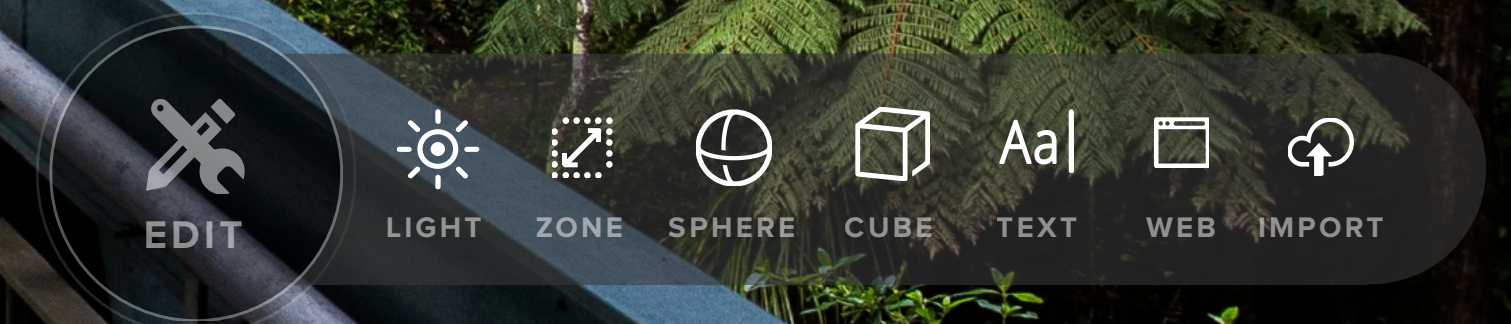


UI TOOLKIT

Style Suggestions for Overlays in High Fidelity

LAST MODIFIED: FEB 6, 2016



Sections

OVERVIEW

- Color
- Scale
- Typography
- Icon language and library
- Classification of UI types
 - Overlay Classes
 - General UI Elements
- Current Design Constraints

OVERLAY CLASSES

- Menu Dialog
 - Submenu Indicator
 - Shortcut Key Indicator
 - Submenu Frames
- Form Editor Dialog
 - Overlay Title
 - Close Button
 - Pin Button
 - Resize Handle
 - Scroll bar
- Overlay View
 - Primary Text
 - Secondary Text
 - Tinted text
- Web View
 - Forward/Back Buttons
 - Reload Button
 - Address Field
 - Hide/Reveal Nav Toggle
 - Mute/Unmute
 - Loading Progress Indicator
- Modal Dialogs
- Transient Notifications
 - Progress Bar
 - Close

GENERAL UI ELEMENTS

- Text input
 - Single Line
 - Multi Line
- Token Field
- Search Field
- Button
- Button Group
- Tab Group
- Icon Button
- Combo Box
- Drop Down Box
- Stepper Field
- Stepper Field with Icon
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- Expandable List
- Button/Token List



BASE GRAY

R: 64
G: 64
B: 64
HEX: #404040

DARK GRAY

R: 18
G: 18
B: 18
HEX: #121212

BASE GRAY SHADOW

R: 37
G: 37
B: 37
HEX: #252525

BASE GRAY HIGHLIGHT

R: 87
G: 87
B: 87
HEX: #575757

LIGHT GRAY

R: 106
G: 106
B: 106
HEX: #6A6A6A

LIGHT GRAY TEXT

R: 175
G: 175
B: 175
HEX: #AFAFAF

FAINT GRAY

R: 227
G: 227
B: 227
HEX: #E3E3E3

PRIMARY HIGHLIGHT/
BLUE HIGHLIGHT

R: 0
G: 180
B: 239
HEX: #00B4EF

BLUE ACCENT

R: 0
G: 147
B: 197
HEX: #1080B8

RED HIGHLIGHT

R: 226
G: 51
B: 77
HEX: #E2334D

RED ACCENT

R: 183
G: 10
B: 55
HEX: #B70A37

GREEN HIGHLIGHT

R: 26
G: 197
B: 103
HEX: #1AC567

GREEN SHADOW

R: 44
G: 142
B: 14
HEX: #2C8E72

Typefaces



Suggest using Raleway for all dialog types except input text, drop down text, and any tokenized text (if there is any). The main reasons for using Fira Sans instead of Raleway for those things are: 1) the narrower characters require less space onscreen but are almost equal in legibility, and 2) Raleway’s “old-style” lining for numbers (dropping some numbers below the baseline) is not appropriate for text fields.

Raleway, Fira, and Anonymous Pro are free & open source:

<https://www.google.com/fonts/specimen/Raleway>

Raleway Light
Raleway Regular
Raleway Semibold
Raleway Bold

<https://www.mozilla.org/en-US/styleguide/products/firefox-os/typeface/>

Fira Sans SemiBold

1234567890
. - = _ + * ^ / \ < ≥ ÷ # % _ + < ° ±
Σ % ∞ » ß ð f Δ ° Ω ≈ √ ∫ ~ μ < ∞ •

<https://www.google.com/fonts/specimen/Anonymous+Pro>

Anonymous Pro (for Logs and code)
[01/22 13:54:38] [DEBUG] Request[...]

Overlay Text Class	Type size @ 1920 x 1080	Typeface	Weight	Add'l Notes	Type size @ 1280 x 720
Overlay Title	18 pt	Raleway	Regular	-	12 pt
TAB NAME	13.5 pt	Raleway	Regular	All caps	9 pt
SECTION NAME	13.5 pt	Raleway	Regular	All caps	9 pt
Input Label	13.5 pt	Raleway	Semibold	-	9 pt
Text Field Input	16 pt	Fira Sans	Semibold	-	11 pt
Button Label	15 pt	Raleway	Bold	-	10 pt
BUTTON	15 pt	Raleway	Regular	All caps, 1.5x kern	10 pt
List Item/Tabular Data	13.5 pt	Raleway	Regular	-	9 pt
Logs and code	15 pt	Anonymous Pro	Regular	-	10 pt
ROOT MENU /Menu Item	13.5 pt	Raleway	Semibold	2x Line height, all caps on root menu items	9 pt
Shortcut Text	12 pt	Raleway	Light		8 pt



OVERVIEW:

Icon Language & Library

EDIT

UPLOAD			
SCRIPT			
TEXT			
CUBE			
SPHERE			
ZONE			
LIGHT			
WEB ENTITY			
EDIT			
MARKET			
DIRECTORY			
MENU			

ROOT / PERSISTENT

QUICK MENU

HMD		
2D SCREEN		
KEYBOARD		
HAND CONTROLLERS		
GAMEPAD		
HEADPHONES		
DISCLOSURE BUTTON		
DISCLOSURE BUTTON (EXPANDED)		
SUBMENU INDICATOR		
SUBMENU INDICATOR (EXPANDED)		
SEARCH		
GRAB HANDLE		

MENU

DIALOG CONTROL

CLOSE (LARGE)		
CLOSE ON-CLICK (LARGE)		
PIN		
PINNED		
WINDOW RESIZE HANDLE		

WEB VIEW CONTROL

CLOSE (SMALL)		
FORWARD		
BACK		
RELOAD		
AUDIO (UNMUTED)		
AUDIO (MUTED)		
MINIMIZE		
MAXIMIZE		
MAXIMIZE ON-HOVER		

Overlay Classes



There are many uniquely defined kinds of 2D overlays already in use in High Fidelity. For the purposes of defining a consistent design treatment for such diverse applications, I have generalized the kinds of overlays that exist into a rough taxonomy below. These may bear no correspondence to the organizing principles by which these overlays are coded, but for the purposes of this early document, I will use these six classes as archetypes.

Type	Canonical Example	Menu Mode Visible	Normal Mode Visible	Can Have Focus	Is Modal	Resizable	Closable
MENU NAV	Root menu	Yes	No	Yes	No	No	No
FORM FIELD EDITOR	Entity properties	Yes	If Pinned	Yes	No	Yes	Yes
OVERLAY	Stats	Yes	If Pinned	No	No	No	Only in Menu Mode
BUTTON PANE	Edit Button	Yes	If Pinned	No	No	No	Only in Menu Mode
MODAL DIALOG	Marketplace/ Error messages	Yes	Yes	Yes	Yes	Sometimes	Yes
TRANSIENT NOTIFICATIONS	Progress Bar	Yes	Yes	No	No	No	Yes



Classification of Types

Obviously there are many user interface elements that can't be anticipated by this document, but the elements listed at right are meant to provide a bit of a beachhead from which and with which we can pummel more exotic user interfaces into submission.

Each element will be described in all four states listed, wherever it's relevant to do so.

UI Element States

- Normal
- Hover
- Selected/Active
- Locked

Overlay UI Elements By Class

- Menu Dialog
 - Submenu Indicator
 - Shortcut Key Indicator
 - Submenu Frames
- Form Editor Dialog
 - Overlay Title
 - Close Button
 - Pin Button
 - Resize Handle
 - Scroll bar
- Overlay View
 - Primary Text
 - Secondary Text
 - Tinted text
- Web View
 - Forward/Back Buttons
 - Reload Button
 - Address Field
 - Hide/Reveal Nav Toggle
 - Mute/Unmute
 - Loading Progress Indicator
- Modal Dialogs
- Button Panes
- Transient Notifications
 - Progress Bar
 - Close

General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Search Field
- Button
- Button Group
- Tab Group
- Icon Button
- Combo Box
- Drop Down Box
- Stepper Field
- Stepper Field with Icon
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- Expandable List
- Button/Token List



Design Constraints and Considerations

The suggestions in the rest of this document sit between two forces: the things we may want to do but can't (yet) and the things discovered in the course defining our UI but can't take advantage of, usually because it would mean starting over or radically revising. Since both constraints and considerations are potentially valuable later, I've made this a page for documenting them.

Current Constraints

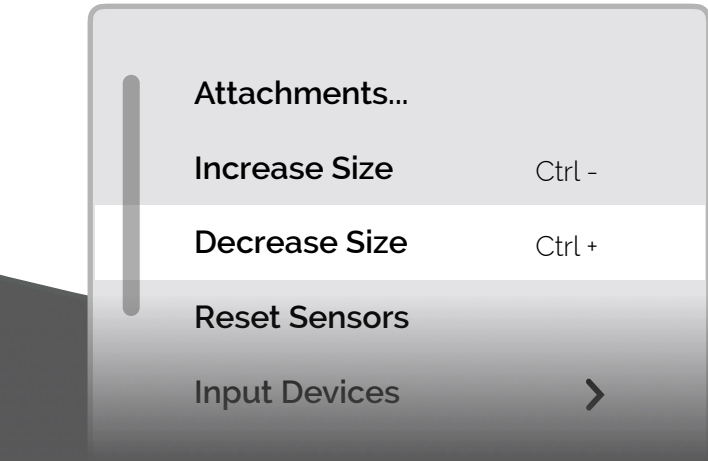
1. Based on tests with DK2 hardware, the screen resolution limits our minimum readable text size to 10pt characters on a 1920 x 1280 screen at 72 dpi. For reference, that equates to character that are 6 pixels high. Anything smaller than this is effectively unreadable.
2. The eventual expectation that users may navigate interfaces by pointing with hand controllers means we should pay careful attention to both the size of type (above) and to generous margins around interactive UI elements so that their target area is not easily missed or clicked mistakenly.

