

Lena Pang

Interactive III (Spring 2024)

Project 2: Micro-Animations

wobbly



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project concept

meet wobbl

An (imaginary) immersive, digital experience for DJs, music enthusiasts, and remixers of all ages and skill levels.

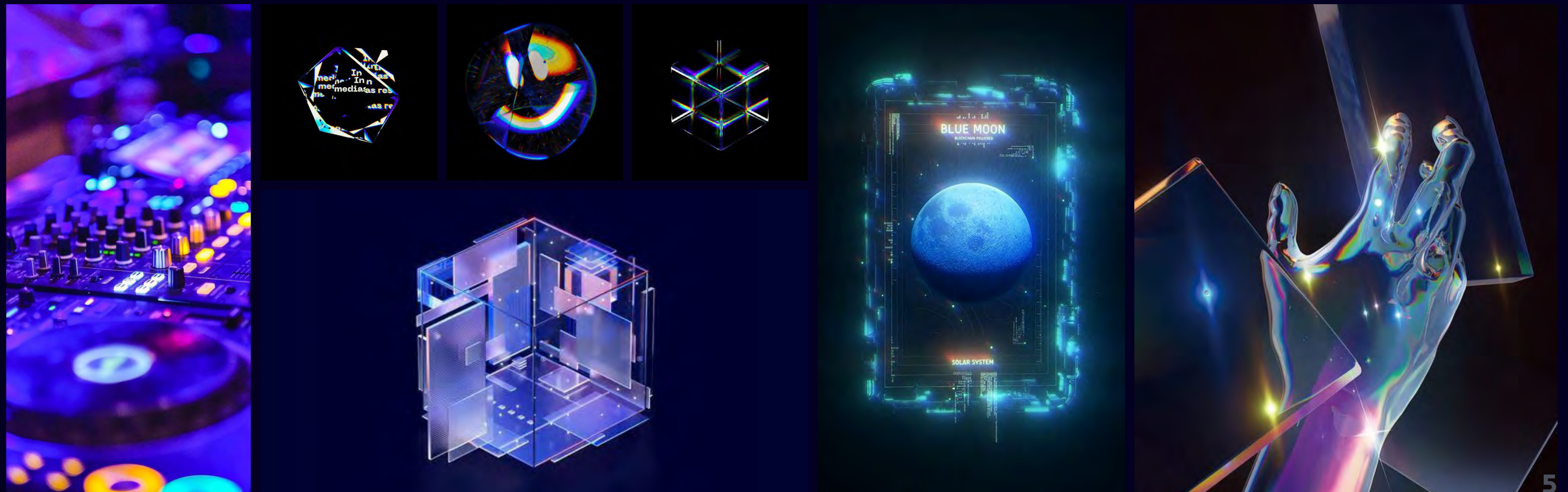
... And the perfect delivery device for a plethora of **micro-animations**, the focus of this project. The scope includes both static frames and animated prototypes of buttons, toggles, sliders, multimodes, radio buttons, checkboxes, and toolbars.

