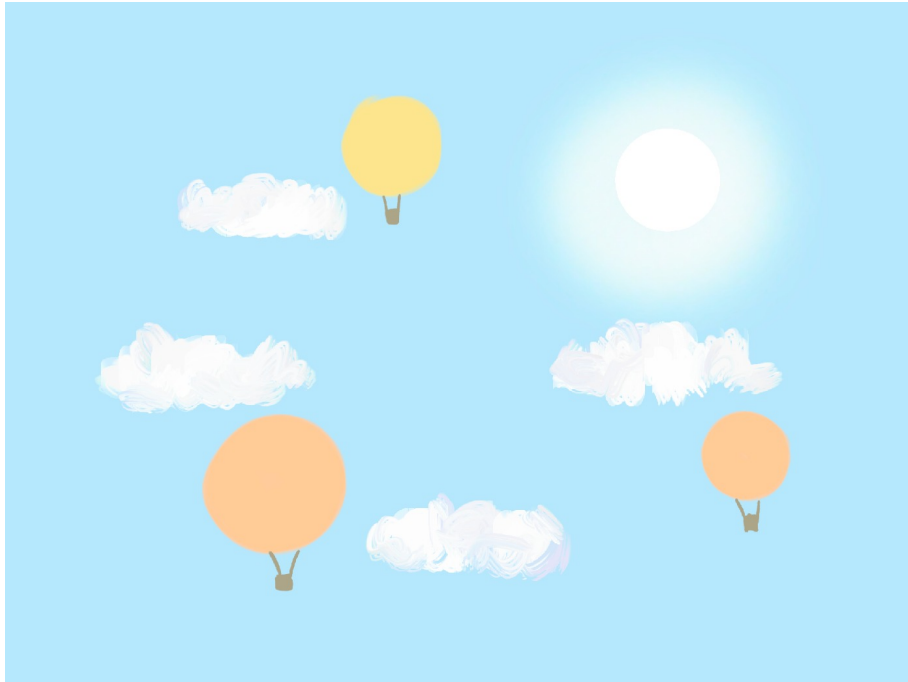


Krita 2.5dev improved navigation with keyboard proposition

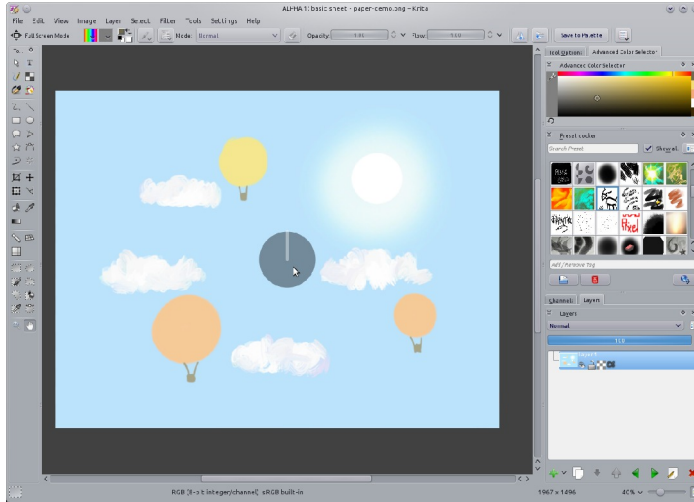
2012-May-17
David Revoy



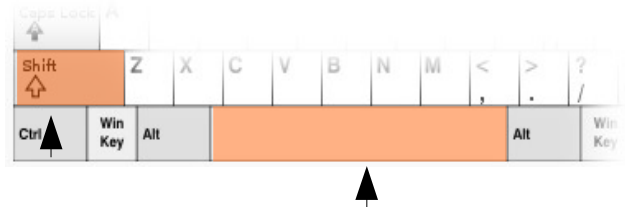
Picture : The basic document for the demo

This is a personal study on Navigation ergonomics with keyboard aiming compatibility with other solutions, visual feedback, user friendliness and discoverability of the feature. Also, most of the propositions involve only Ctrl / Shift / Space to let the hand of the user stay on this part of the keyboard to perform other common shortcuts (Ctrl+Z , Ctrl+S , etc...). It's only a proposition, I'm open to all comments ! ;)

