Bforartists UI redesign Design document part 2 - Theming

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Preface

Now that we have defined the rough goals in chapter 1, let's go into detail. Let's check what elements we need to design, and actually do a first design. I will use dark colours for that. You can pick the colours from the images in case i have forgotten a value here. And note that nothing is written in stone at this point. We need to be flexible here anyways. If the colours that i pick here really fits together will show the prototype.

We have already defined several important points in document 1. Especially the general layout and design ideas. To have menu bars that only contains menus and tabs for example. I will not repeat them in detail in this document here. This document is mainly about the single needed components. To nail everything together and iron out the problems is a job for the prototype and the further implementation.

Note that this document may change in more than one area over the time, to reflect the results of the prototyping. This document in its current incarnation is just the first starting point of the development.

The editor and window types

We have several editor types to design. Let's list them:

Python Console
File Browser
Info
User Preferences
Outliner
Properties
Logic Editor
Node Editor
Text Editor
Movie Clip Editor
Video Sequence Editor
UV / Image Editor
NLA Editor
Dope Sheet
Graph Editor
Timeline
3D View

Plus our new editor types that we have introduced in Part 1:

Inspector
Object Info

There's also one more window type that is not editor. The Splash screen. We need to do some adjustments here too though. So i will go through this one too.

And there is the console. This one will not change. No need to rewrite here anything.

Let's go through the editor types, one by one.

Python console

Layout:

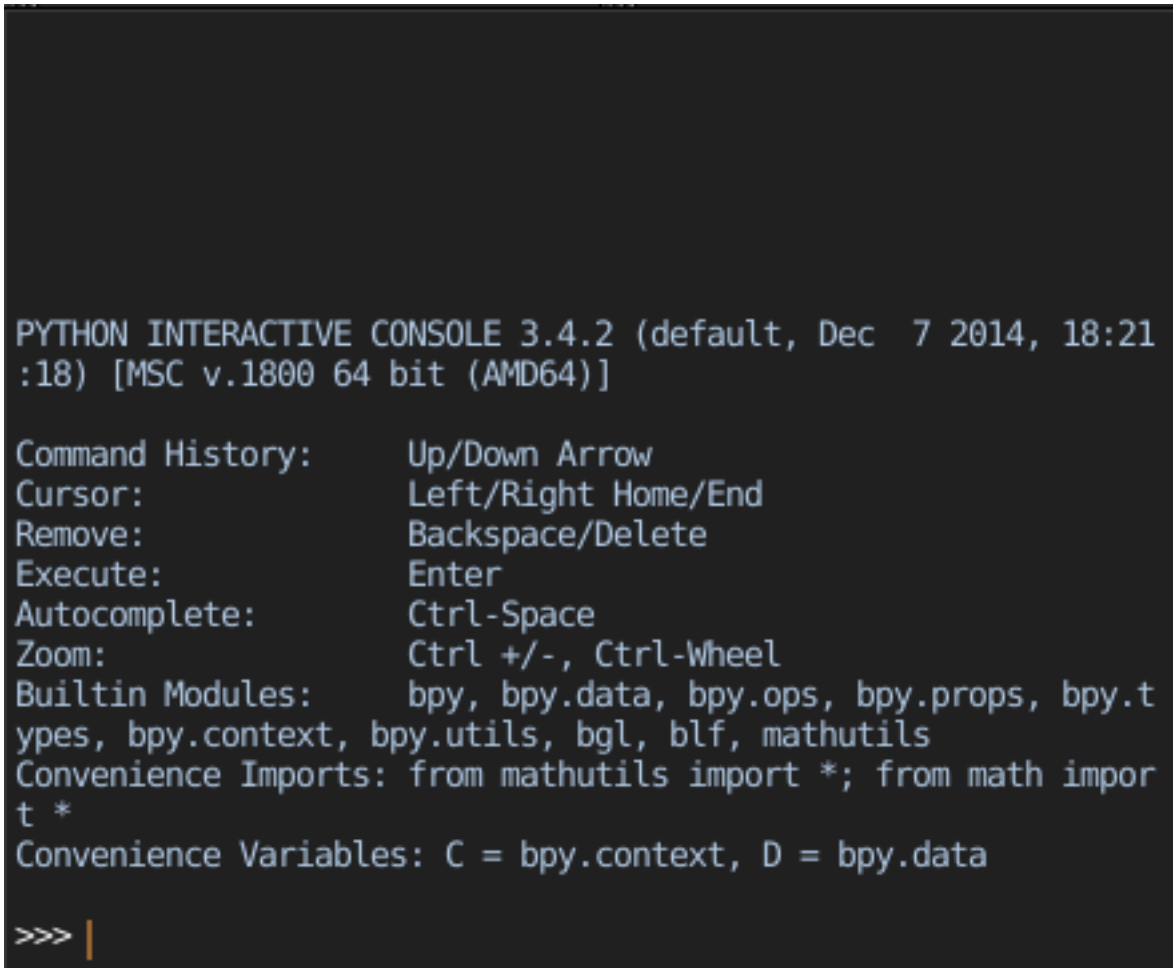
As in Blender. But with the following changes:

The tools in the menu bar, in this case just a little button, goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again. It is not really needed here. But that's a consistency thing, since other editor windows will also have a toolbar with tools.

Needed Elements:

The Console Window

Size: varying. Background colour 000000, Font colour: b3cbe5

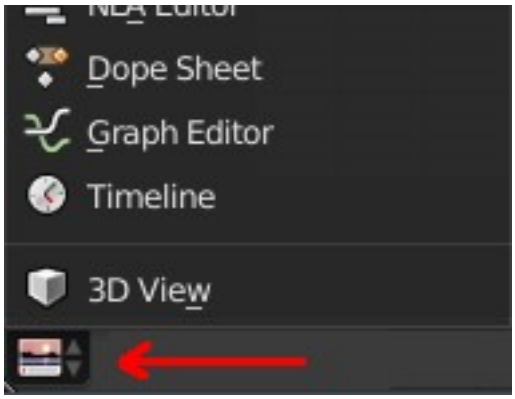


Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown box with icon

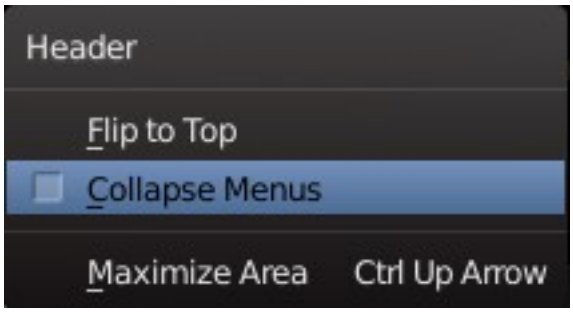
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

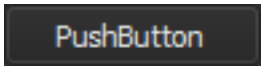


Toolbar

Toolbar with the Autocomplete Button. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

Button Textform

Colour 2e2e2e
Rounded corners 2px

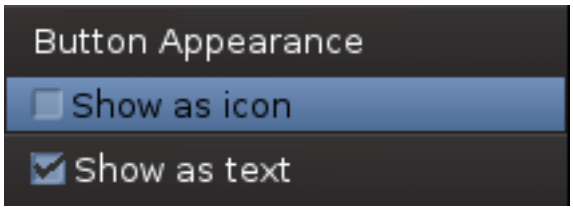


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

File Browser

The file browser is one of the long time goals. I want to use the file browser from the current operating system where possible. This would fix so many issues with it, like displaying icons and stuff. At Windows the Unix style file browser is definitely against standards. But this is an issue for a later development step.

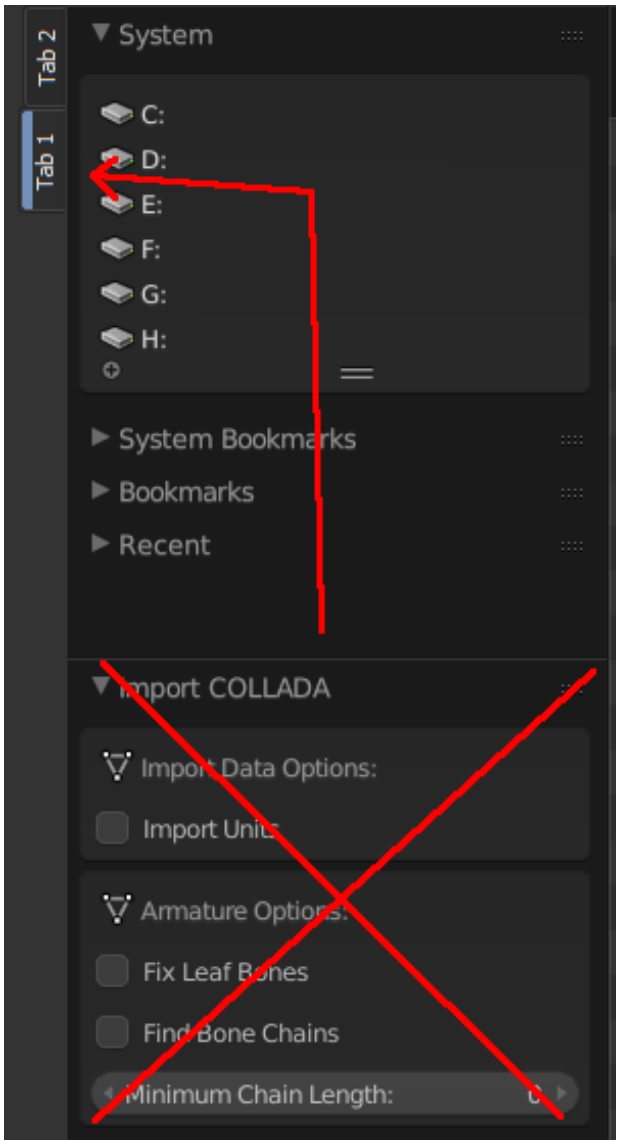
For now let's just port what we already have. As told in the first document, we cannot fix everything at once. One step after another.

Layout:

As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

The import / export settings dialogue becomes tabbed, and is behind the System, System Bookmarks , Bookmarks and Recent panels then. That's one click to see it then. But that's still better than this fuzzy dragging that is currently needed to reach all settings.



Needed Elements:

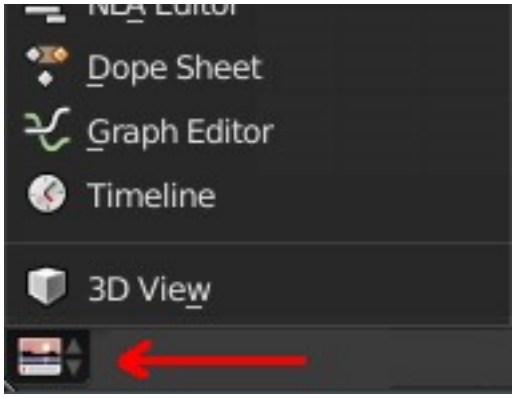
The file menu is made of a few more components. Let's go through them.

Menu bar without menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown menu box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



Toolbar

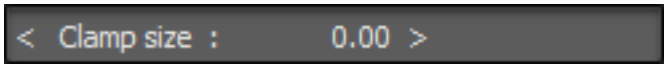
Toolbar with all the tools like create new directory and filter buttons. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

Editbox for path strings

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

Editbox with slider functionality

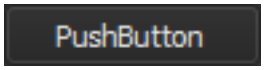
Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090



Exact layout is not defined yet. Cries for a selfmade widget. Job for prototype.

Text buttons

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF
Rounded corners 2px

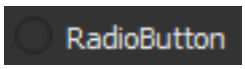


Icon buttons

Size 22x22 px
Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Radio Buttons

Height 22
Colour text: FFFFFF



Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

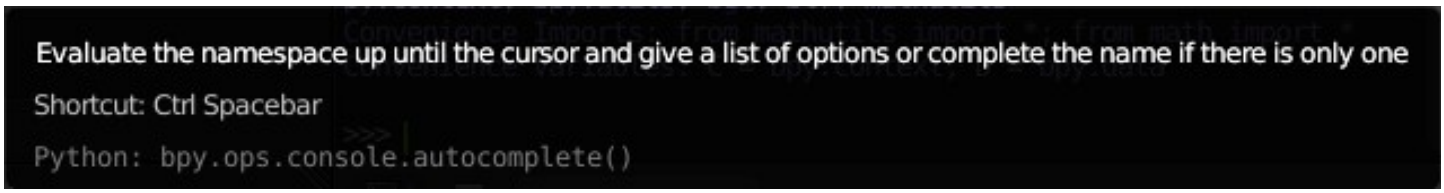
Height 16 Px
colour 2e2e2e

The file list

dark colour 2c2c2c
lighter colour 333333
Font colour ffffff

Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545

Tabs vertical with sidebar container

font colour ffffff
font size 13

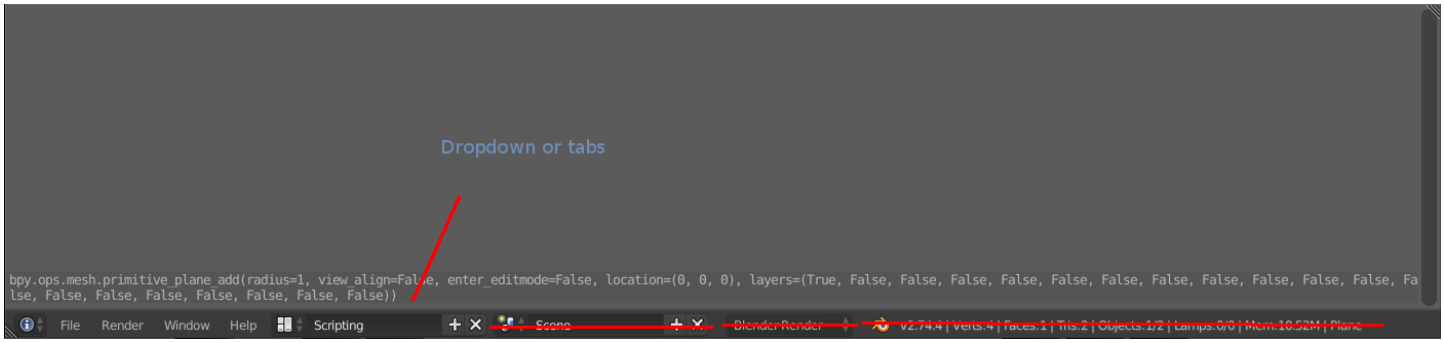
tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545
container bg colour: 333333
tabs container bg colour: 333333

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Info

Layout:



As in Blender. But with the following changes:

Remove Scene dropdown box
Remove Renderer dropdown box
Remove Info text
The dropdown box to switch between layouts can be changed to tabs. Hidable could also be an option since the info area is also needed for programming.

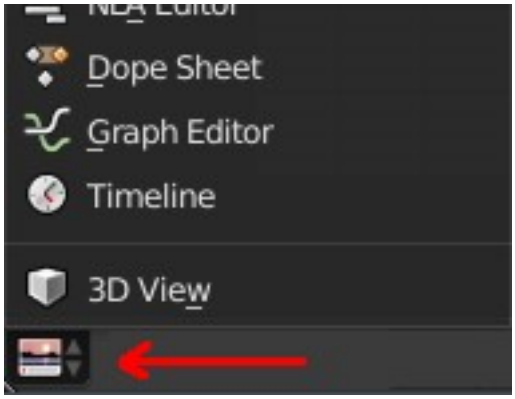
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown menu box with icon

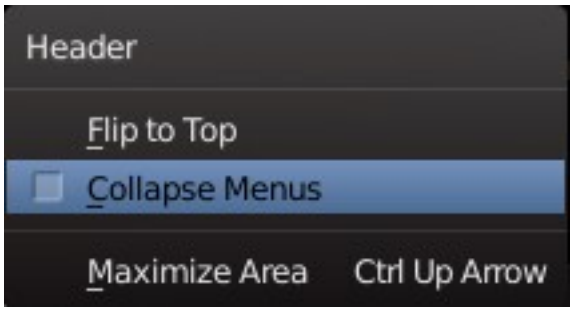
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

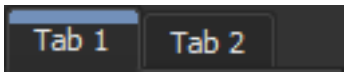
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Tabs horizontal

font colour ffffff
font size 13

tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545



Button Icon form

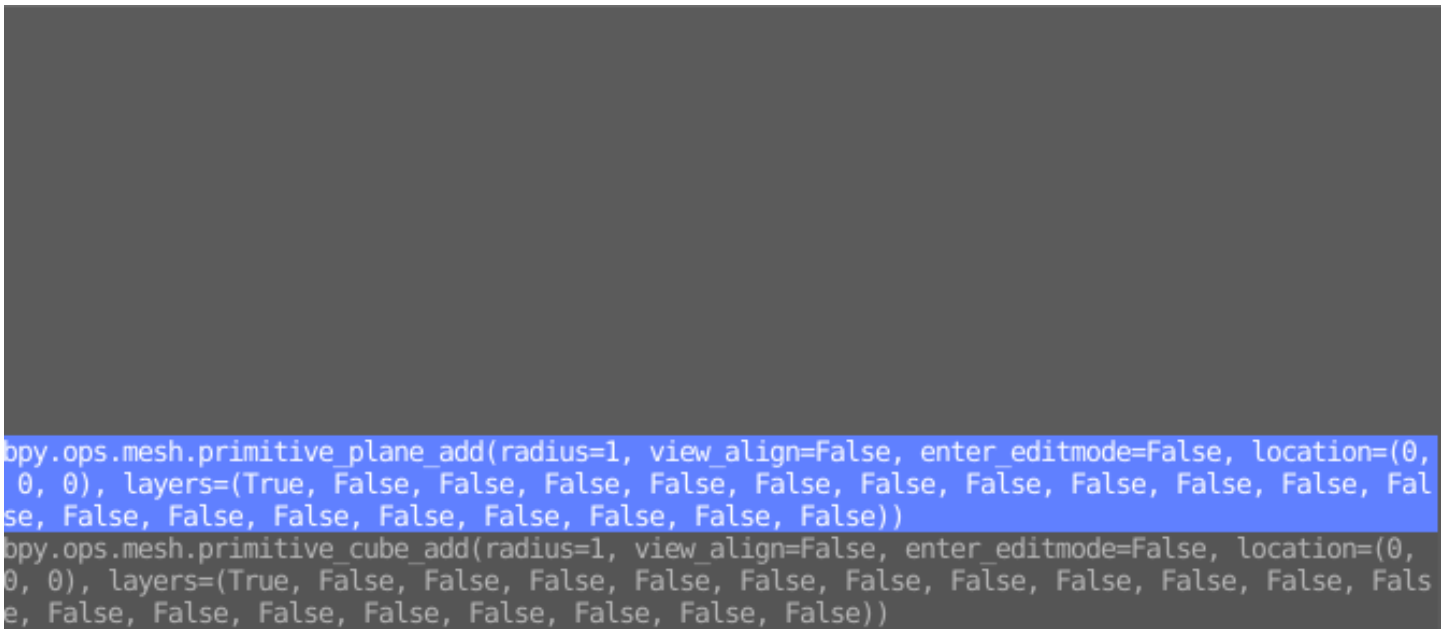
To add or to remove a layout ...
Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Text area

font colour ffffff
bg colour 5b5b5b
highlight colour 6080ff



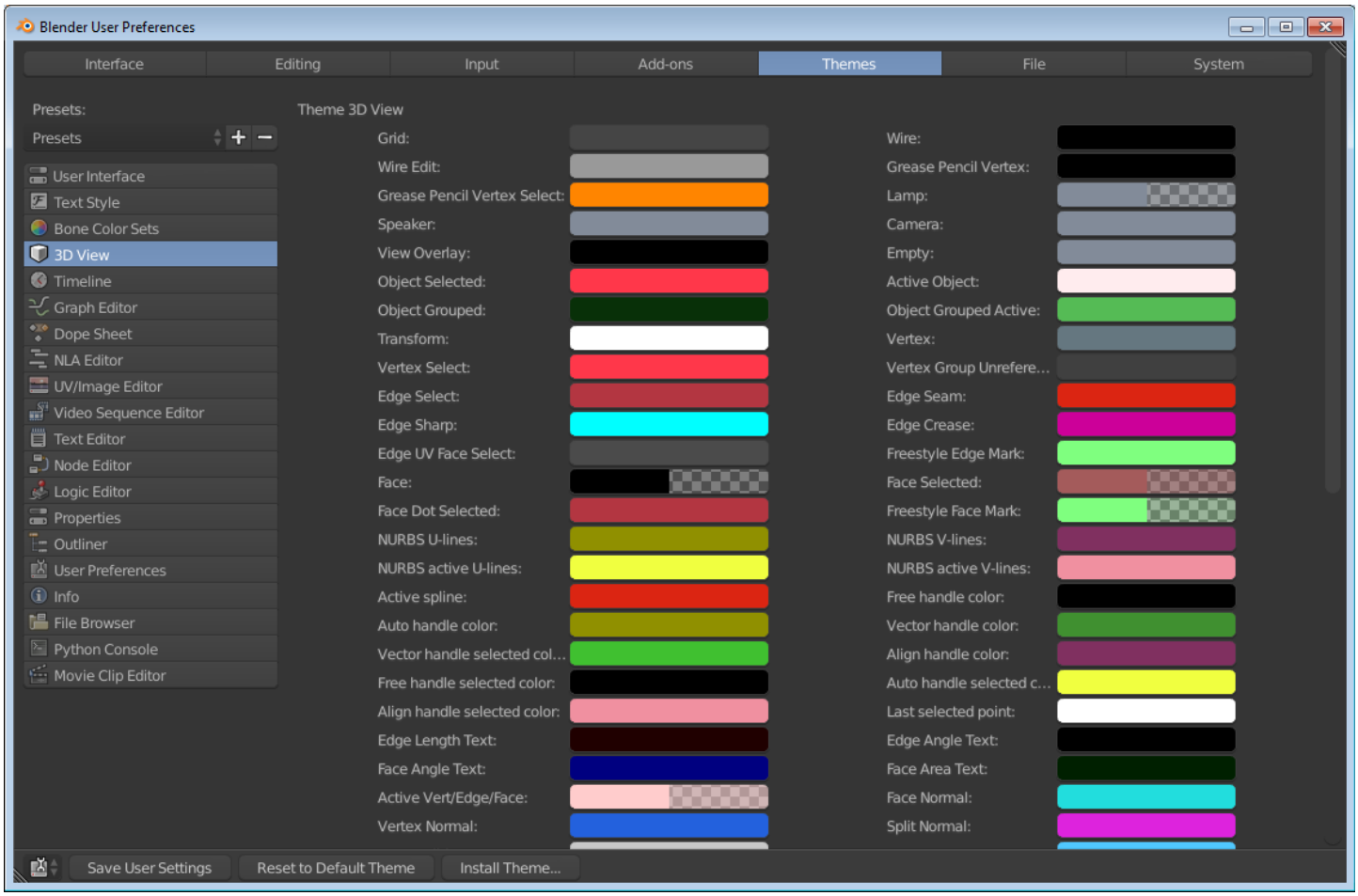
User Preferences

Layout:

As in Blender: But with the following changes:

Maximum width of 192px for sliders and similar elements.
No need to have such large buttons to call the colours. A square button of 24x24 does the same job.
The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

Also note that the themes section needs a complete revamp since we make a new UI here at the moment, with another UI solution.