Upcoming Considerations

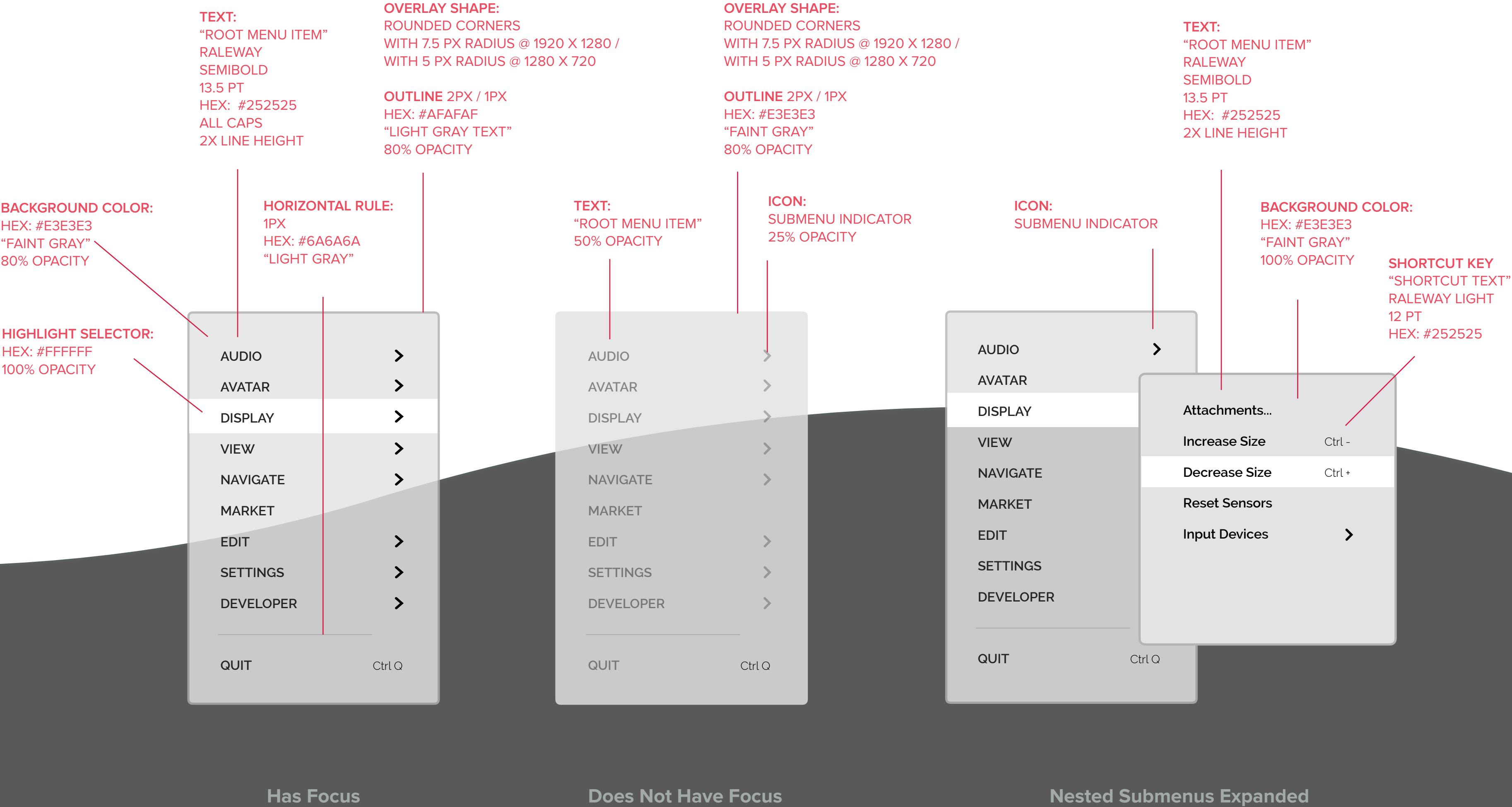
1. Because there's no foreseeable substitute for keyboard input (yes, we should consider making a keyboard overlay, but that's not a great substitute for the real thing,) we should strive to build as many of the UI elements as possible to not require keyboard input. We can do this by using features like value steppers, combo boxes, auto-suggestion, robust copy/cut/paste with right click, among others to minimize the need for typing.
2. There seem to be three modes of activity in High Fidelity that have very little overlap. It's worth considering that we might structure our UI to reflect those modes, which are 1.) **normal**, walking around and just being in-world mode, 2.) **menu** mode, which is centered on adjusting the ways in which software and hardware are mediating your VR experience, and 3.) **edit** mode, which encompasses all the ways in which you can create and modify the world around you in ways that have few real-world analogs (e.g. Pulling a basketball out of thin air and making it 1.5 times bigger)

Menu Dialog

- NOTES:
- 1. Cannot be closed or pinned
 - 2. Is visible whenever a user is “menu mode”
 - 3. Can be repositioned
 - 4. Cannot be manually resized
 - 5. In cases where a submenu’s contents exceed the frame size, the submenu should be scrollable with a scrollbar that is visible only when scrolling:



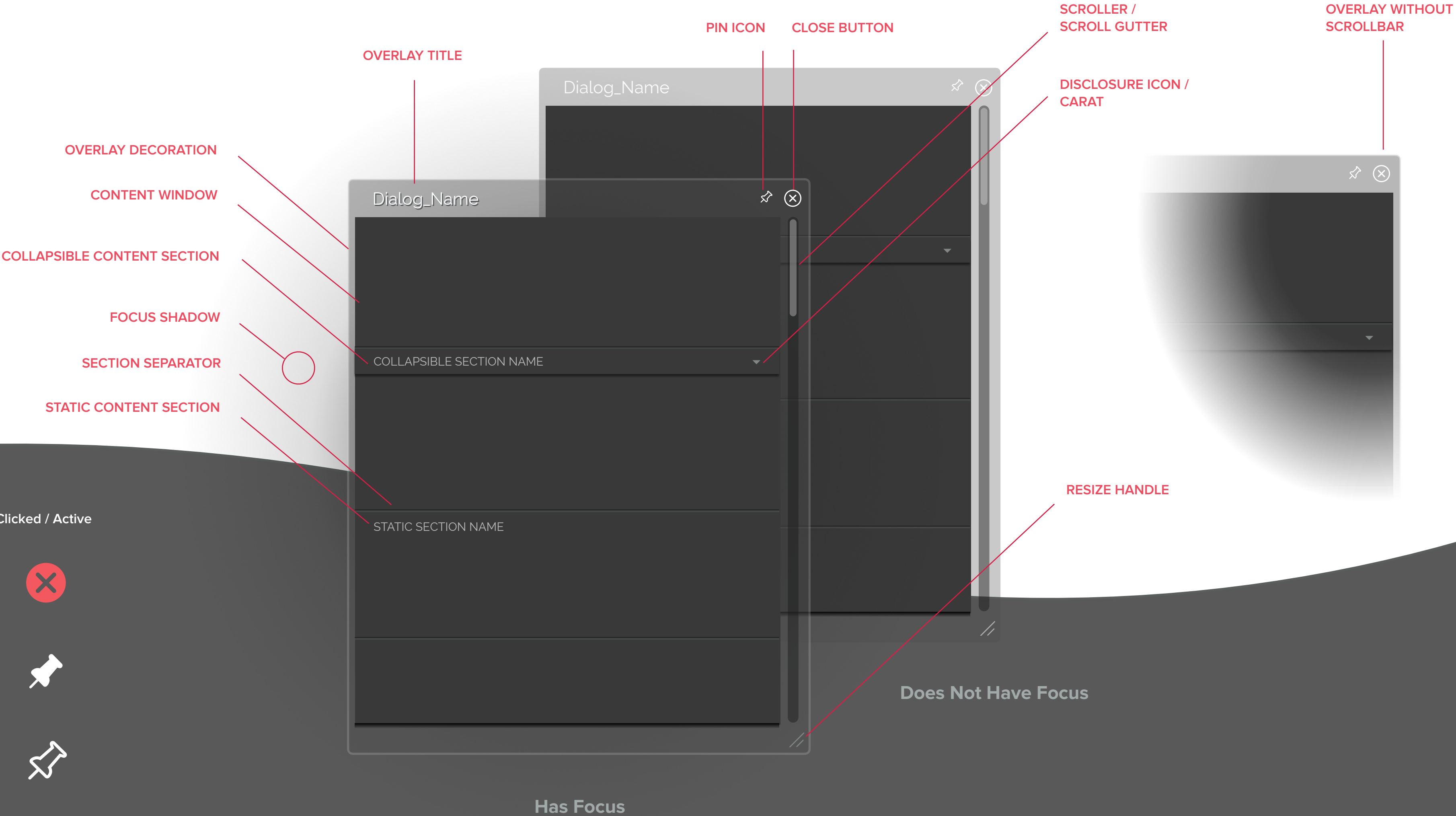
- 6. Since a menu item cannot have both submenu indicator and a shortcut key, the same space is repurposed for whichever cue, if any, is needed,.



Form Editor Dialog

This is a general-purpose interactive dialog. Entity properties, Settings, and Running Scripts are good examples of this class.

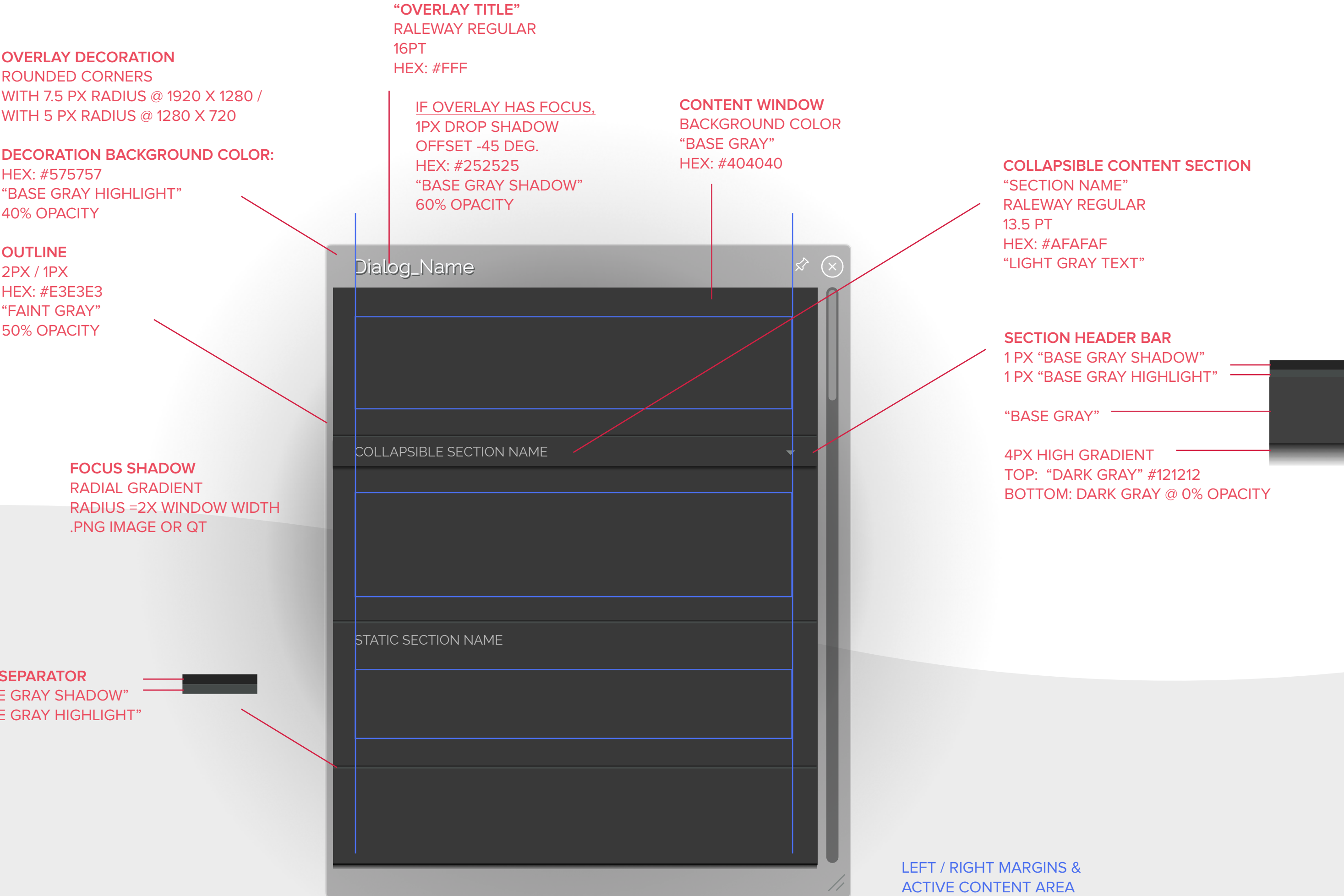
- NOTES:
- 1. Is visible whenever a user is “menu mode”.
 - 2. Can be pinned.
 - 3. Can be repositioned and resized.
 - 4. Can have focus.
 - 5. Is not modal.
 - 6. In cases where contents exceed the frame size, the overlay should be scrollable.



