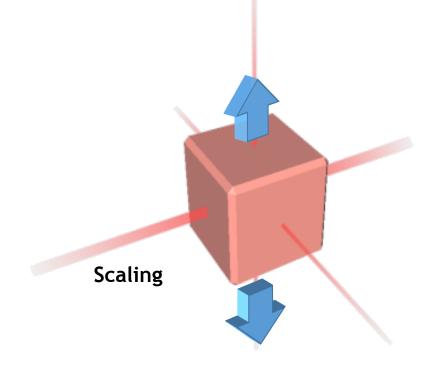
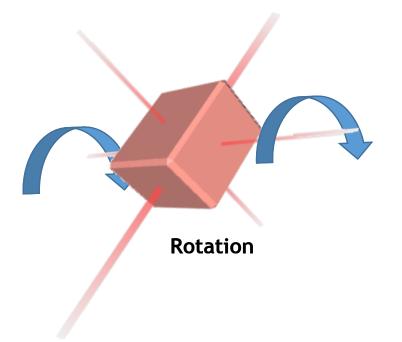
# User Interfaces and Interaction Techniques

**Chiew-Lan Tai** 

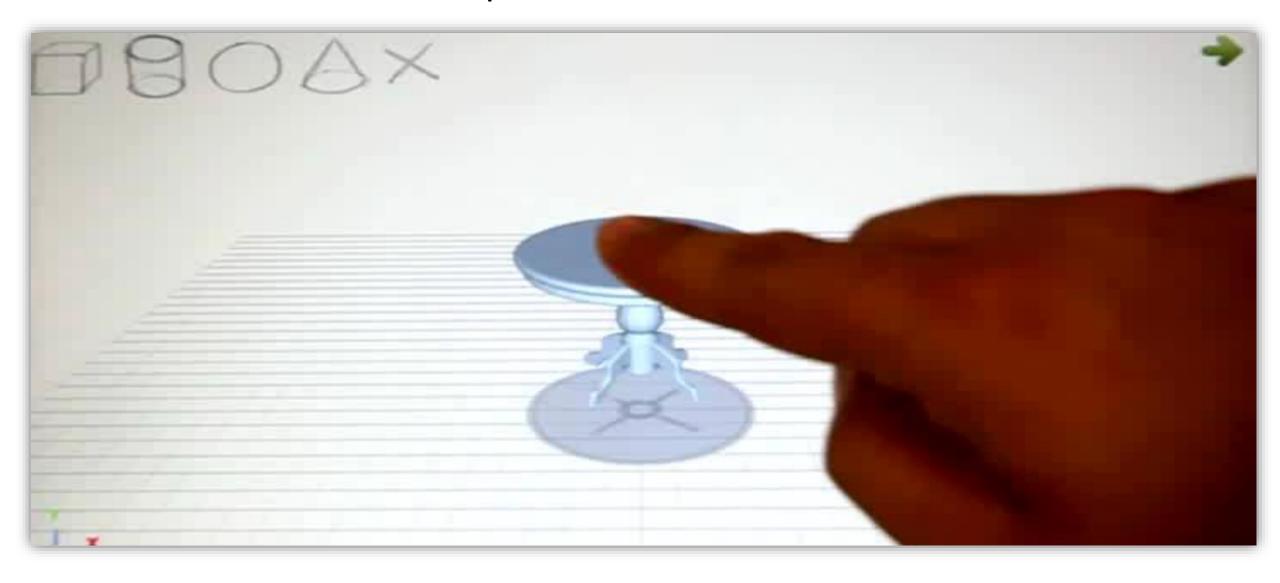


[Eurographics 2012]