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Project Concept
Moodboard



FEELING

- energetic
- surreal
- futuristic



VISUAL

- glowing
- saturated
- rich

TYPOGRAPHY

display

MuseoModerno Bold, 72px

Heading

Urbanist Bold, 32px

Body

Urbanist Regular, 24px

COLOR

#0B0088

11, 0, 136

#030022

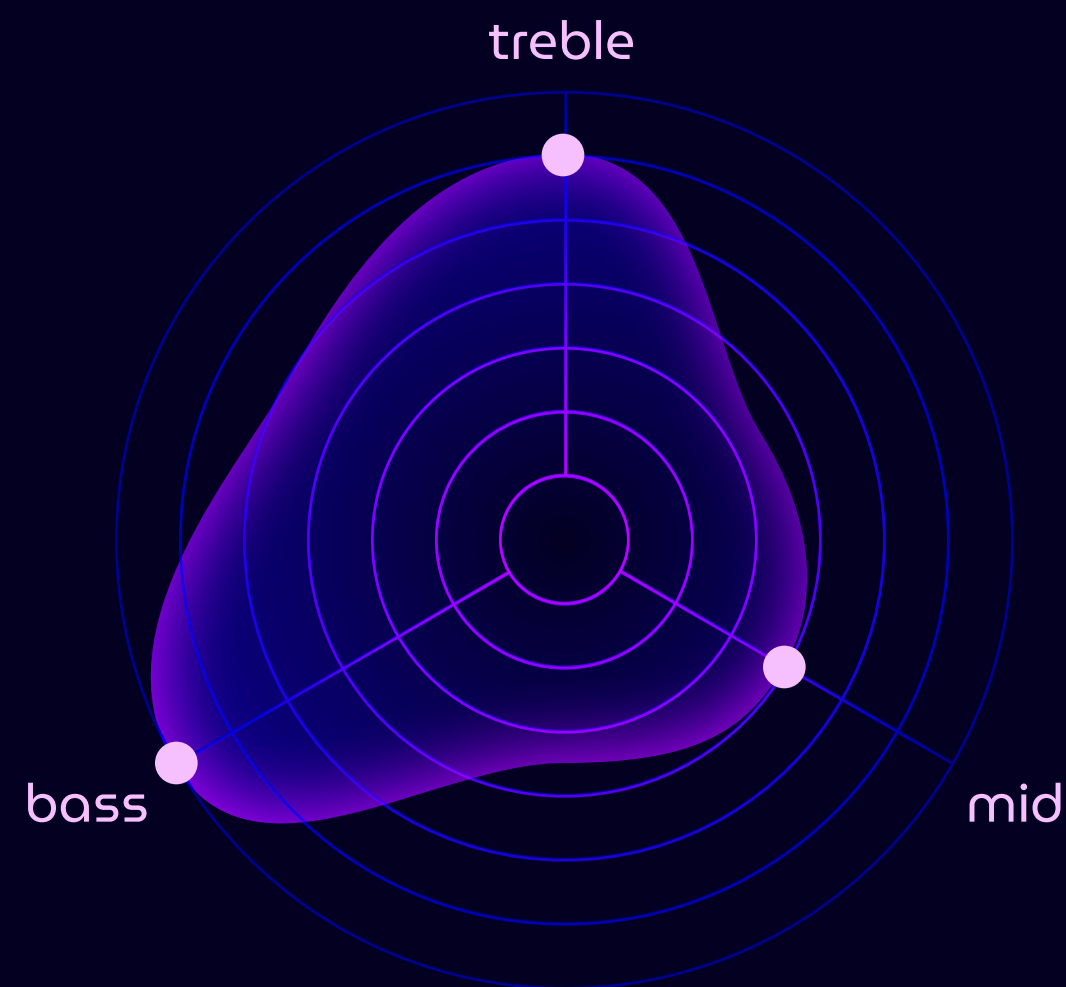
3, 0, 34

#BD00FF

189, 0, 255

#F6C0FF

246, 192, 255



ICONS

no fill,
1px stroke, 2px rounding
1px drop shadow



GRAPHICS

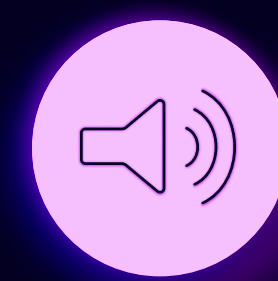
vector shapes: gradient or solid fills, no stroke
lines: 1px gradient or solid stroke

INTERACTIVE ELEMENTS: TREATMENT



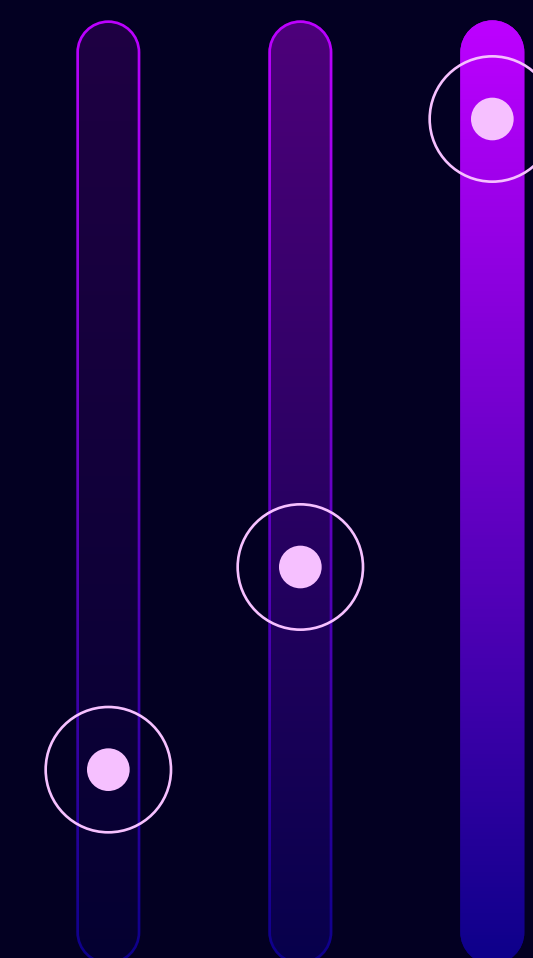
Inactive Button

dark solid fill
light text/icons
glow:
+4x, +4y, 12px pink
-4x, +8y, 12px blue
+16x, +16y, 16px pink



Active Button

light solid fill
dark text/icons
glow:
-2x, -2y, 8px pink
-8x, 4y, 16px blue
+12x, 12y, 16px pink



