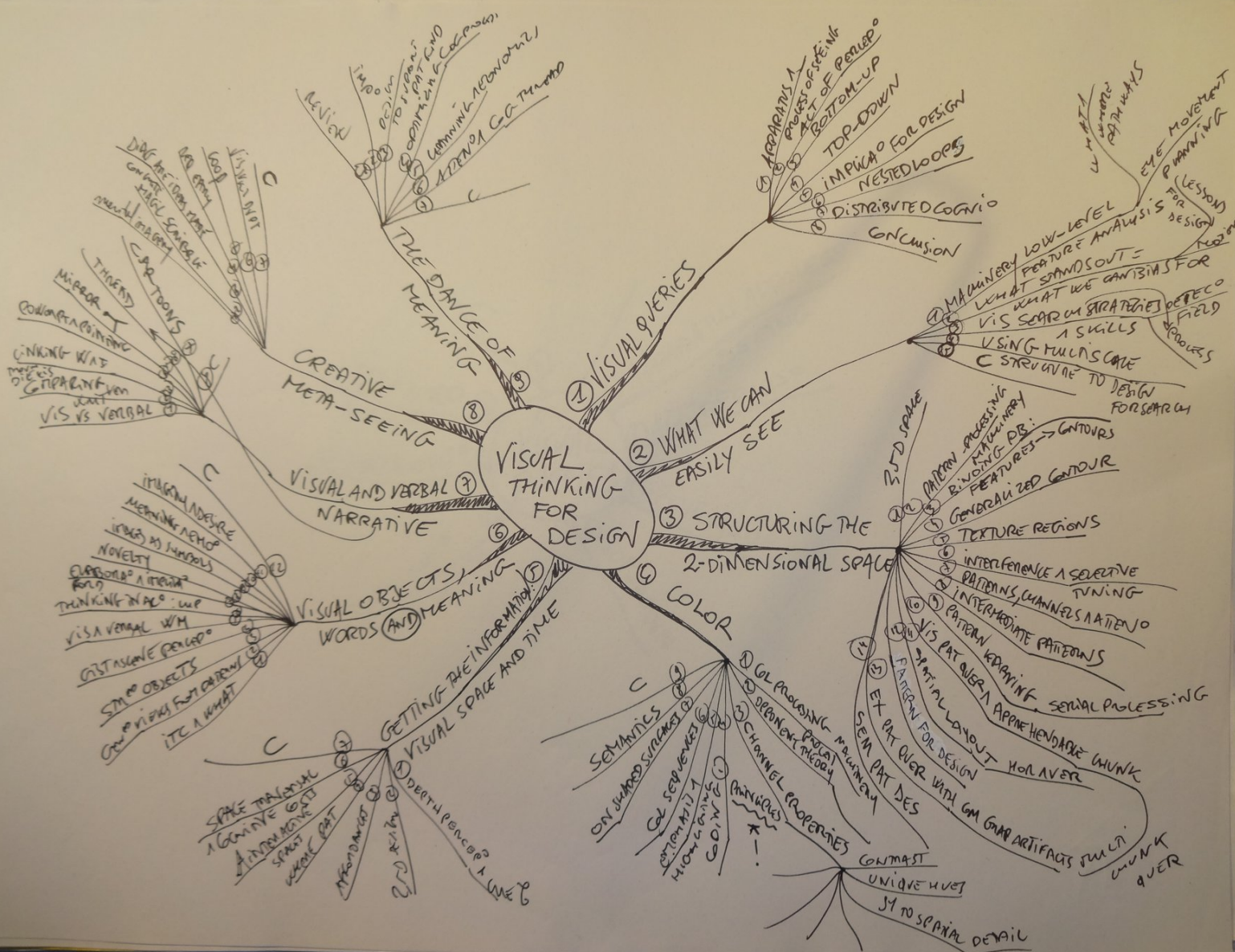
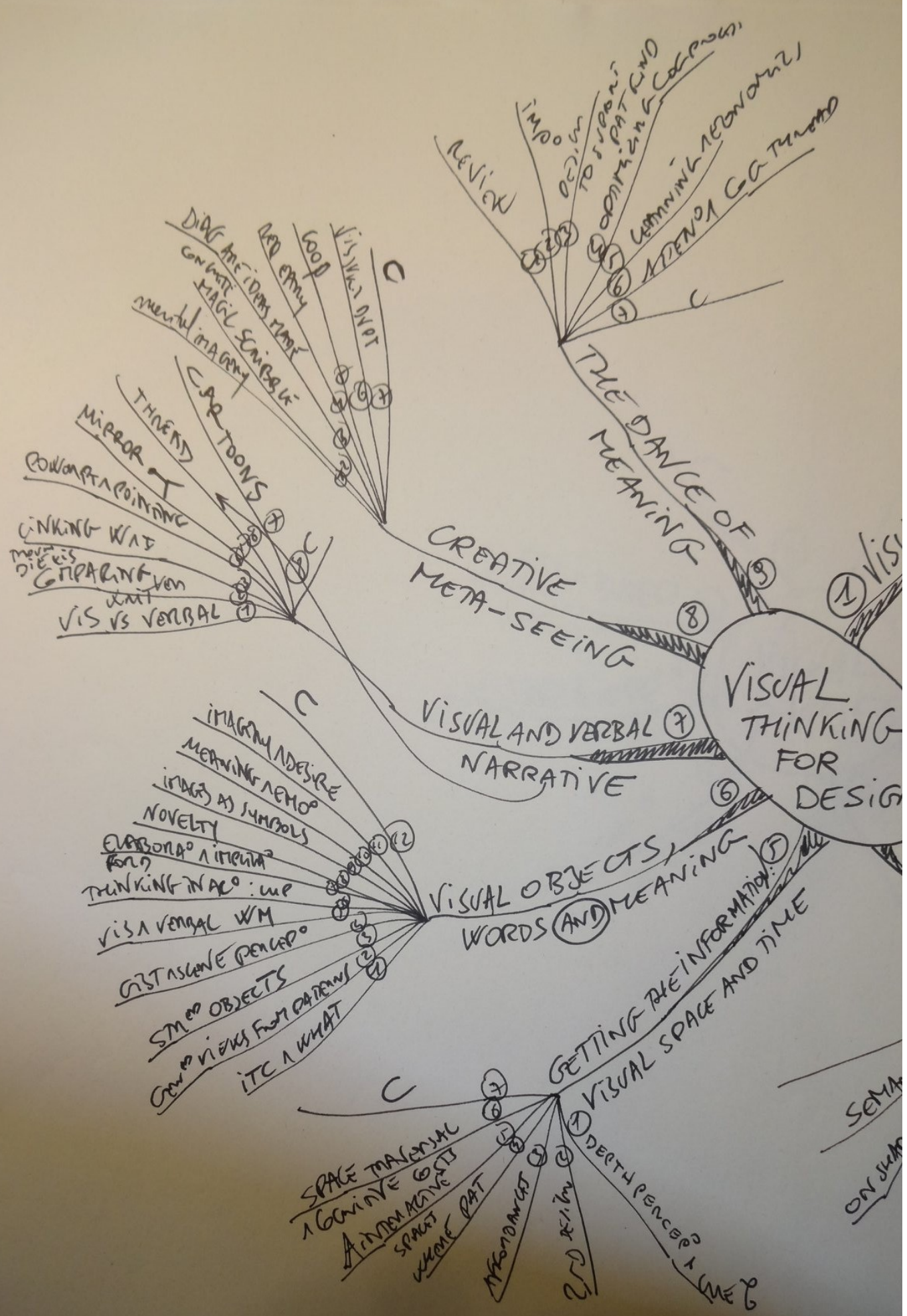