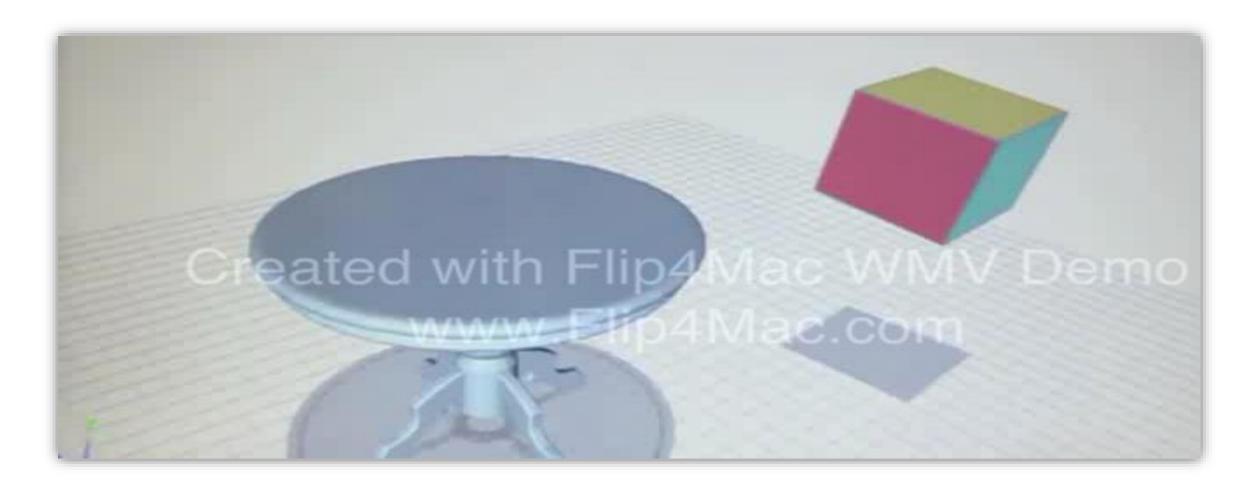




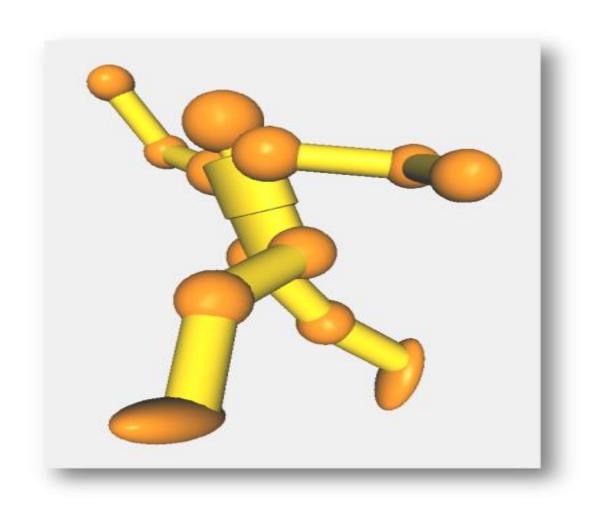
#### Axis-based Manipulation



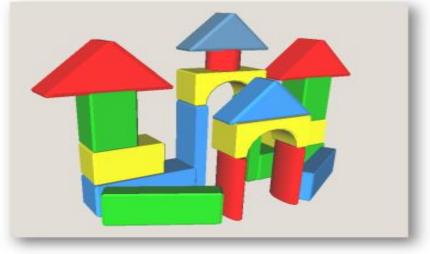
#### **Active Snapping**

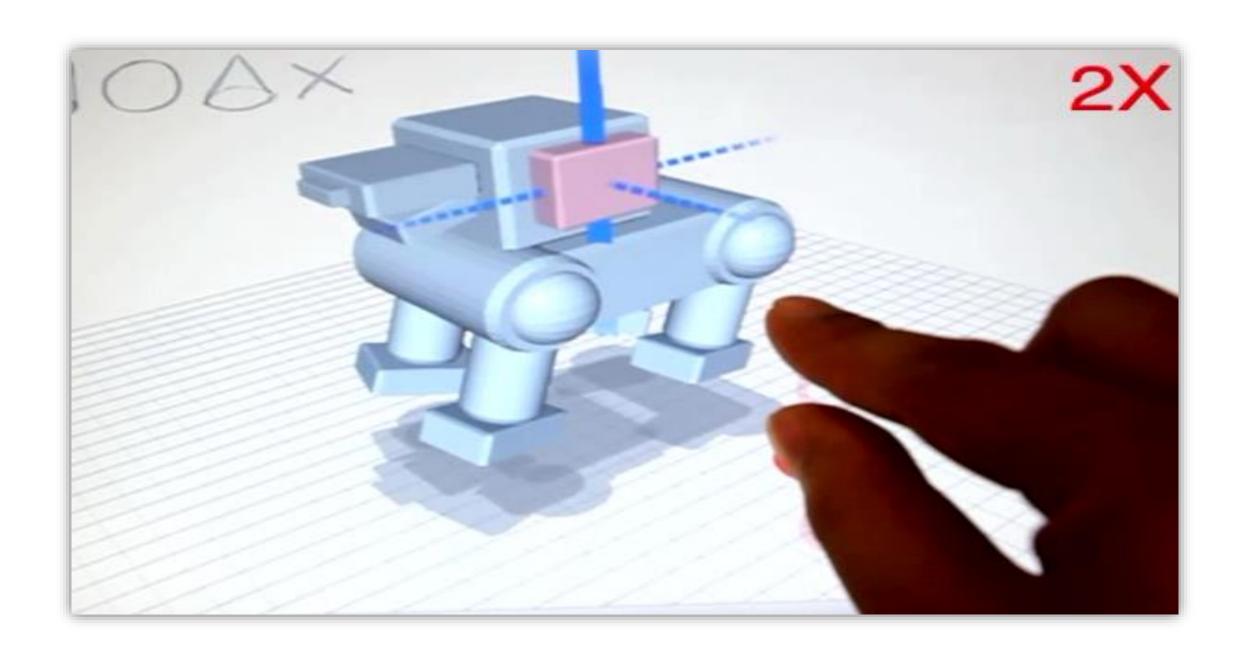


### User study



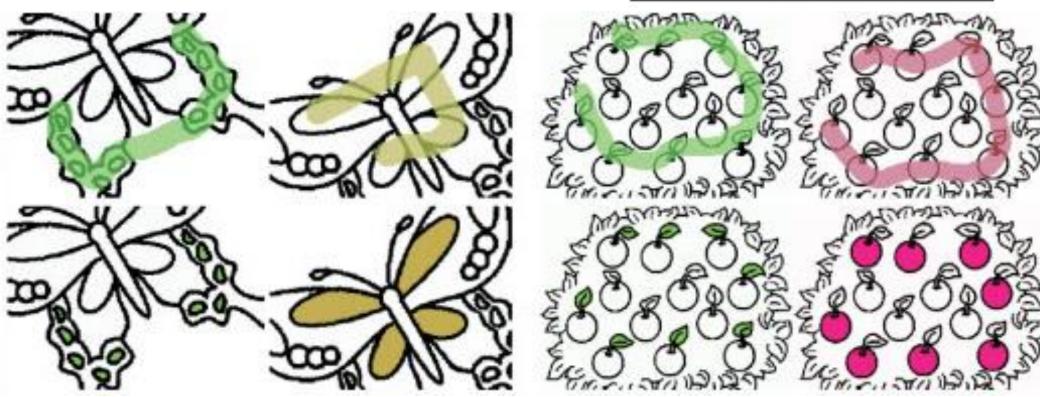




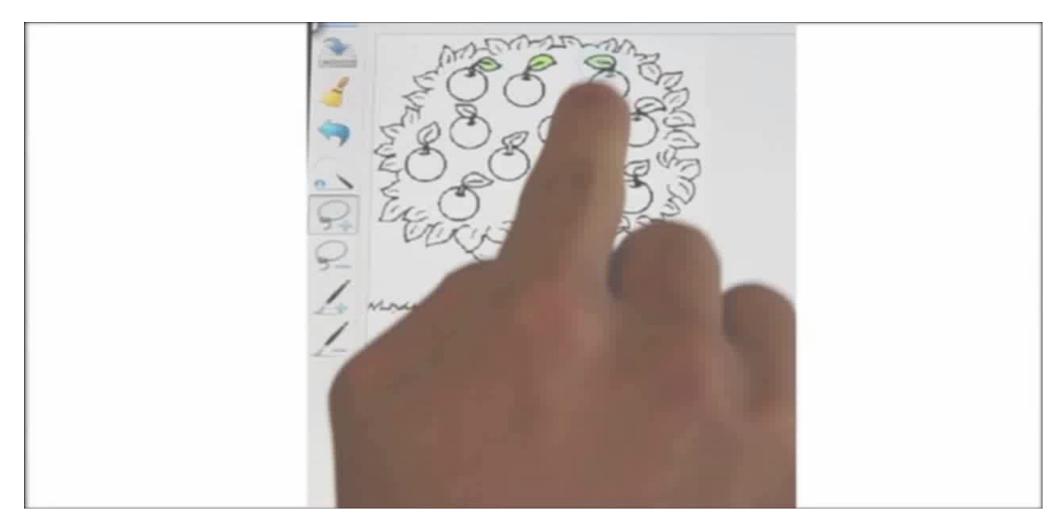