Needed Elements:

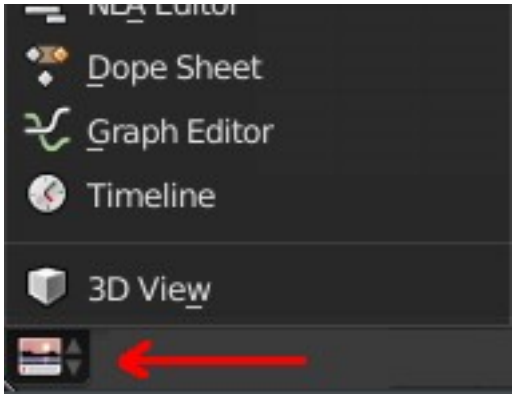
The preferences is made of a few more components. Let's go through them.

Menu bar without menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown box with icon

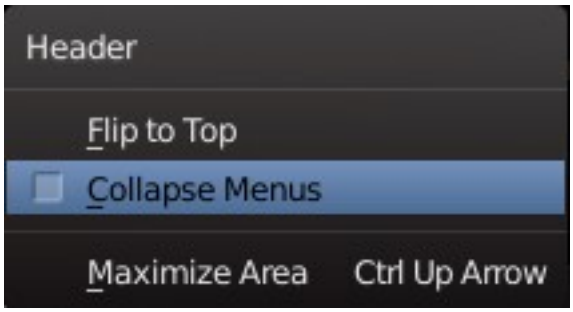
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

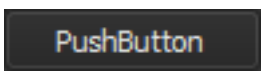


Toolbar

Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

Button Textform

Colour 2e2e2e
Rounded corners 2px

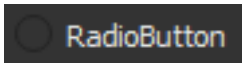


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Radio Buttons

Height 22
Colour text: FFFFFF

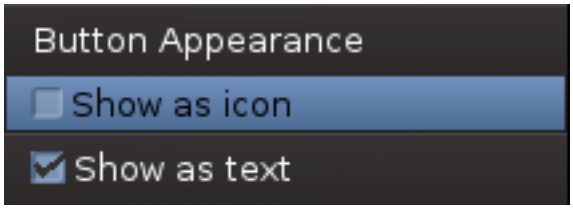


Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

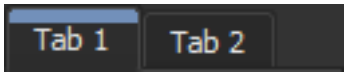
Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Tabs horizontal

font colour ffffff
font size 13

tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545

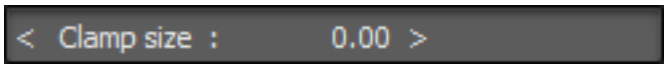


Editbox

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

Editbox with slider functionality

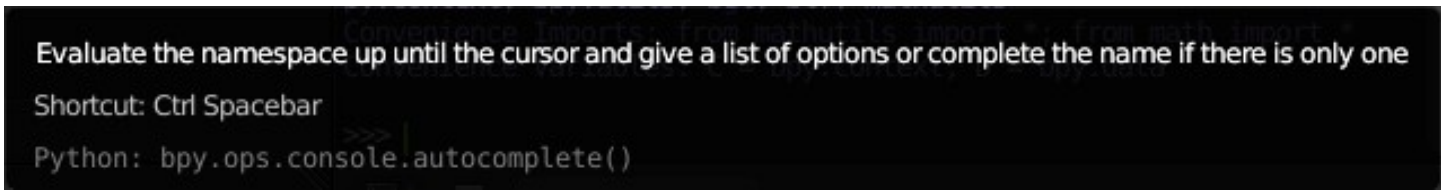
Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090



Exact layout is not defined yet. Cries for a selfmade widget. Job for prototype.

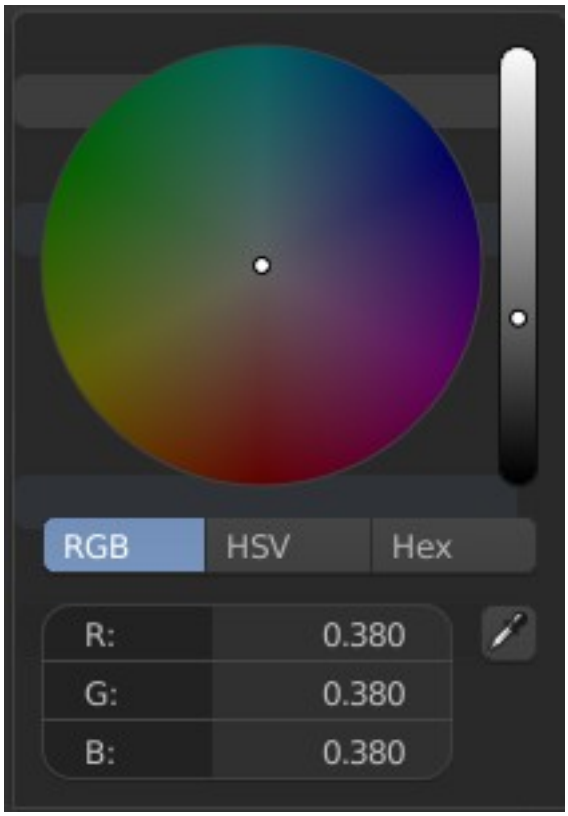
Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



Colour Dialog

Nothing defined yet. Prototyping will show ...



Outliner

Layout:

As in Blender, but with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

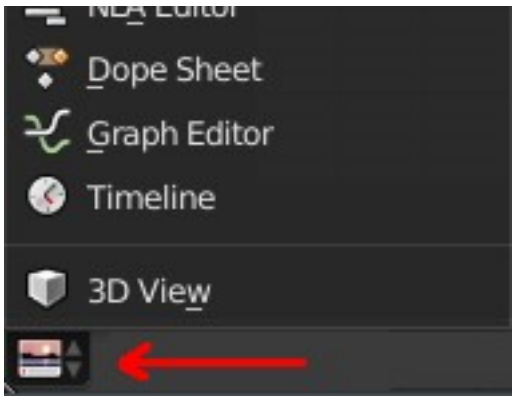
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown box with icon

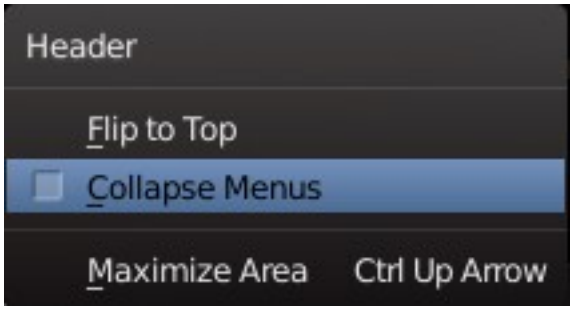
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

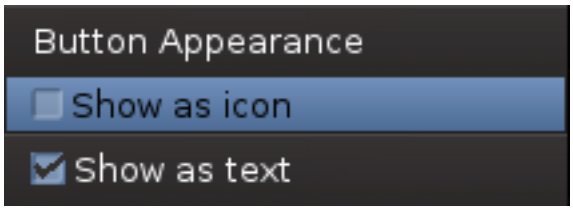


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Editbox

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

Tooltip

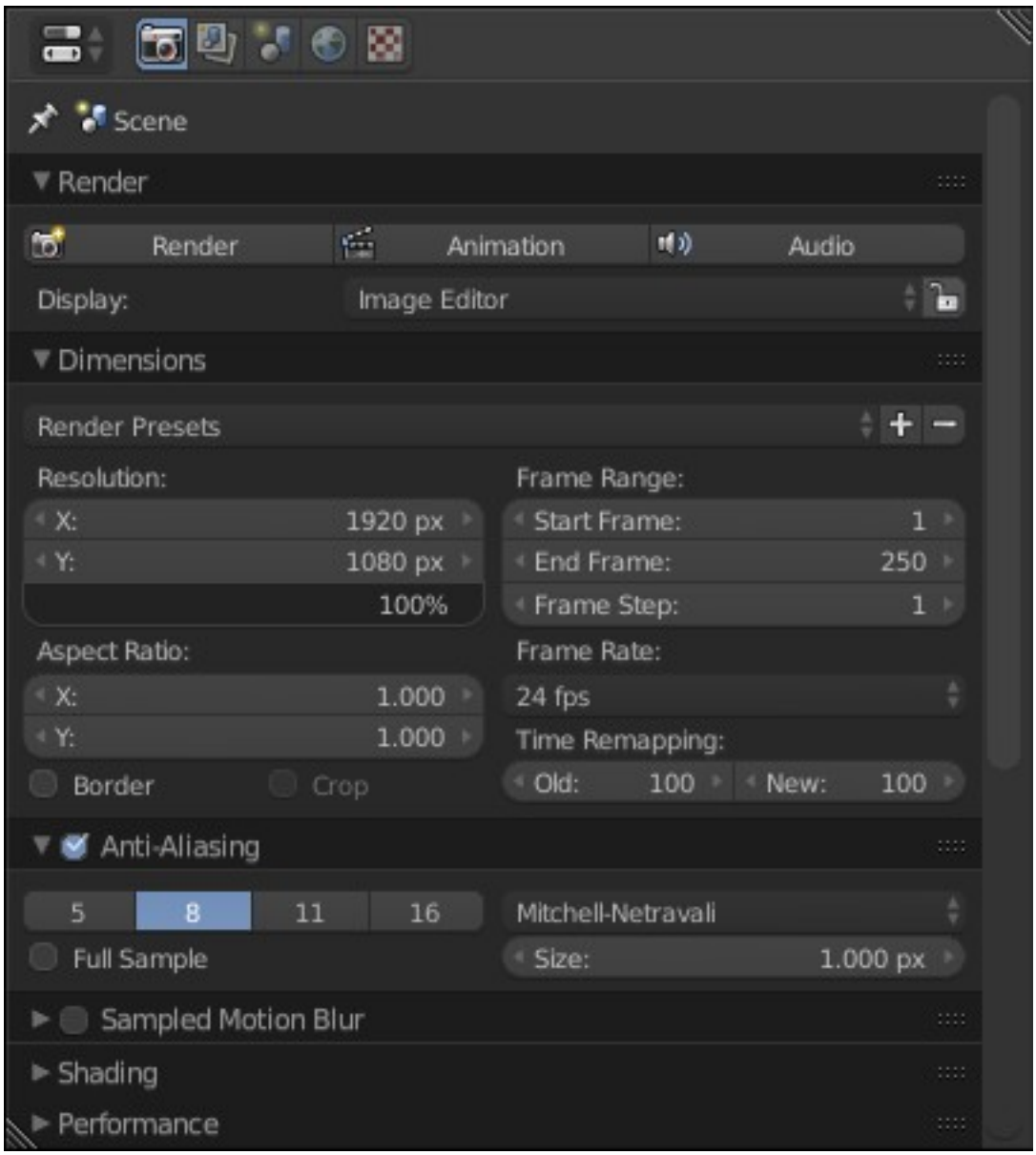
Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

Outliner Window

Colour text: FFFFFF
darker grey 2c2c2c
brighter grey 333333

Properties

Layout:



As in Blender. But with the following changes:

Fixed size of elements. Sliders 192 px width, buttons 96px width, and so on.

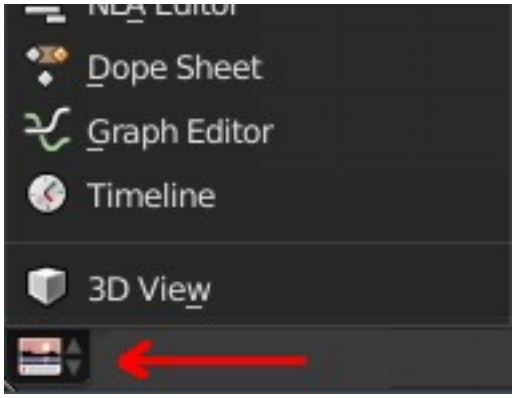
Needed Elements:

Menu bar with Icon tabs

Size: Height 30 Px.
Colour 313131,
highlighted 3b3b3b,
Font colour ffffff

Dropdown box with icon

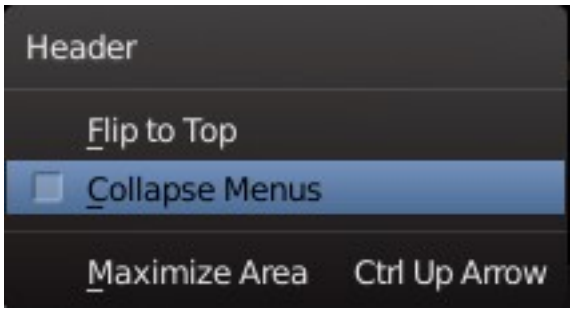
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

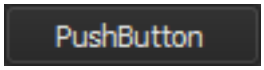
Height 16 Px
colour 2e2e2e

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px

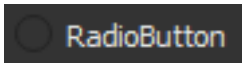


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Radio Buttons

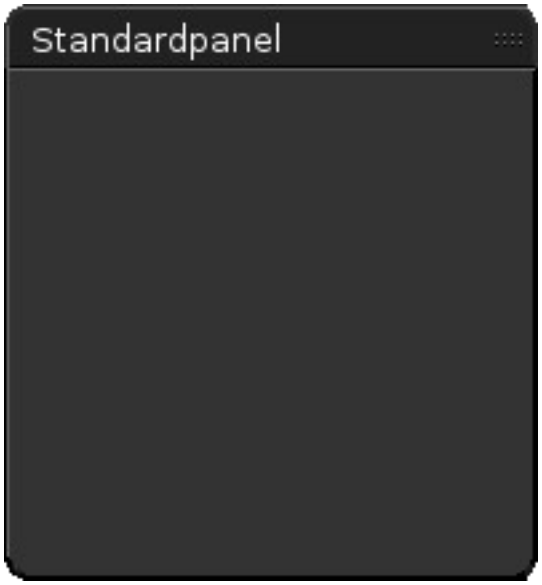
Height 22
Colour text: FFFFFF



Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px

dark border areas 242424
lighter border areas 454545

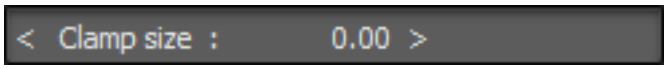


Editbox

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

Editbox with slider functionality

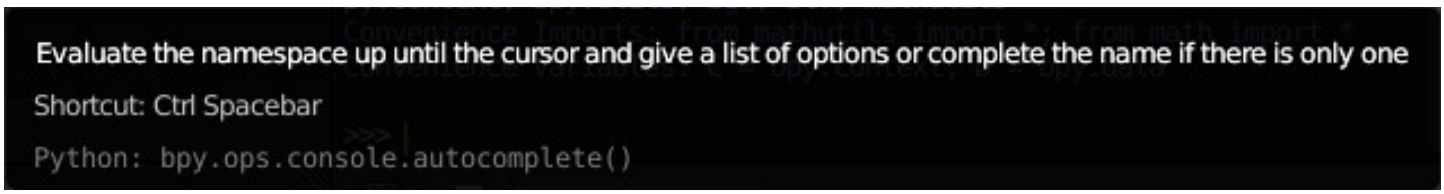
Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090



Exact layout is not defined yet. Cries for a selfmade widget. Job for prototype.

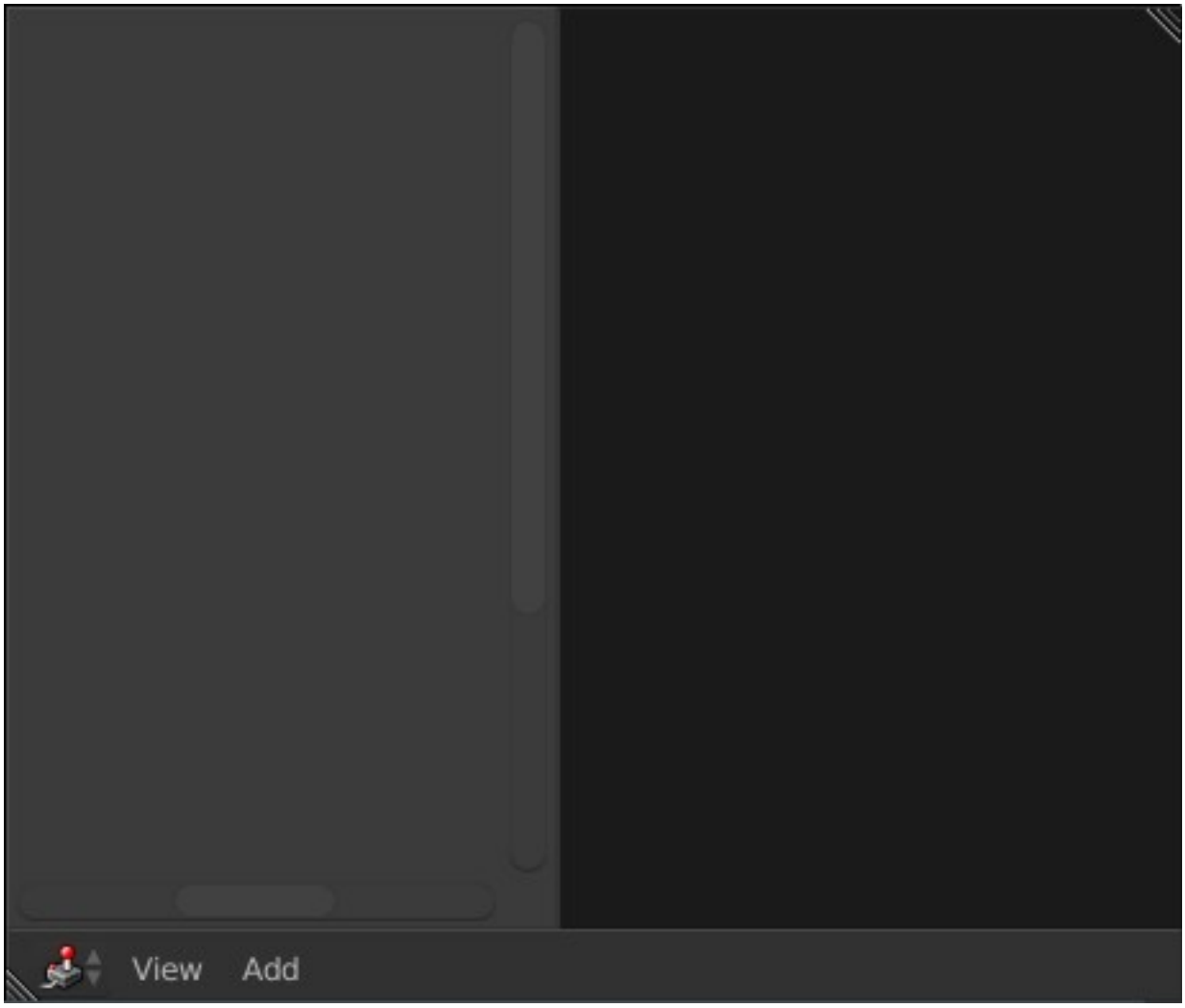
Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



Logic Editor

Layout:



Like in Blender.