	Normal	Hover	Clicked / Active
CLOSE BUTTON			
PIN ICON (PIN)			
PINNED ICON (UNPIN)			
RESIZE HANDLE			

Form Editor Dialog

DESIGN NOTES FOR WHEN THE OVERLAY HAS FOCUS



Has Focus

Form Editor Dialog

DESIGN NOTES FOR WHEN THE OVERLAY DOES NOT HAVE FOCUS

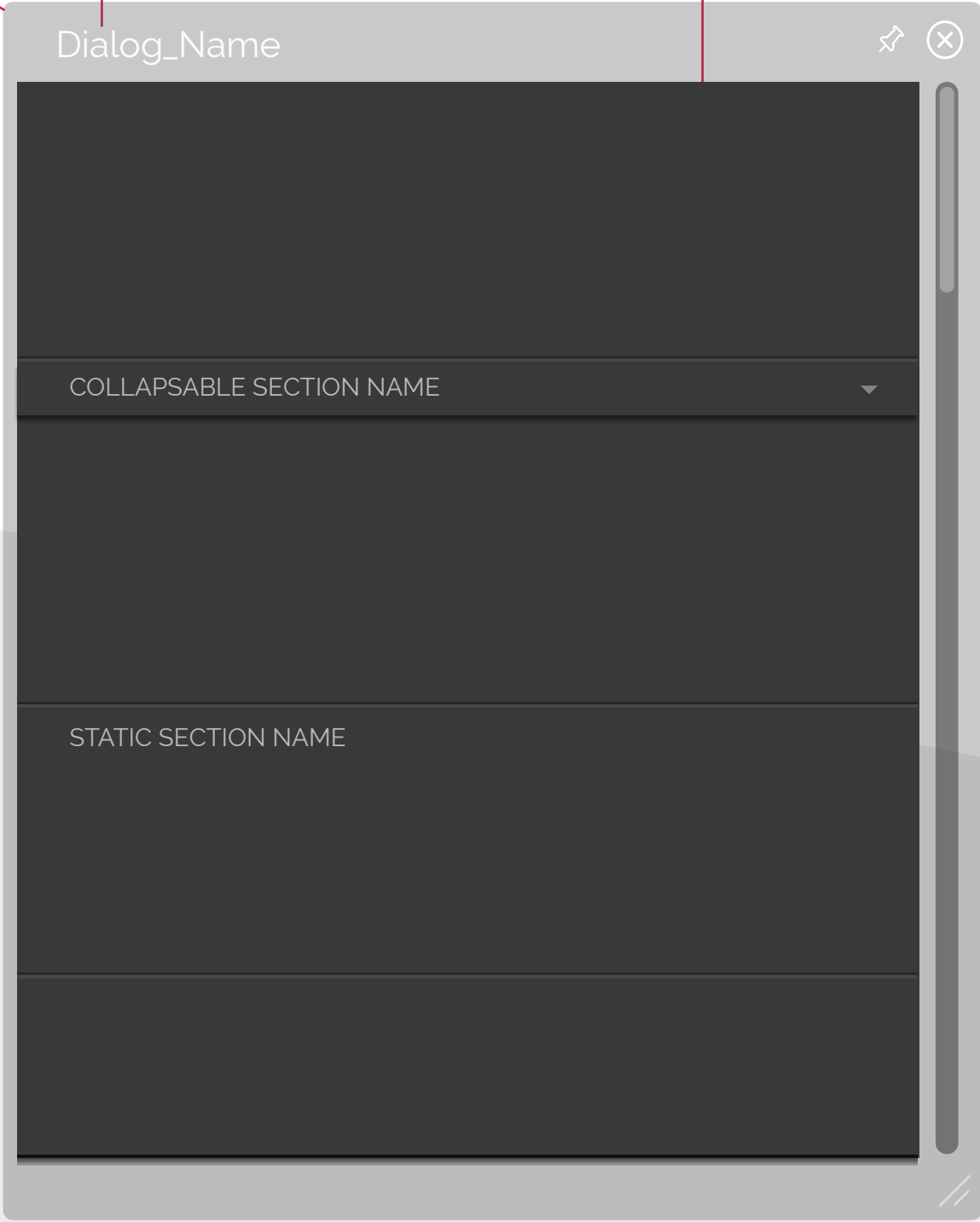
DECORATION BACKGROUND COLOR:
HEX: #575757
“BASE GRAY HIGHLIGHT”
30% OPACITY

“OVERLAY TITLE”
RALEWAY REGULAR
18PT
HEX: #FFF

CONTENT WINDOW
BACKGROUND COLOR
“BASE GRAY”
HEX: #404040

DECORATION BACKGROUND COLOR:
HEX: #575757
“BASE GRAY HIGHLIGHT”
15% OPACITY

OUTLINE
3PXHEX: #FFF
White
50% OPACITY



Has Focus



On Resize

Overlay View

The overlay view is ideally suited to displaying dynamic information that requires little or no direct interaction with the user in normal mode.

- NOTES:
- 1. Cannot have focus.
 - 2. Can be pinned.
 - 3. Is not modal.
 - 4. Cannot be resized.

Menu Mode

Servers: 2
Avatars: 11
Render Rate: 68
Present Rate: 72
Simrate: 70

Position : /234.56,34.01,1001.02
Velocity: 21
Yaw: -2.9

Normal Mode
(if pinned)

“OVERLAY TITLE”
RALEWAY REGULAR
16PT
HEX: #FFF

TITLE BAR
HEX: #252525
“BASE GRAY SHADOW”
40% OPACITY

2PX GAP BETWEEN
TITLE BAR AND OVERLAY

Dialog_Name

Servers: 2
Avatars: 11
Render Rate: 68
Present Rate: 72
Simrate: 70

Position : /234.56,34.01,1001.02
Velocity: 21
Yaw: -2.9

Servers: 2
Avatars: 11
Render Rate: 68
Present Rate: 72
Simrate: 70

Position : /234.56,34.01,1001.02
Velocity: 21
Yaw: -2.9

OVERLAY WINDOW
ROUNDED CORNERS
WITH 7.5 PX RADIUS @ 1920 X 1280 /
WITH 5 PX RADIUS @ 1280 X 720

BACKGROUND COLOR
“BASE GRAY”
HEX: #404040
35% OPACITY

I expect that text formatting in an overlay view can be flexible enough to suit any purposes, but for the sake of an example, I’ve applied basic formatting to the Stats overlay.

OVERLAY UI ELEMENTS BY CLASS:

Web View

The web view and web entity are similarly formatted, and as much as possible, I recommend trying to achieve parity between the two interfaces.

NOTES:
1. The web view shares all of the same states and behaviors as the Form Editor Dialog. The characteristics that distinguish it are that its frame decoration goes away in normal mode and it has web navigation control at the top.

FORWARD / BACK

RELOAD / STOP

ADDRESS BAR

MUTE / UNMUTE

HIDE / UNHIDE NAV

OVERLAY (PAGE) TITLE

WEB NAVIGATION CONTROL

LOADING PROGRESS BAR

CONTENT WINDOW

FOCUS SHADOW

Dialog_Name

http://web.url

Normal Mode
(if pinned)

Does Not Have Focus

Menu Mode / Has Focus

	Normal	Hover	Clicked / Active	Locked
FORWARD				
BACK				
RELOAD				
AUDIO (UNMUTED)				
AUDIO (MUTED)				
STOP				

Web View

The web view and web entity are similarly formatted, and as much as possible, I recommend trying to achieve parity between the two UI’s.

TITLE BAR
HEX: #252525
“BASE GRAY SHADOW”
40% OPACITY

“OVERLAY TITLE”
RALEWAY REGULAR
16 PT
HEX: #FFF

“TEXT FIELD INPUT”
FIRA SANS SEMIBOLD
13.5 PT
HEX: #404040
“BASE GRAY”

HIGHLIGHT
2 PX
HEX: #14A4EB
“PRIMARY HIGHLIGHT”

SELECT HIGHLIGHT
HEX: #14A4EB
“PRIMARY HIGHLIGHT”

WEB NAVIGATION CONTROL
BACKGROUND COLOR:
HEX: #575757
“BASE GRAY HIGHLIGHT”

UNLOADED PROGRESS
2 PX
HEX: #AFAFAF
“LIGHT GRAY TEXT”

Dialog_Name

◀ ▶ ↺

http://web.url

🔊 —

ROUNDED CORNERS
WITH 7.5 PX RADIUS @ 1920 X 1280 /
WITH 5 PX RADIUS @ 1280 X 720

LOADED PROGRESS
2 PX
HEX: #00B4EF
“PRIMARY HIGHLIGHT”

NAV HIDING
Optional: It would be great, especially with web entities, to be able to hide/unhide the navigation with the “+” and “-“ toggles shown in these mockups.

Modal Dialogs

Basic modal dialog styling is outlined here, but it’s conceivable that many of the UI elements defined in the next few pages can be used here to build more elaborate interfaces,

- NOTES:
- 1. Visible anywhere
 - 2. Cannot be pinned
 - 3. Can be resized if appropriate (e.g.:
 - 4. Can be repositioned

“OVERLAY TITLE”
RALEWAY REGULAR
16 PT
HEX: #575757
“BASE GRAY HIGHLIGHT”

HORIZONTAL RULE:
1PX
HEX: #6A6A6A
“LIGHT GRAY”

FOCUS SHADOW
POSITION 0.0
HEX: #000

POSITION 0.667
HEX: #000
12% OPACITY

POSITION 1
HEX: #000
0% OPACITY

OVERLAY SHAPE:
ROUNDED CORNERS
WITH 7.5 PX RADIUS @ 1920 X 1280 /
WITH 5 PX RADIUS @ 1280 X 720

OUTLINE 2PX / 1PX
HEX: #AFAFAF
“LIGHT GRAY TEXT”
80% OPACITY

TEXT:
“ROOT MENU ITEM”
RALEWAY
SEMIBOLD
13.5 PT
HEX: #575757
2X LINE HEIGHT

BACKGROUND COLOR:
HEX: #E3E3E3
“FAINT GRAY”
80% OPACITY

Modal Dialog Title

This is a modal dialog. Would you like to close it or leave it open?