# Lazy Selection [SIGGRAPH Asia 2012]



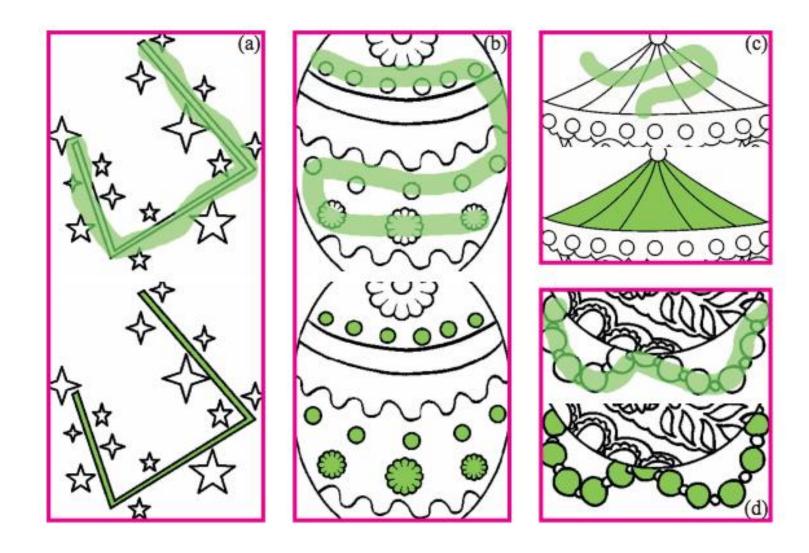


#### Traditional UIs: clicks or lasso

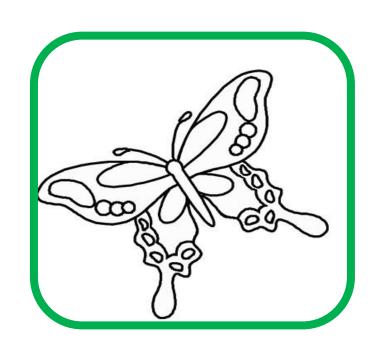


Click selection

# Challenge: automatically reveals user's intention is nontrivial



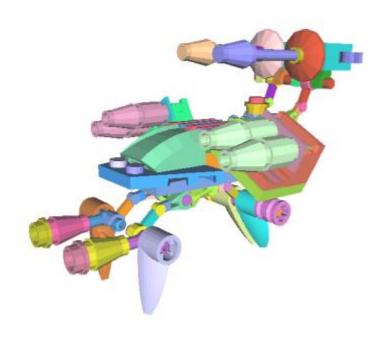
#### Applicable to different types of shape elements