Thumb

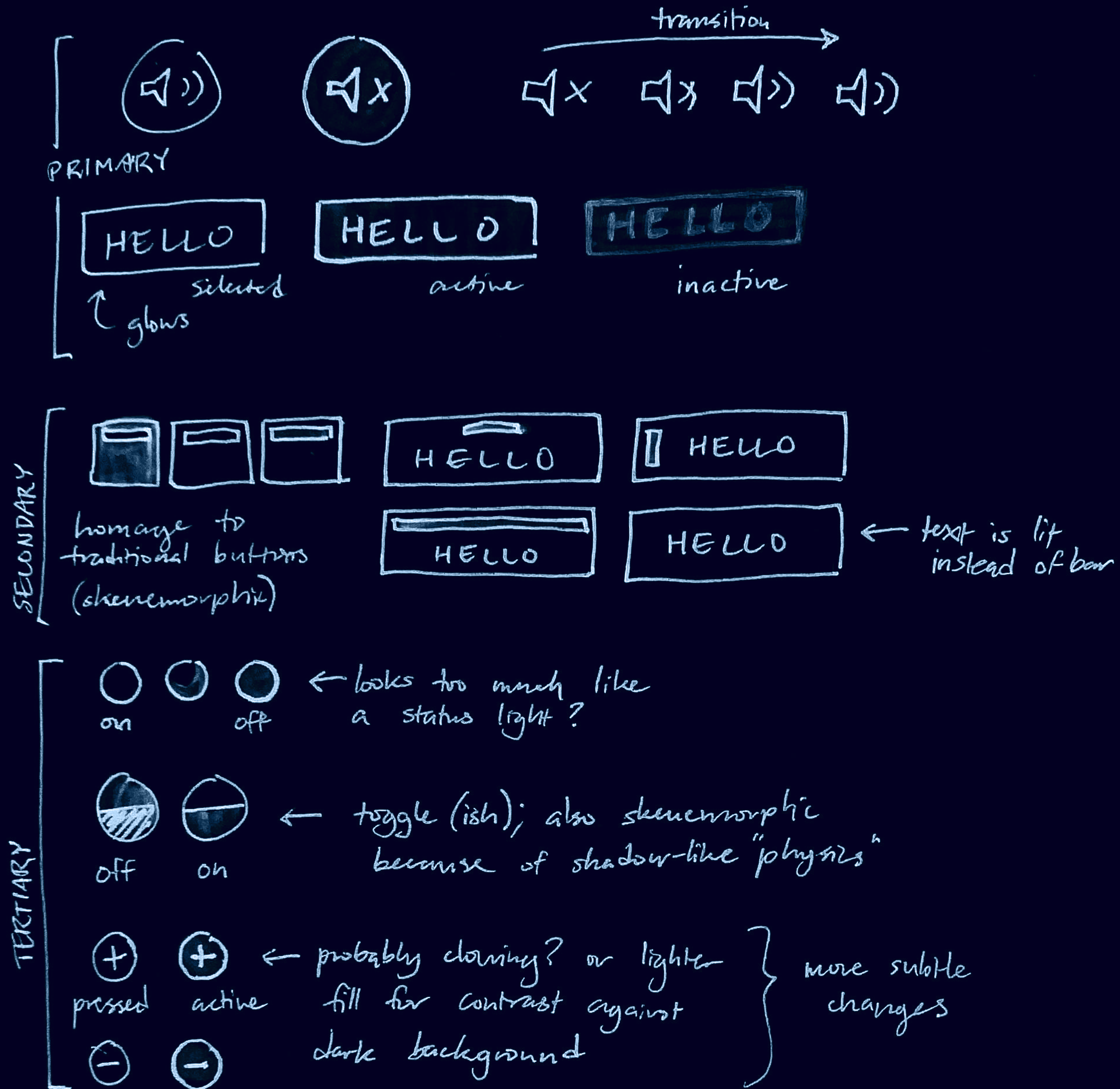
16px × 16px
light solid fill
1px stroke, 24px offset