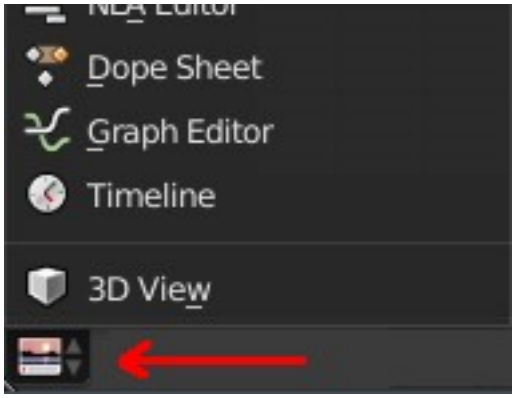
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown box with icon

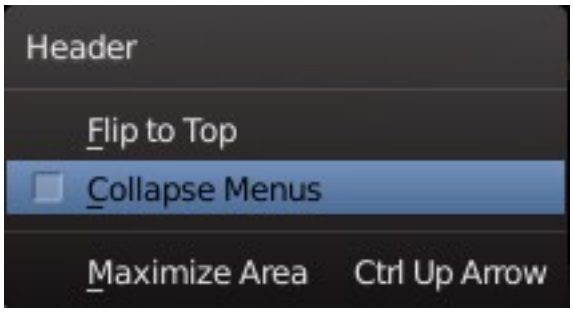
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Tooltip

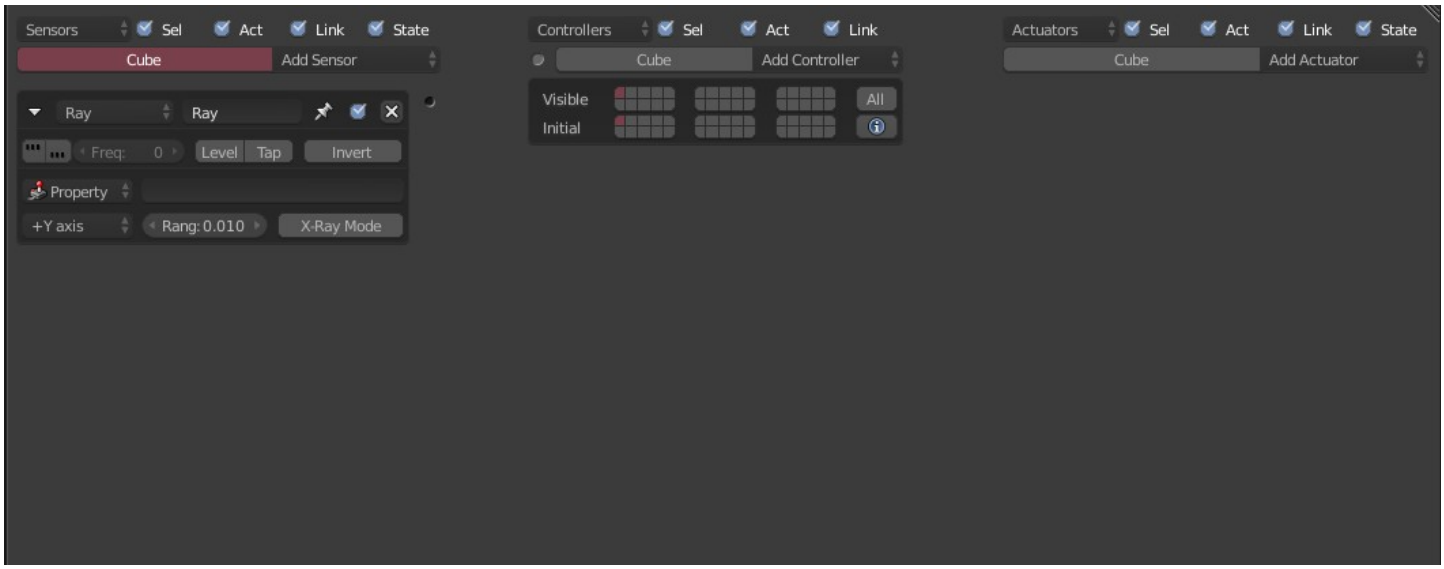
Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

Properties

Rename to Tool Shelf since the bar at the right is called tool shelf everywhere else.
Background colour 333333

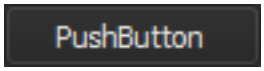
Logicarea

Background colour 4d4d4d



Button Textform

Colour 2e2e2e
Rounded corners 2px



Button Icon form

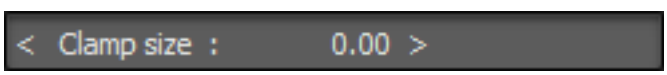
Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Editbox

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

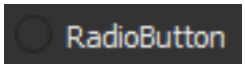
Editbox with slider functionality

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090



Radio Buttons

Height 22
Colour text: FFFFFF



Dropdown Box

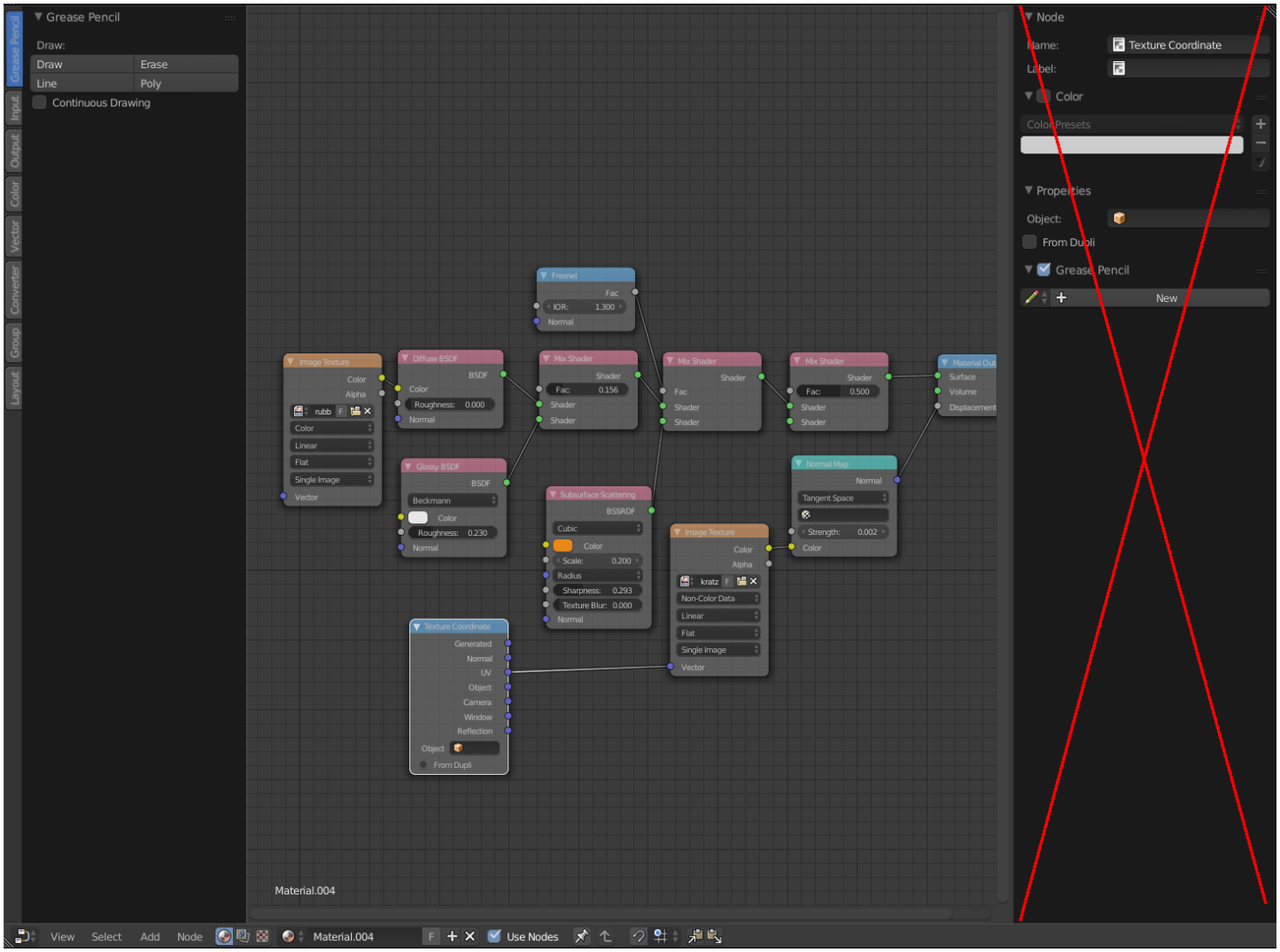
Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545

Node Editor

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

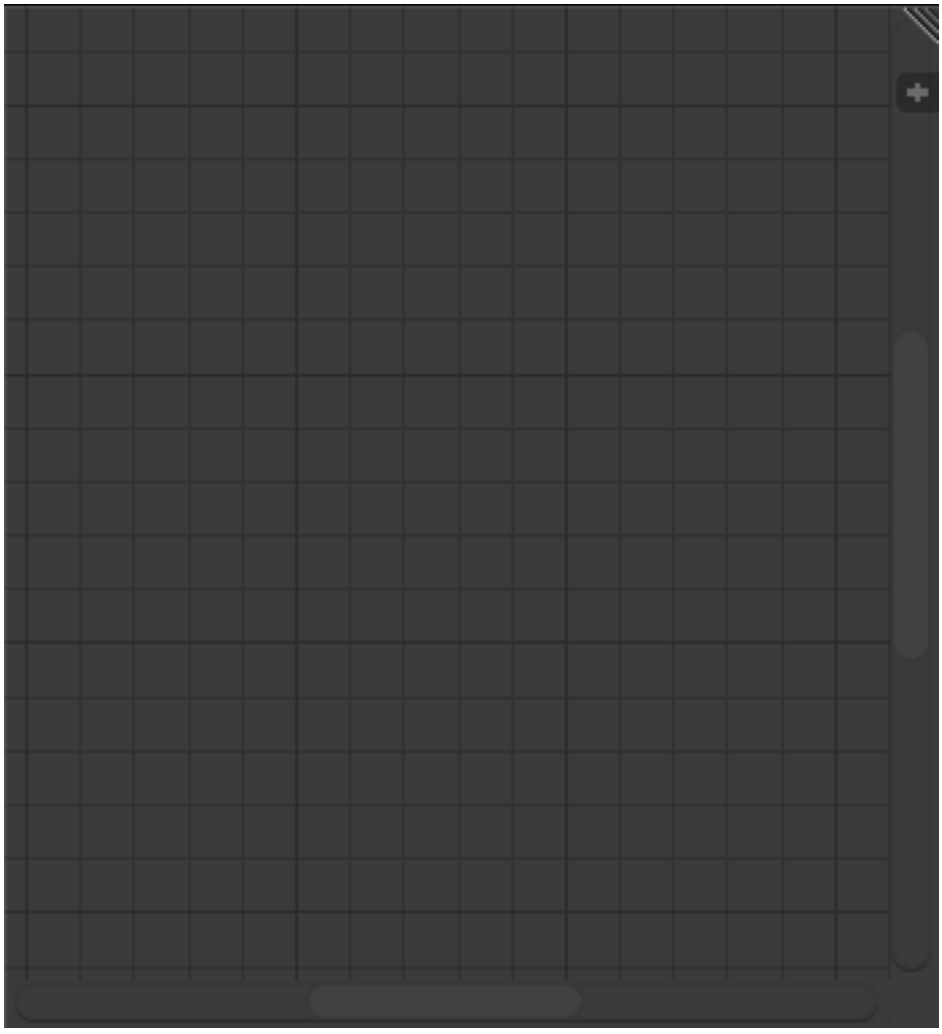
The Properties sidebar at the right gets removed. Tools goes into the Tool Shelf. Settings gets displayed in the Inspector from now on.

Tool Shelf

Background colour 333333

Workspace

BG colour 3b3b3b
Small lines 313131
Big lines 2b2b2b

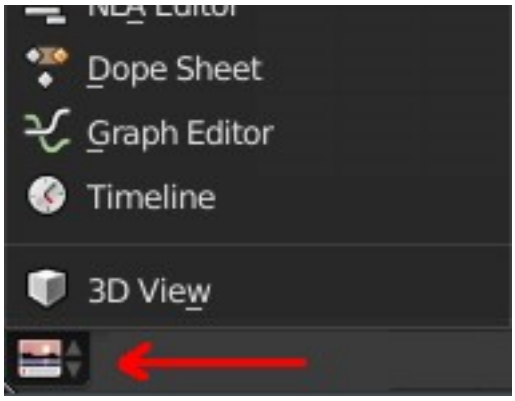


Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

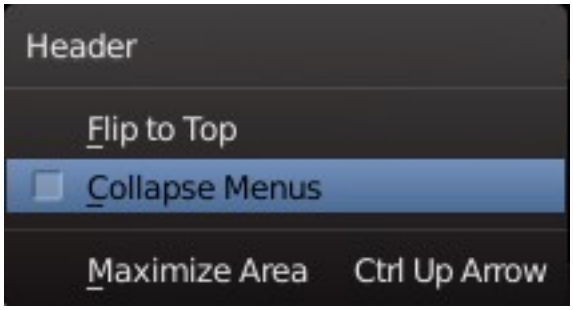
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

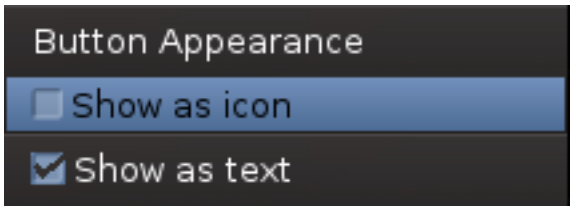
Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Toolbar

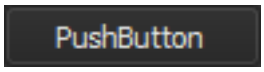
Toolbar with the Autocomplete Button. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar



Button Textform

Colour 2e2e2e
Rounded corners 2px



Button Icon form

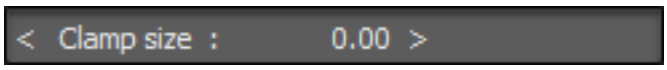
Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Editbox

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

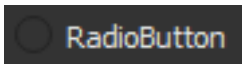
Editbox with slider functionality

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090



Radio Buttons

Height 22
Colour text: FFFFFF

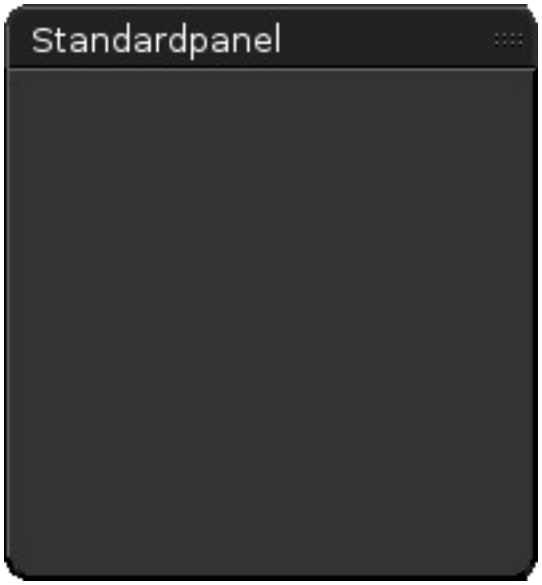


Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

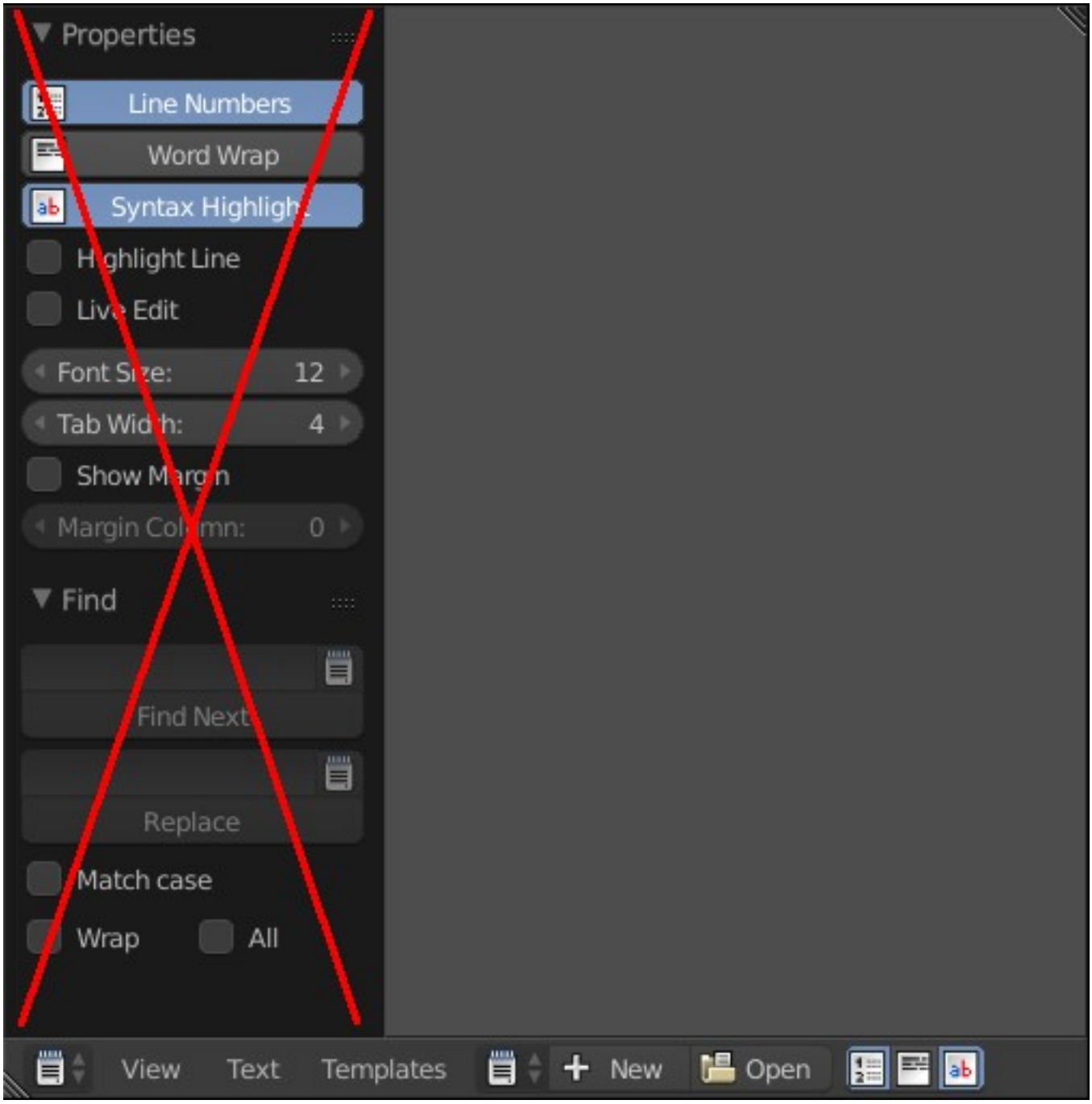
Tabs vertical for sidebar container

font colour ffffff
font size 13

tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545
container bg colour: 333333
tabs container bg colour: 333333

Text Editor

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.
The Properties sidebar becomes completely obsolete since it contains just content that gets displayed in the Inspector now.
Toolbar needs a button to call the settings.