NO

YES

Modal Dialog With Title

Modal Dialog Title

This is a modal dialog. Would you like to close it or leave it open?

NO

YES

Modal Dialog With Title and Icon

Normal	Hover	Clicked / Active	Locked
YES	YES	YES	YES
NO	NO	NO	NO

LIGHT BUTTON GRADIENT	BLUE BUTTON GRADIENT
POSITION 0.0 HEX: #000	POSITION 0.0 HEX: #00B4EF
POSITION 1 HEX: #AFAFAF	POSITION 1 HEX: #1080B8
BUTTON SHAPE: ROUNDED CORNERS WITH 7.5 PX RADIUS @ 1920 X 1280 /WITH 5 PX RADIUS @ 1280 X 720	

Button Panes

The button pane is designed to put a button or cluster of buttons more or less persistently in a users’ field of view. A natural example of a button pane would be the ‘Directory’ or ‘Edit’ buttons.

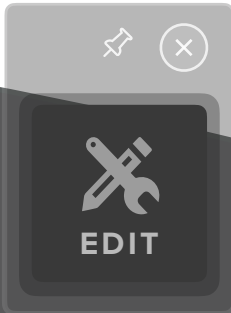
- NOTES:
- 1. Are visible in menu mode and normal mode when pinned.
 - 2. Cannot be resized but can be repositioned
 - 3. Can be expandable & change shape on click events

Standard Button in Normal Mode



Irregularly-Shaped Button Pane in Normal Mode

Standard Button in Menu Mode



Irregularly-Shaped Button Pane in Menu Mode

Transient Notifications

- NOTES:
- 1. Is visible in all modes.
 - 2. Cannot have focus.
 - 3. Is closable and closes automatically
 - 4. Cannot be resized.
 - 5. Cannot be pinned.

Example: Loading Progress Bar



SLIDER GUTTER
#252525

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

OVERLAY WINDOW
BG HEX: #000
50% OPACITY

“TAB NAME”
RALEWAY REGULAR
13.5 PT
HEX: #FFF

Example: Microphone Muted Notification



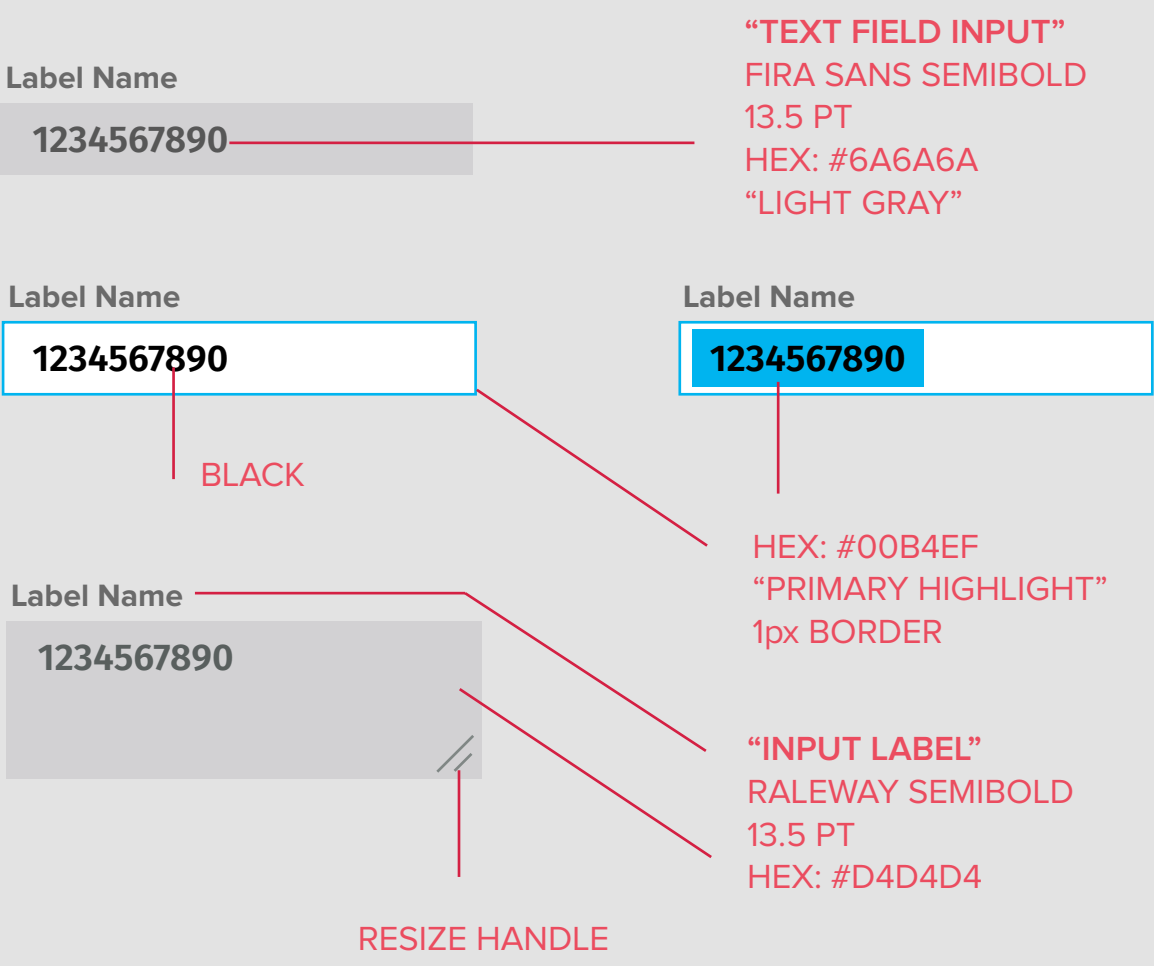
CLOSE ICON

General UI Elements

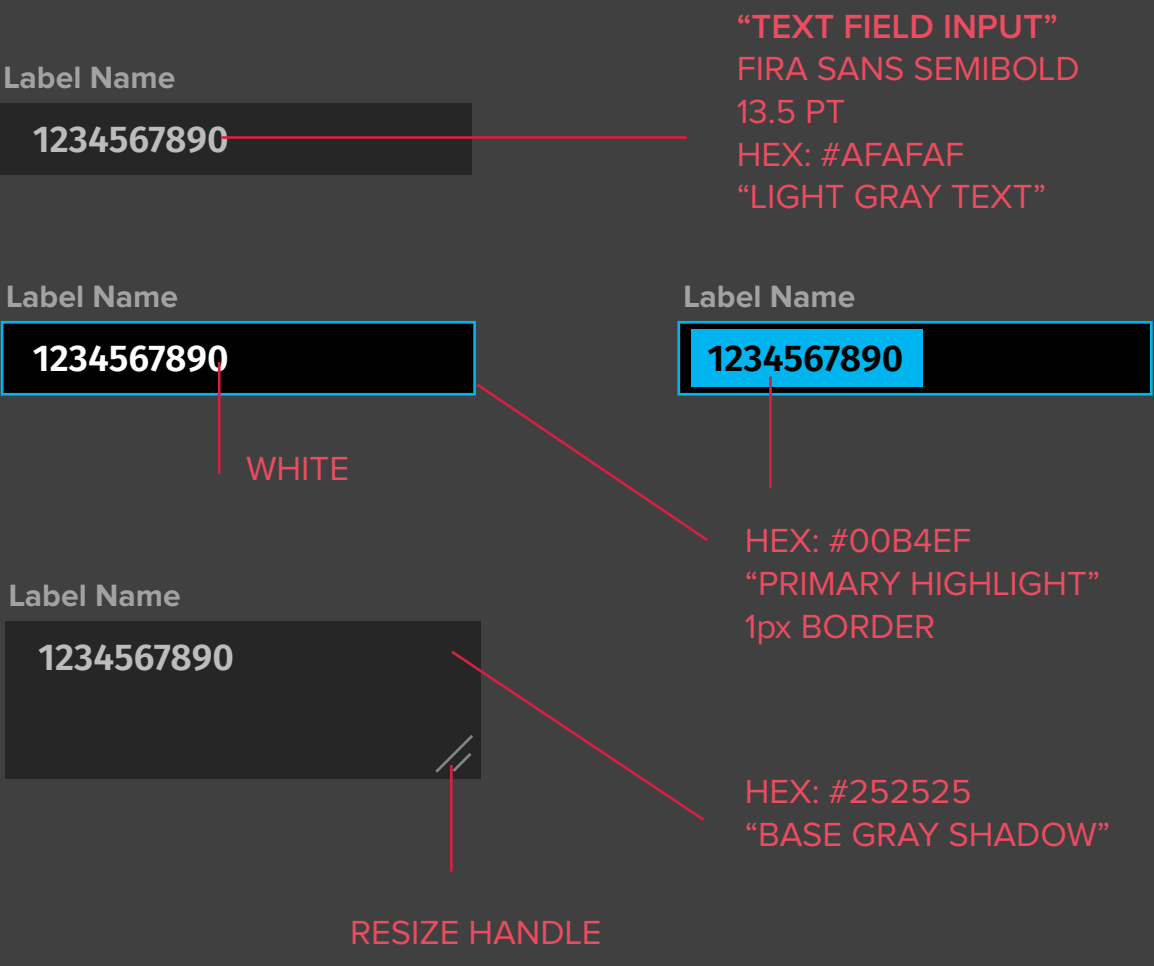
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Text Input