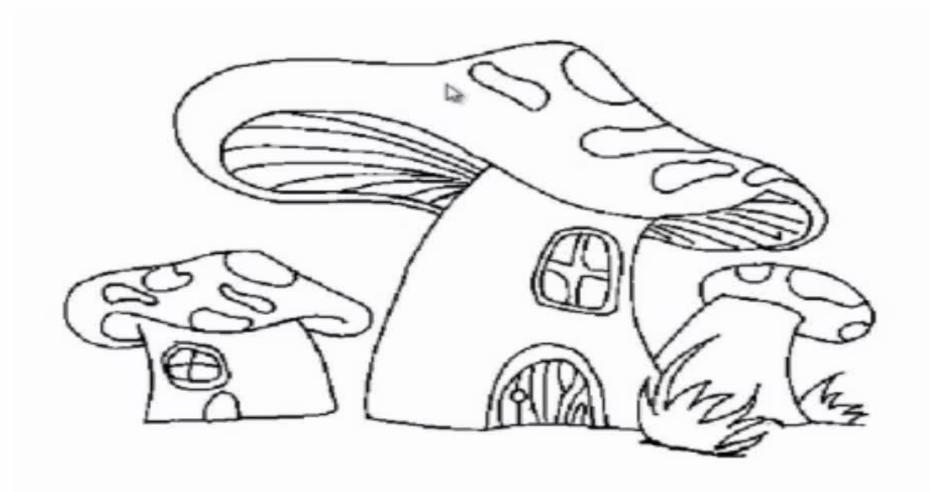
Bitmap images with well-defined regions



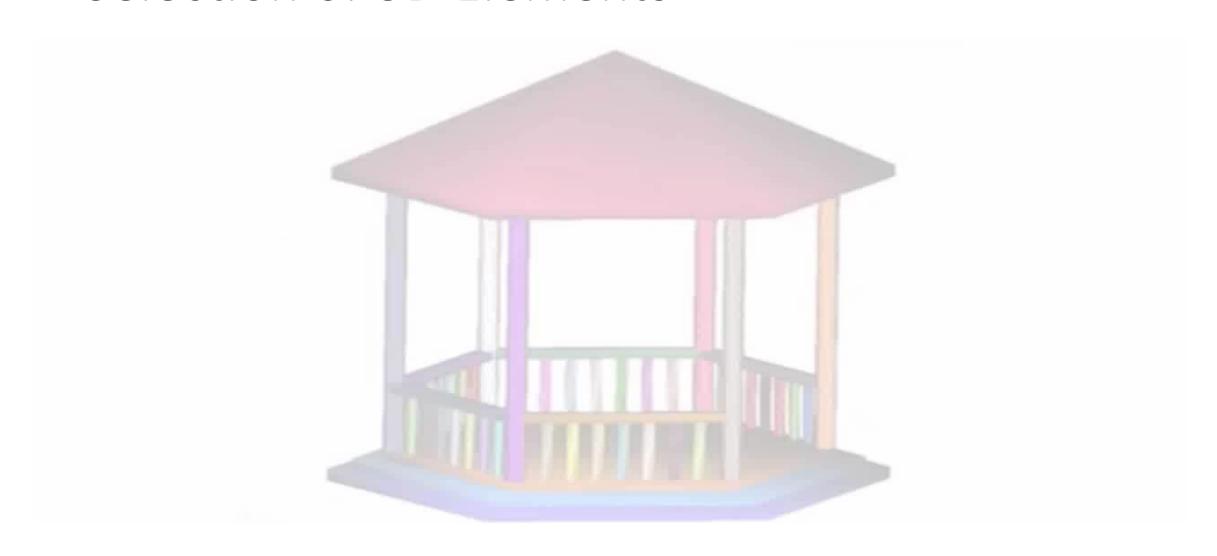
Vector graphics images



3D models with segmentation

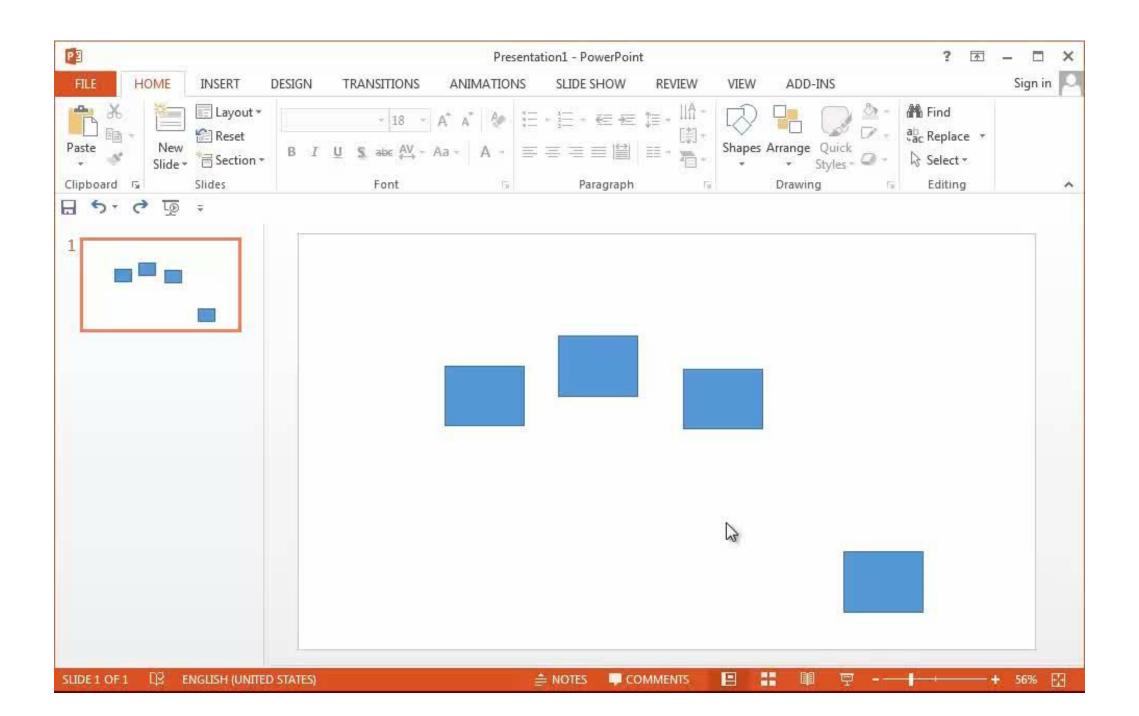


#### Selection of 3D Elements

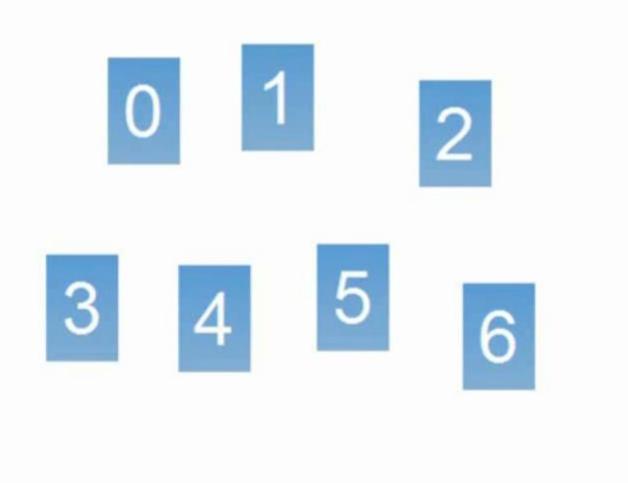


## Group-Aware Command-Based Arrangement Tool (GACA)

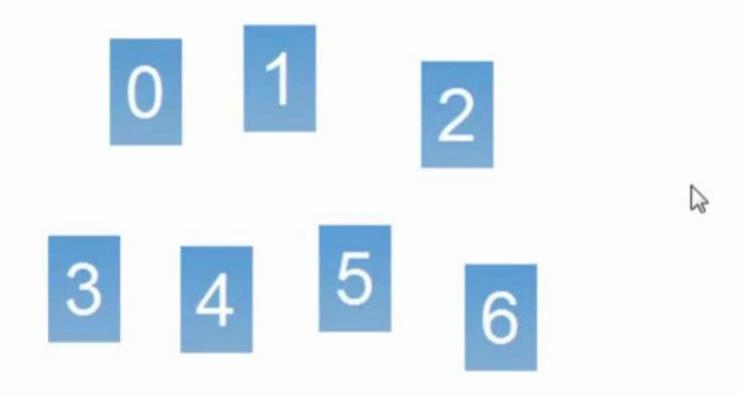
[CHI 2015]

