

SIGGRAPH 93
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COURSE NOTES 61

Film Craft in User Interface Design

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FILM CRAFT IN USER INTERFACE DESIGN

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SIGGRAPH'93 Tutorial Notes
Wednesday, 4 August 1993
Anaheim, California

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ABSTRACT

Why should we look to the entertainment industry for ideas about user interface design? With mere shadows seen through a narrow window, filmmakers engage us in a world of their making without disturbing our awareness by its technical apparatus. They are masters at using pictures and sounds to communicate, entertain, evoke feelings, and manipulate our sense of space and time. Ninety years of filmmaking and animation have created a rich store of knowledge barely tapped by current computer-human interfaces. Paradoxically, multimedia on graphical workstations whets our appetite for knowledge from a craft that can contribute significantly to the user interface design even of character displays.

This tutorial applies knowledge from the communication crafts of film and animation to user interface design. It covers general principles but concentrates on the practical details of the craft. The instructors illustrate specific techniques by showing video clips from classic and contemporary films juxtaposed with video clips from user interfaces. Participants learn how to critically evaluate films and use that skill to see user interfaces in a new light.

AGENDA

Wednesday, 4 August, 1993

- Morning 1 Introduction (Young and Clanton)
 Story (Young)
- Break Bonus video during last 10 minutes, To Be Announced
- Morning 2 Camera and Composition (Clanton)
 Production Values (Young)
- Lunch Bonus video during last 10 minutes, To Be Announced
- Afternoon 1 Editing (Clanton)
- Break Bonus video during last 10 minutes, To Be Announced
- Afternoon 2 Animation (Clanton)
 Questions and Discussion (all)

BRIEF INSTRUCTOR BIOGRAPHIES

Chuck Clanton consults in the design of highly animated, interactive graphical user interfaces. His research background includes perceptual and cognitive psychology at Harvard, neurosciences at UCSF Medical School, and computers and psychology at Stanford. He has exploited insights from film and animation in his designs for over a decade.

Emilie Young is a user interface designer and filmmaker. She has an extensive background in the visual arts in addition to an M.S. in Computer Science from the University of Colorado, Boulder. She has applied techniques from fine art, graphic design, film and animation to user interface projects ranging from multimedia kiosks, information services, and tutors to design techniques for participatory design.

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