



Sketchify Tutorial

Mapping Design to Display Space

sketchify.sf.net

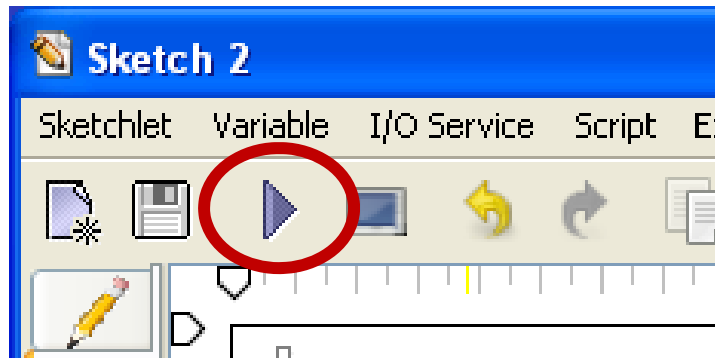
Željko Obrenović

z.obrenovic@tue.nl



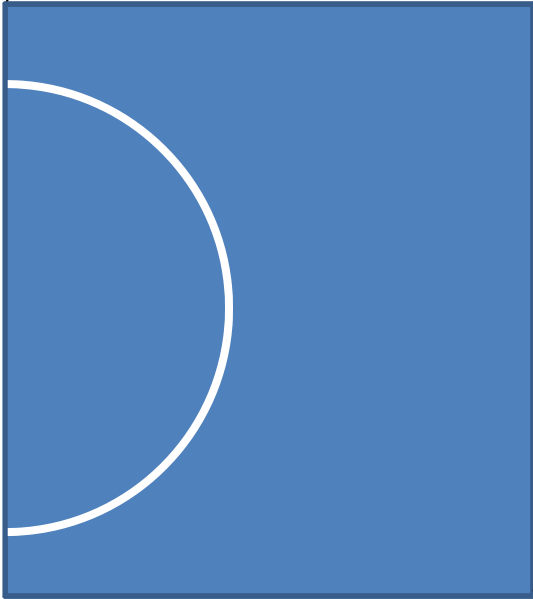
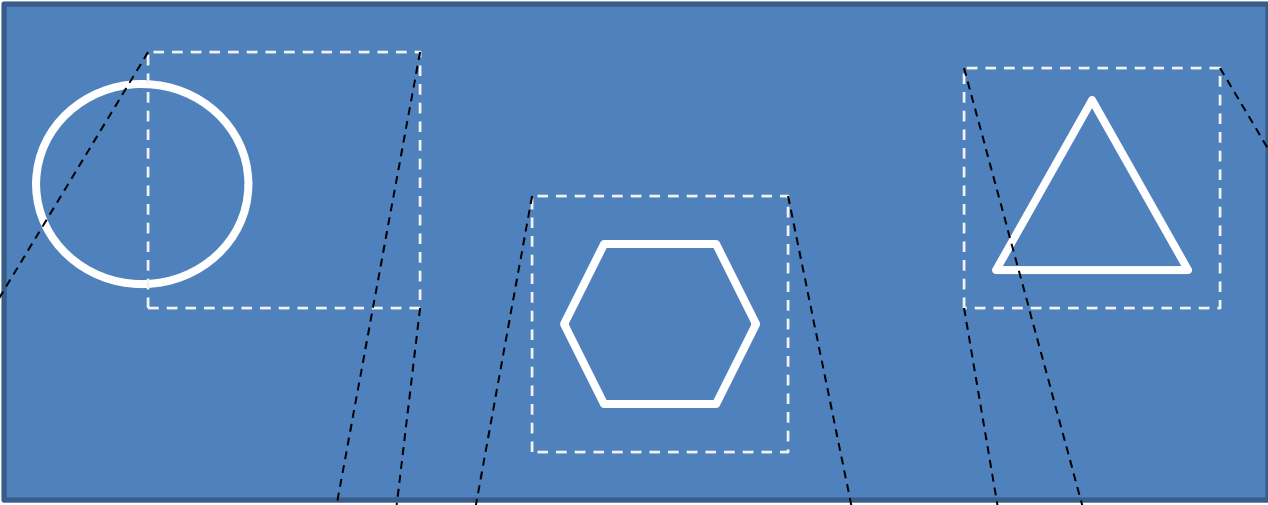
Mapping Design to Display Space

- When a sketch is executed, by default it opens in the same screen as the editor, with a size identical to size of the sketch in design mode.
- However, we also offer the possibility for a more complex mappings between the design space and (one or more) display surfaces.