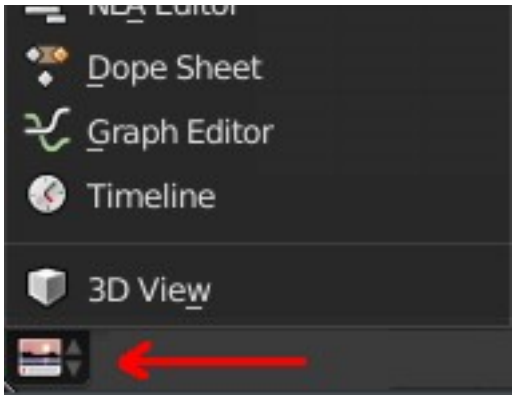
Needed Elements:

Menu bar with menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

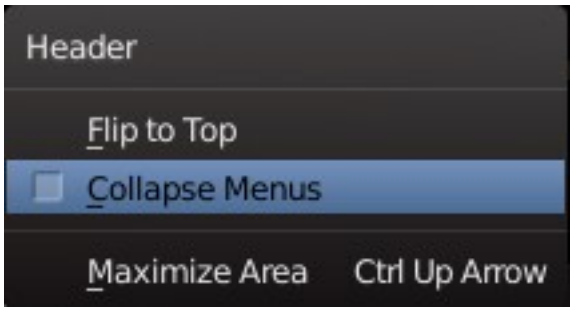
Dropdown menu box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



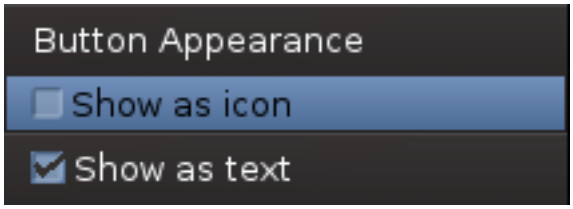
Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,

Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

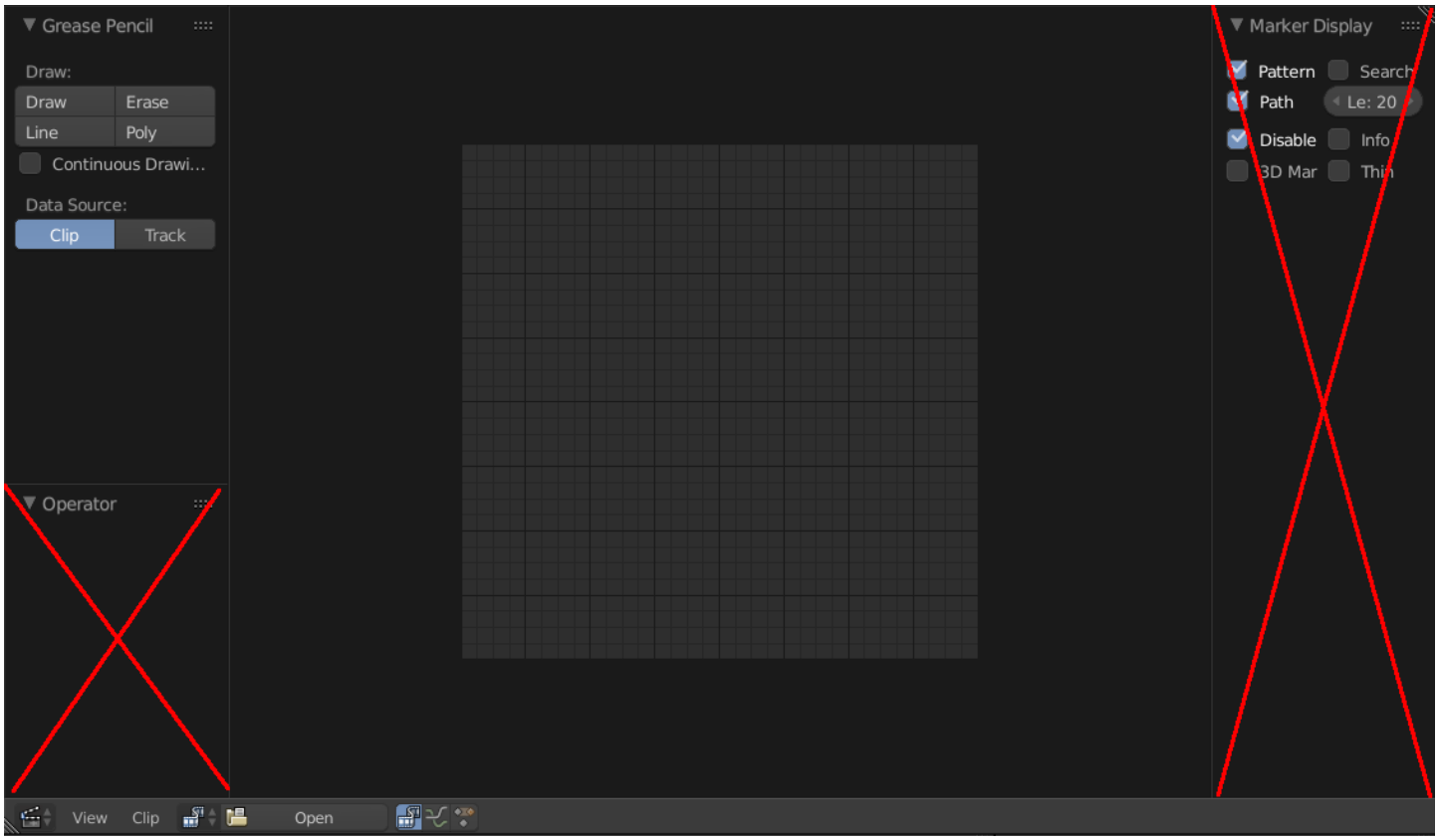
Height 16 Px
colour 2e2e2e

Text area

Colour 333333
Text colour ffffff

Movie Clip Editor

Layout general:



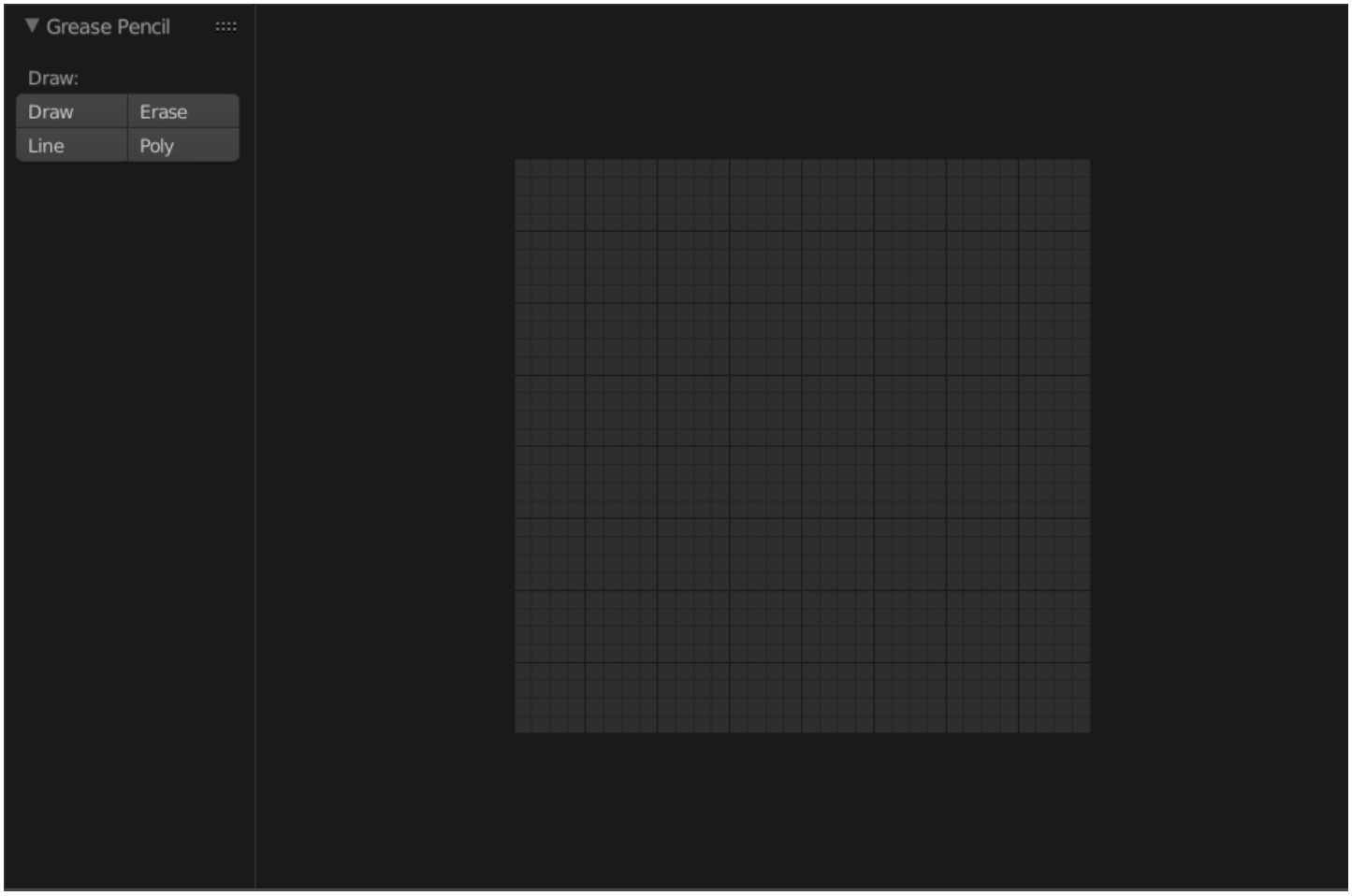
As in Blender, but with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.
The Properties sidebar content in the Clip Editor at the right goes into the Inspector. The sidebar becomes obsolete.
Toolbar needs a button to call the settings.
The Operator content in the Clip Editor goes into the Inspector. The Operator section in the Tool Shelf becomes obsolete.

The Movie Clip editor is made of three subwindows. Dopesheet- , Graph- and Clip Editor. Means the three buttons in the menu bar to switch between them are in real icon tabs. So they stay in the menu bar.

Layout Clip Editor:

Background colour outside: 1a1a1a
Background colour inside: 2e2e2e
Grid colour dark: 1a1a1a
Grid colour bright: 262626



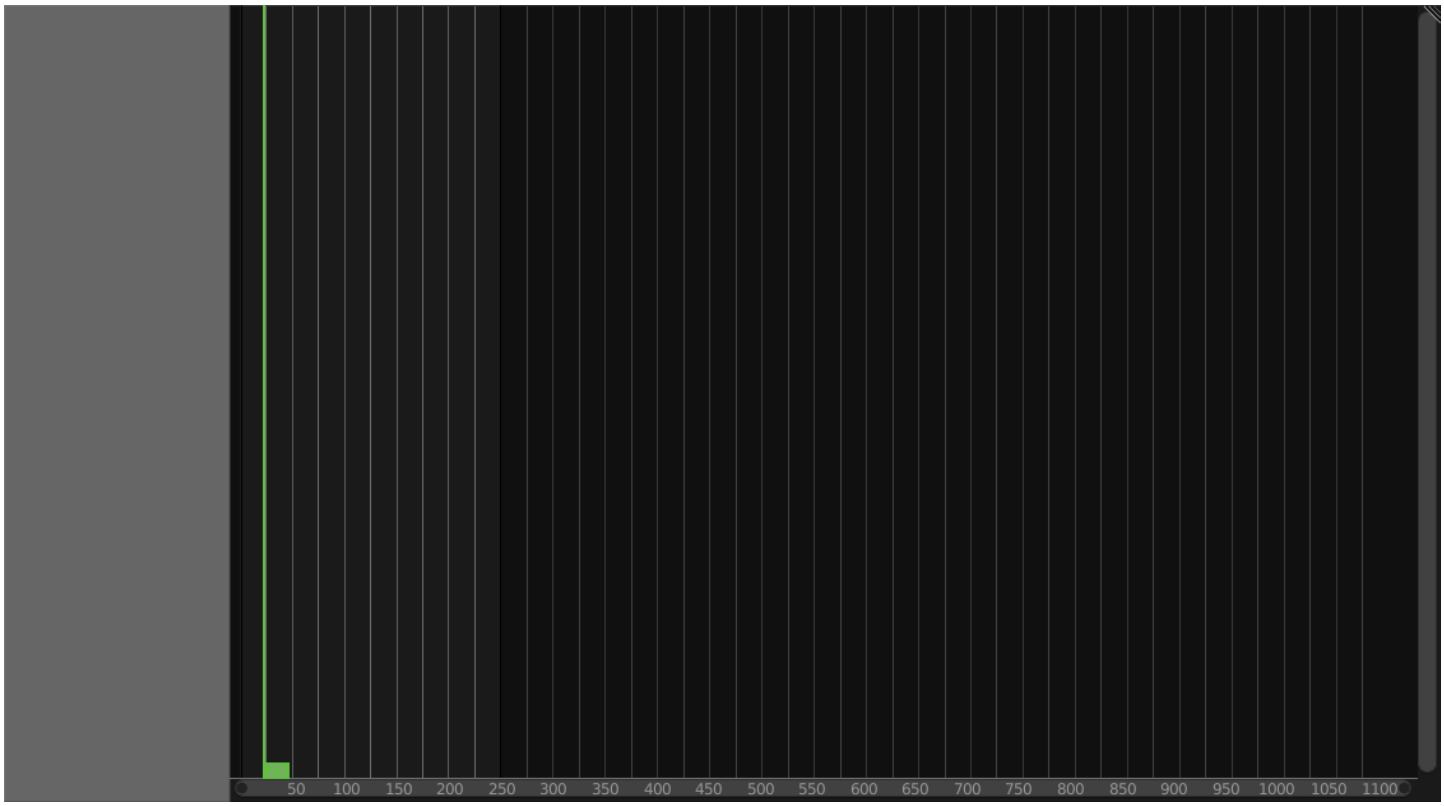
Layout Graph Editor :

Background colour inside: 1a1a1a
Grid colour dark: 2c2c2c
Grid colour bright: 6e6e6e
Timeline bar colour 60c040

As in Blender.

Layout Dope Sheet Editor:

Background colour outside: 1a1a1a
Background colour inside: 101010
Grid colour dark: 5e5e5e
Grid colour bright: 6e6e6e
Timeline bar colour 60c040



As in Blender.

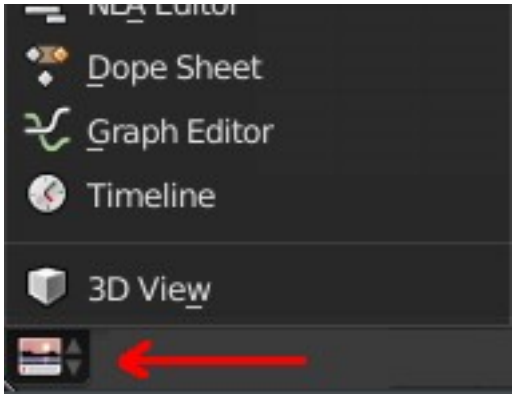
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

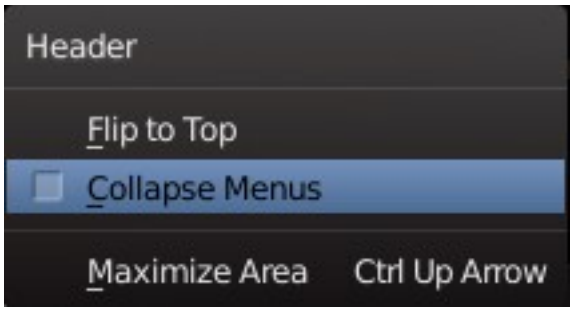
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Horizontal Scrollbar with Numbers

Height 16 Px
colour 2e2e2e

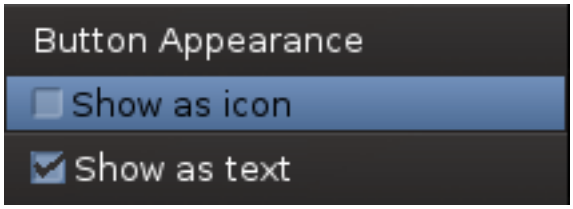
No proper preview image yet. Cries for custom widget.

Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

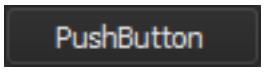


Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px

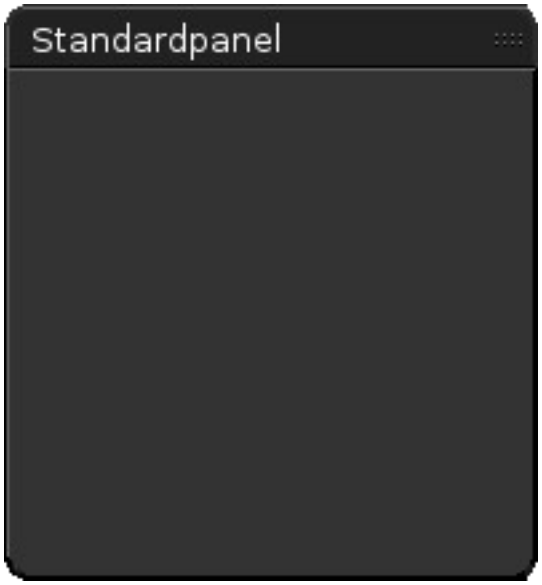


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545



Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

Tool Shelf

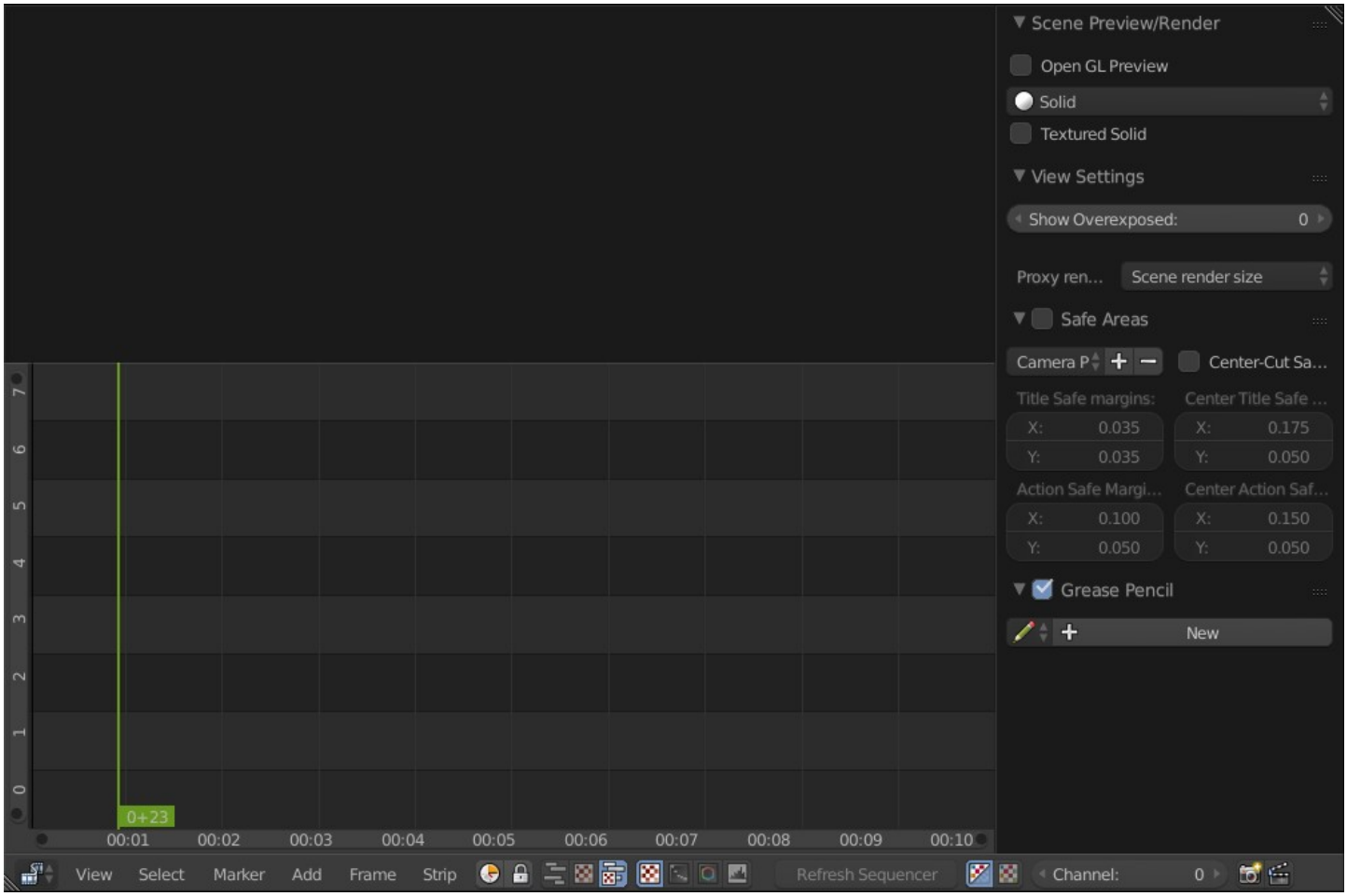
Background colour 333333
No tabs since it is just one tool at the moment

Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Video Sequence Editor

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.
Most in the Properties sidebar goes into the Inspector.
Add a button into the toolbar to call the Tool Shelf.
Properties sidebar becomes Tool Shelf, and goes at left side.