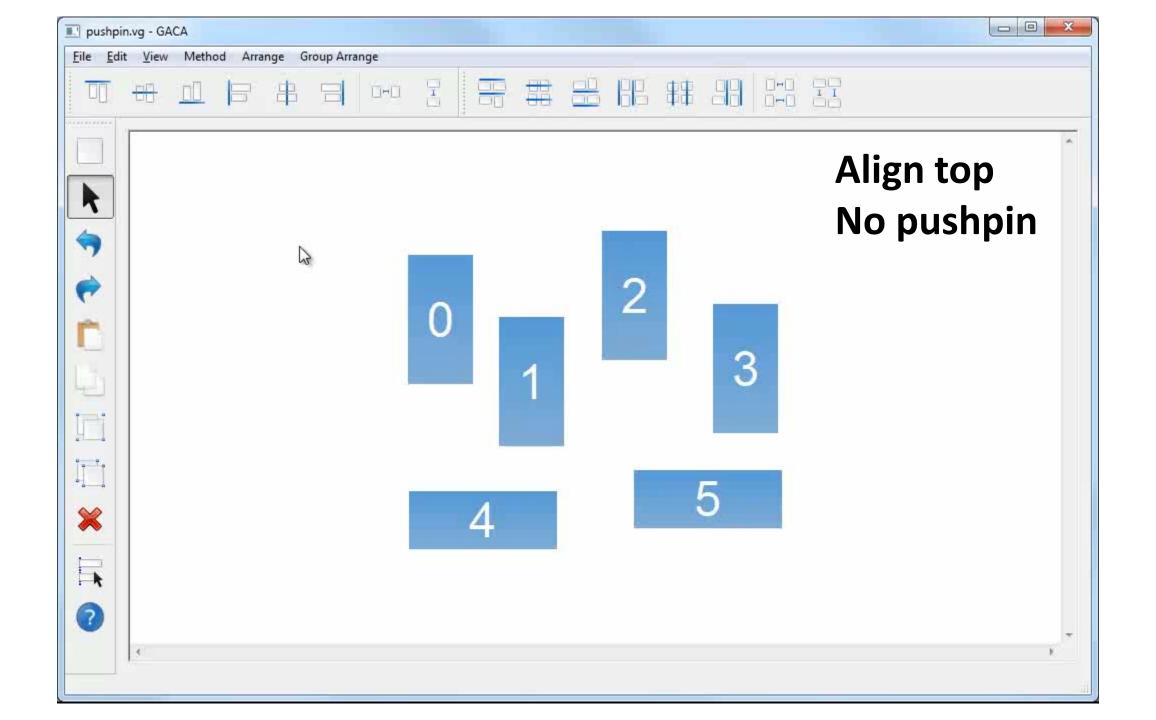


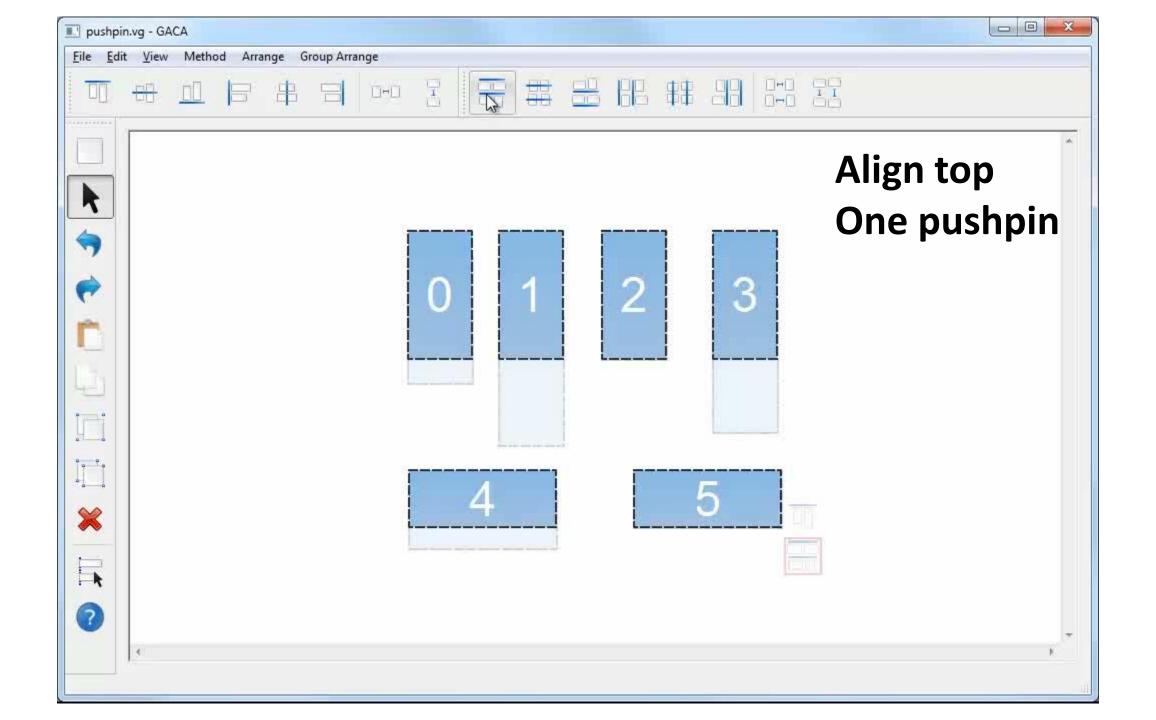
#### Align top

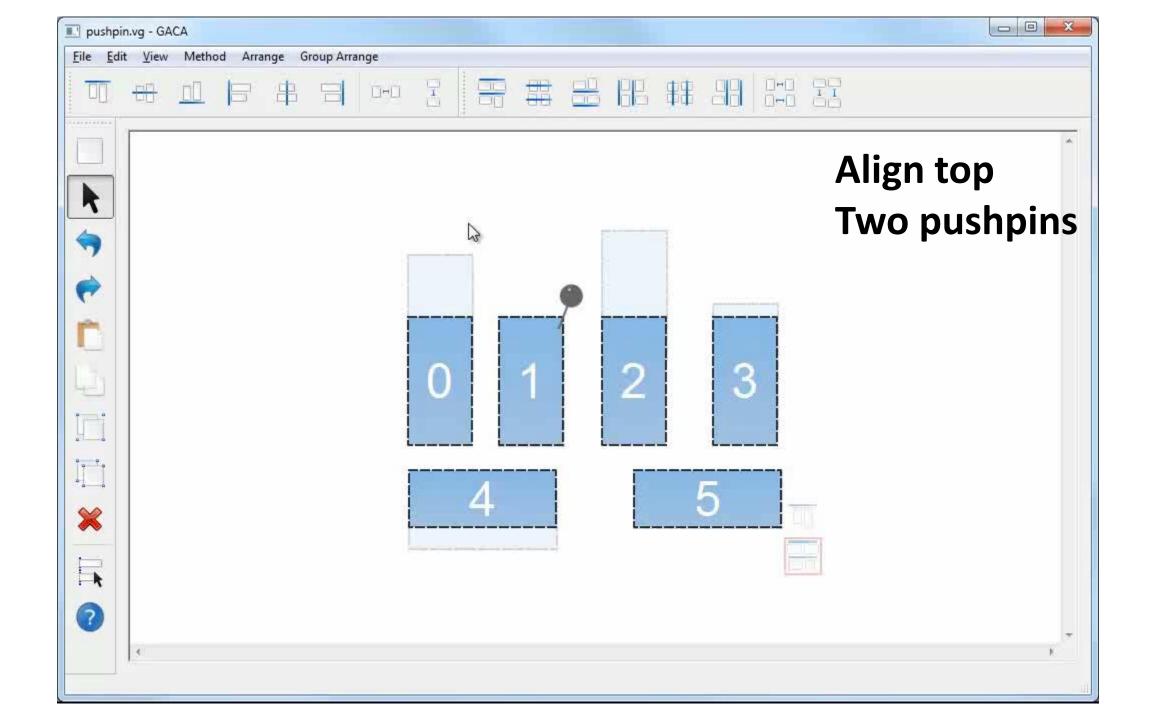