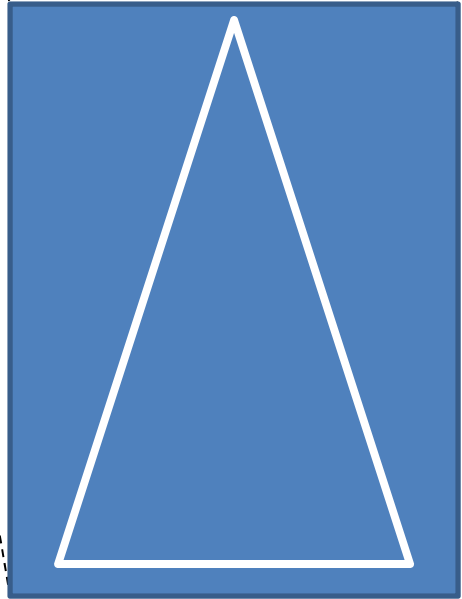
Sketch (design space)



Display1



Display 2



Display 3



Mapping Design to Display Space

- In this way a designer can use one sketch to control several displays by mapping different parts of the sketch to each display.
- This support is, for instance, important when designing augmented reality applications, where several presentation spaces are often combined, such as a tabletop projection and a wall projection.



Defining Screens

For each screen you can define some basic parameters:

1. *Active*, defines which of the screens will be shown
2. *Show Toolbar*, defines will the screen window have the toolbar
3. *Show Decoration*, defines will the screen window have decoration such as controls for minimize/maximize
4. *Fit to Screen*, defines will the sketch image be resized to fit the screen size
5. *Always on Top*, defines will the screen window always be on top of the other windows

You can define up to five screens

Window calibration

Define which part of the sketch you want to show

Define where to position the window on the screen

Dimension	Value or Variable
screen x	position of display on the ...
screen y	position of display on the ...
screen width	width of the screen
screen height	height of the screen
visible area x	visible area position
visible area y	visible area position
visible area width	visible area width
visible area height	visible area height
calibration x1	0 to 1, x top left corner



Clear visible area clip parameters

Clear position and size parameters

Clear calibration parameters

Make display size equals clip size



Image Filters



Original



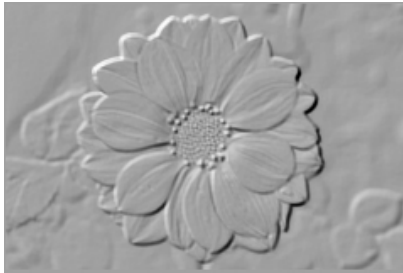
Grayscale



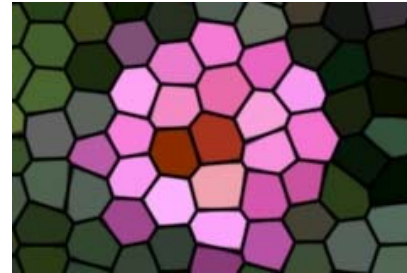
Blur



Invert



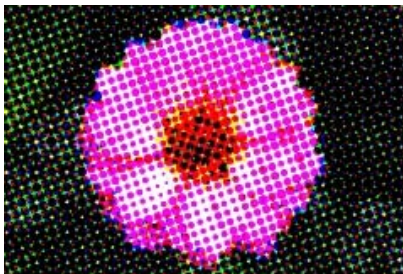
Emboss



Crystallize



Waterwave



Halftone

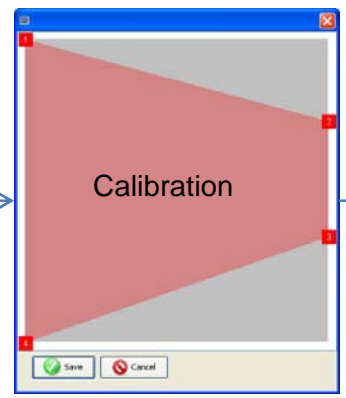
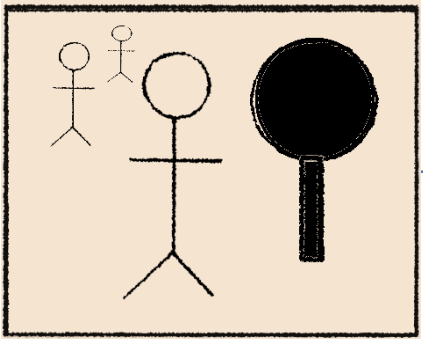