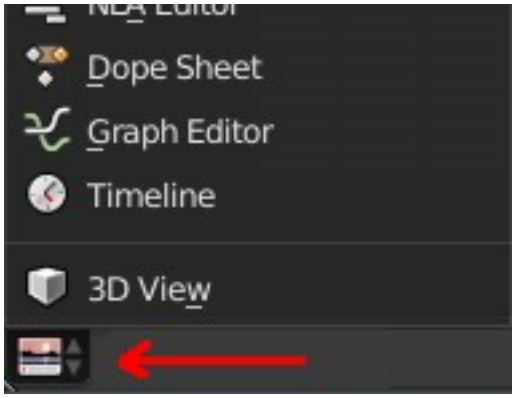
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

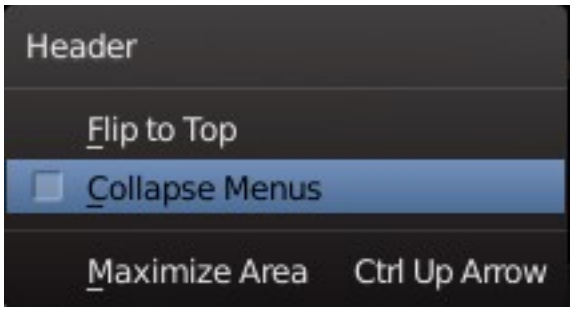
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Horizontal Scrollbar with Numbers

Height 16 Px
colour 2e2e2e

No proper preview image yet. Cries for custom widget.

Vertical Scrollbar with Numbers

Width 16 Px
colour 2e2e2e

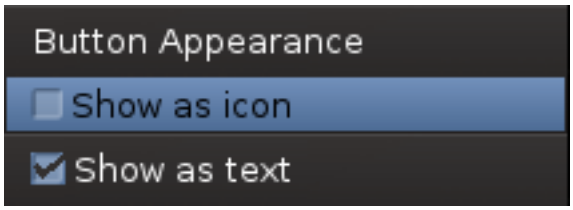
No proper preview image yet. Cries for custom widget.

Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

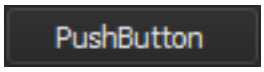


Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px



Button Icon form

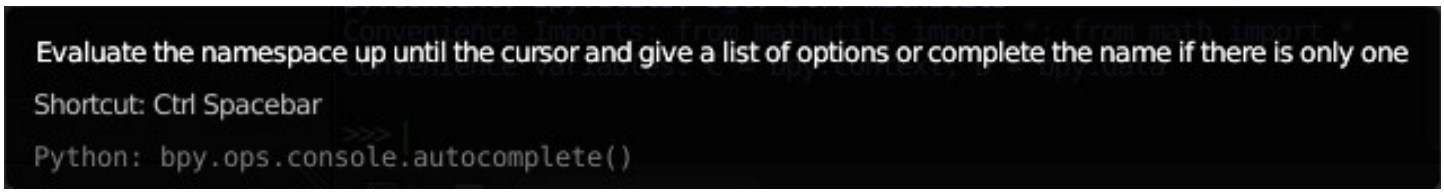
Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545

Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



Tool Shelf

Background colour 333333

Vertical Scrollbar

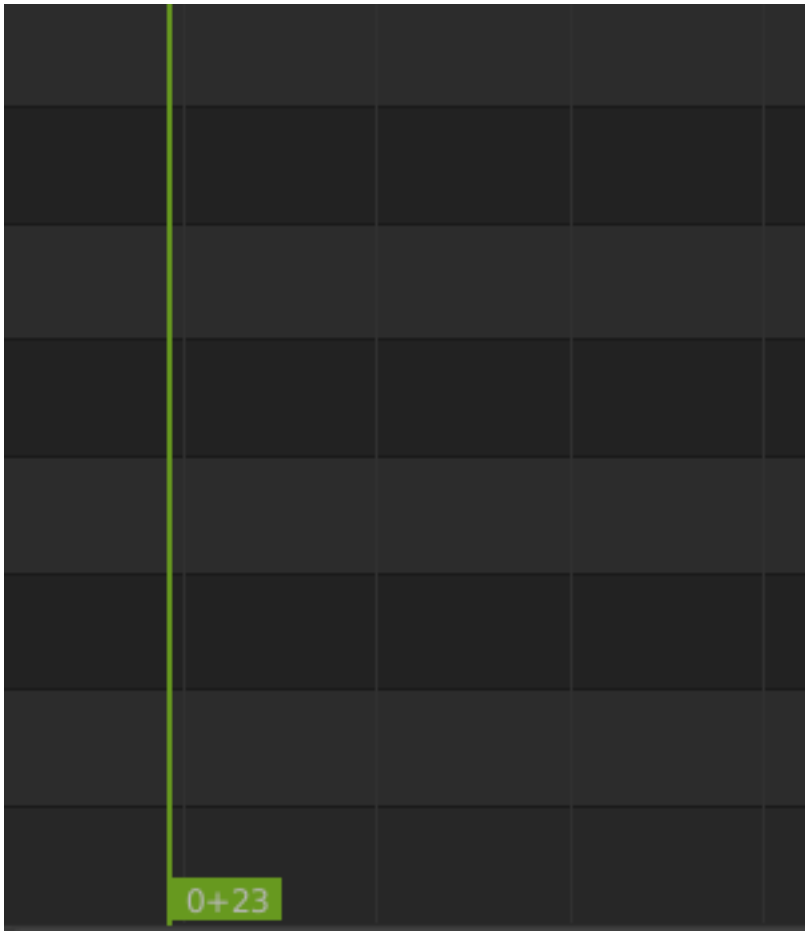
Width 16 Px
colour 2e2e2e

Video area

Background colour 1a1a1a

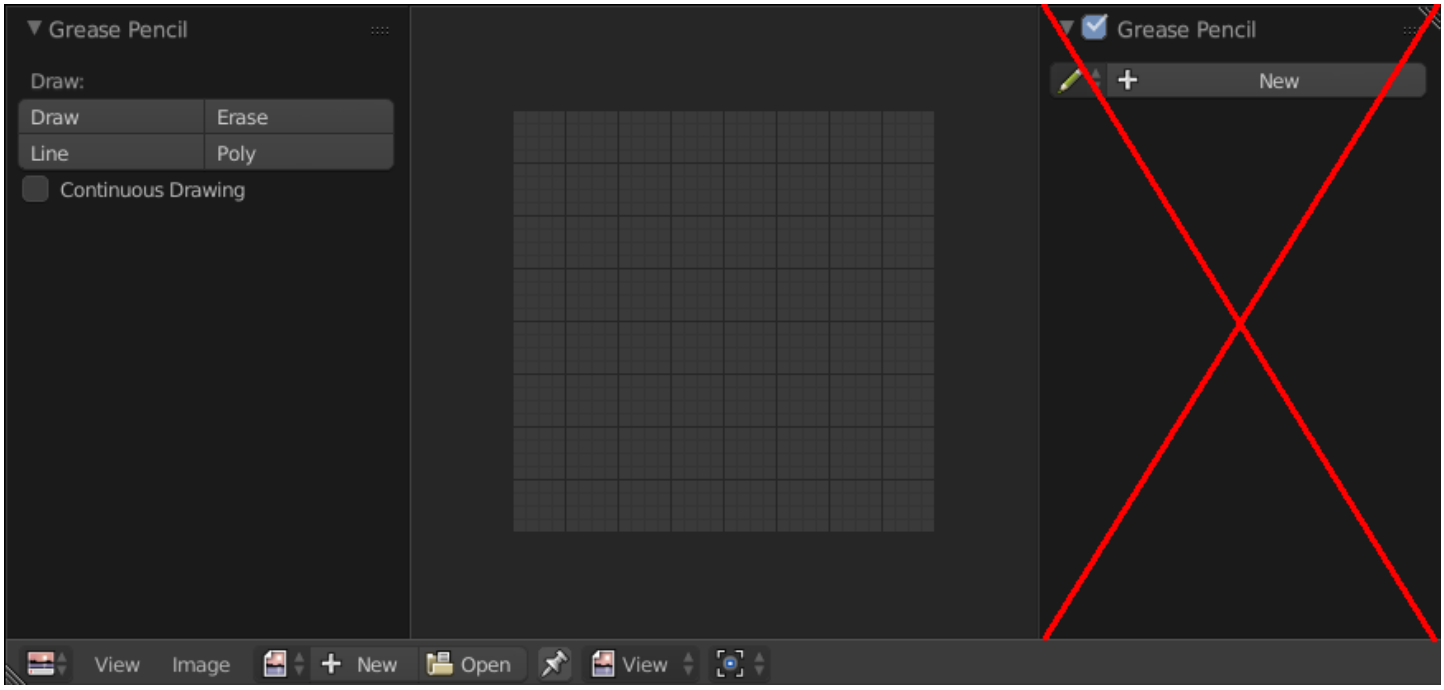
Timeline

Background dark 222222
Background brighter2c2c2c
Horizontal separation lines 1a1a1a
Vertical separation lines 313131
Green timeline marker 67991f
Font ffffff



UV / Image Editor

Layout:



As in Blender. But with the following changes:

Properties sidebar becomes obsolete. Tools goes into the Tool Shelf at the right. Settings goes into the Inspector.
The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

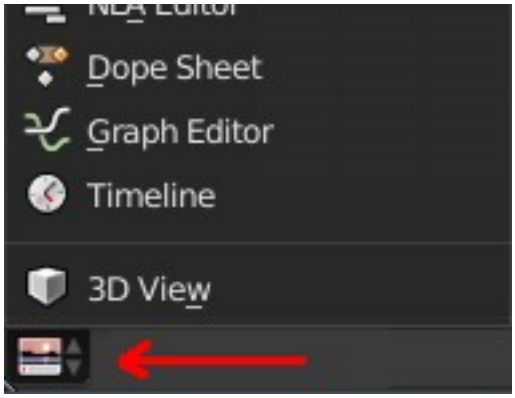
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

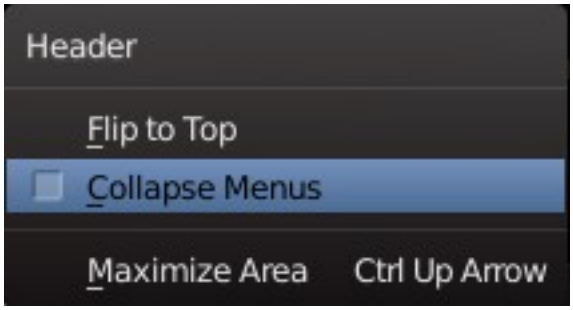
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

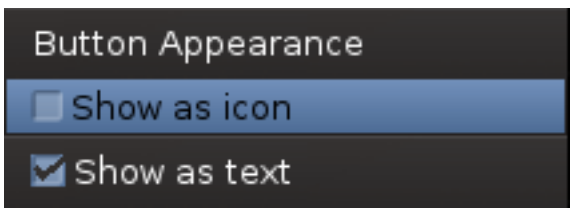


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



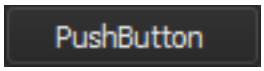
Dropdown Box

Height 22 width 96px

Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px

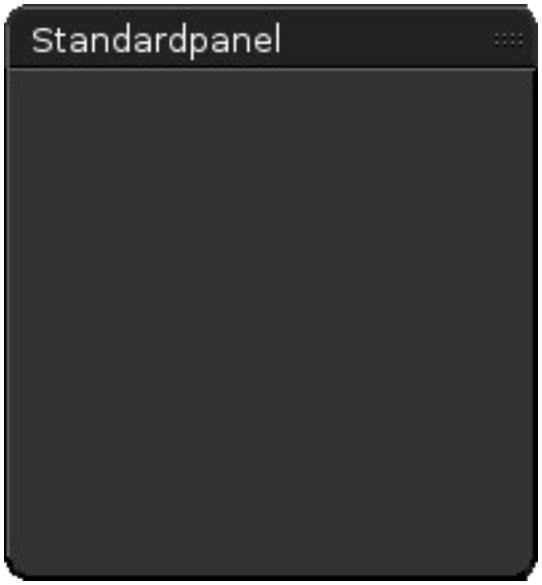


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545



Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

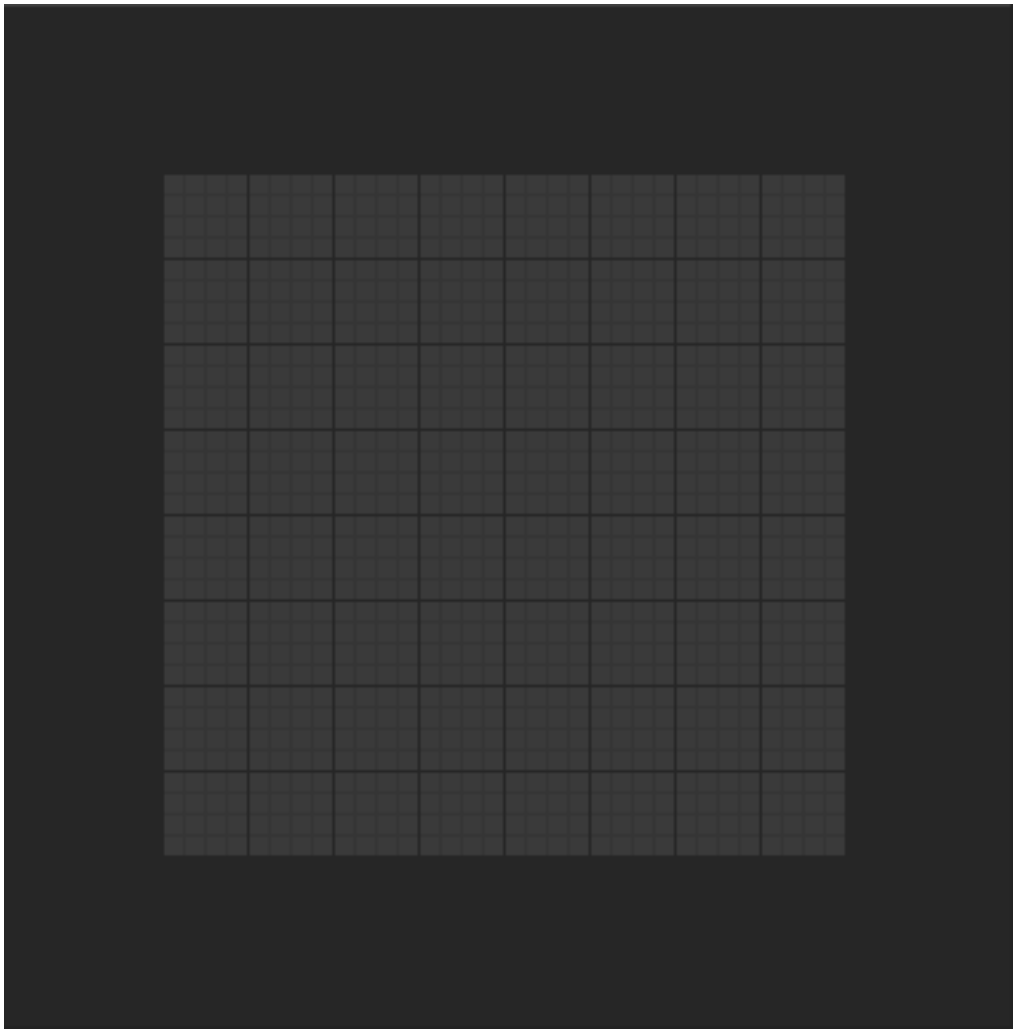
Tool Shelf

Background colour 333333

Vertical Scrollbar

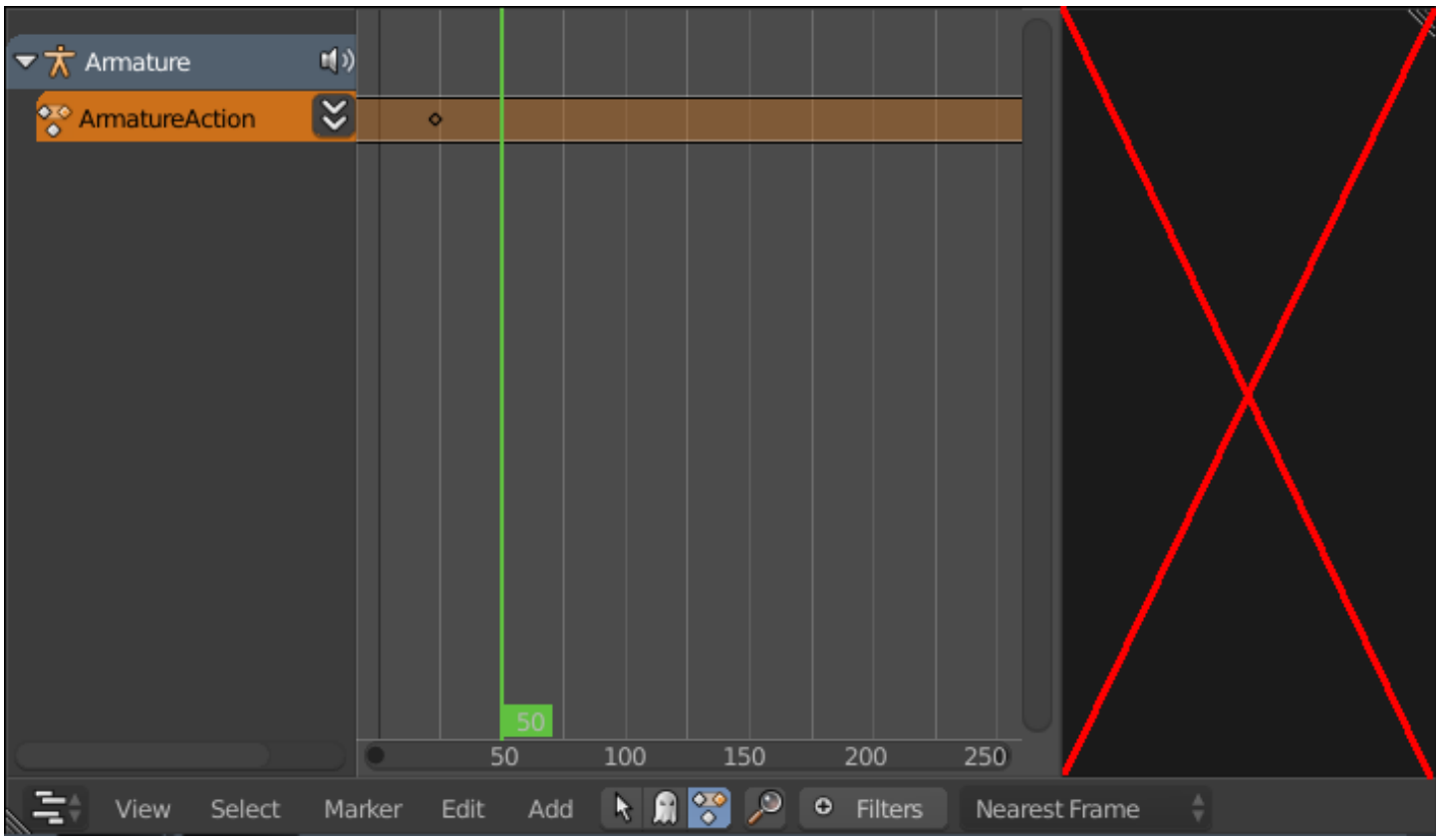
Image Area

Background colour 222222
Background brighter 3a3a3a
Dark lines 222222
Brighter lines 353535



NLA Editor

Layout:



As in Blender. But with the following changes:

Properties sidebar becomes obsolete. Settings goes into the Inspector.
The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

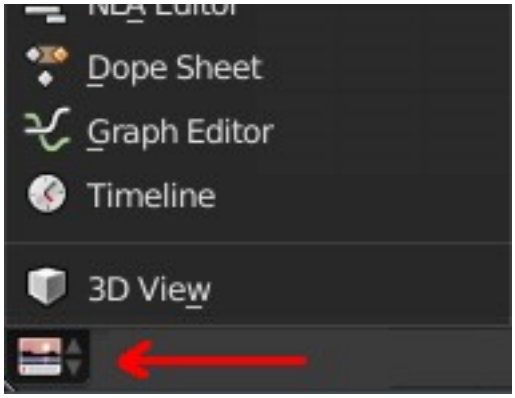
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

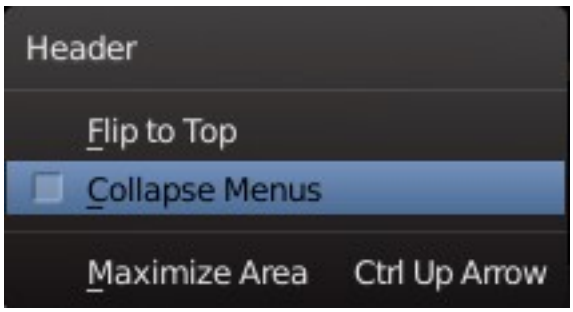
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

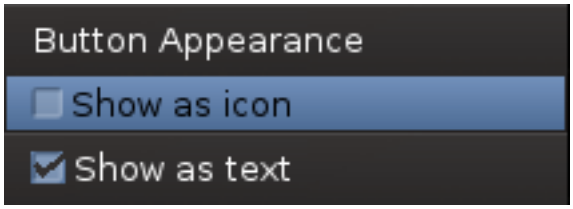


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Horizontal Scrollbar with Numbers

Height 16 Px
colour 2e2e2e

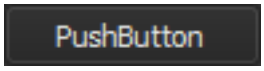
No proper preview image yet. Cries for custom widget.