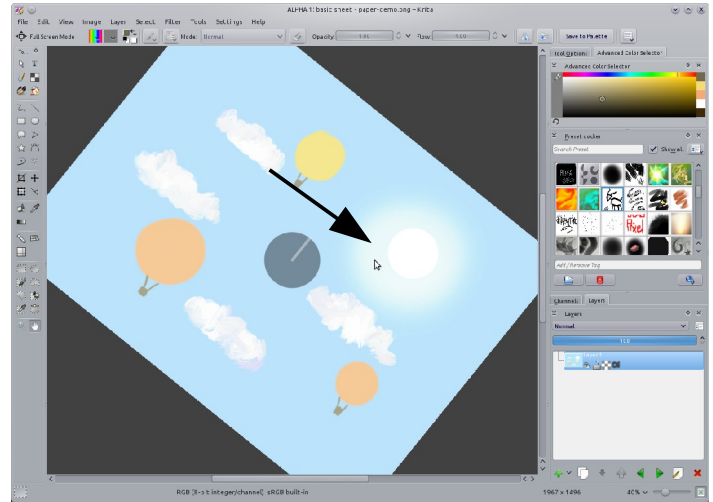
1- Rotation mode



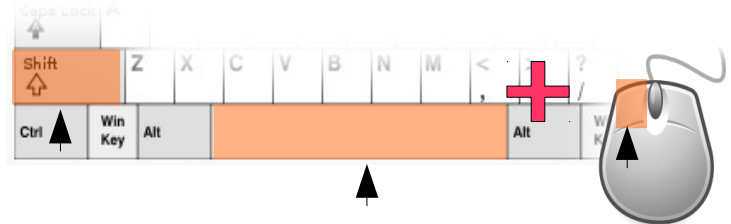
While with the painting tool, user press to call The mode 'rotation'



And the widget appear to invite them to do a Rotation. Cursor icon can also change (curved arrow)



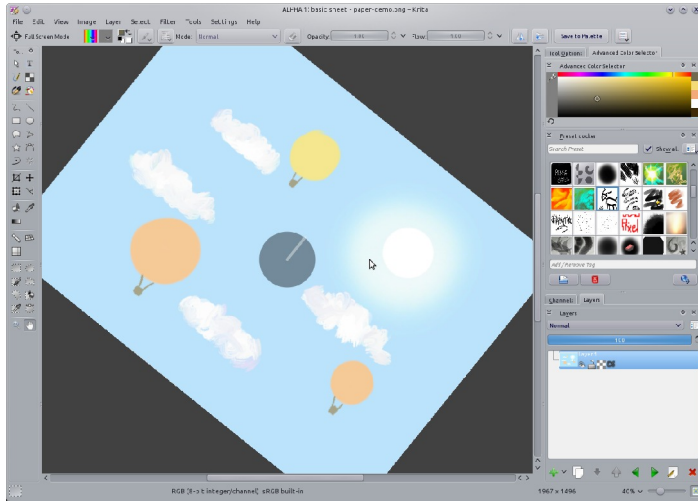
Now user do a action, with stylus drawing (= mouse button left)



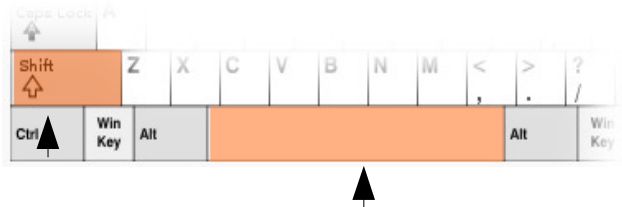
The canvas rotate, the central widget give feedback about rotation angle. (Note : could be 'magnetic' each 45°) On release the key the user leave the mode, and paint again