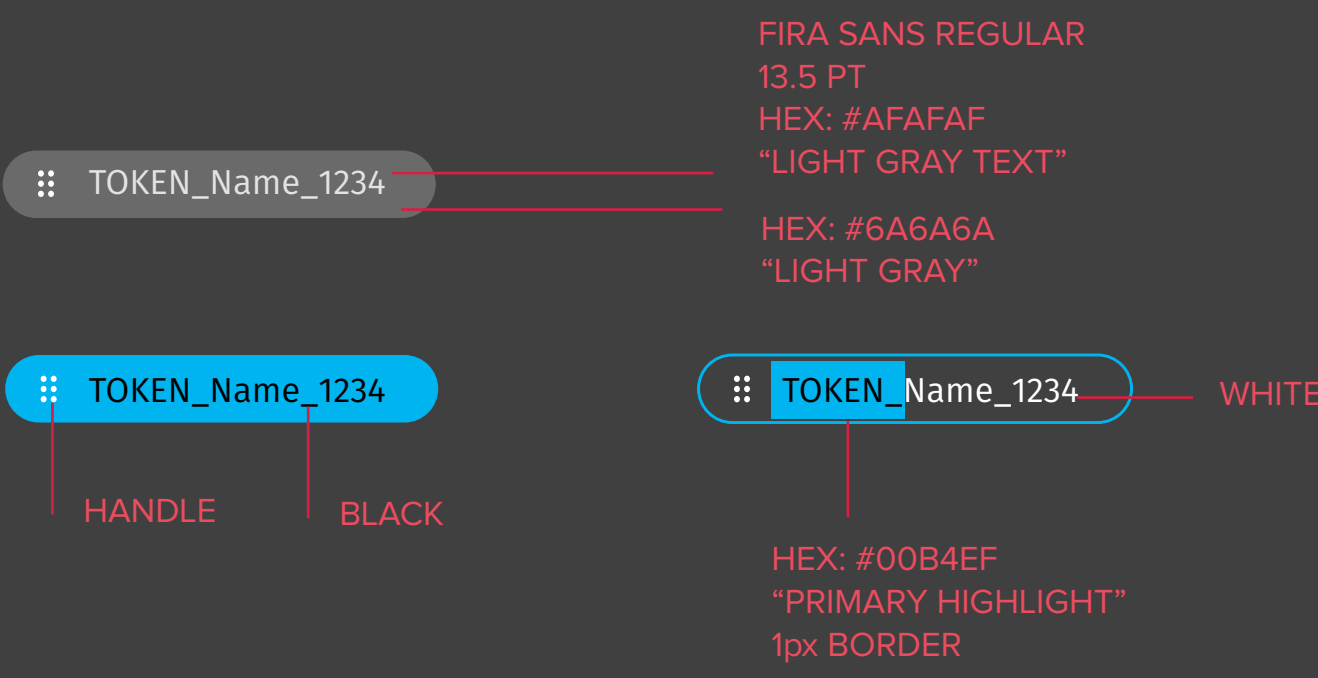
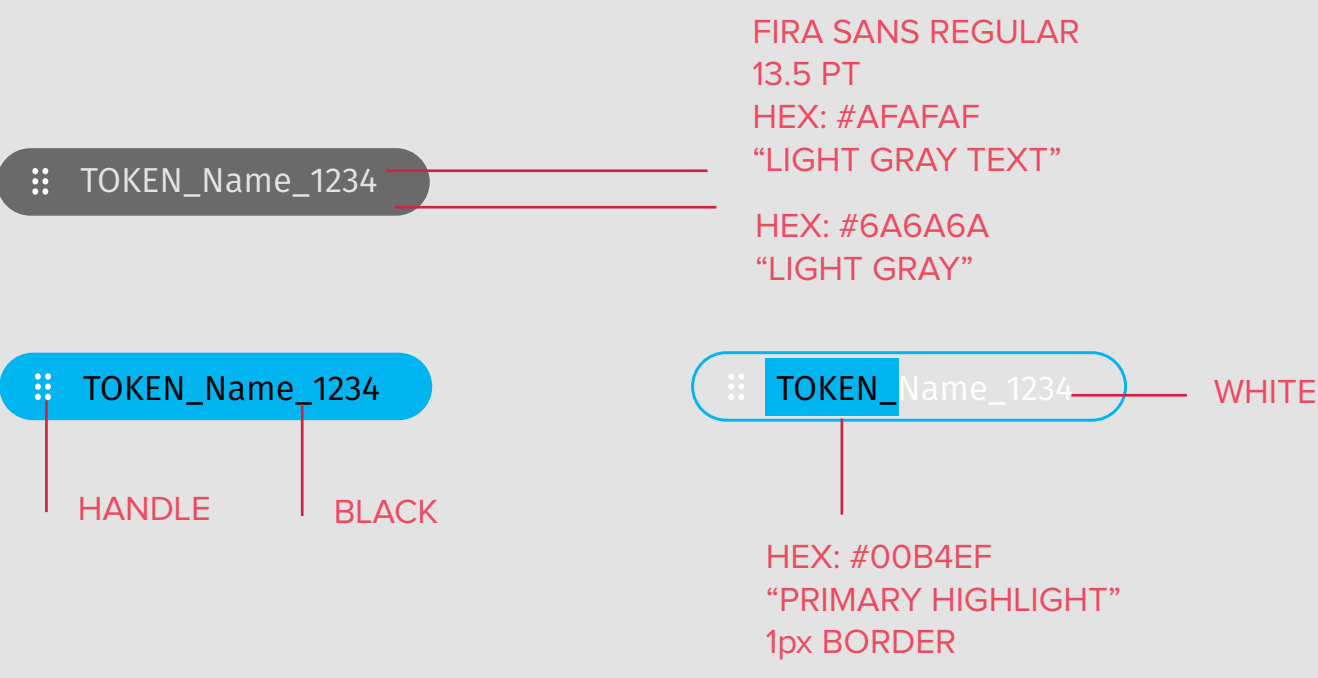
Light Color Scheme



Dark Color Scheme



Token Field



General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- **Stepper Field**
- **Stepper Field with Icon**
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Stepper Field

Light Color Scheme

Label Name

123.456

[STYLE AND COLORS SAME AS TEXT INPUT]

Label Name

123.456

STEPPER UP #575757
STEPPER DOWN
(SELECTED) “WHITE”

Position

X: 123.456

Y: 123.456

Z: 123.456

Position

X: 123.456

Y: 123.456

Z: 123.456

Stepper Field with Icon

Label Name

 123.456

Label Name

 123.456

[STYLE AND COLORS SAME AS TEXT INPUT]

Dark Color Scheme

Label Name

123.456

[STYLE AND COLORS SAME AS TEXT INPUT]

Label Name

123.456

STEPPER UP #6A6A6A
STEPPER DOWN
(SELECTED) “WHITE”

Position

X: 123.456

Y: 123.456

Z: 123.456

Position

X: 123.456

Y: 123.456

Z: 123.456

HEX: #EB4C5F
“RED HIGHLIGHT”

HEX: #19C065
“GREEN HIGHLIGHT”

HEX: #00B4EF
“GREEN HIGHLIGHT”

Label Name

 123.456

Label Name

 123.456

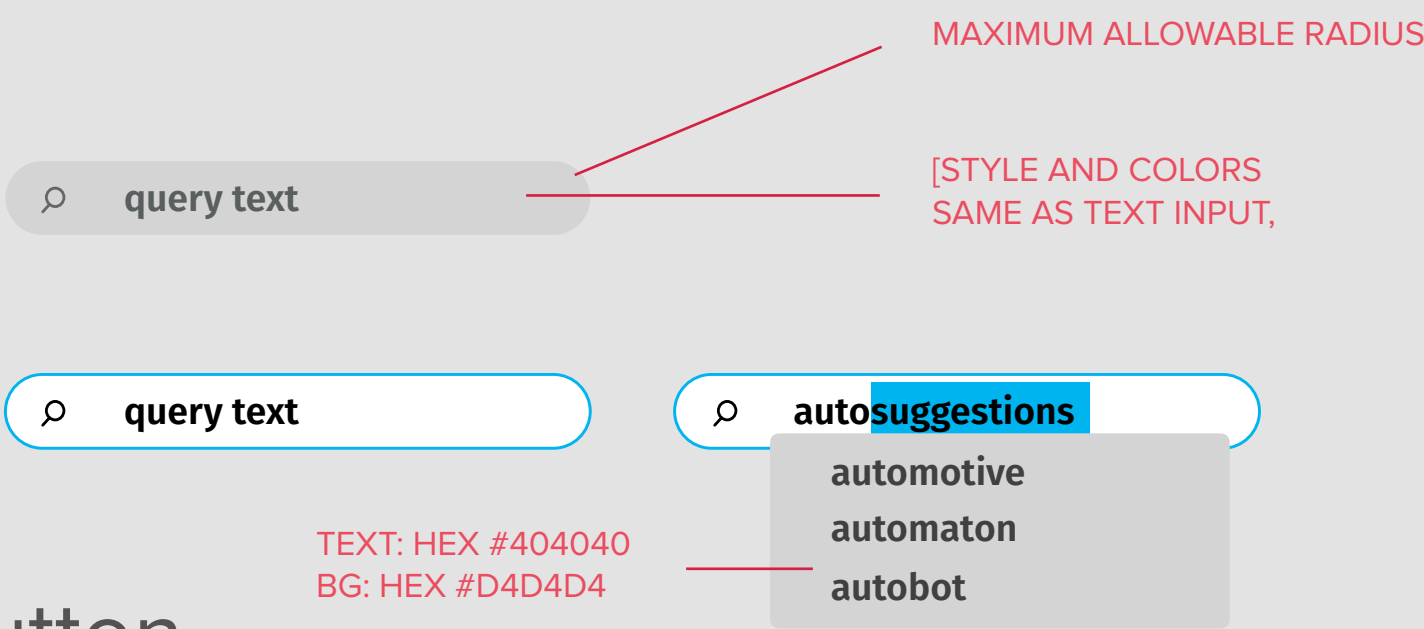
[STYLE AND COLORS SAME AS TEXT INPUT]

General UI Elements

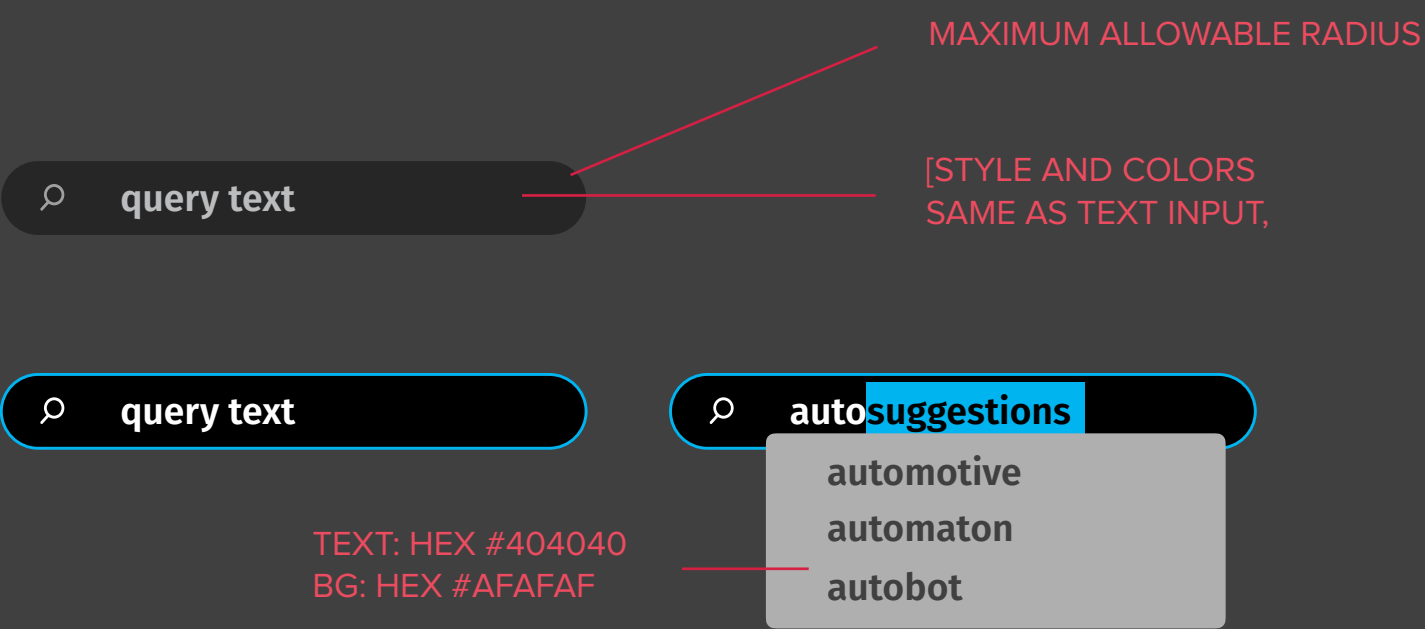
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Search Field