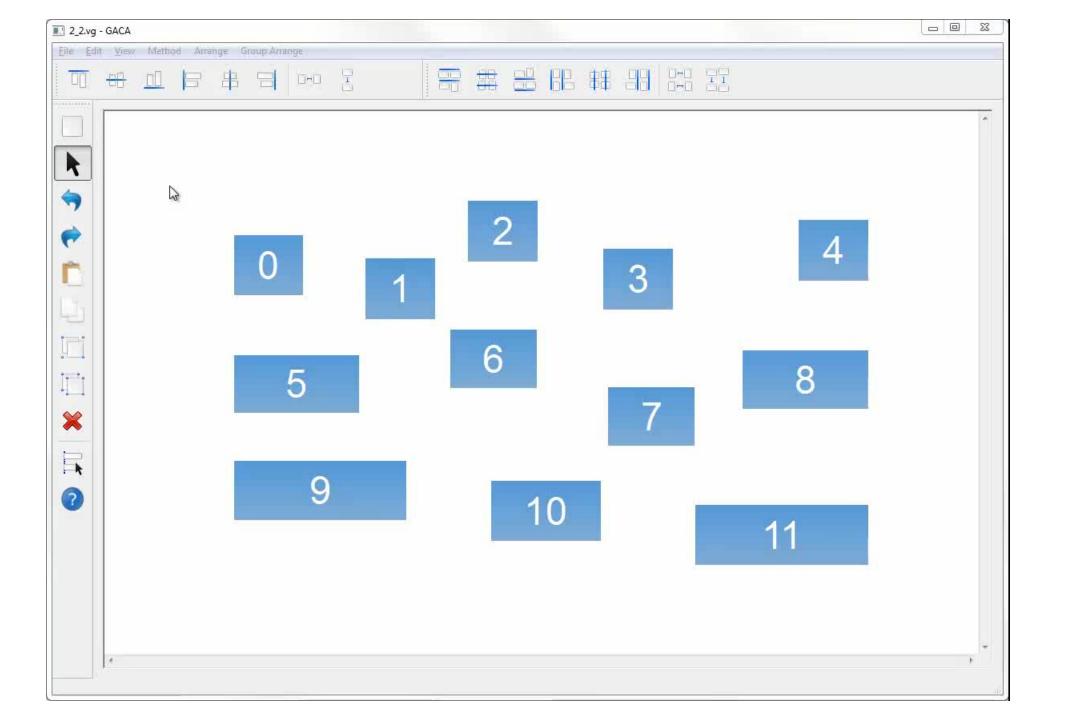
#### Align top



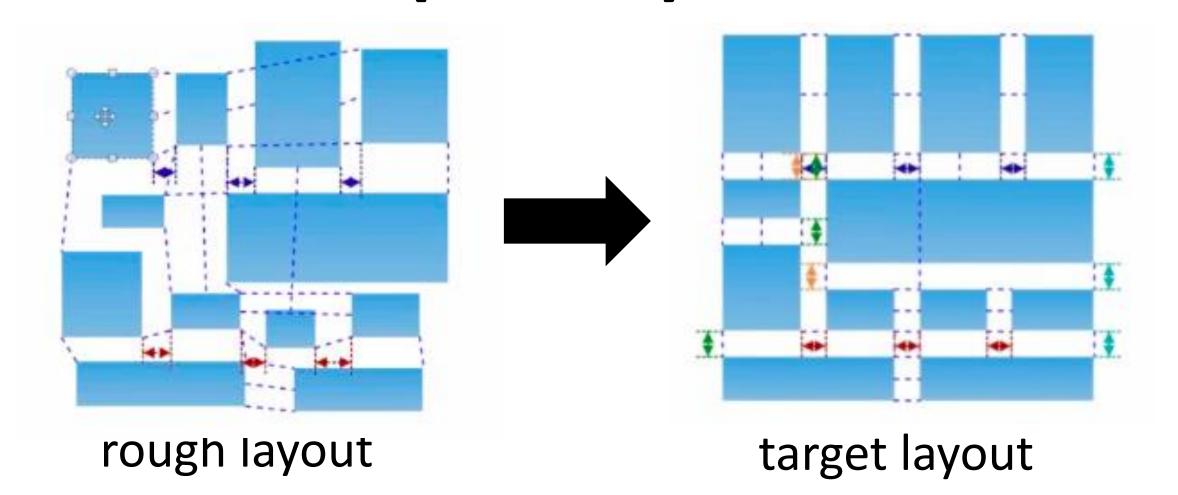


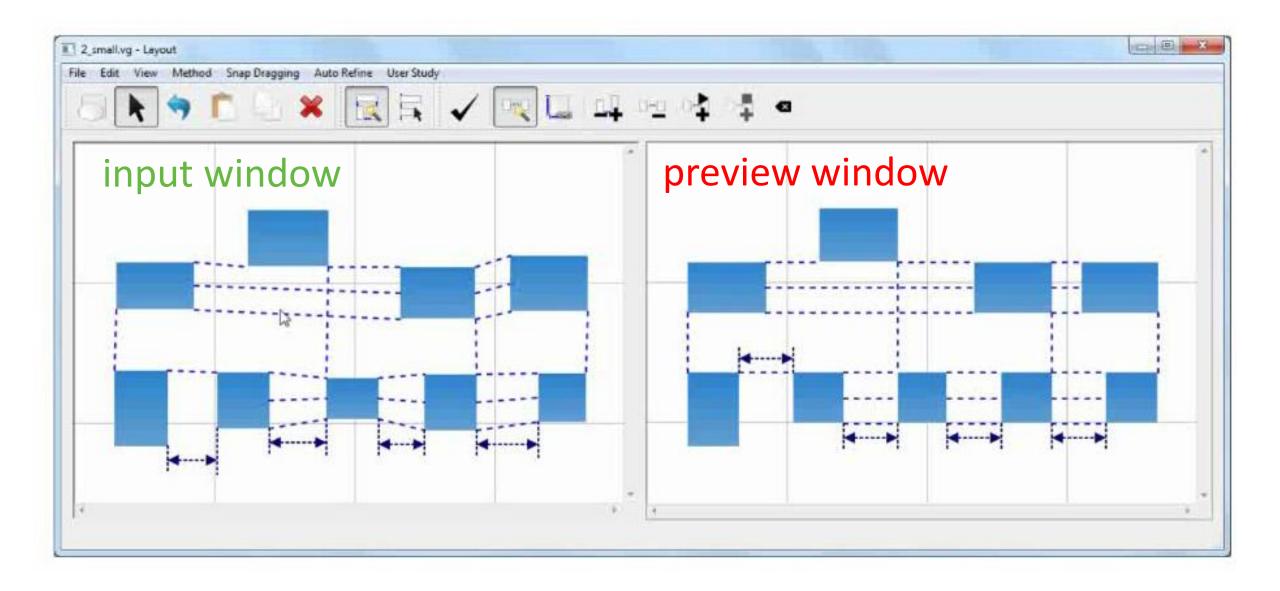