Note : compatible Mypaint

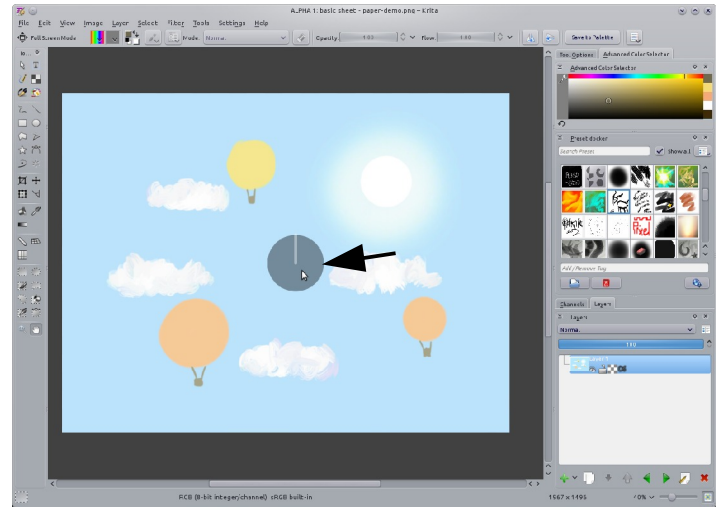
2 - Rotation mode (reset)



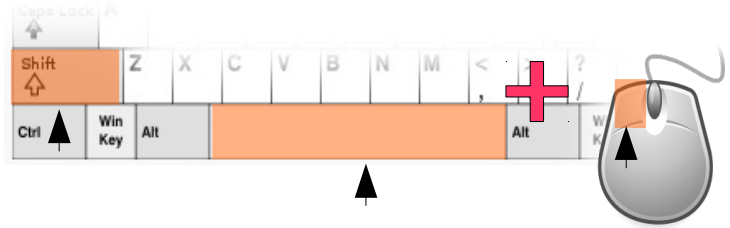
While painting in an undesired 'rotation' state, the user call back the rotation mode



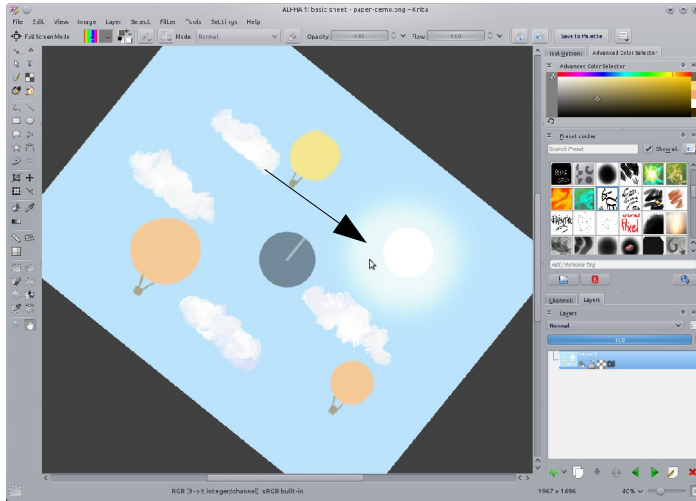
And the widget appear , now he can change the angle again , or ...



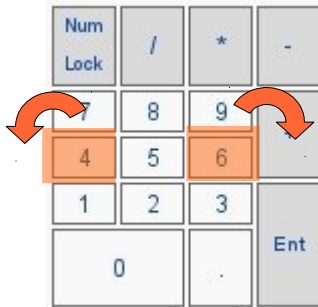
Clicking on the widget reset the rotation.
(= mouse button left)



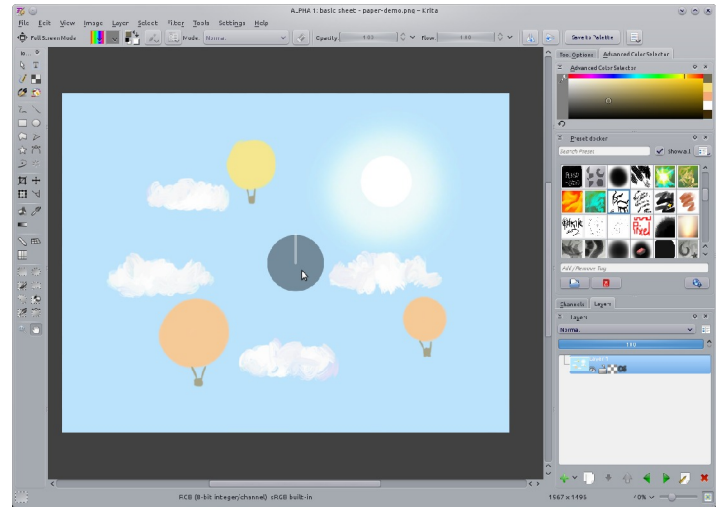
3 - Rotation (via shortcut)