Mirror

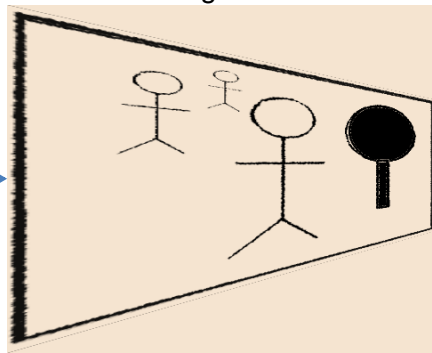


Calibration

Original image

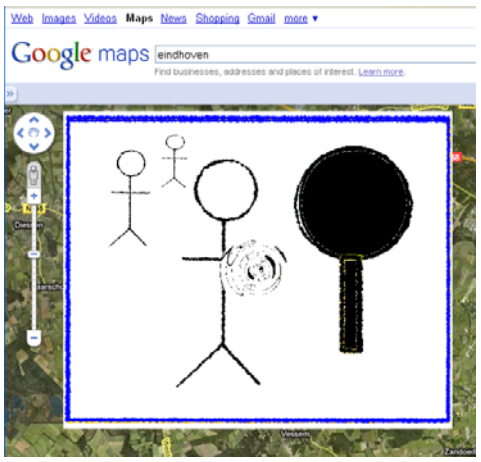


Calibrated image

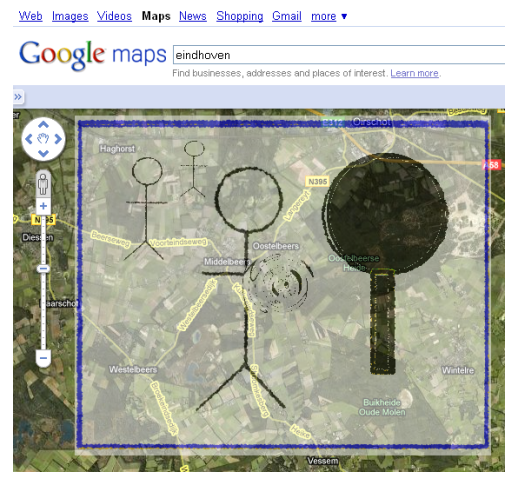




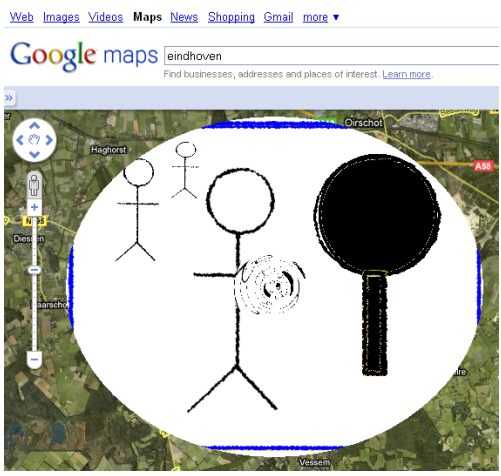
Window Shape and Transparency



window transparency not defined
window shape not defined



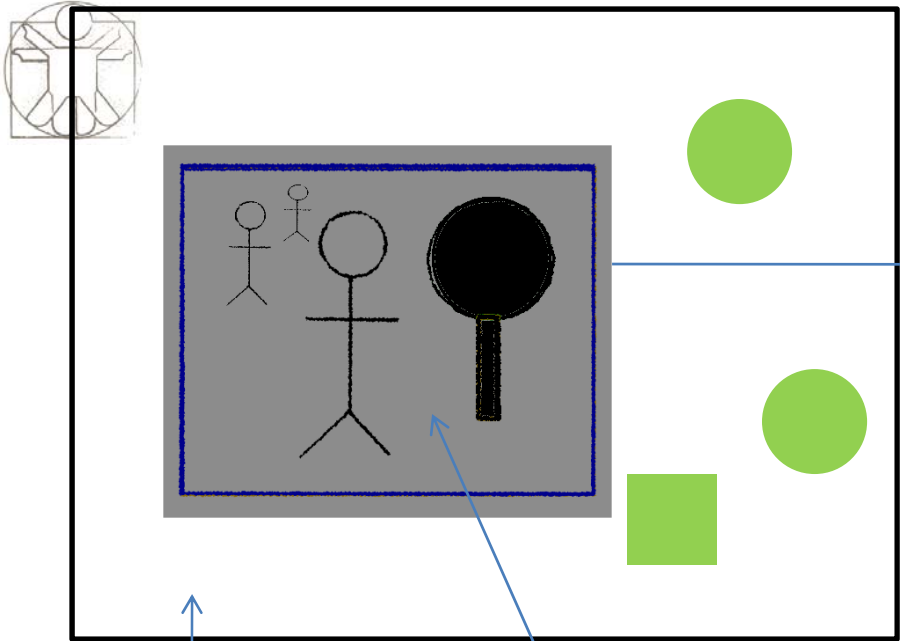
window transparency = 0.5
window shape not defined



window transparency not defined