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px



Button Icon form

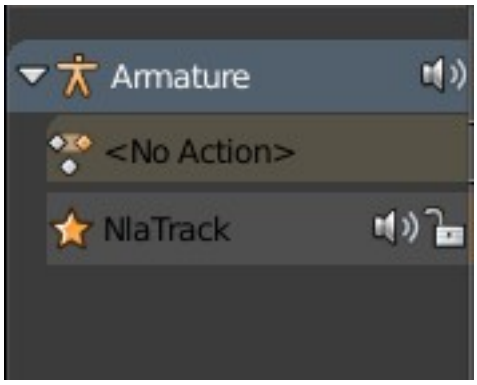
Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

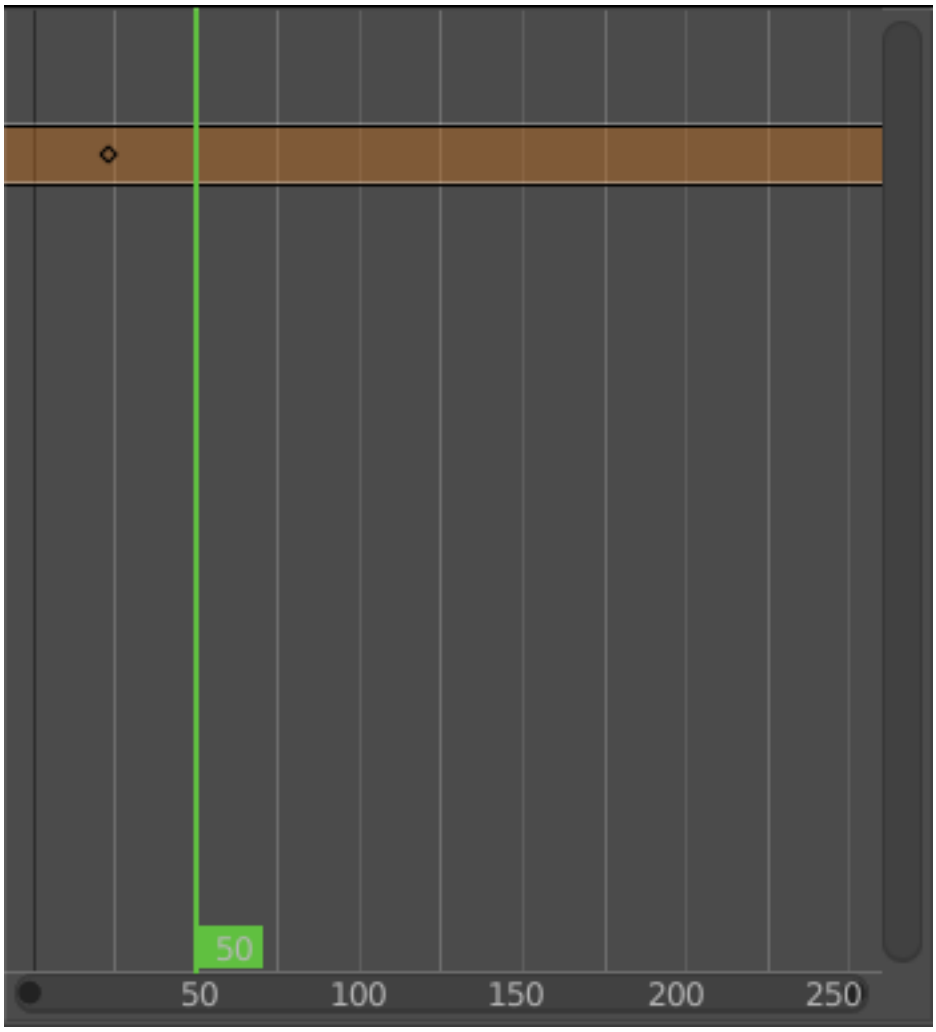
List area

background colour 333333
Bar colour 52606e
highlight colour cc701a
highlight colour expanded 575246
dehilighted: 4f4f4f



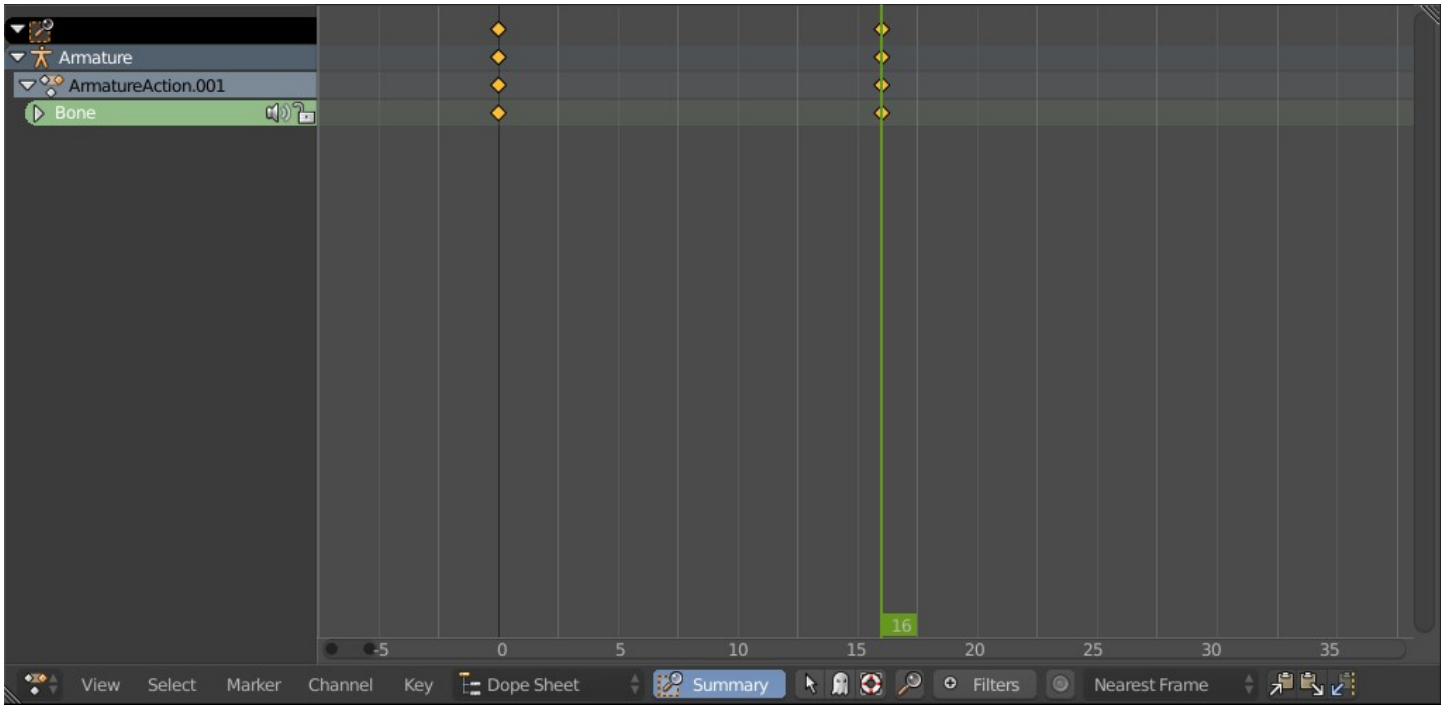
Keyframe Area

Background colour 4b4b4b
highlight colour cc701a
Dark lines 2c2c2c
Brighter lines 6e6e6e
Indicator 60c040


50
50
100
150
200
250

Dope Sheet

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.
Dope sheet has several modes. So we need tabs in the menu bar here. But with a way to make them as a drop down box too. See Design Doc 1.

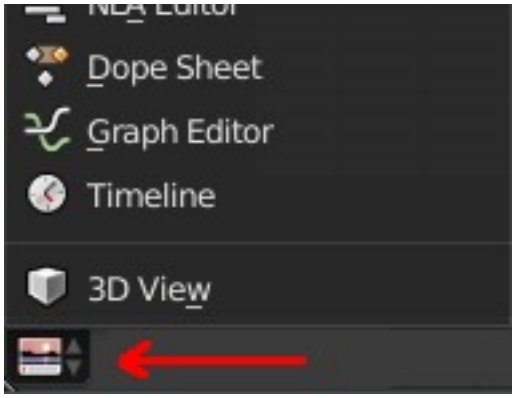
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

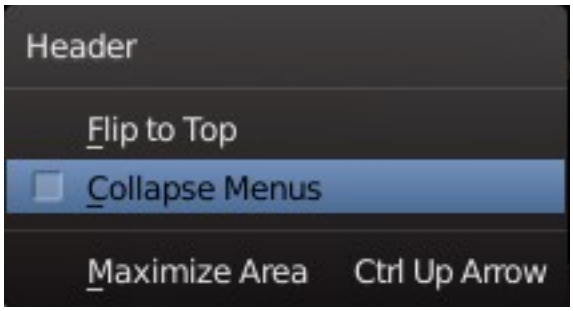
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

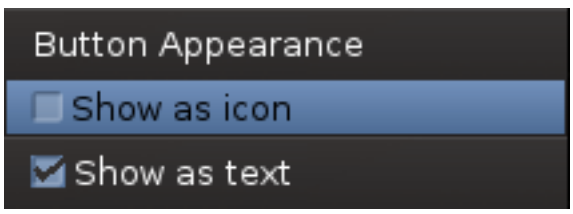


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Horizontal Scrollbar with Numbers

Height 16 Px
colour 2e2e2e

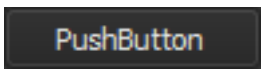
No proper preview image yet. Cries for custom widget.

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px



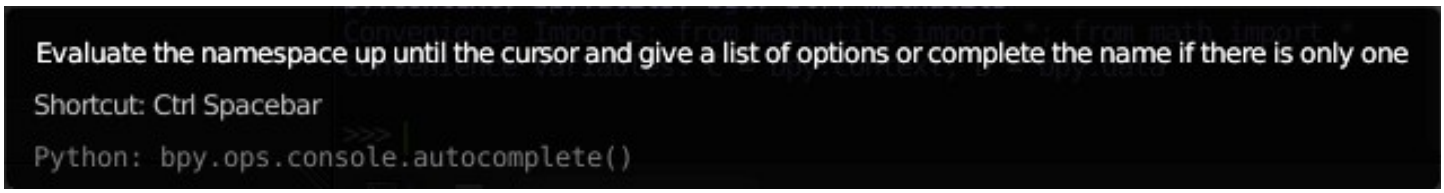
Button Icon form

Colour 2e2e2e

Rounded corners 2px
Highlight colour 57769f

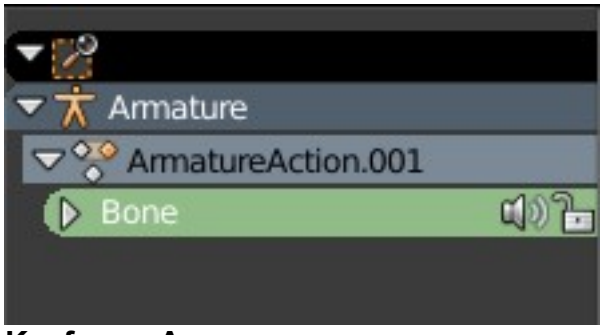
Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



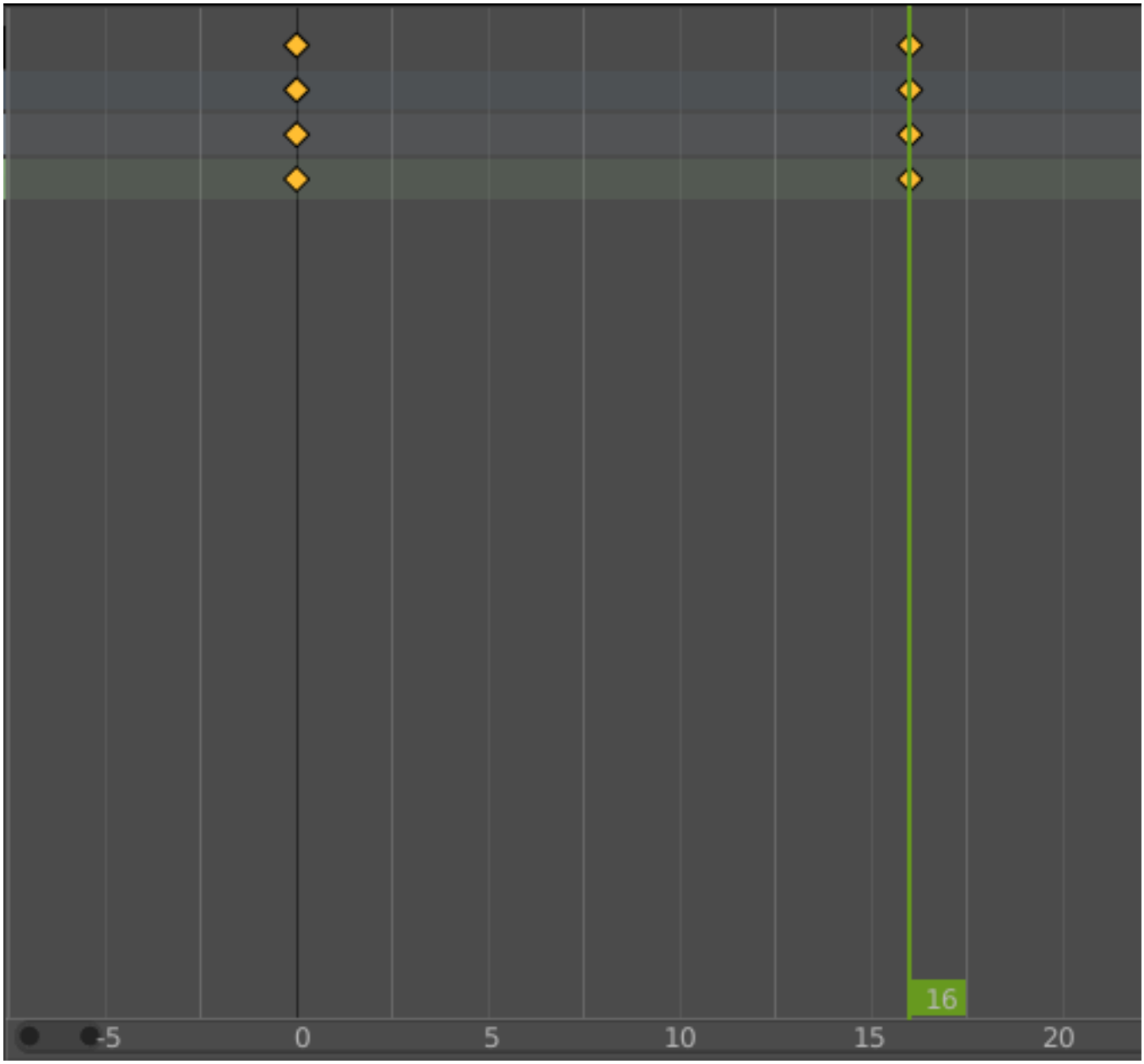
List area

background colour 333333
Bar colour 52606e
Sub bar colour 7c8996
Sub bar green 91bb87



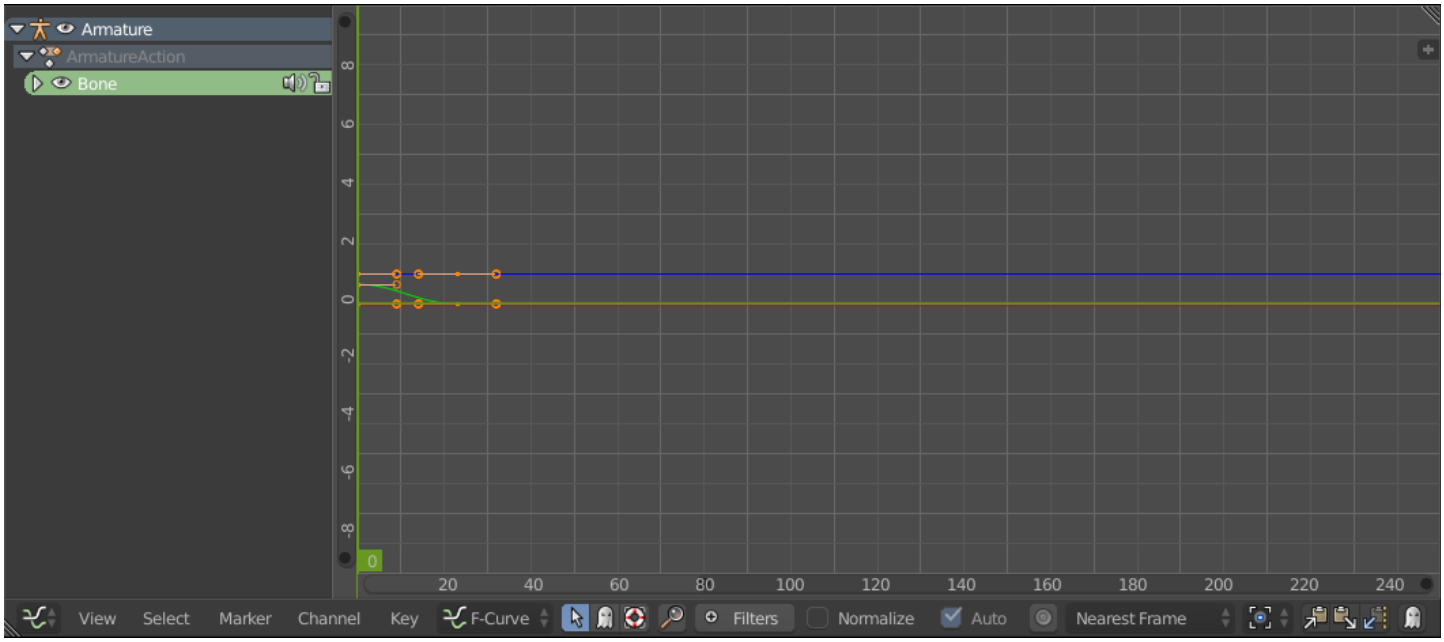
Keyframe Area

Background colour 4b4b4b
highlight colour cc701a
Dark lines 2c2c2c
Brighter lines 6e6e6e
Indicator 60c040


16
-5
0
5
10
15
20

Graph Editor

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.
Graph Editor has two modes. So we need tabs in the menu bar here. But with a way to make them as a drop down box too. See Design Doc 1.

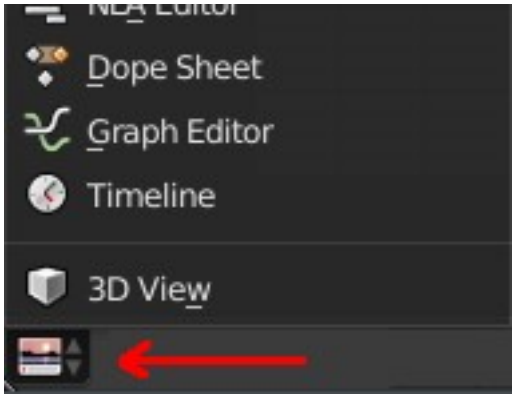
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

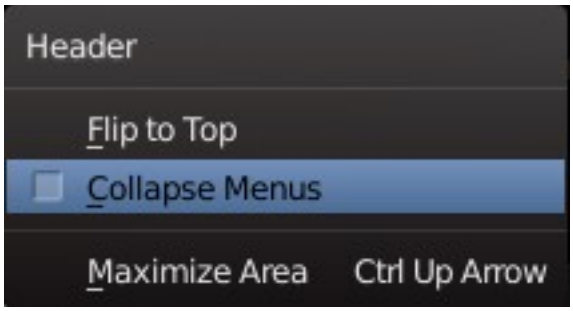
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

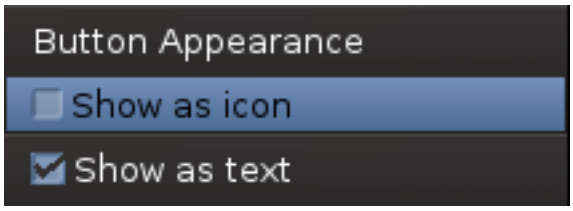


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Vertical Scrollbar with numbers

Width 16 Px
colour 2e2e2e

No proper preview image yet. Cries for custom widget.