At any moment, user can call direct key to increment the rotation of the canvas by 15°



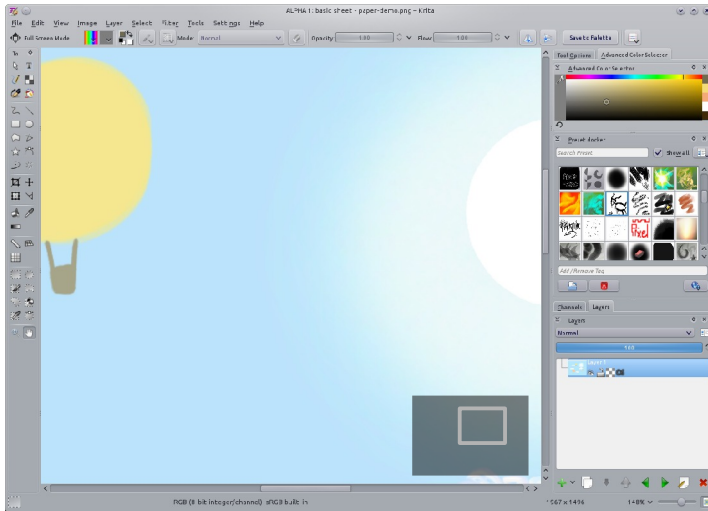
Displaying the widget for feedback would be great



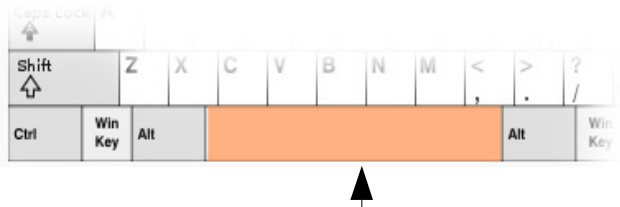
At any moment, user can call direct key to reset the rotation



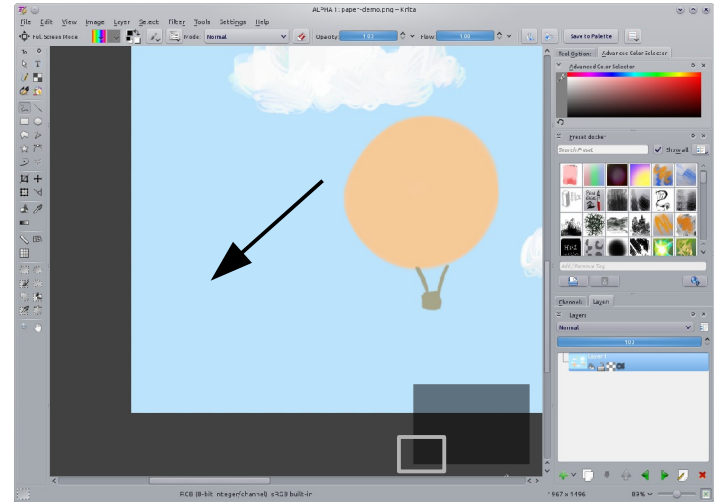
4- Panning mode



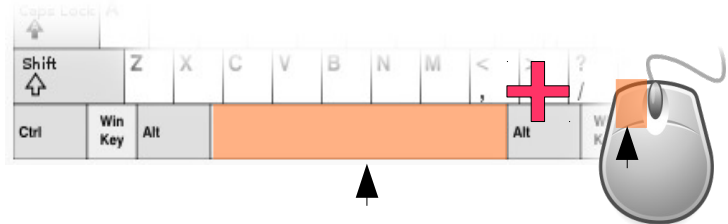
While with the painting tool, user press 'Spacebar' to call the mode 'panning'



And the widget appear, to show feedback of the panned area, also the cursor change for the little 'hand'