Continuous Slider

vertical gradient fill (pink to blue)
opacity changes with slider value

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buttons & toggles



active



static glows

hover



glows shift & flare

click



selected



inactive



active

Button Text

hover

Button Text

click

Button Text

selected

Button Text

inactive

Button Text

active

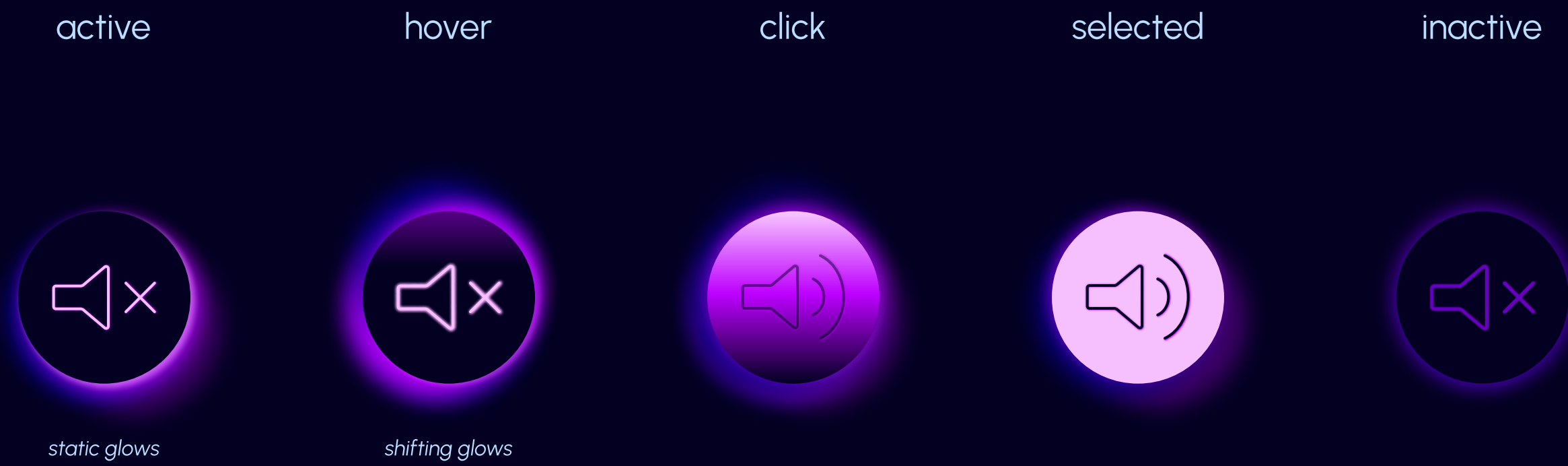


hover

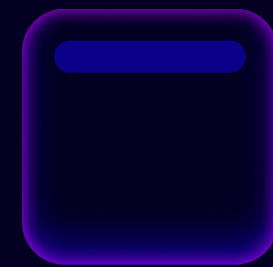


click

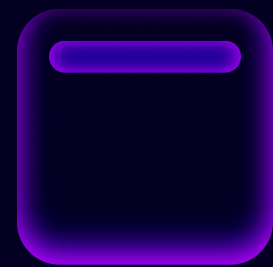




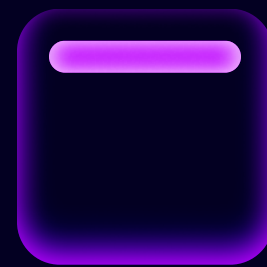
active



hover



click



selected



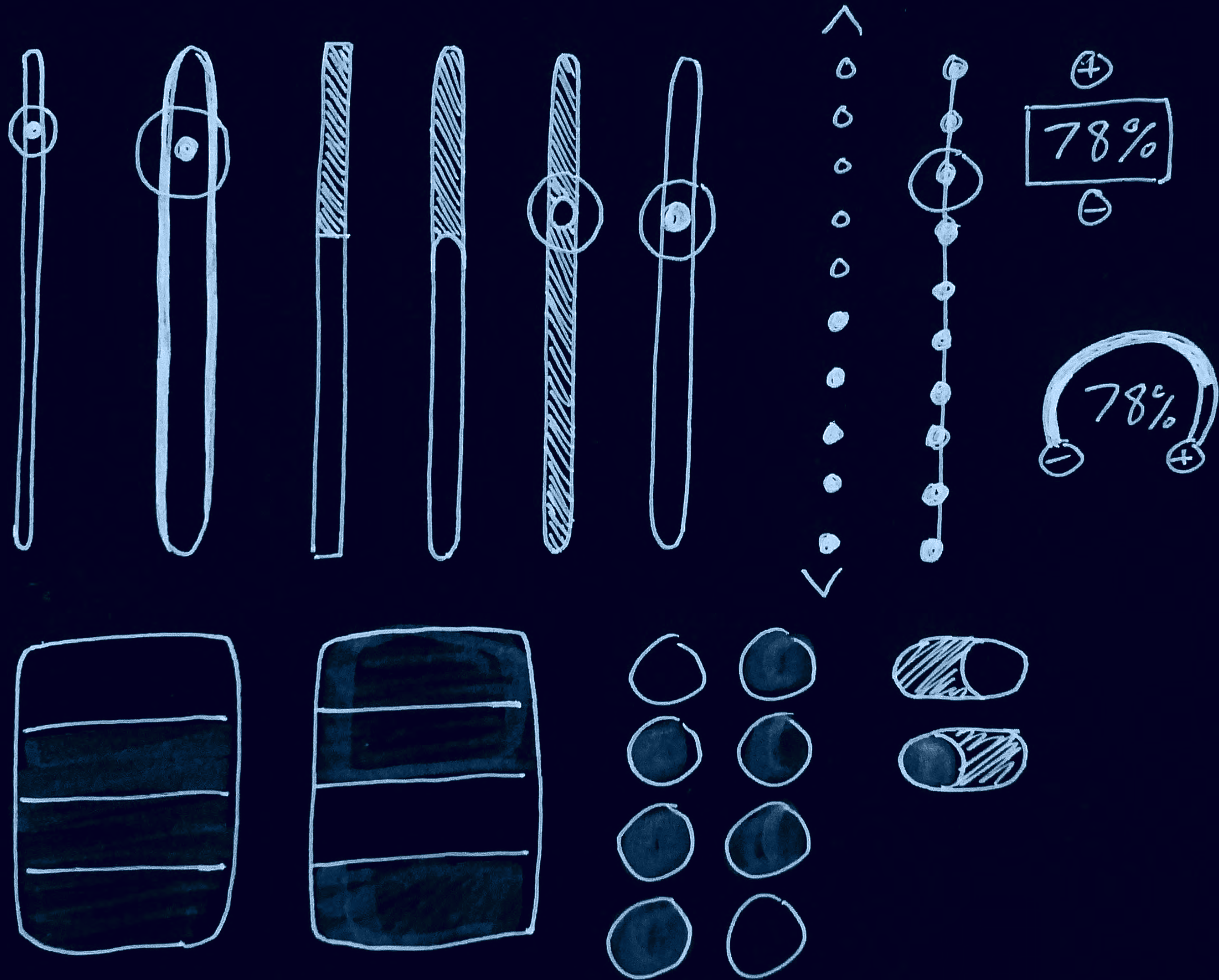
inactive



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sliders & multimodes

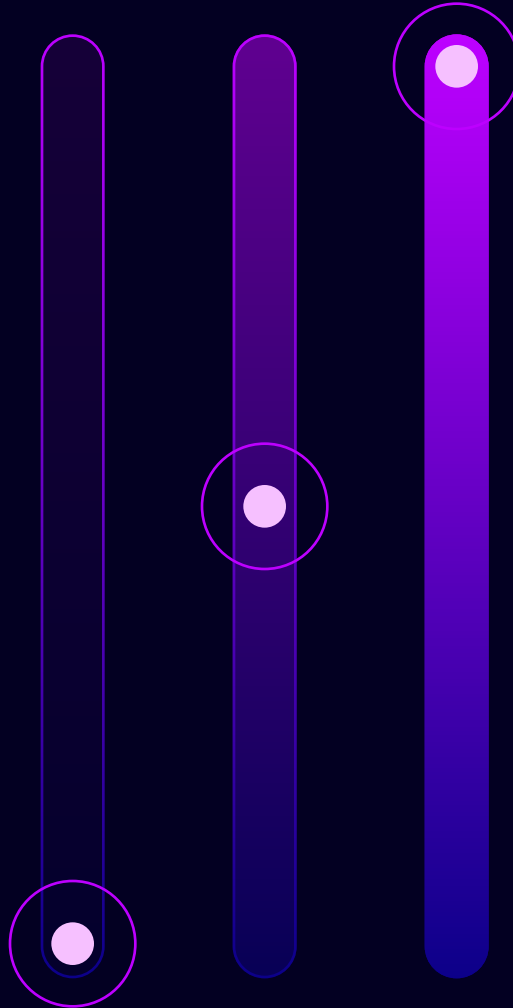
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Sliders & Multimodes
Sketches