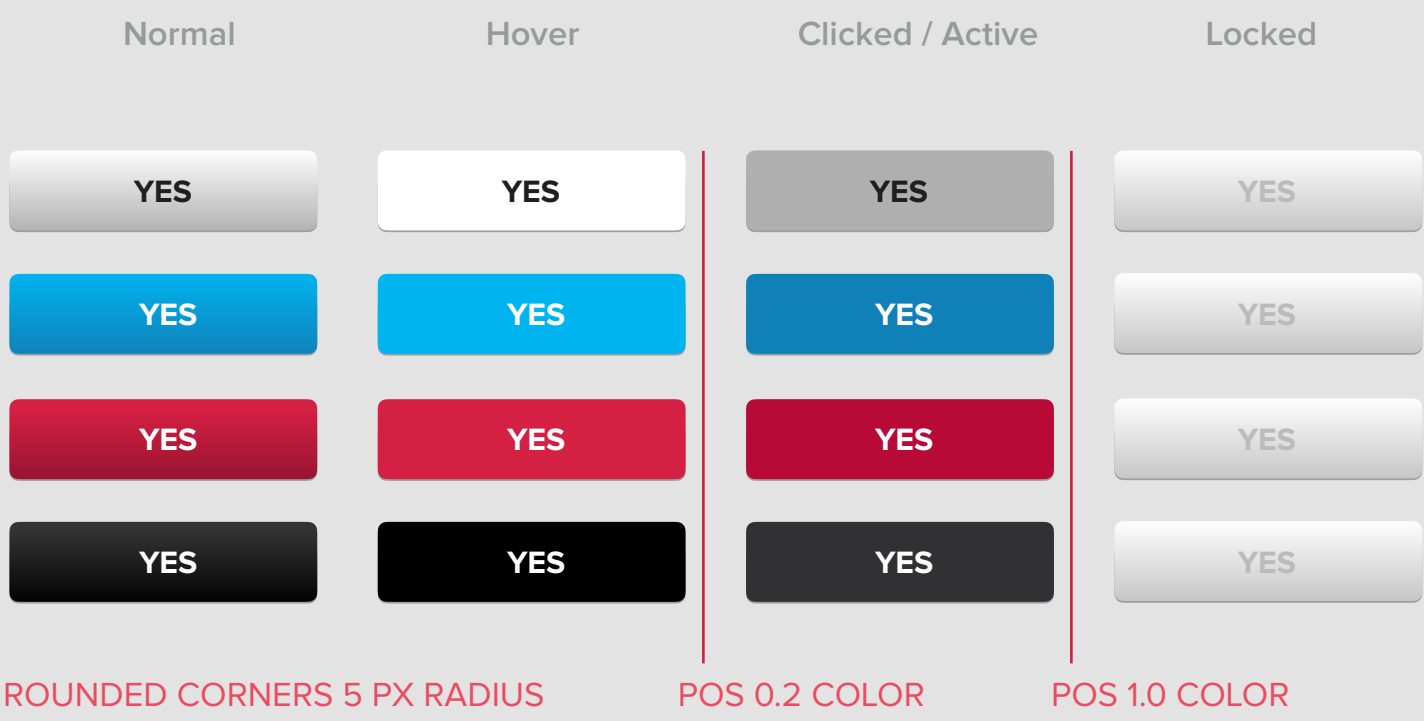
Light Color Scheme



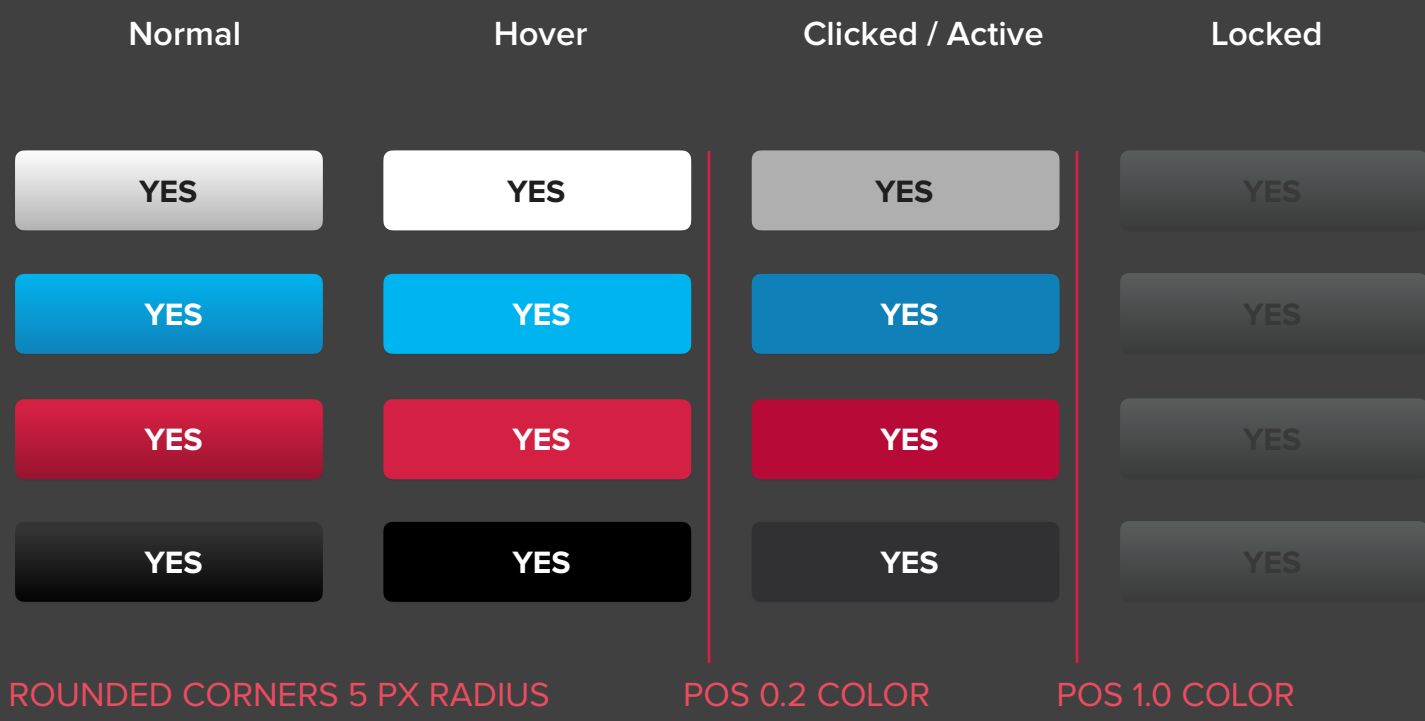
Dark Color Scheme



Button



	POS 0.2: HEX #FFFFFF POS 1.0: HEX #AFAFAF		POS 0.2: HEX #D42043 POS 1.0: HEX #94132E
	POS 0.2: HEX #00B4EF POS 1.0: HEX #1080B8		POS 0.2: HEX #343434 POS 1.0: HEX #000000



	POS 0.2: HEX #FFFFFF POS 1.0: HEX #AFAFAF		POS 0.2: HEX #D42043 POS 1.0: HEX #94132E
	POS 0.2: HEX #00B4EF POS 1.0: HEX #1080B8		POS 0.2: HEX #343434 POS 1.0: HEX #000000

General UI Elements

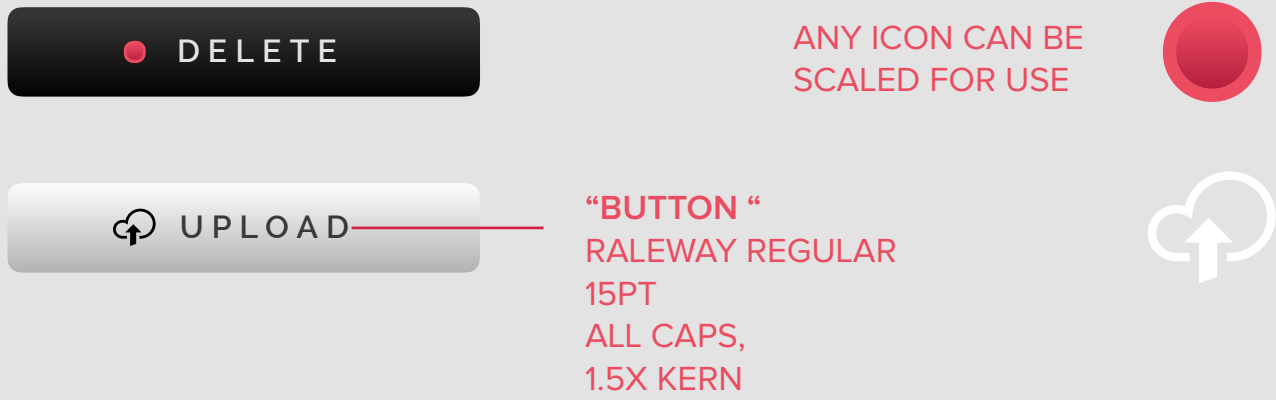
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- **Button**
- **Button Group**
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Button

