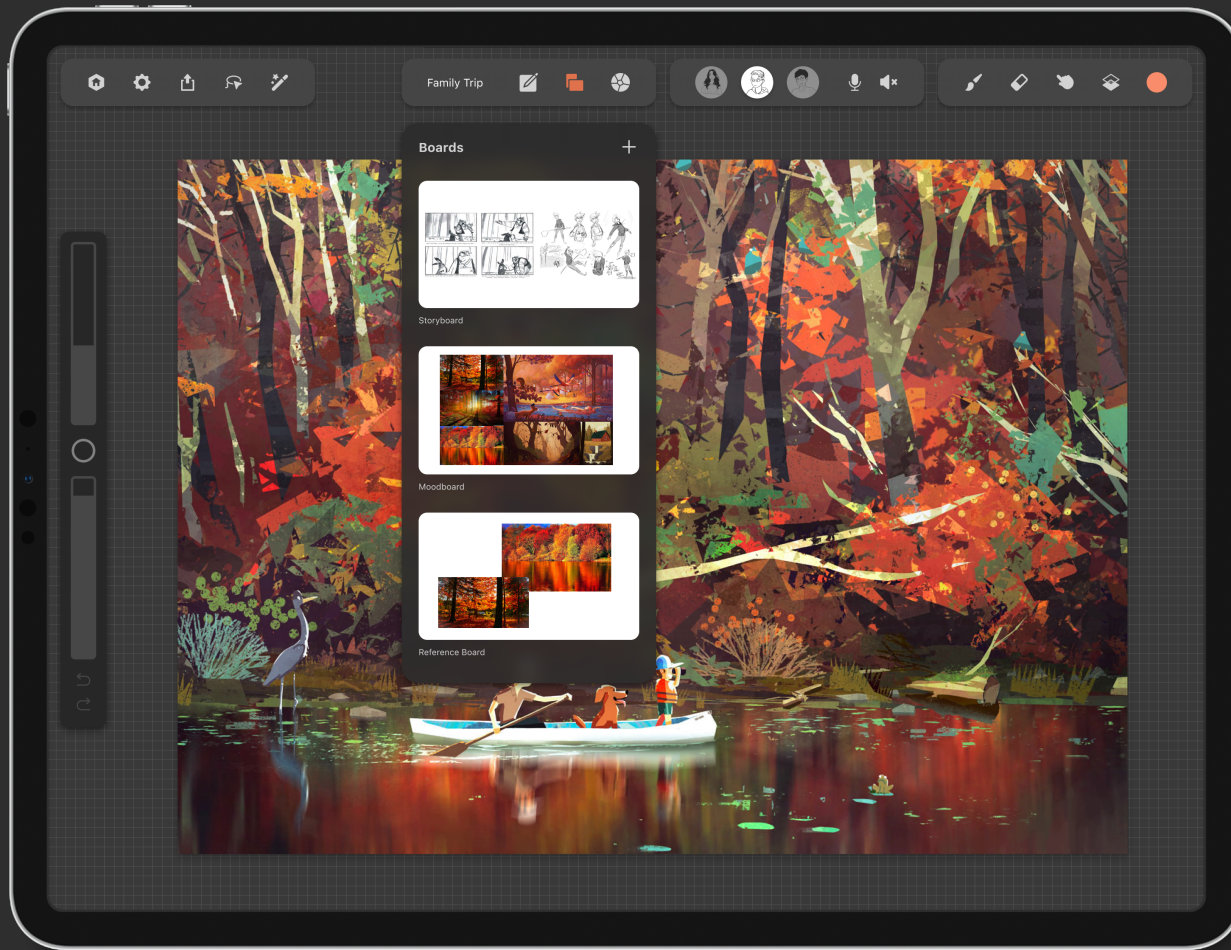
Artboard - Notes & Feedback



Instead of leaving feedback through comments MOSAIC gives the opportunity to sketch your ideas directly onto the drawing. This allows for a much more visual thinking process which most designers tend to have. Especially if one has issues putting their thoughts into words.

Feedback can also be given through reactions if a user is only looking for a brief response.

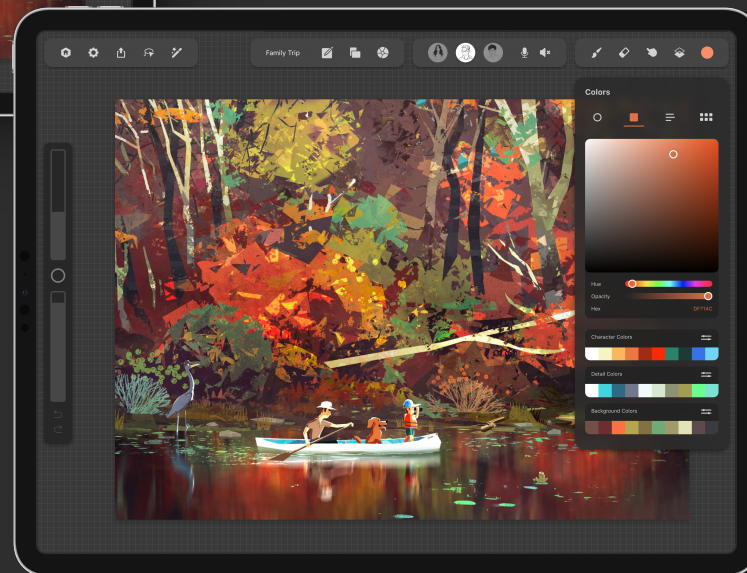
Artboard - Boards/Pages



Some projects might require more planning which can't be made on the artboard directly. For this scenario we added the feature of different boards/pages that can be added to a project. These boards can range from moodboards, reference boards or story boards and every team member has access to them.