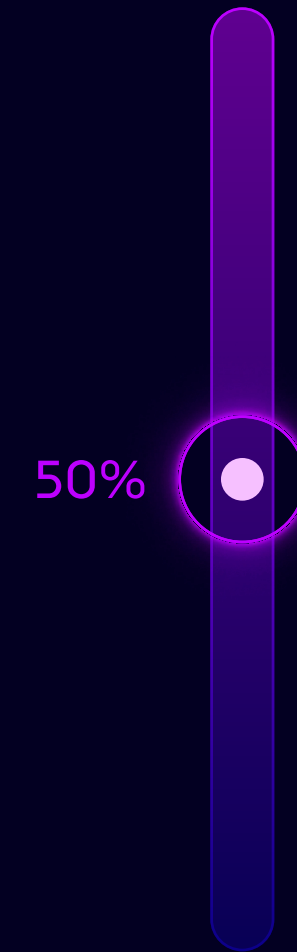
inactive



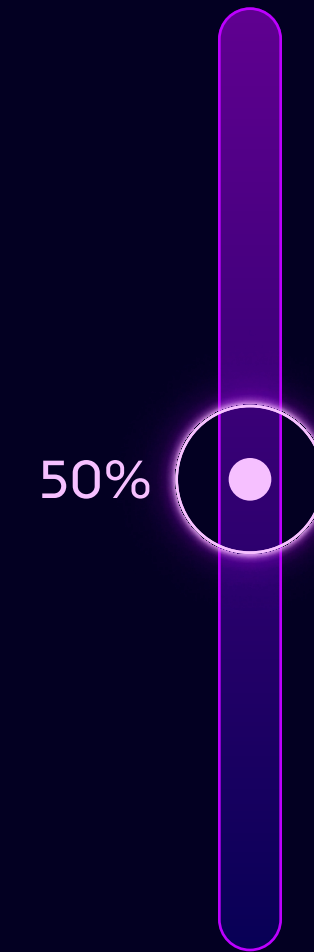
active



hover



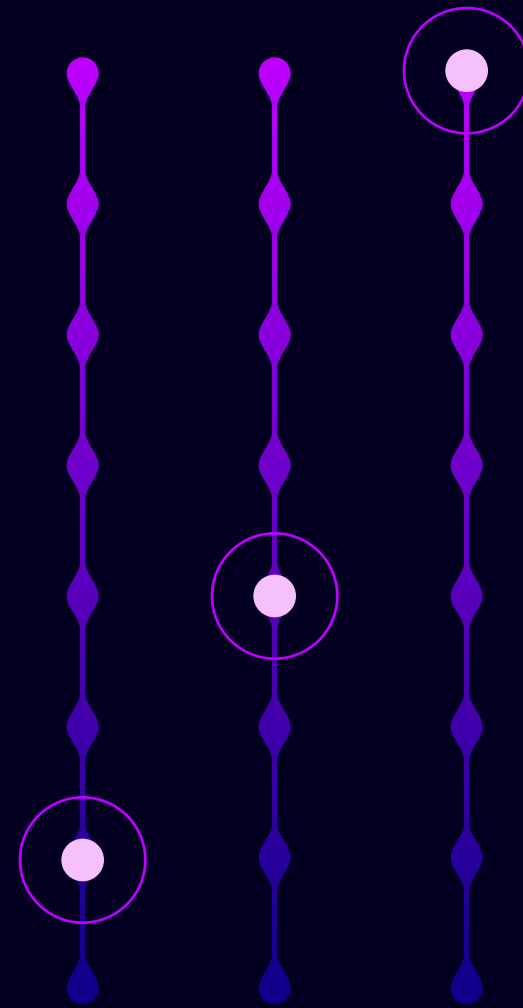
click



