Animation for the Web

User Interface Design Worksheet

Of -C Harrie Tinkly

ANIIGUS LIEXUS	What is maut?	outcome/result	What just happened	What is happening	Where I am	Reaction to Action	FEEDBACK	What is the situation	Interaction	Lead through image	Task sequence shape	available Icon	What actions are graphic	cue / Indicator background	VISIBLE	Purpose Animation Object
	Done	Correct	Error	Something is Loading	Activation happened	Reaction to Action	Feedback-secondary		drag	swipe	click / tap	mouse over / touch /	on load	Cue / Indicator	VISIBLE	interaction Type(s) primary and secondary
				Secondary item change	Secondary item added		shape	opacity	color	scale /	position	state change:	switch content	on /off	Original item	What Changed
								Side moras		flip	rotation	jiggle	bounce	slide	fade in / fade out	Motion Type
																consistent
																learnable
																predictable

Interface item	tem: Le	Interface item: Leve more anthound 1	Interaction Type(s)		Studio Artboard Name:	a	ne: \
Interaction Purpose	Purpose	Animation Object	primary or secondary	What Changed	2	Motion Type	Notion Type consistent
to tell von	The sale	bether	promy	butten byus me	216		
Interface item	5						
Interface item	tem: L	Interface item: Len man				Studio Artboard N	Studio Artboard Name: >
Interaction Purpose	Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed		Motion Type	Motion Type consistent learnable
Clicals	buth	Clar both butter	second a coster you	afer you	A		

Click both bouler second y click	Interaction Purpose Animation Object primary or secondary Wh	The state of the s
clock you admind to the	What Changed	
Take	Motion Type	Studio Artboard Name:
	consistent	Vame: 2
	consistent learnable	
	predictable	

Animation for the Web

User Interface Design Worksheet

	Studio Artboard Name:	
Interaction Purpose Animation Object primary or secondary What Changed Motion Type consistent learnal	consistent	nt learnable predictable
Stanton 1 butter Security but topse super		

-		,
Interface item:	Interaction Purpose Animation Object	
	Animation Object	
	Interaction Type(s) primary or secondary	
	What Changed	
Studio Artboard Name:	Motion Type	
lame:	consistent	
	consistent learnable predictable	
	predictable	

Interface item:				Studio Artboard Name:	lame:	
Interaction Purpose Animation Object	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent learnable predictable	learnable
	6	¢.				
	2 a					

Interface item:	Interaction Purpose Animation Object	
	Animation Object	
	Interaction Type(s) primary or secondary	
	What Changed	
Studio Artboard Name:	Motion Type	
lame:	consistent	
	consistent learnable predictable	
	predictable	