window shape = oval

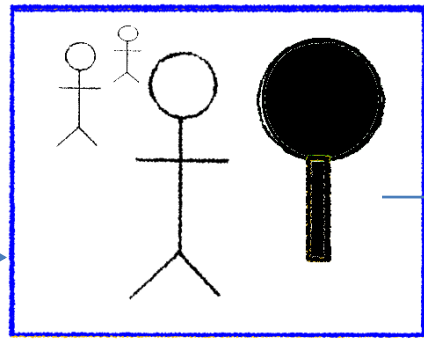


window transparency = 0.5
window shape = oval

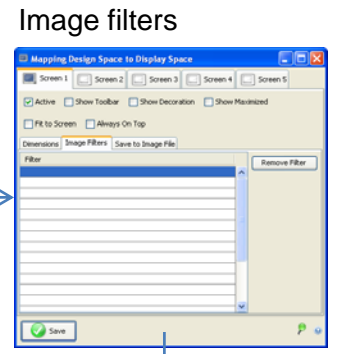


Whole sketch

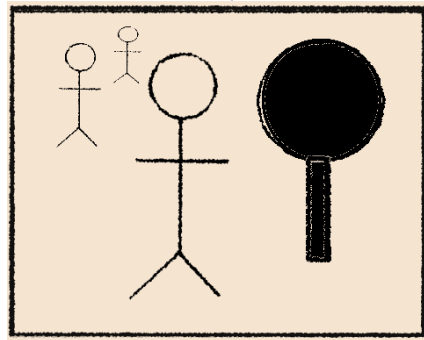
Visible area clip



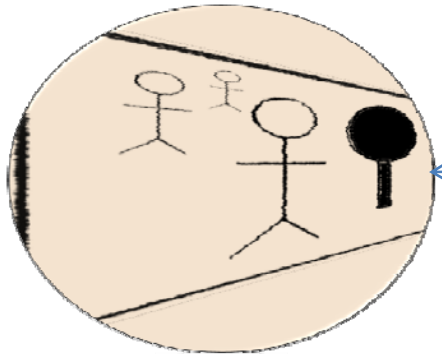
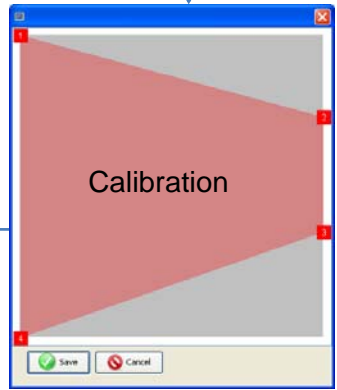
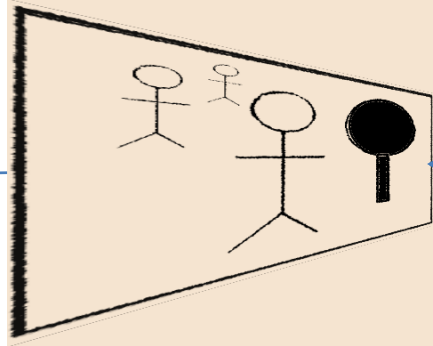
Clipped image



Filtered filters



Calibrated image



Setting window shape and transparency