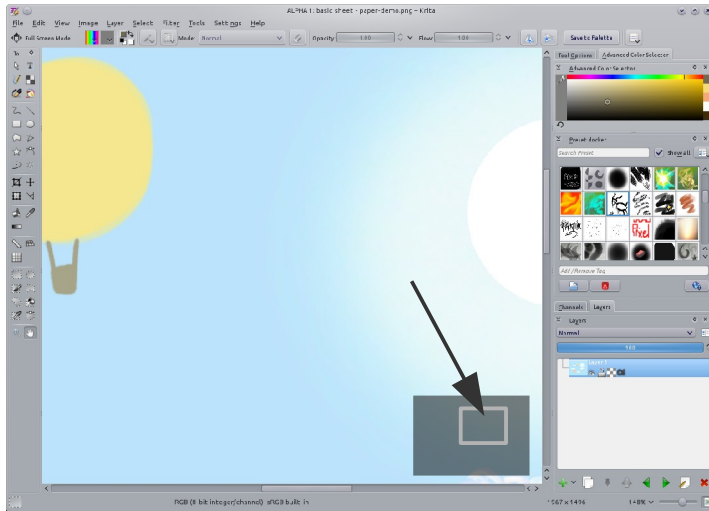
Now user do a action, with stylus drawing (= mouse button left)



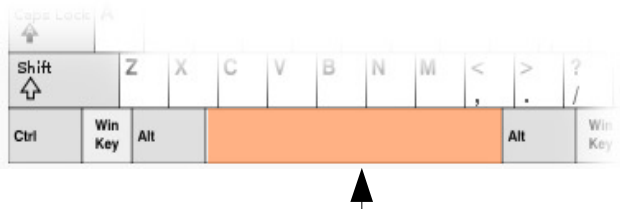
The canvas pan, and the widget show to user where he is on the total surface.

Note : panning don't require 'reset'

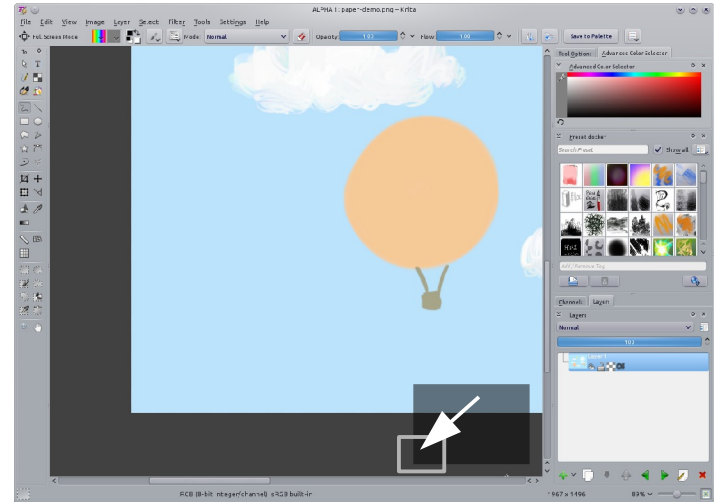
5- Panning (grab widget)



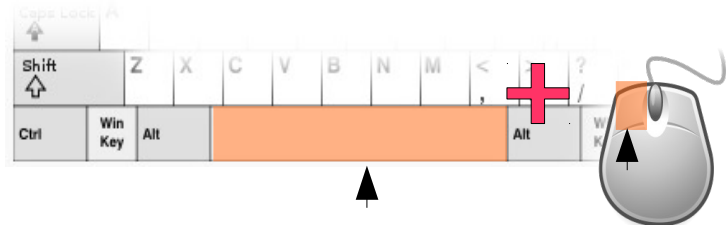
user press 'Spacebar' to call the mode 'panning'



And the widget appear , he fly above the bright zone representing the area of his screen displayed

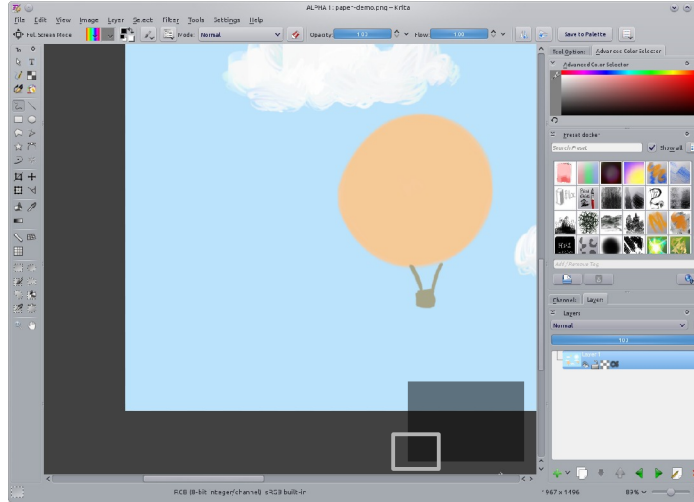


Now user do a action, with stylus drawing
(= mouse button left)