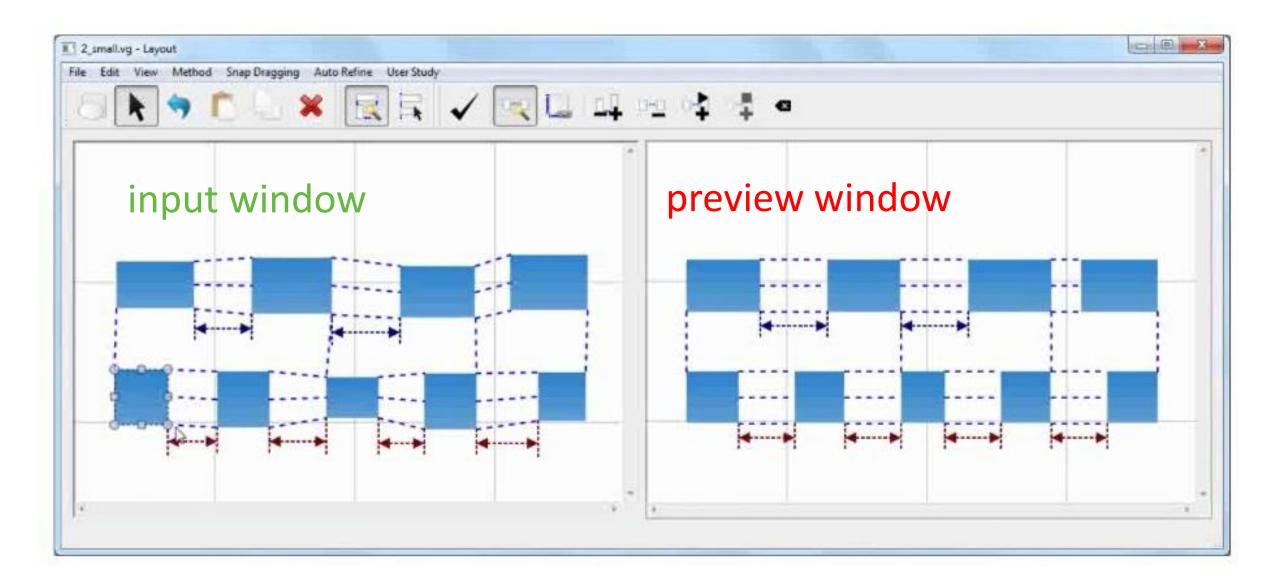




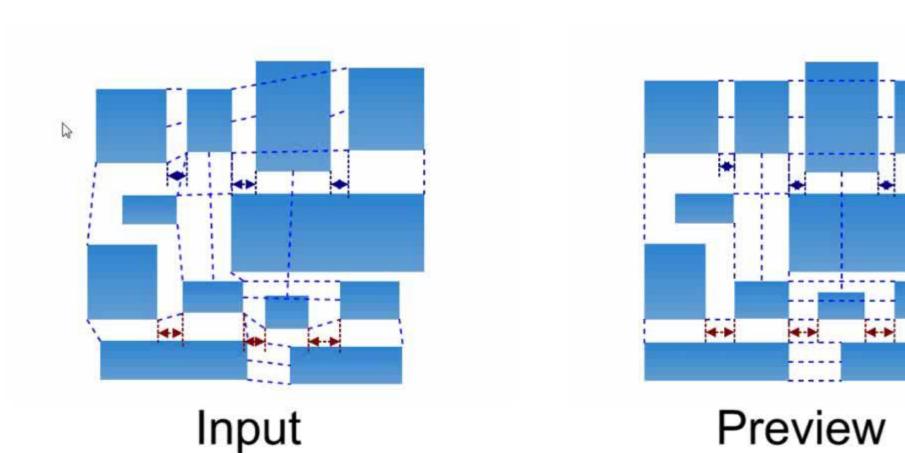
# Global Beautification of Layouts with Interactive Ambiguity Resolution [UIST 2014]