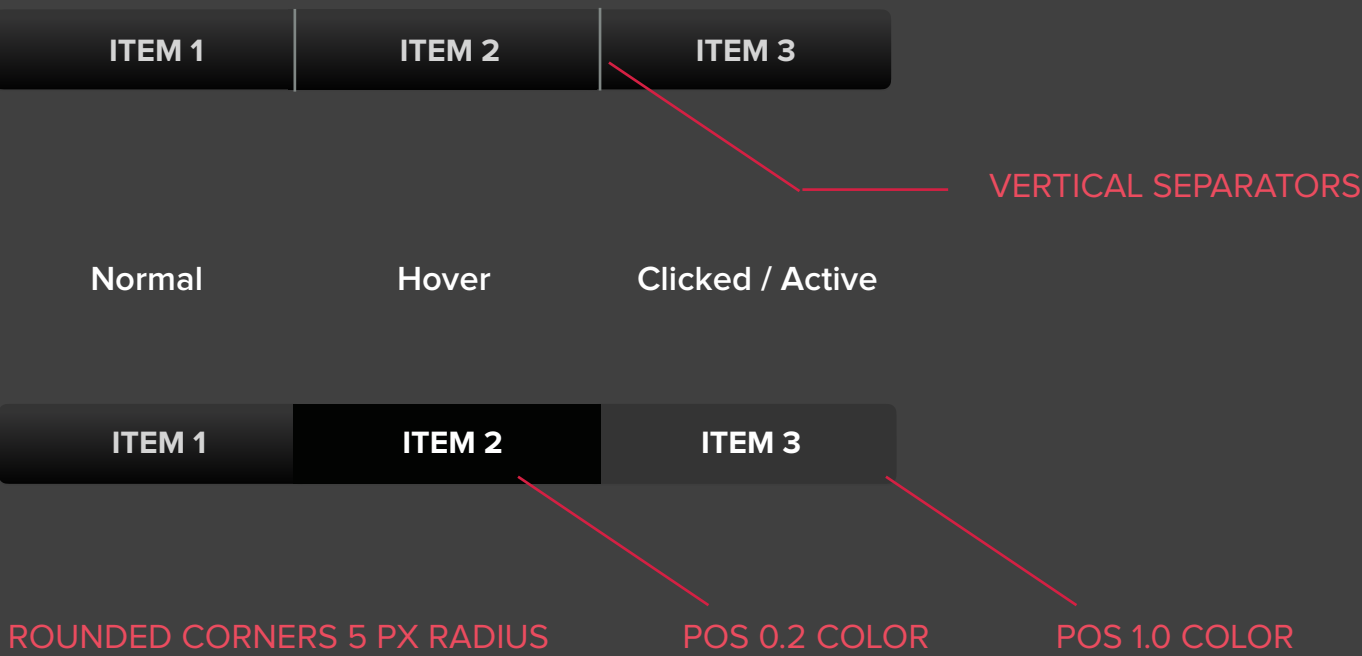
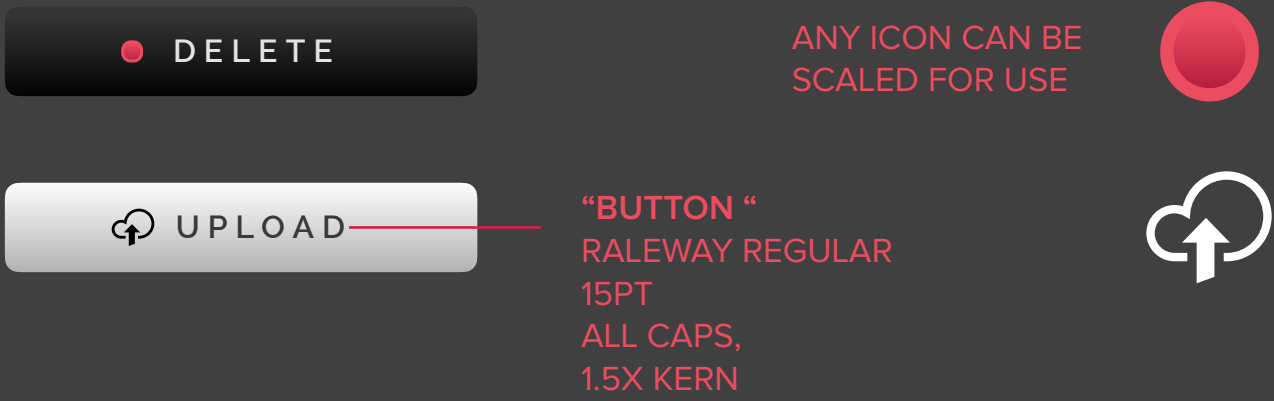
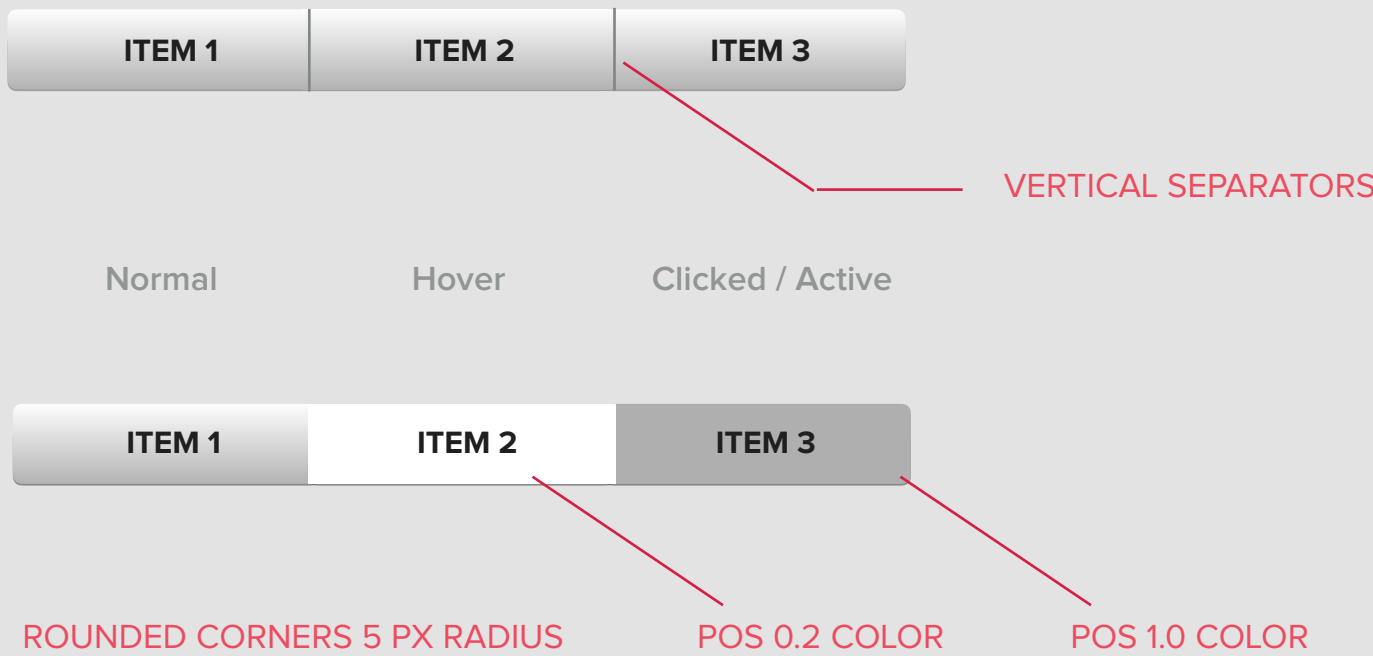
CONTINUED

Light Color Scheme

Dark Color Scheme



Button Group

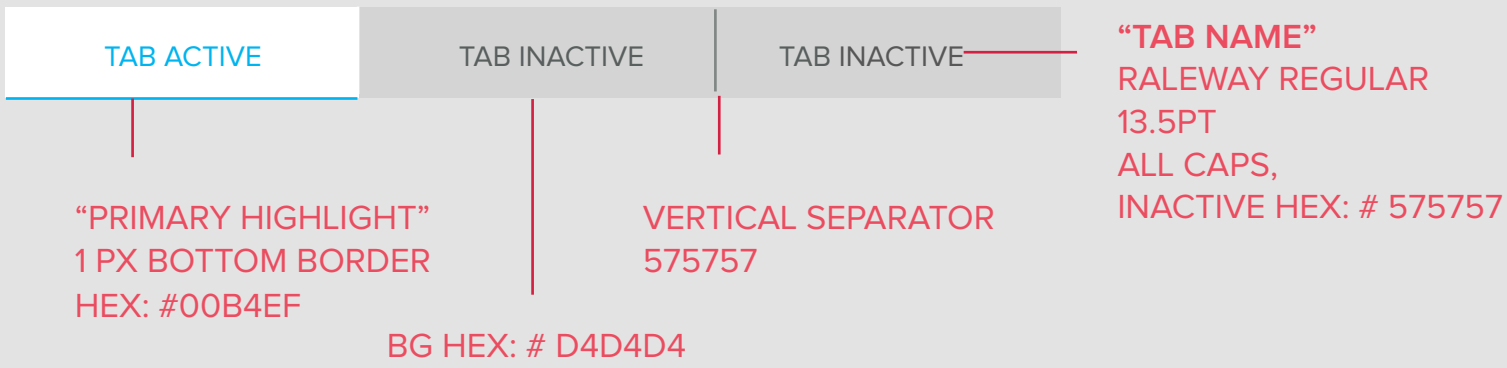


General UI Elements

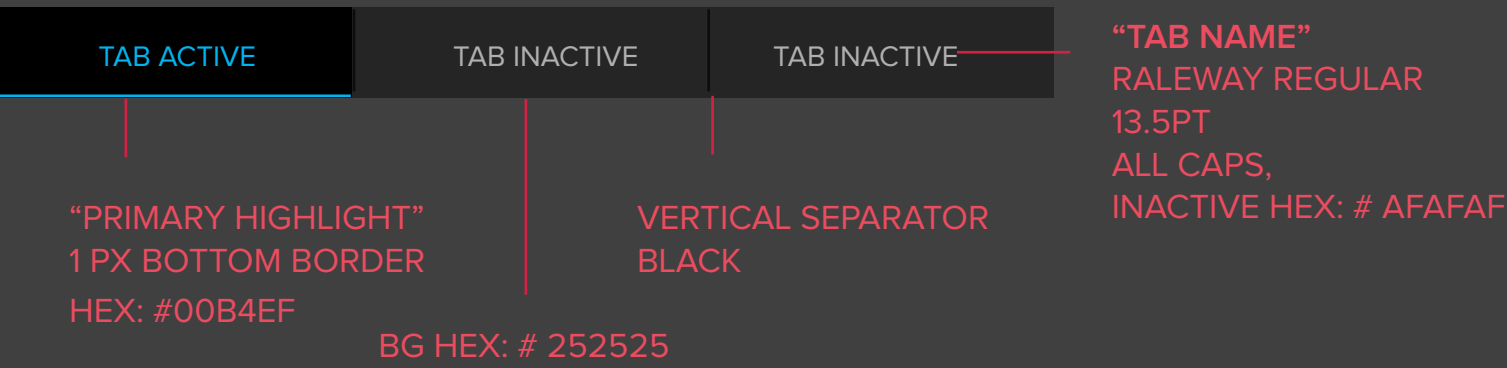
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Tab Group

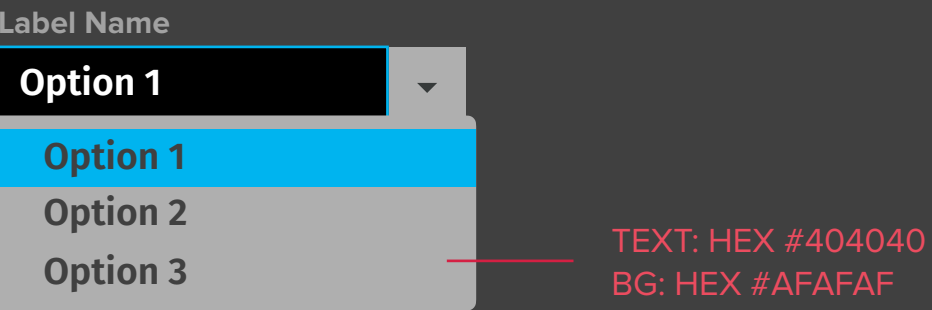
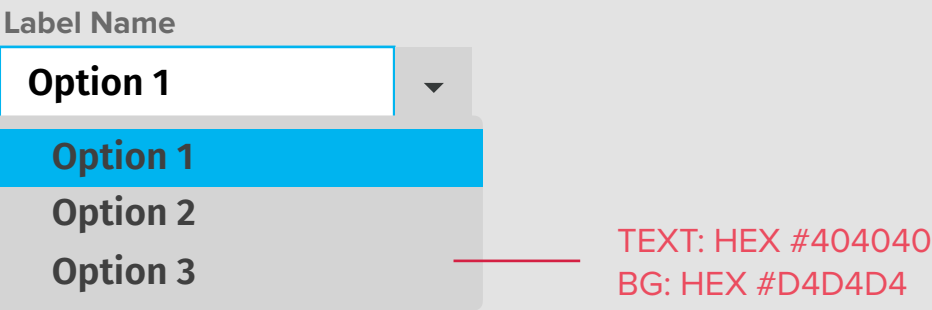
Light Color Scheme