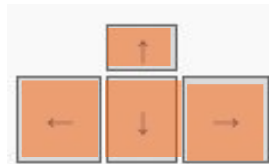


The canvas pan proportionnaly and accordingly to what
the widget show

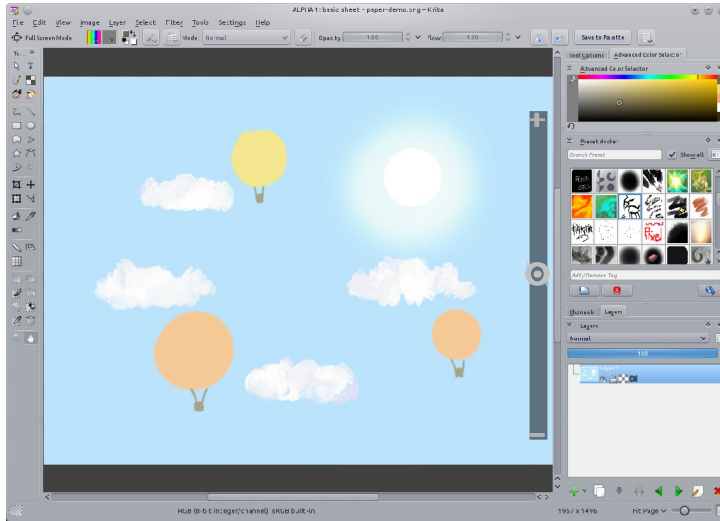
6- Panning (via direct shortcut)



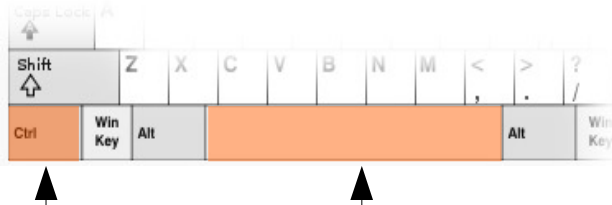
To pan with keyboard shortcut, use arrow :



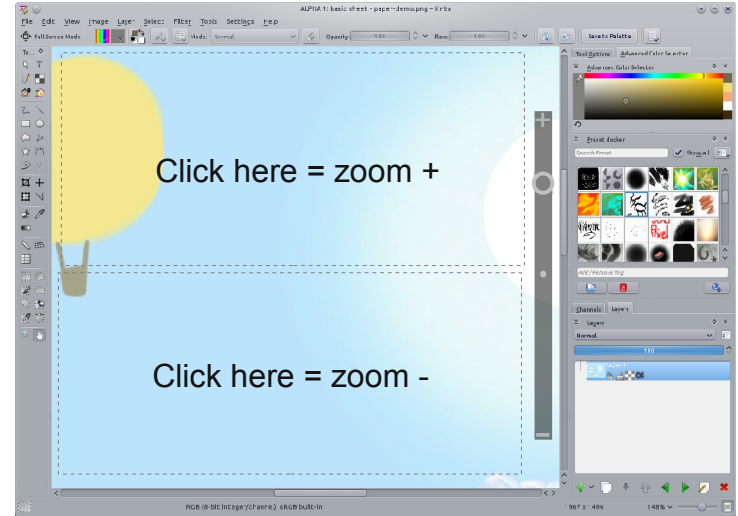
7- Zoom mode



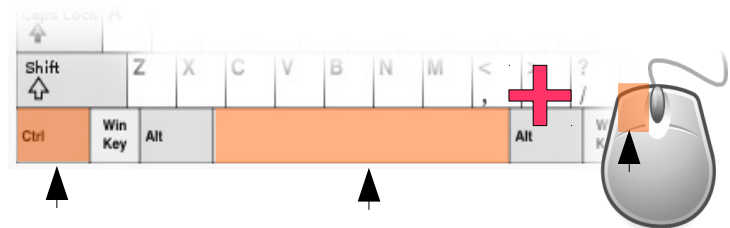
While with the painting tool, user press to call
The mode 'zoom'