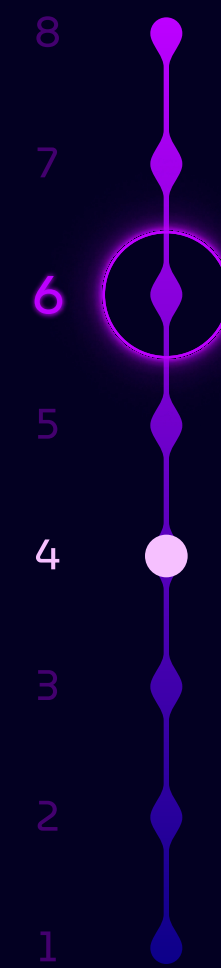
inactive



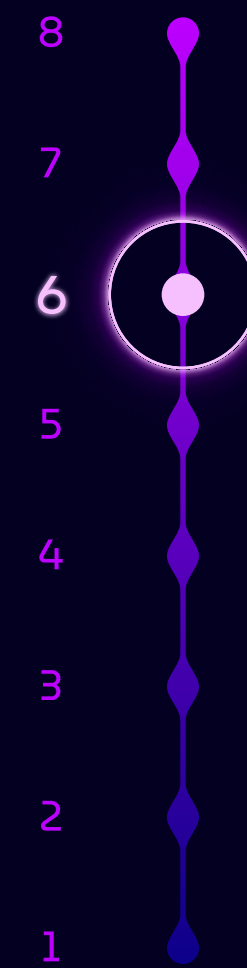
active



hover

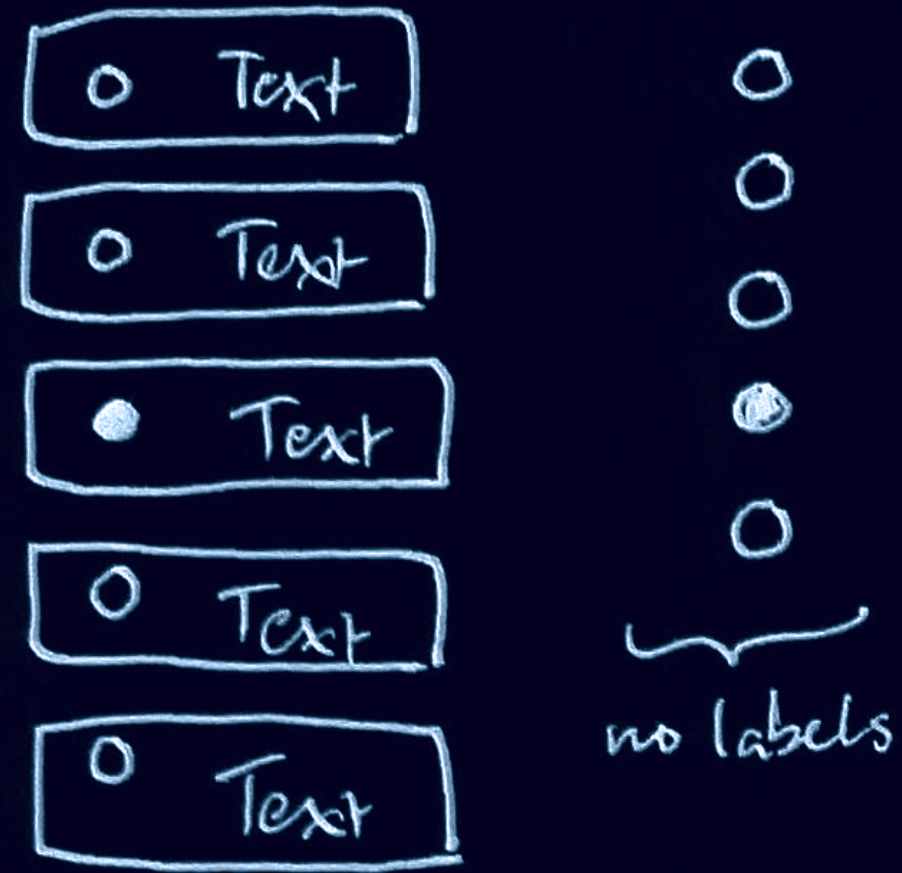


click

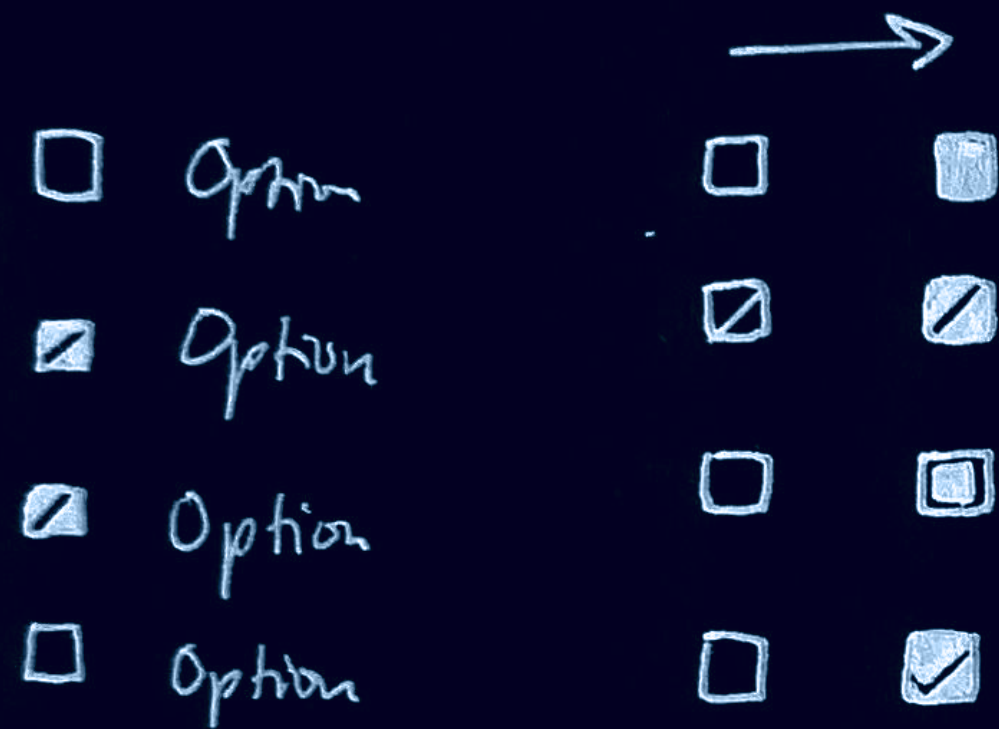