If a user wants to e.g. use a specific image of the reference board he can drag this image onto his layer and use it as a direct reference for tracing methods.

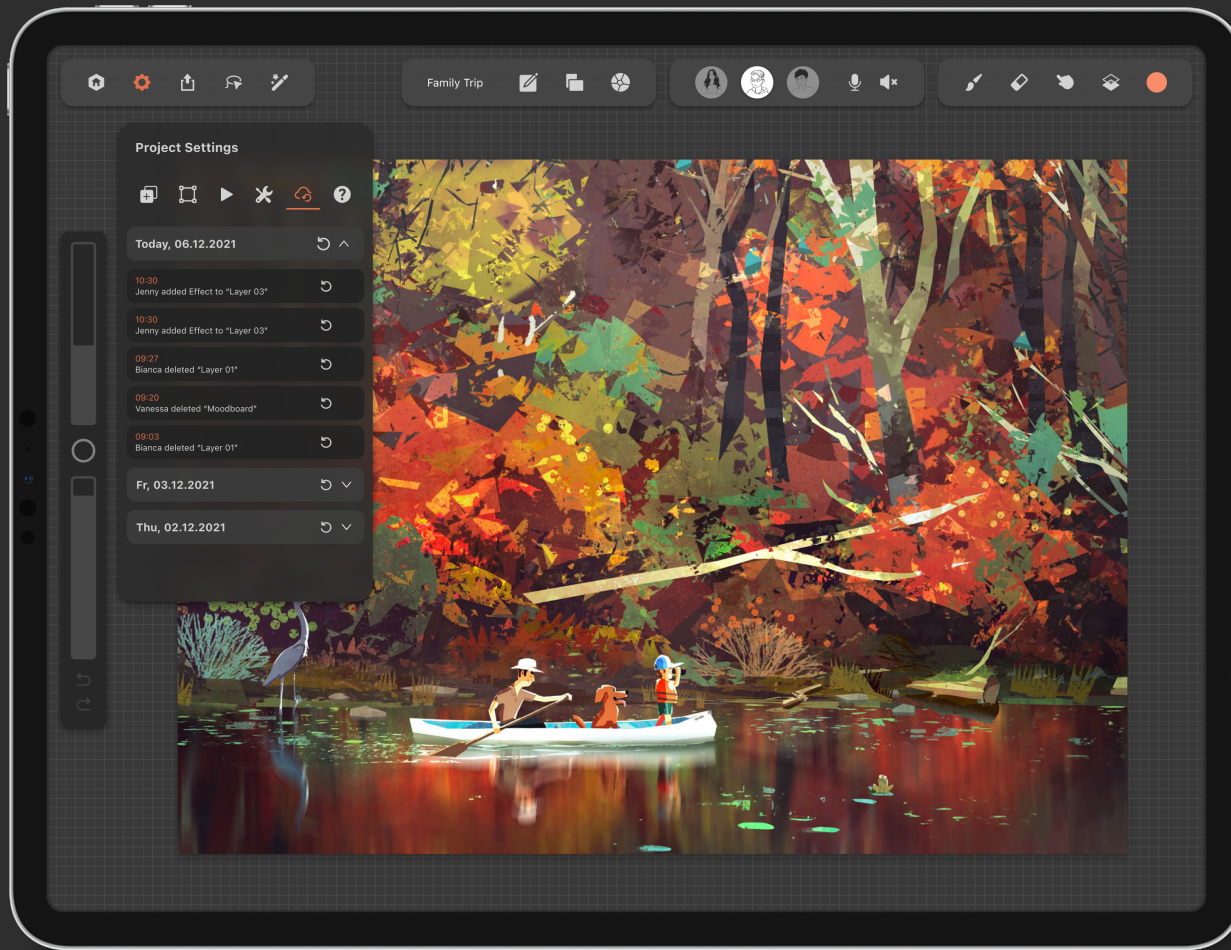
Artboard - Brushes & Color



In the brush library users get an overview of all the brushes that are available to them and that have been used in the project. Brushes can also be imported or put into folders. For fine tuning, brush details can be adjusted.

Colors can either be picked by the brush settings menu on the left side of the screen or through the color selection. Here the user will find a common color picker in different variations, as well as different color palettes. These palettes can be created for the project to define a specific color mood every team member should follow.

Artboard - Project Settings



In these settings the user has different options of adjusting the artboard such as:

1. Adding Images & Content
2. Frame Size
3. Video Export
4. Tablet & Pencil Settings
5. Cloud Backup & Versions
6. Help

The user also has customization options to make the use of the interface more personal and comfortable.