Horizontal Scrollbar

Height 16 Px
colour 2e2e2e

Horizontal Scrollbar with Numbers

Height 16 Px
colour 2e2e2e

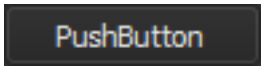
No proper preview image yet. Cries for custom widget.

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px

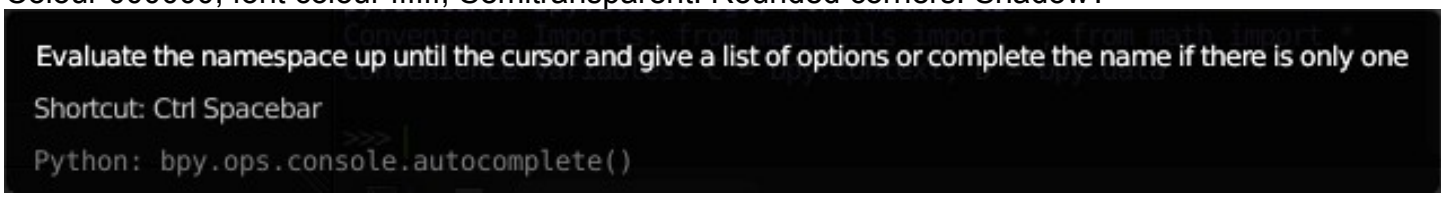


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

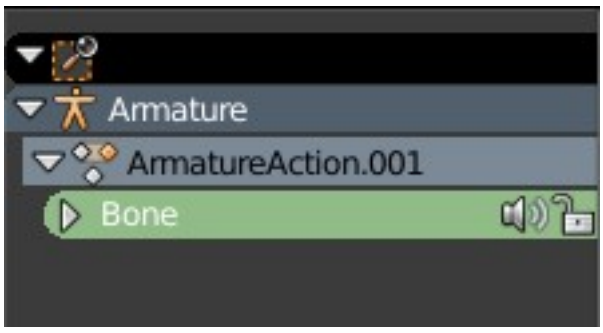
Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



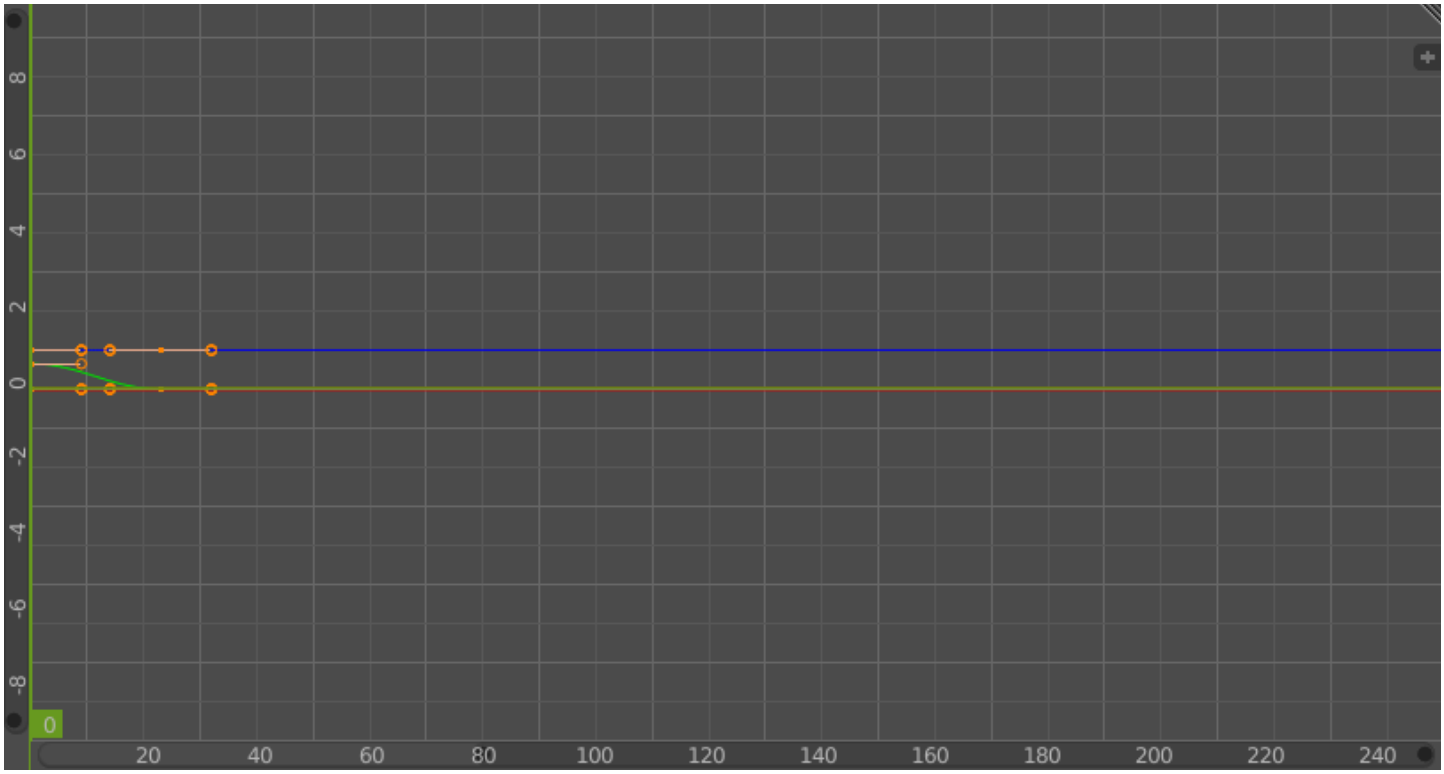
List area

background colour 333333
Bar colour 52606e
Sub bar colour 7c8996
Sub bar green 91bb87



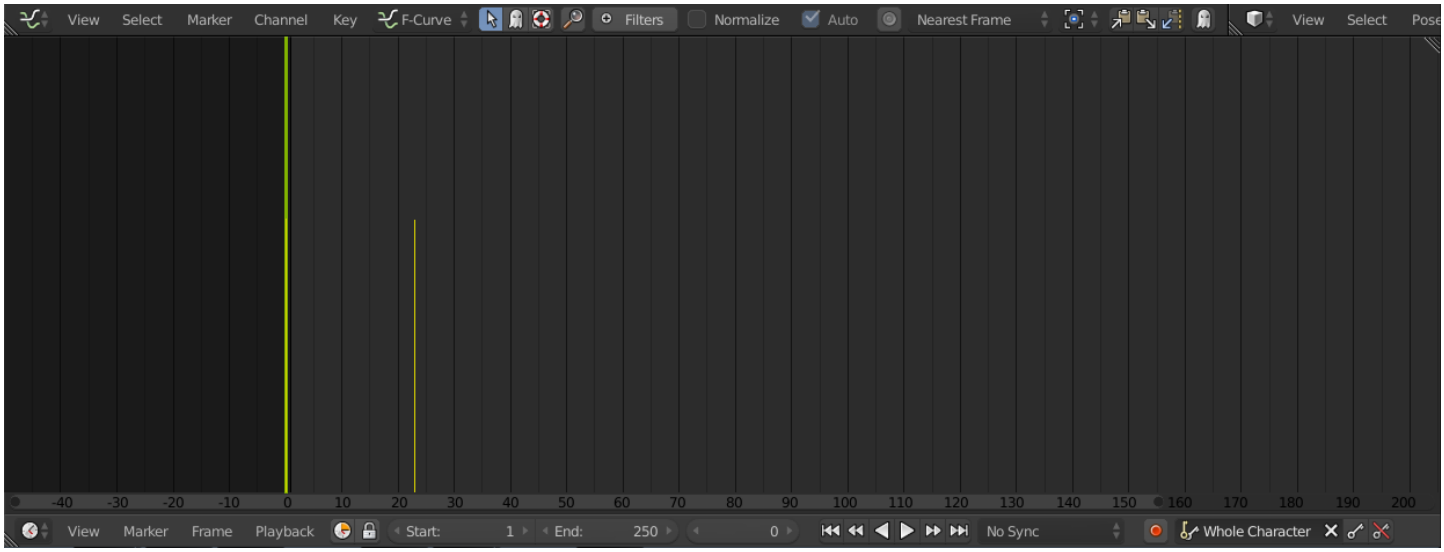
Keyframe Area

Background colour 4b4b4b
highlight colour cc701a
Dark lines 2c2c2c
Brighter lines 6e6e6e
Indicator 60c040



Timeline

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.

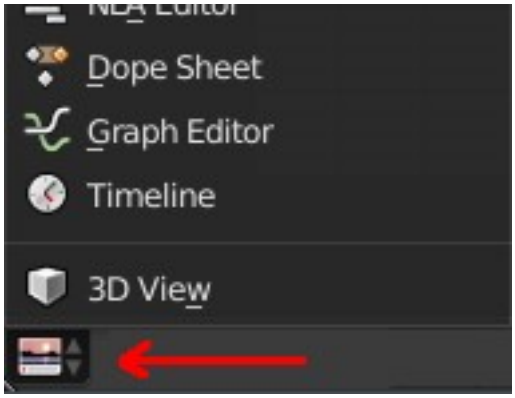
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

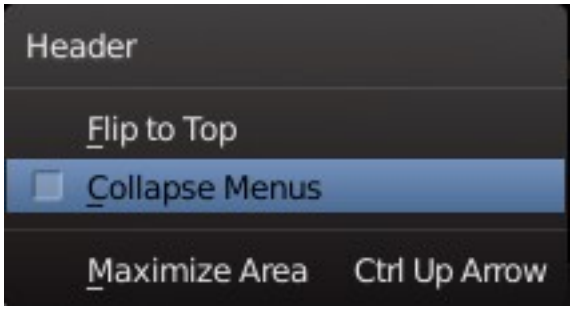
Dropdown box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

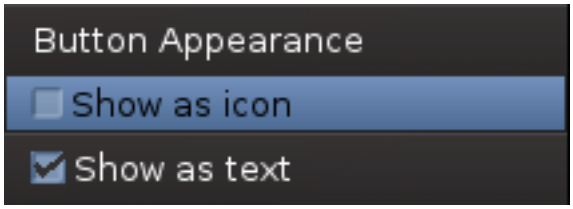


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Horizontal Scrollbar with Numbers

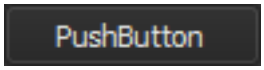
Height 16 Px
colour 2e2e2e

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px

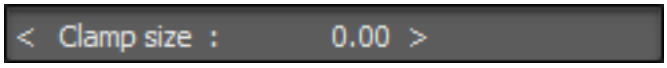


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Editbox with slider functionality

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

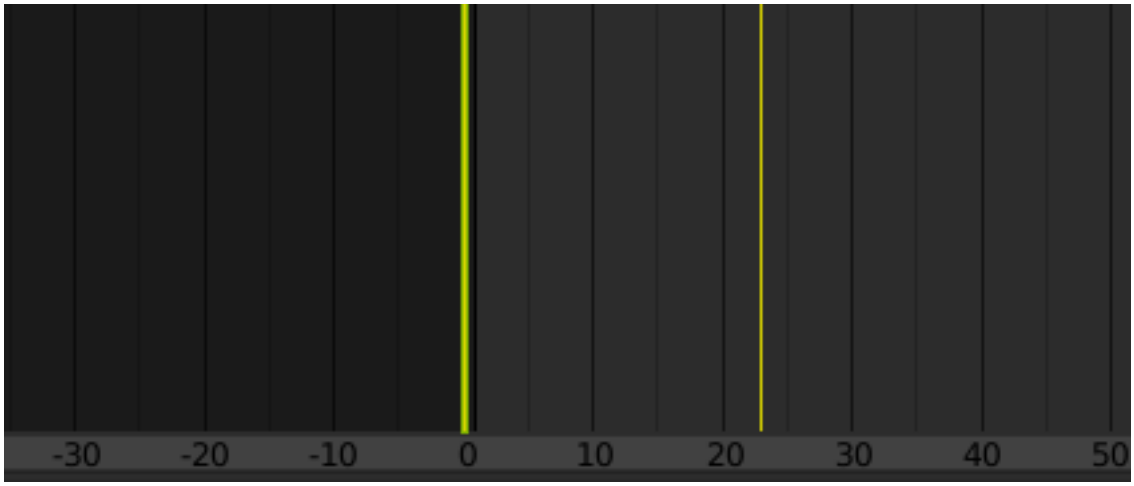


Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

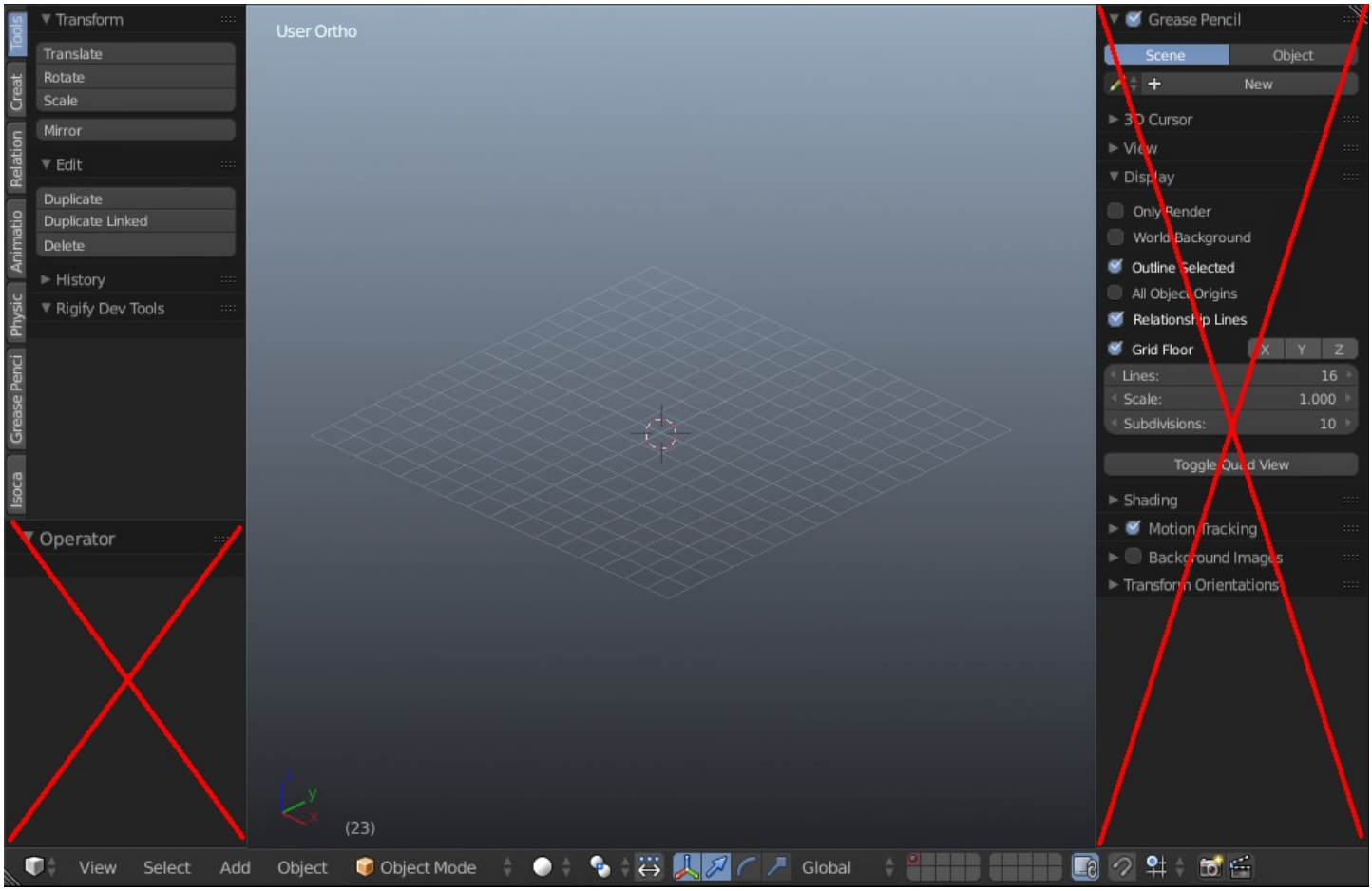
Keyframe Area

Background colour 4b4b4b
highlight colour cc701a
Dark lines 131313
Brighter lines 232323
Indicator small ddd700
Indicator bigger 82b300 + ddd700


-30
-20
-10
0
10
20
30
40
50

3D View

Layout:



As in Blender. But with the following changes:

The tools in the menu bar goes into a toolbar. This toolbar should nevertheless be dockable in the menu bar again.
The properties panel becomes obsolete. Its content goes either into the Inspector, or into the toolbar.
Settings in the Tool Shelf goes into the Inspector.
The Operator section in the Tool Shelf becomes obsolete. Its content goes into the Inspector.
Add a button into the toolbar to call the vital settings that were formerly in the Properties toolbar at the right.
Tabs in the menu bar to switch between the modes. Alternatively still available as a dropdown box.

Needed Elements:

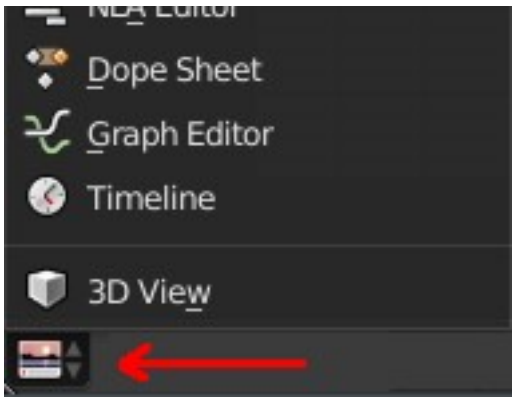
Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown box with icon

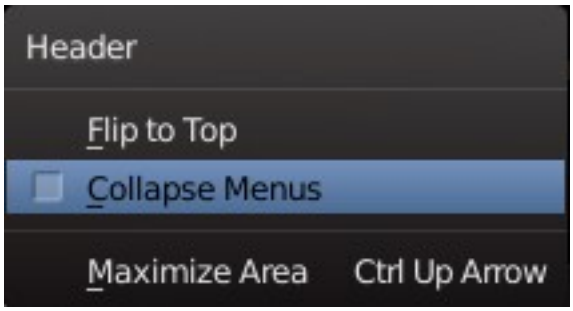
Height 22

Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

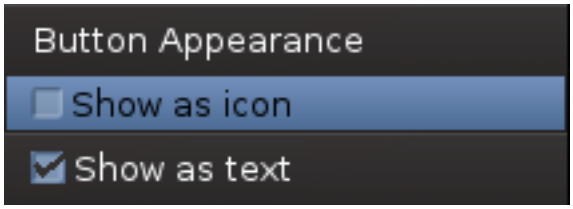


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

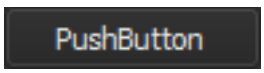
Width 16 Px
colour 2e2e2e

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px



Button Icon form

Colour 2e2e2e
Rounded corners 2px

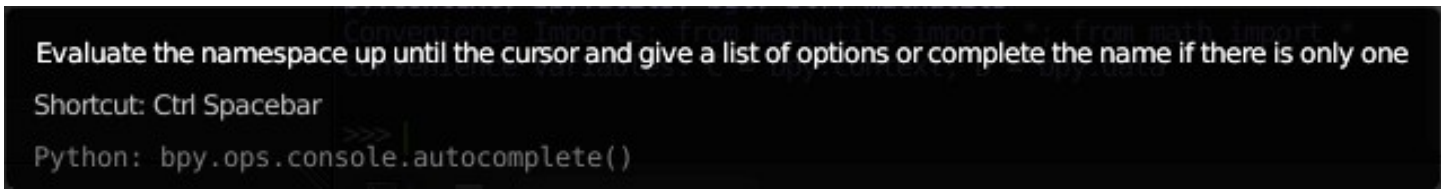
Highlight colour 57769f

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545

Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?