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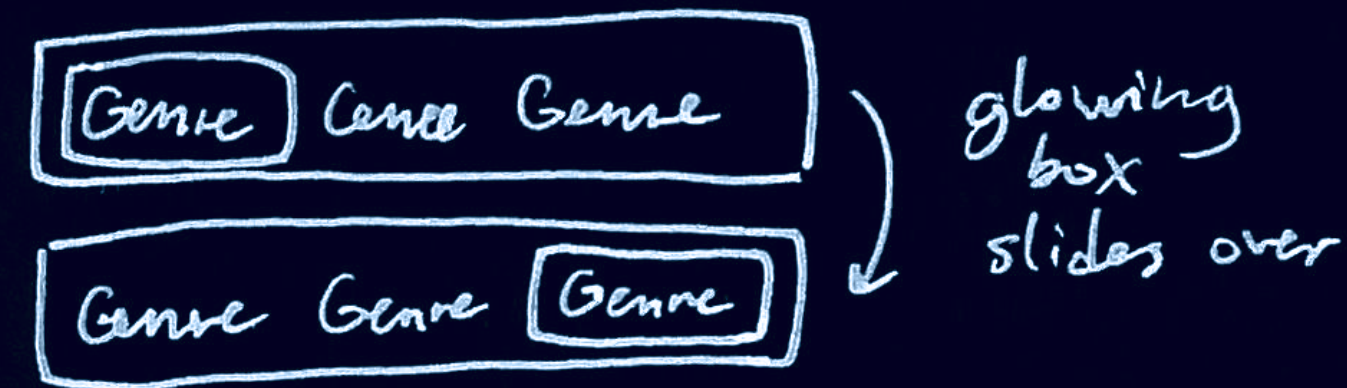
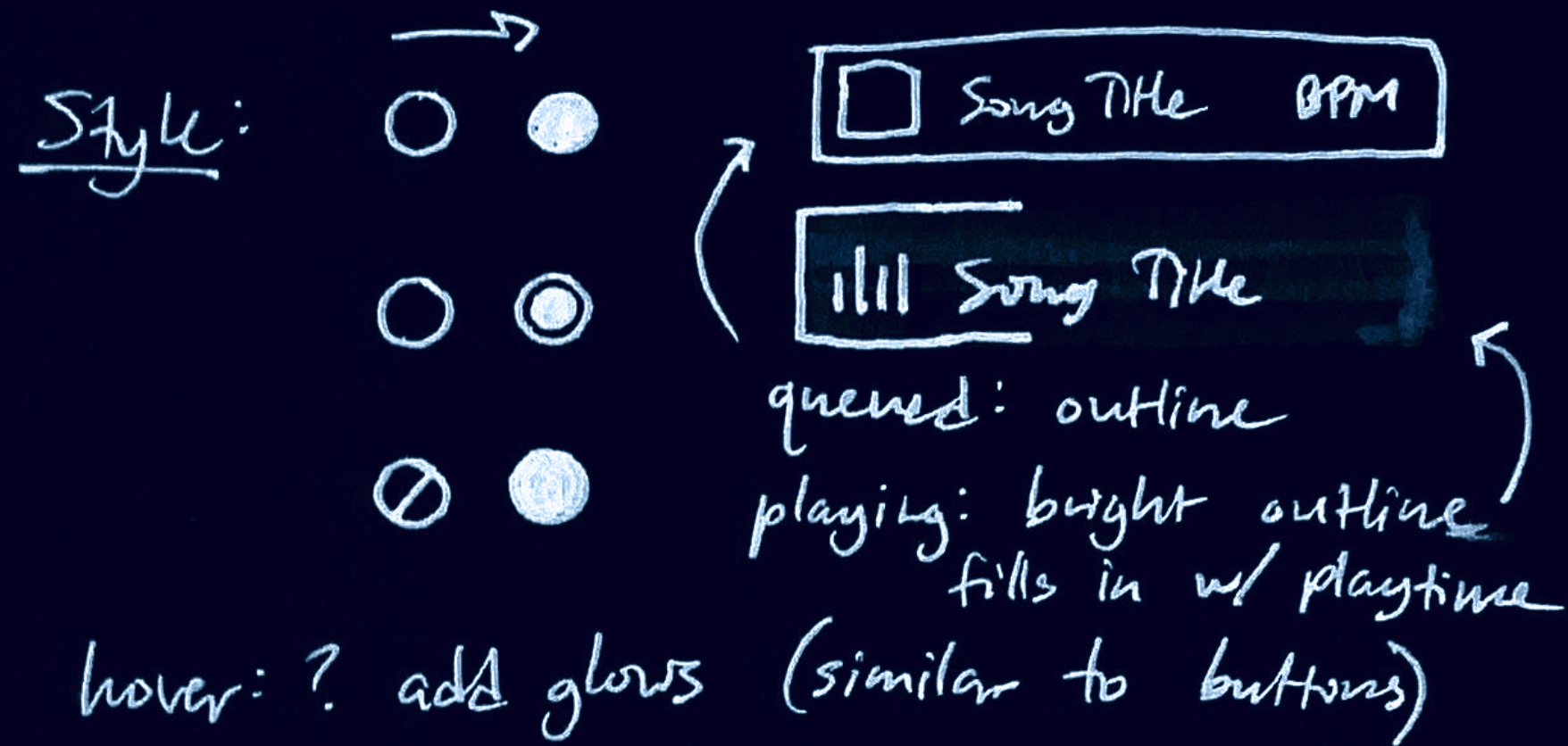
checkboxes & toolbars



↑ songs? / samples?