And the widget appear to invite them to do a
Zoom. Cursor icon can also change (lens icon)



Now user do a action, with stylus drawing
(= mouse button left)

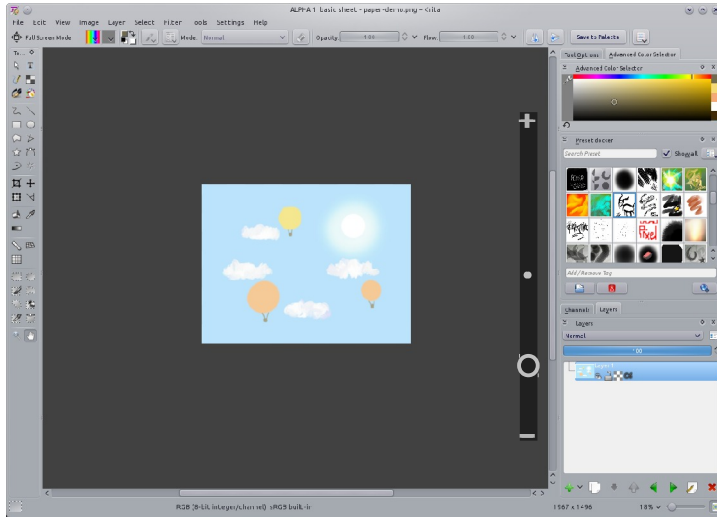


The canvas zoom depending on the zone clicked. The
'lens' icon can have a '+' or a '-' next to it to give more
feedback

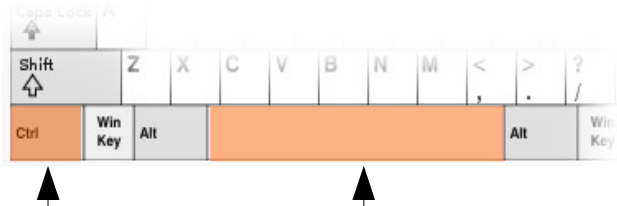
Note : all Adobe software, QuarkXpress , Painter, etc..

... except they use Ctrl+Space to 'zoom in' , and Control+Alt+Space to 'zoom out' ; I prefer simplify

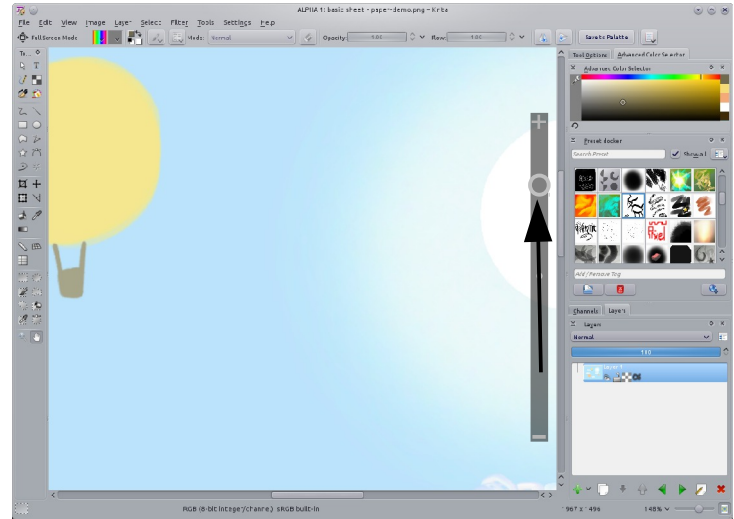
8- Zoom mode (grab widget)



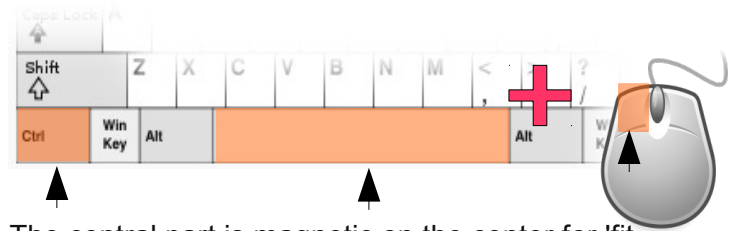
While with the painting tool, user press to call
The mode 'zoom'