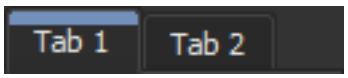
Tabs vertical

font colour ffffff
font size 13
tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba

a 3d border of 2px
dark border areas 242424
lighter border areas 454545
container bg colour: 333333
tabs container bg colour: 333333

Tabs horizontal

font colour ffffff
font size 13
tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545

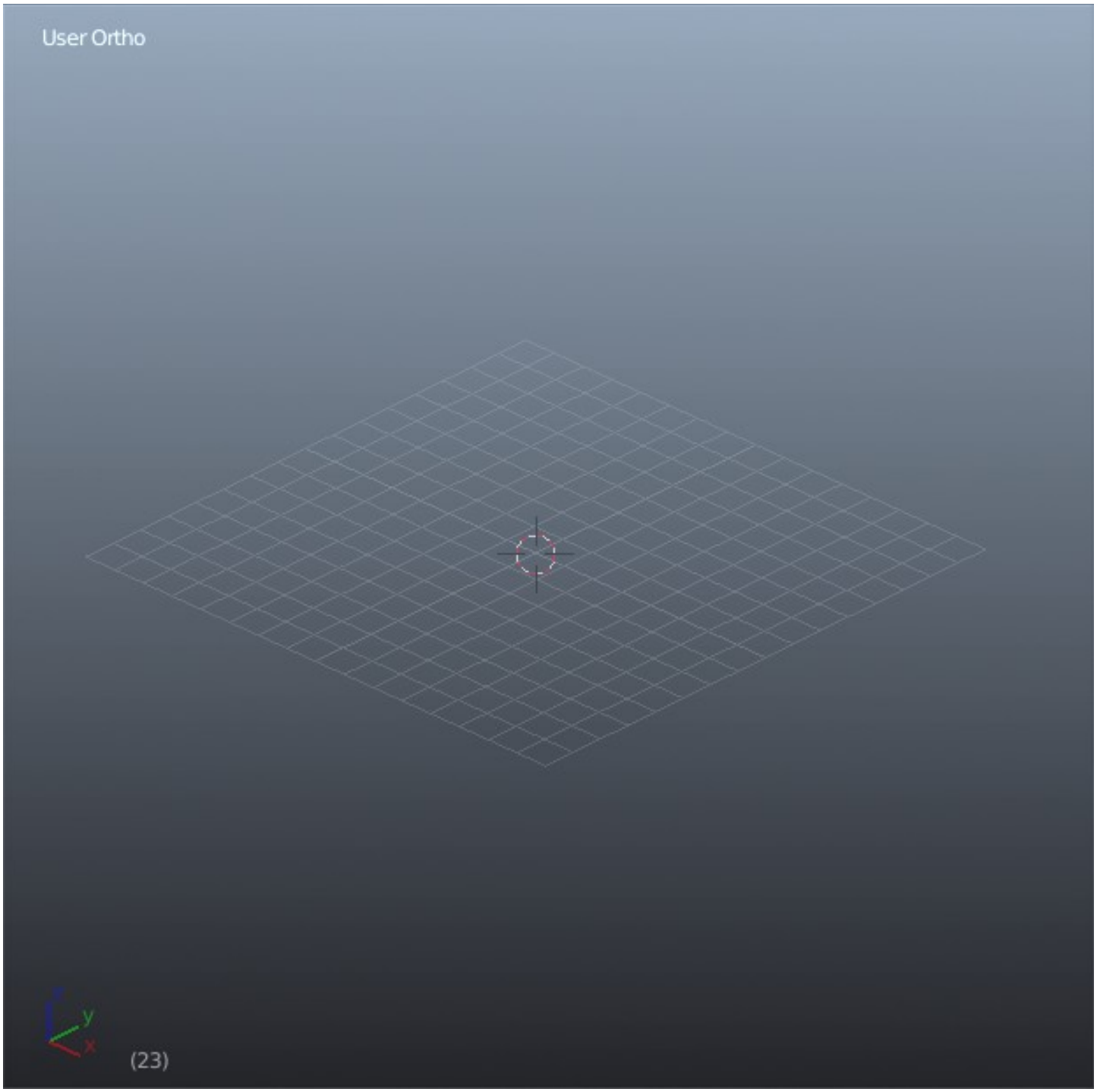


Tool Shelf

Background colour 333333

Viewport

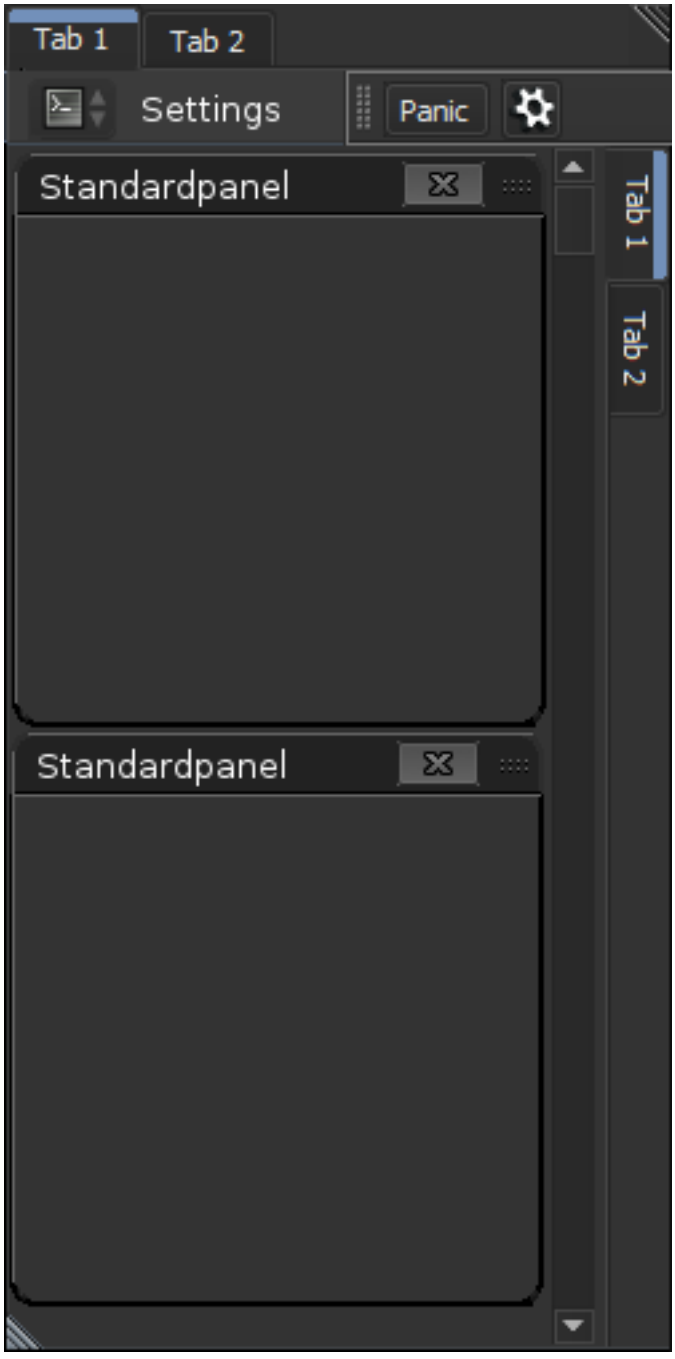
gradient top 96aabe
gradient bottom 23282d


User Ortho
y
x
(23)

Inspector

The Inspector is one of the new editor windows. So we need to explain the layout a bit more in detail. It's basically like the properties toolbar in the 3D View. But as a standalone editor window. And displaying every setting that gets called. Plus a few other gimmicks.

I have already described some possible functionality in the first part. Let's have a second look at the Layout. This time with a mockup that is more close to the final result.



A horizontal tabs area, which is just visible when the Inspector is tabbed together with another editor type. See Design Document Part 1.
The menu bar. If we use a file menu here or call the settings from the toolbar is a job for the prototoype.
A toolbar. This toolbar should nevertheless be dockable in the menu bar again. Currently we see a Panic button here to close all panels at once, and a settings icon button.
A container area where you can see the Standard panels with its content then.

A vertical tabs area, for a quick navigation between the panels.
A horizontal tab area in case the Inspector is tabbed together with another editor. Something i definitely want to do with the Properties and the Outliner for the standard layout.
The standard panels, closable. (See also design document 1, there is the handling of the content closer described).
A vertical scrollbar.
And of course the cornerhandlers to dragmove open a new editor window.

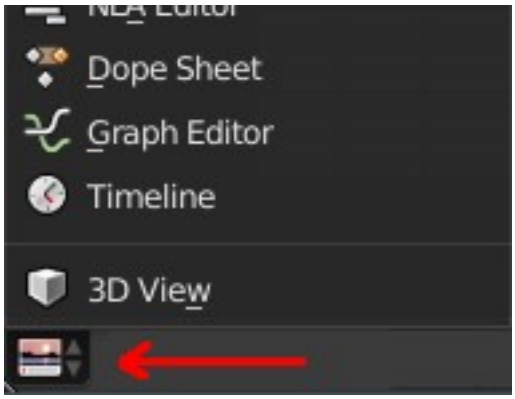
Needed Elements:

Menu bar with a menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown box with icon

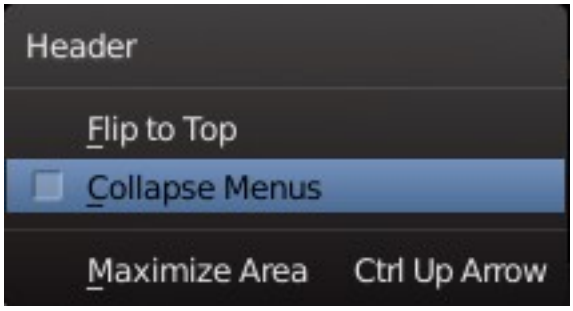
Height 22
Colour background: 303030
Colour text: FFFFFF



RMB menu for menu bar

Size. Width 212, Height 113.

Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000

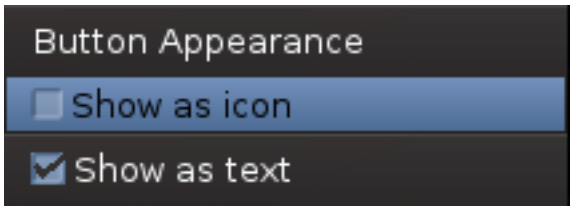


Toolbar

Toolbar. Displayed as text or as icon.
Size: Height 30 Px. Colour 313131, highlighted 3b3b3b

RMB menu for toolbar

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Vertical Scrollbar

Width 16 Px
colour 2e2e2e

Horizontal Scrollbar

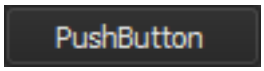
Height 16 Px
colour 2e2e2e

Dropdown Box

Height 22 width 96px
Colour background: 303030
Colour text: FFFFFF

Button Textform

Colour 2e2e2e
Rounded corners 2px

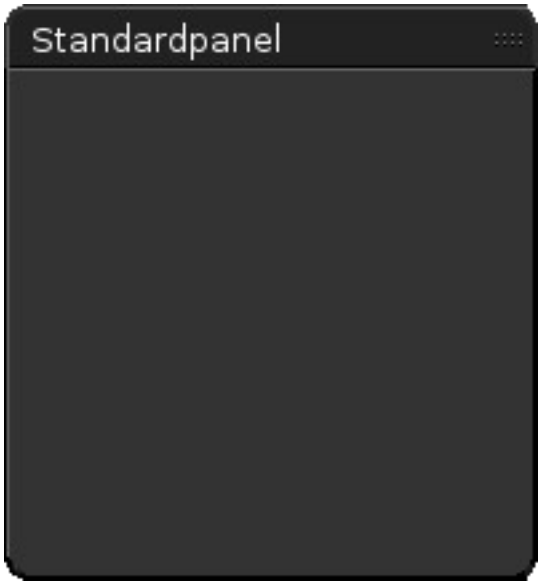


Button Icon form

Colour 2e2e2e
Rounded corners 2px
Highlight colour 57769f

Standardpanel

Rounded corners 5px.
Shadow?
Width maximum 200 px
font colour ffffff
font size 13
bar background colour: 222222
panel background colour 333333
bar height 24 px
a 3d border of 2px
dark border areas 242424
lighter border areas 454545



Tooltip

Colour 000000, font colour ffffff, Semitransparent. Rounded corners. Shadow?

Evaluate the namespace up until the cursor and give a list of options or complete the name if there is only one

Shortcut: Ctrl Spacebar

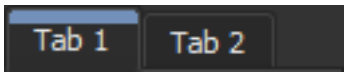
Python: bpy.ops.console.autocomplete()

Tabs vertical

font colour ffffff
font size 13
tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545
container bg colour: 333333
tabs container bg colour: 333333

Tabs horizontal

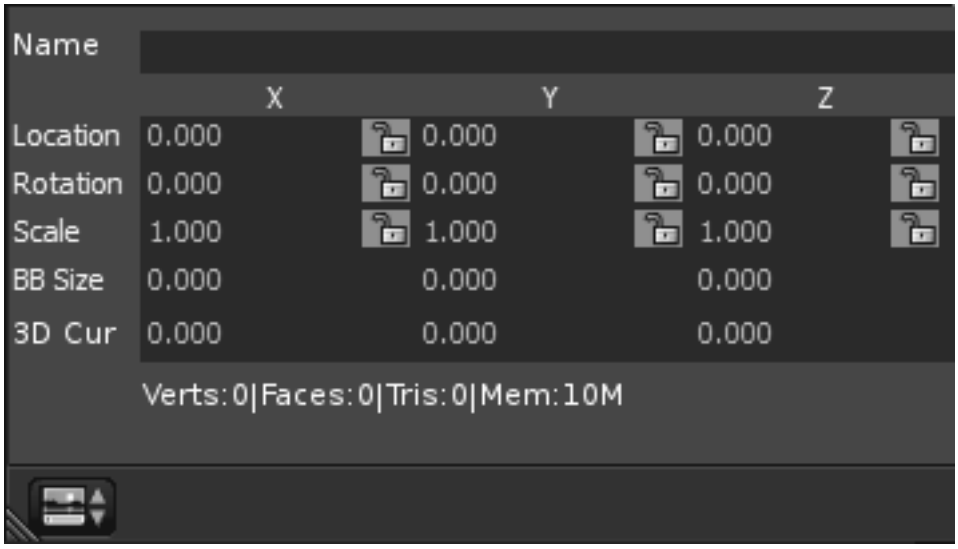
font colour ffffff
font size 13
tabs background colour: 2d2d2d
Active tab, coloured bar colour 7290ba
a 3d border of 2px
dark border areas 242424
lighter border areas 454545



Object Info

The next new editor type. The Object Info. I don't think that i need to explain a lot here.

Layout:



Needed Elements:

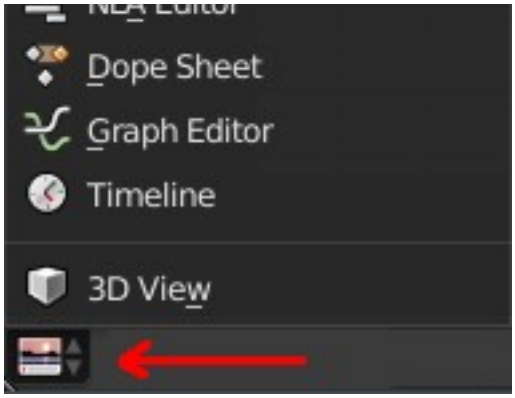
The file menu is made of a few more components. Let's go through them.

Menu bar without menu

Size: Height 30 Px. Colour 313131, highlighted 3b3b3b, Font colour ffffff

Dropdown menu box with icon

Height 22
Colour background: 303030
Colour text: FFFFFF



Button Icon form

Colour 2e2e2e
Rounded corners 2px

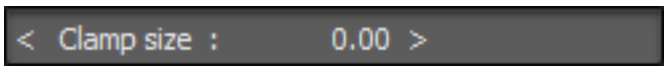
Highlight colour 57769f

Editbox

Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090

Editbox with slider functionality

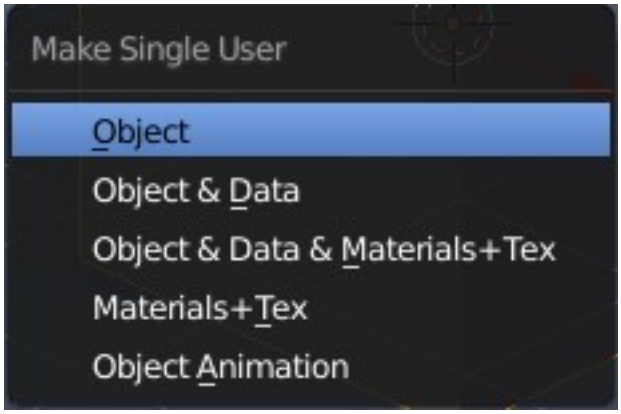
Height 24 px
Colour background: 5c5c5c
Colour text: FFFFFF
Colour selected 909090



Text label

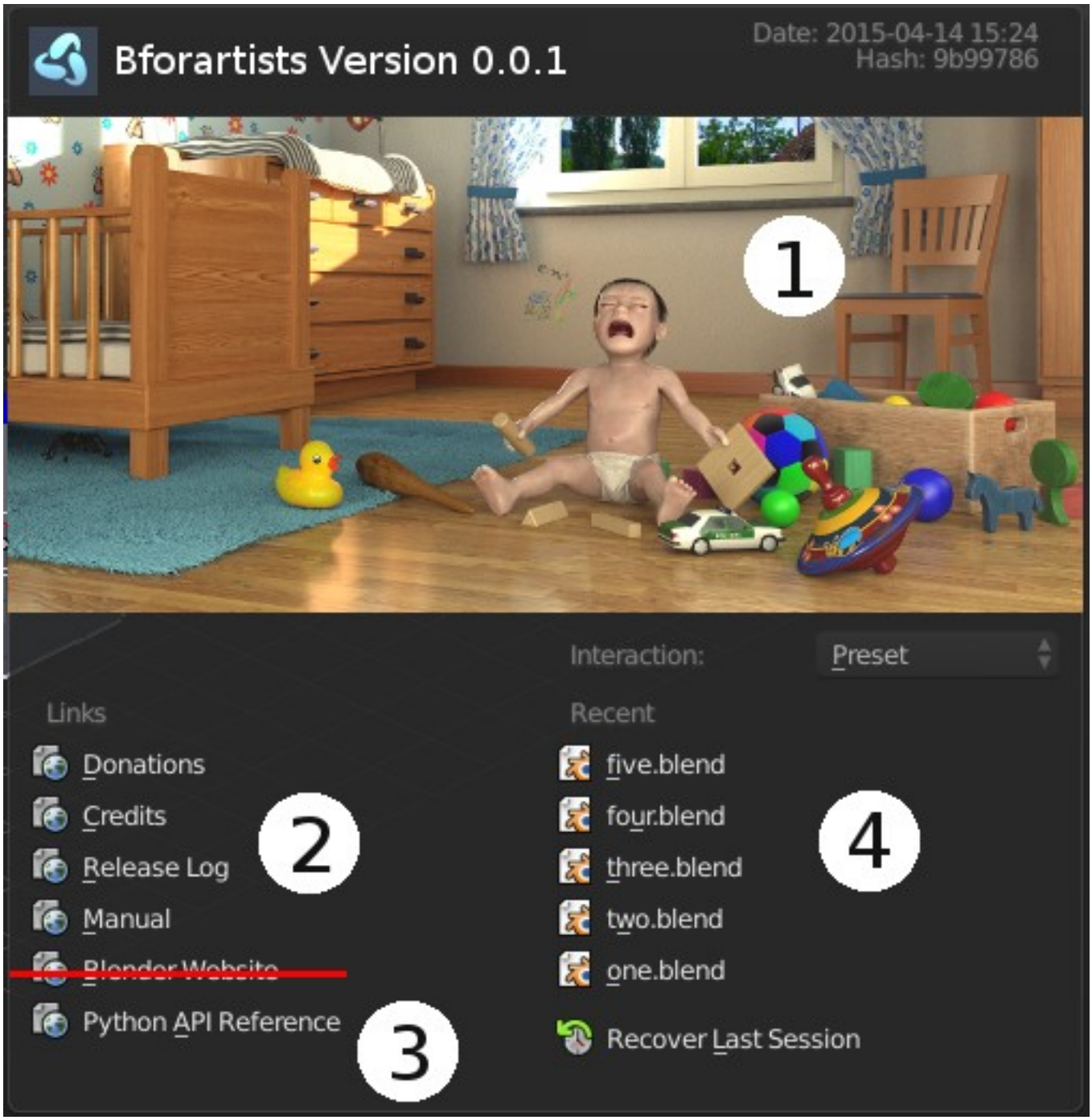
Popup Windows

Size. Width 212, Height 75
Gradient Colour normal 161414 up to 2c2928 ,
Gradient Colour blue 4e6d96 up to 6f8eb9
Font colour ffffff / 000000



Splash Screen

Layout:



As in Blender. But with the following changes:

1) Keep the splash image. It's a cool feature.

2) Fix the links to lead to the Bforartists sections

3) Not sure if a fork is allowed to link to the Blender Python API. Stuff to investigate.

4) Remove the recent history and the recover last session item. We have that one in the file menu. Add a checkbox to show this splash screen at startup or not. The user shouldn't need to dig in the preferences.

Make the currently hidden item to grab the previous settings permanently visible. You may make some adjustments at a new version that you want to revert then ...

Not sure what to do with the Interaction item yet. Doesn't really hurt. So let's keep it.