Report

In our user test we focused on the collaboration and communication features of our design tool. With assignments like editing layers, leaving feedback or using the voice chat we wanted to make sure the users understood how to communicate with their colleagues and how to navigate through the program. For testing our finished prototype we chose two illustrators, that will be labeled with "User 1" and "User 2".

Some results of this user test have already been implemented into the key screens previously shown.

Test Objectives

In the walkthrough of our prototype we focused on multiple tasks in the following order:

1. Exploration Dashboard
2. Exploration Team Overview
3. Navigation of basic features
4. Changes made by colleagues
5. Observing colleagues while drawing
6. Leaving feedback
7. Using the voice chat

Results

Since our target group is mainly based on artists, our users already had some prior knowledge and could therefore react faster to the tasks and recognize their functions easily.

Boards/Pages:

User 1 has problems finding the boards and confuses it with the chat function, due to it's icon.

Focus Mode:

Users 1 & 2 cannot recognize/understand the feature, User 2 mistakes the icon for the MOSAIC logo.

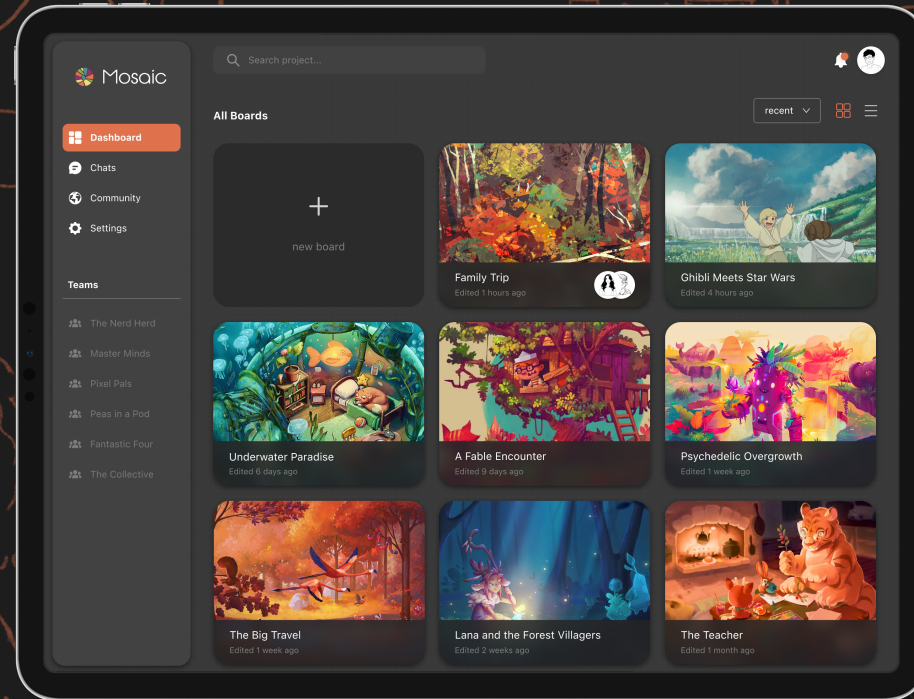
Observation of colleagues:

User 2 struggles finding the right icon and mistakes the eye icon for hiding the workspace instead of observing.

Notes & Feedback:

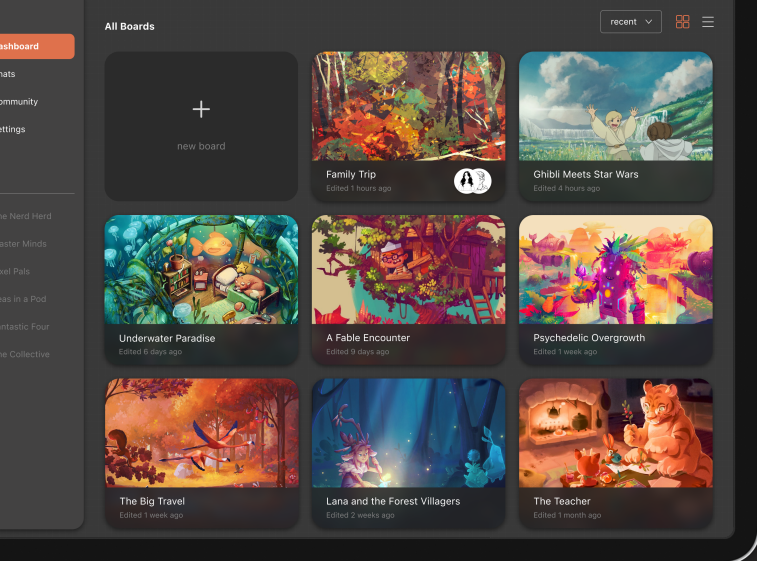
User 1 would find a sub menu for notes and reactions helpful. User 2 doesn't need a sub menu and understood it right away.

Mosaic



Mock-Up





Lucie Wittmer, Thang Nguyen Digital Tools for Creative Collaboration

HfG Schwäbisch Gmünd
Jens Döring, Hans Krämer, Marc Guntow, Ludwig Kannicht
Wintersemester 2021/2022