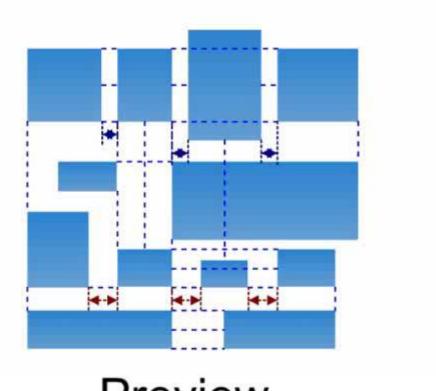






#### Editing layouts with our interface



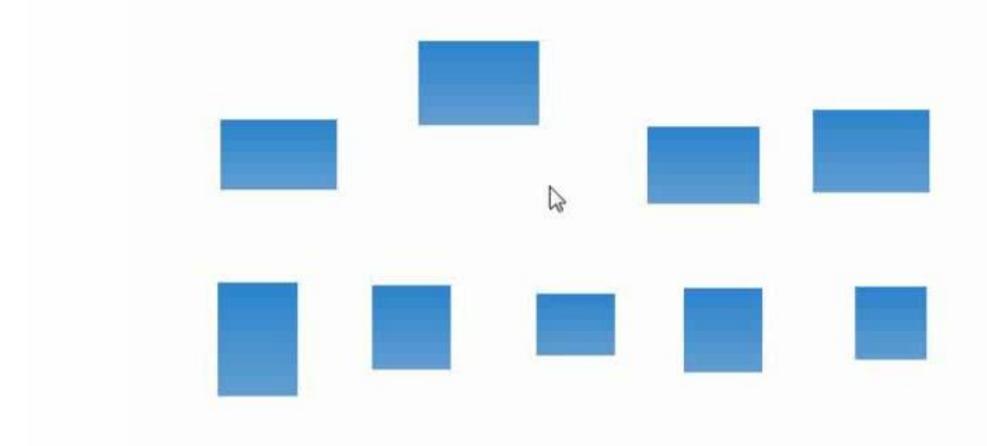


×2

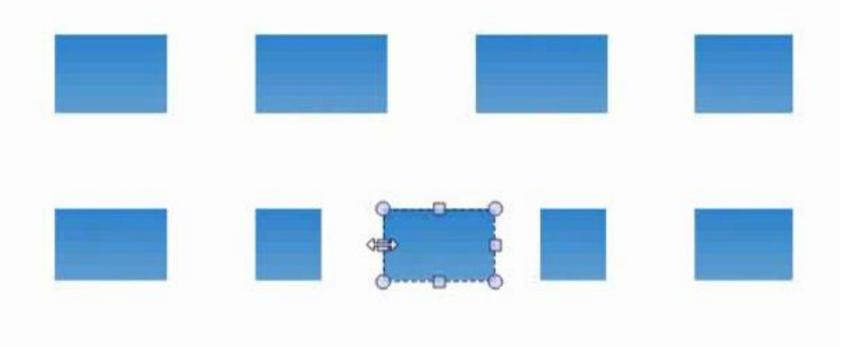
#### Potential interface

Apply beautification after each operation

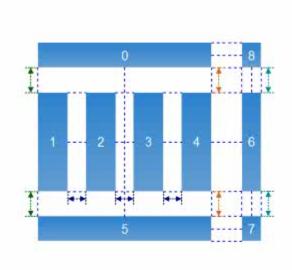
#### Difficult to form global patterns



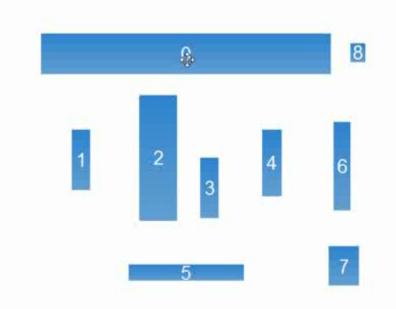
### Difficult to resolve ambiguities



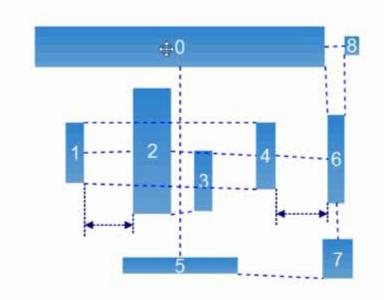
#### Comparison with traditional tools



**Target** 

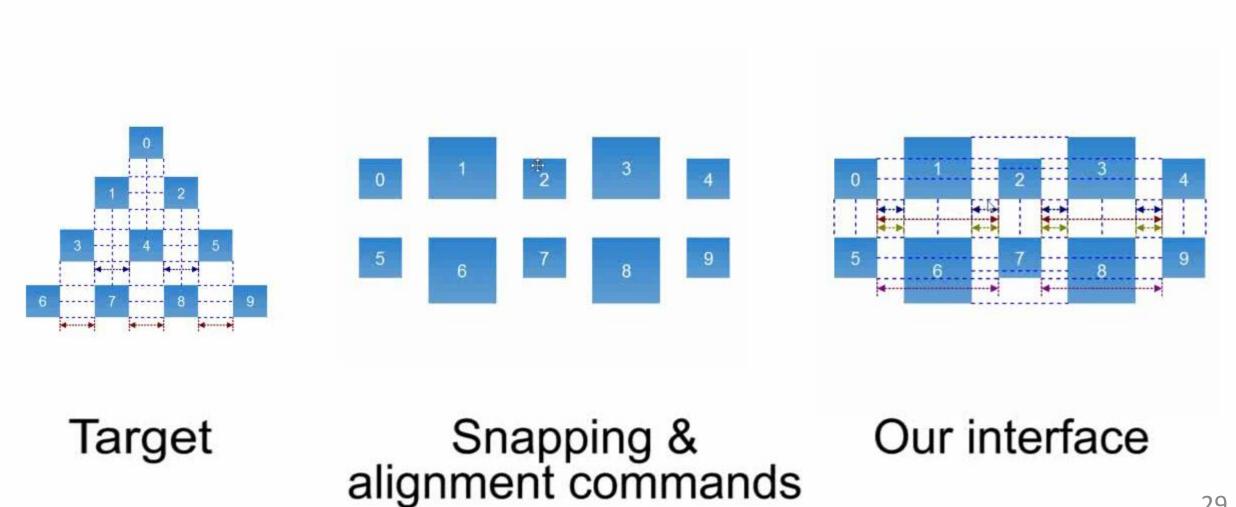


Snapping & alignment commands



Our interface

#### Comparison with traditional tools



For more details, please refer to papers and videos on our project pages

Acknowledgement: thank my students for their nice conference presentation video clips.