And the widget appear, to show feedback of the
actual zoom level

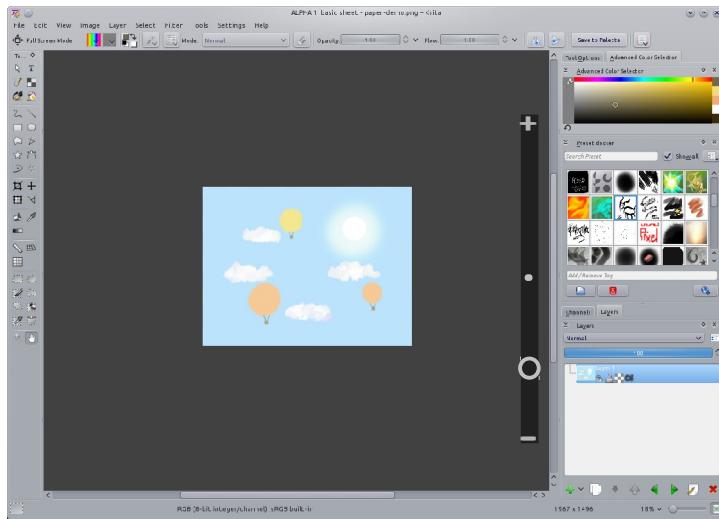


Now user do a action, with stylus drag and dropping
the circle in the widget (= mouse button left)



The central part is magnetic on the center for 'fit
canvas to view'. An additional magnetic point may
exist for the 100% pixel size.
Clicking aproximatively the widget in the center ,
reset zoom

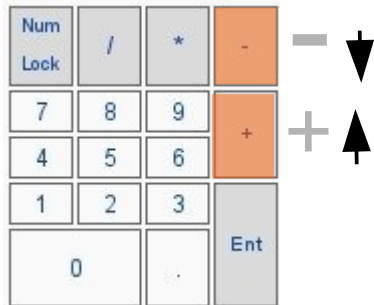
9- Zoom mode (via direct shortcut)



At any moment, user can call direct key + and - to zoom in and out

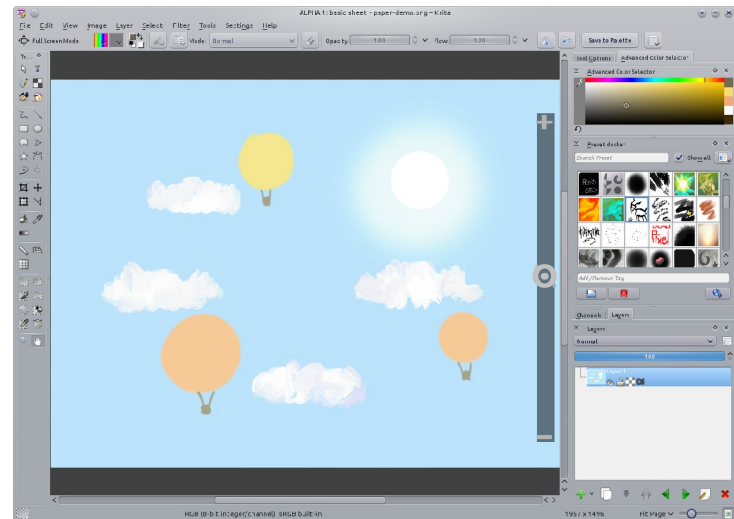
*Request :
Please jump to
rounded value :*

100%
75%
66.6%
50%
33.3%
25%

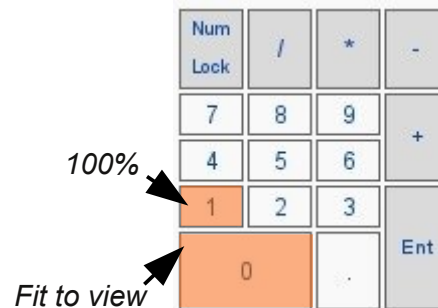


*Note : compatible Mypaint, Gimp, Inkscape
most gfx FLOSS*

10- Zoom mode (reset via direct shortcut)



At any moment, user can call direct key 0 and 1 to respectively reset the zoom to fit viewport, or to 100 %



Note : 'Ctrl+0' can be an alternative one for '0'