WE ARE VISUAL THINKING





21
A. M. M. M.

VISUAL THINKING FOR DESIGN

6
NG
5
INFORMATION
AGE AND TIME

20
1
M. E. P.

1 VISUAL QUERIES

- 1 APPARATUS
- 2 PROCESS OF SEEING
- 3 ACT OF PERCEPTION
- 4 BOTTOM-UP
- 5 TOP-DOWN
- 6 IMPLICATION FOR DESIGN
- 7 NESTED LOOPS
- 8 DISTRIBUTED COGNITION
- 9 CONCLUSION

WHAT
VISUAL
WAYS
EYE MOVEMENT
PLANNING
(LESSON
FOR DESIGN)
PERCEPTION

2 WHAT WE CAN EASILY SEE

- 1 MACHINERY LOW-LEVEL
- 2 WHAT STANDS OUT =
- 3 WHAT WE CAN DESIGN FOR
- 4 VIS SEARCH STRATEGIES
- 5 A SKILLS
- 6 USING MULTISCALE
- 7 C STRUCTURE TO DESIGN FOR SEARCH

3 STRUCTURING THE

2-DIMENSIONAL SPACE

- 1 2.5D SPACE
- 2 PATTERN PROCESSING
- 3 BINDING PATTERN
- 4 FEATURES -> CONTOURS
- 5 GENERALIZED CONTOUR
- 6 TEXTURE REGIONS
- 7 INTERFERENCE & SELECTIVE TUNING
- 8 PATTERNS, CHANNELS & ATTENTION
- 9 INTERMEDIATE PATTERNS
- 10 VIS PAT QUERY APPREHENSIBLE CHUNK
- 11 SPATIAL LAYOUT
- 12 PATTERN FOR DESIGN
- 13 EX PAT QUERY WITH GM
- 14 SEM PAT DES
- 15 CONTRAST
- 16 UNIQUE HUES
- 17 3D TO SPATIAL DETAIL

4 COLOR

- 1 GL PROCESSING
- 2 PERCEPTUAL THEORY
- 3 CHANNEL PROPERTIES
- 4 SEMANTICS
- 5 ON SURFACES
- 6 GL SEQUENCES
- 7 COMPARISON
- 8 HIGHLIGHTING
- 9 CODING
- 10 PRINCIPLES

CONTRAST
UNIQUE HUES
3D TO SPATIAL DETAIL