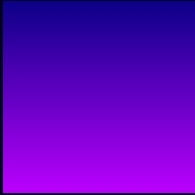






↑ effects? search filters?



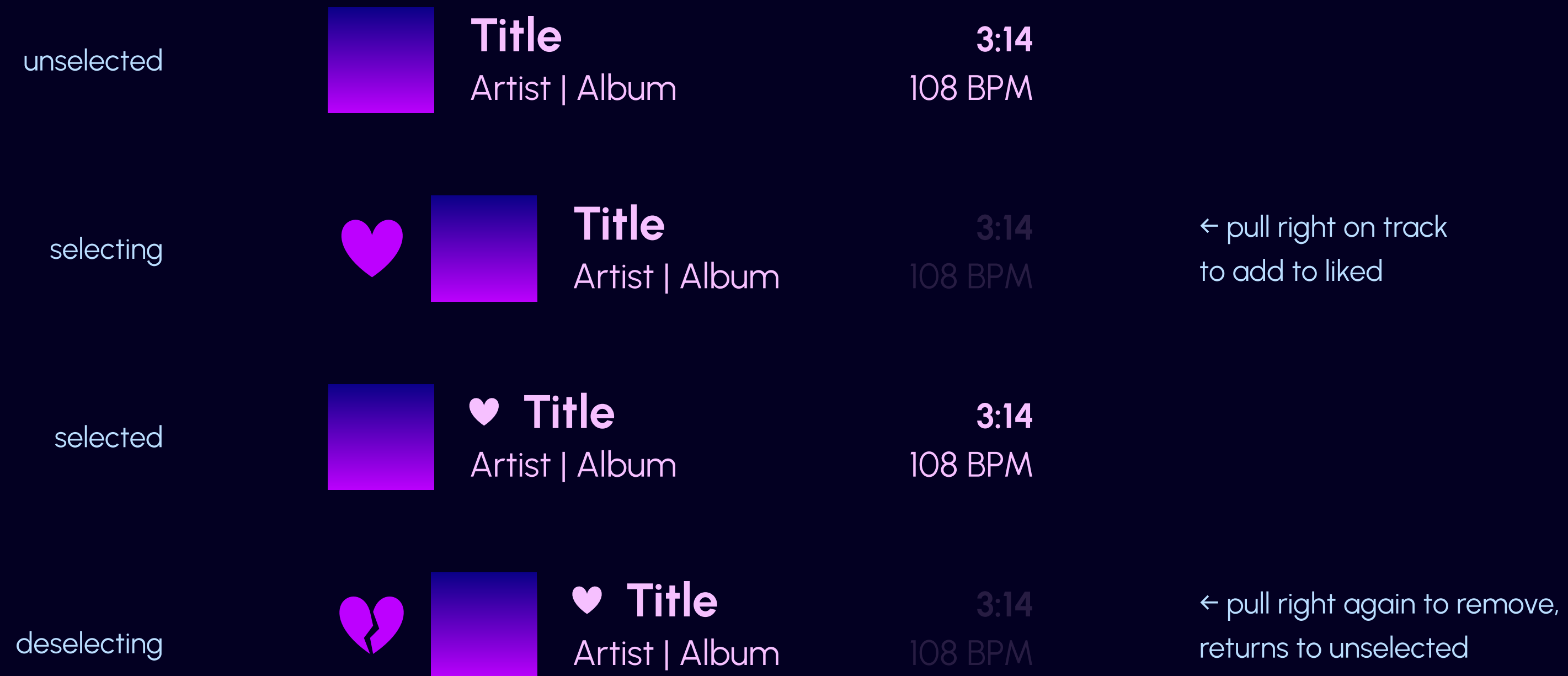
Active: Genre
Hover: Genre
Selected: Genre ← glowing box

↑ genres: Favs, EDM, D&B, etc

unavailable		Title Artist Album	3:14 108 BPM
active		Title Artist Album	3:14 108 BPM
hover		Title Artist Album	3:14 108 BPM
selected: queued		Title Artist Album	3:14 108 BPM
selected: playing		Title Artist Album	3:14 108 BPM

← only one song can be queued at a time; tap a queued song again to start playing immediately

← stroke/fill increases corresponding to play time completion, then returns to unselected active



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Checkboxes & Toolbars
Toolbar

selected



← heart denotes
liked/favorited songs

hover



on click



← highlight slides over;
squash/stretch physics

new selected



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final results

♥ Popular
R&B
EDM
D&B

EXCISION 140 BPM

Feel Something 3:41
 ILLENIUM 150 BPM

Lay Low 2:33
 Tiësto 122 BPM

Vois sur ton chemin 2:58
 BENNETT 138 BPM

Back to Life 3:18
 Excision 126 BPM

Clarity 4:31
 Zedd 128 BPM

Hope It Hurts 4:18
 Dabin 120 BPM

bb u ok? 2:33

↺
—
+

Knock2
dashstar*
 ||
 Feel Something
 QUEUED

⏮
⏭

master volume **87%**

[5 vertical sliders with knobs]

[8 square buttons in a 2x4 grid]

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Final Results
Animated Prototypes

You can view the animated
prototypes on my website:

cordeliart.com/wobbl

Prior to this project, I understood the textbook definitions of the fundamental UI elements like buttons and sliders.

But now, I've discovered that many elements share functionalities; the actions they respectively accomplish can overlap significantly. So the first step to creating intuitive designs is clearly identifying the user's task(s) and goal(s), and picking the interaction model that truly fits best.

Context is key. Context is everything.

**thanks for
reading!**