Dark Color Scheme



Combo Box

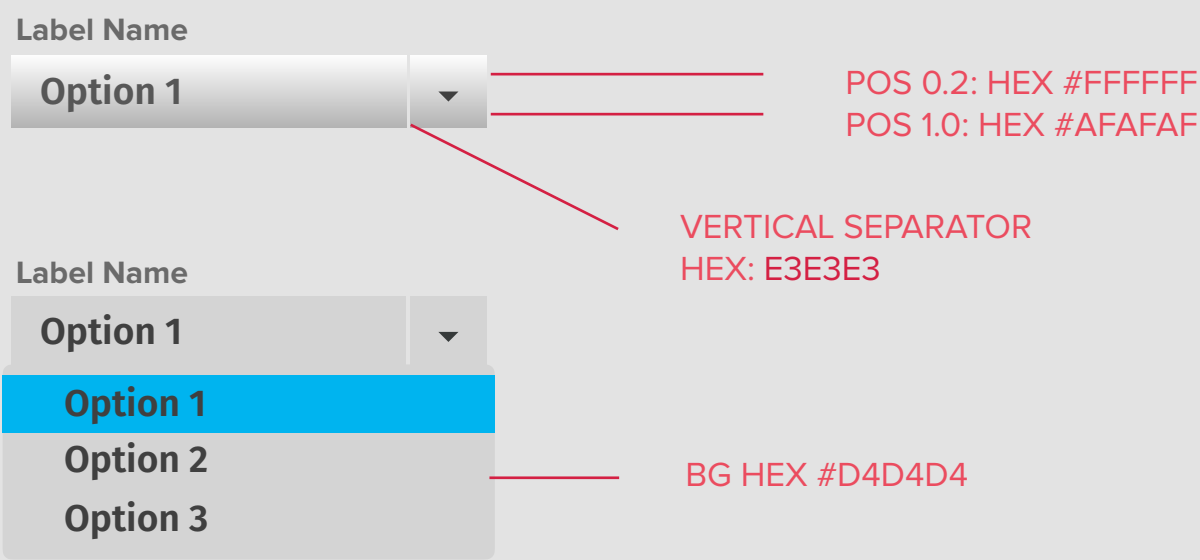


General UI Elements

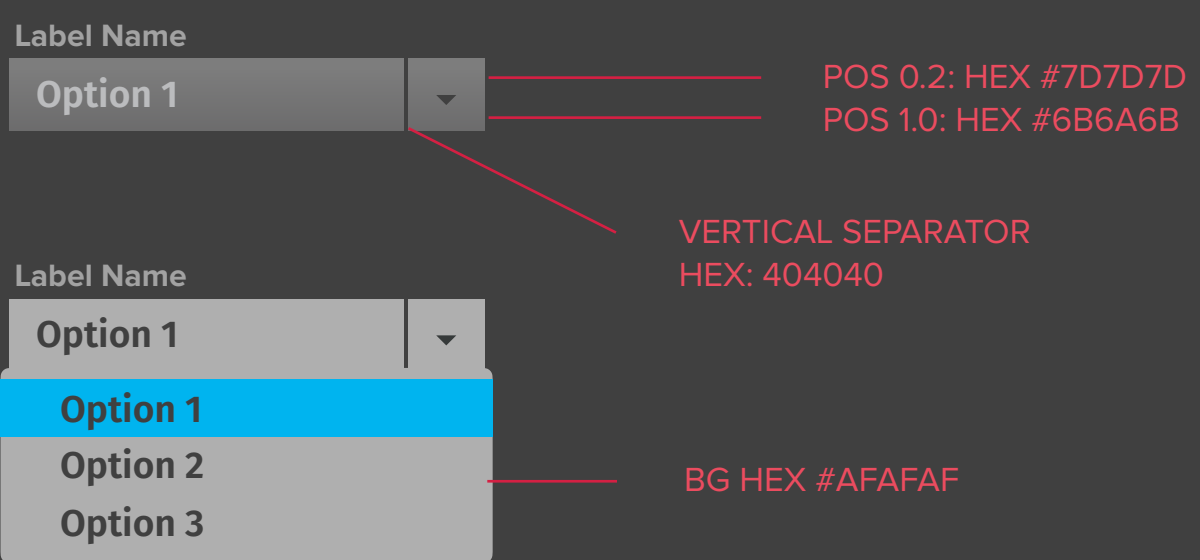
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Drop Down Box

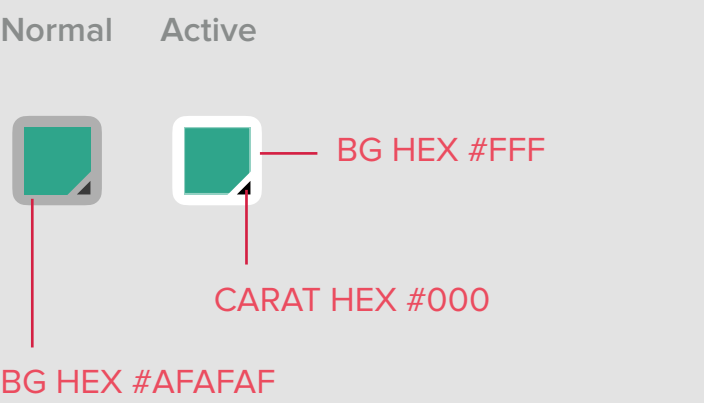
Light Color Scheme



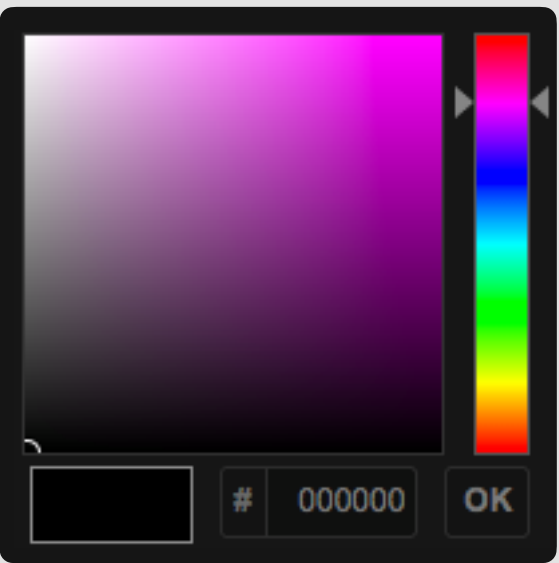
Dark Color Scheme



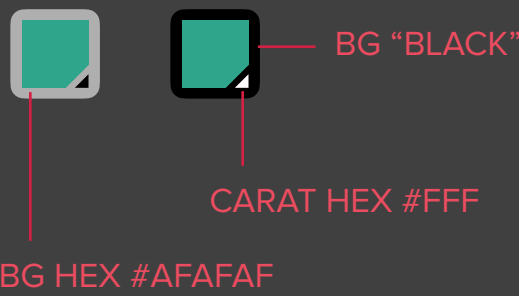
Color Well



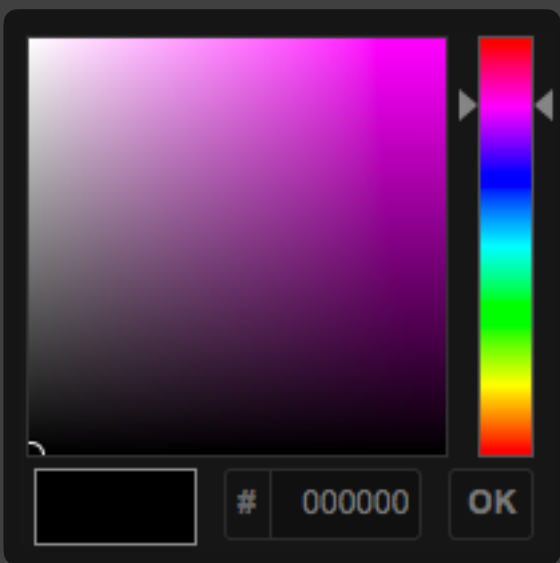
[STYLING FOR COLOR PICKER TO REMAIN AS IS]



Normal Active



[STYLING FOR COLOR PICKER TO REMAIN AS IS]



General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- **Checkbox**
- **Radio Button**
- **Horizontal Slider**
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Checkbox

Light Color Scheme

Dark Color Scheme

Label Name

Label Name

Label Name

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

HEX: #00B4EF
“PRIMARY HIGHLIGHT”
1px BORDER HEX# 36CDFF

Label Name

Label Name

Label Name

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

HEX: #00B4EF
“PRIMARY HIGHLIGHT”
1px BORDER HEX# 36CDFF

Radio Button

Label Name

Label Name

Label Name

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

HEX: #00B4EF
“PRIMARY HIGHLIGHT”
1px BORDER HEX# 36CDFF

Label Name

Label Name

Label Name

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

HEX: #00B4EF
“PRIMARY HIGHLIGHT”
1px BORDER HEX# 36CDFF

Horizontal Slider

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

SLIDER GUTTER
#252525

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

BLACK

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

BORDER 1 PX
HEX #AFAFAF

POS 0.2: HEX #FFFFFF
POS 1.0: HEX #AFAFAF

SLIDER GUTTER
#252525

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

BLACK

POS 0.2: HEX #7D7D7D
POS 1.0: HEX #6B6A6B

BORDER 1 PX
HEX#7D7D7D

General UI Elements

- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
- Color Well
- Checkbox
- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Disclosure Indicator

Light Color Scheme

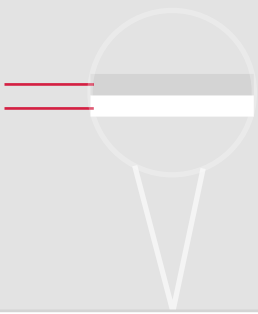


Dark Color Scheme

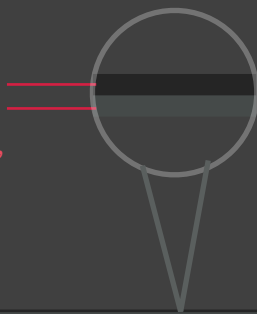


Horizontal Rule

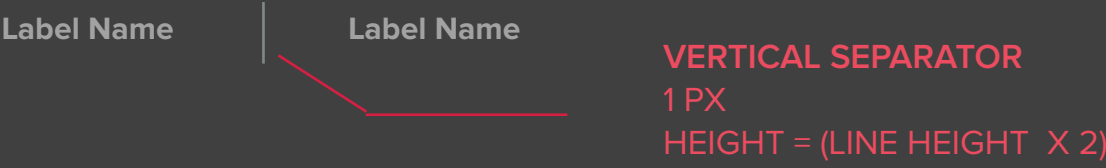
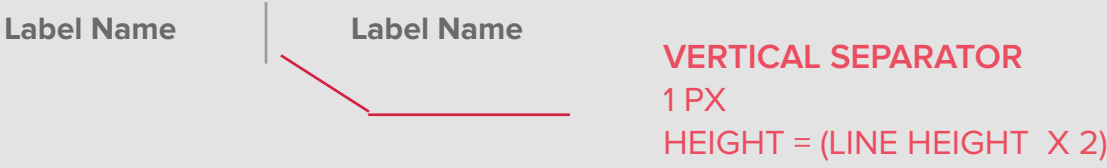
SECTION SEPARATOR
1 PX HEX: D4D4D4
1 PX "WHITE"



SECTION SEPARATOR
1 PX "BASE GRAY SHADOW"
1 PX "BASE GRAY HIGHLIGHT"



Vertical Separator

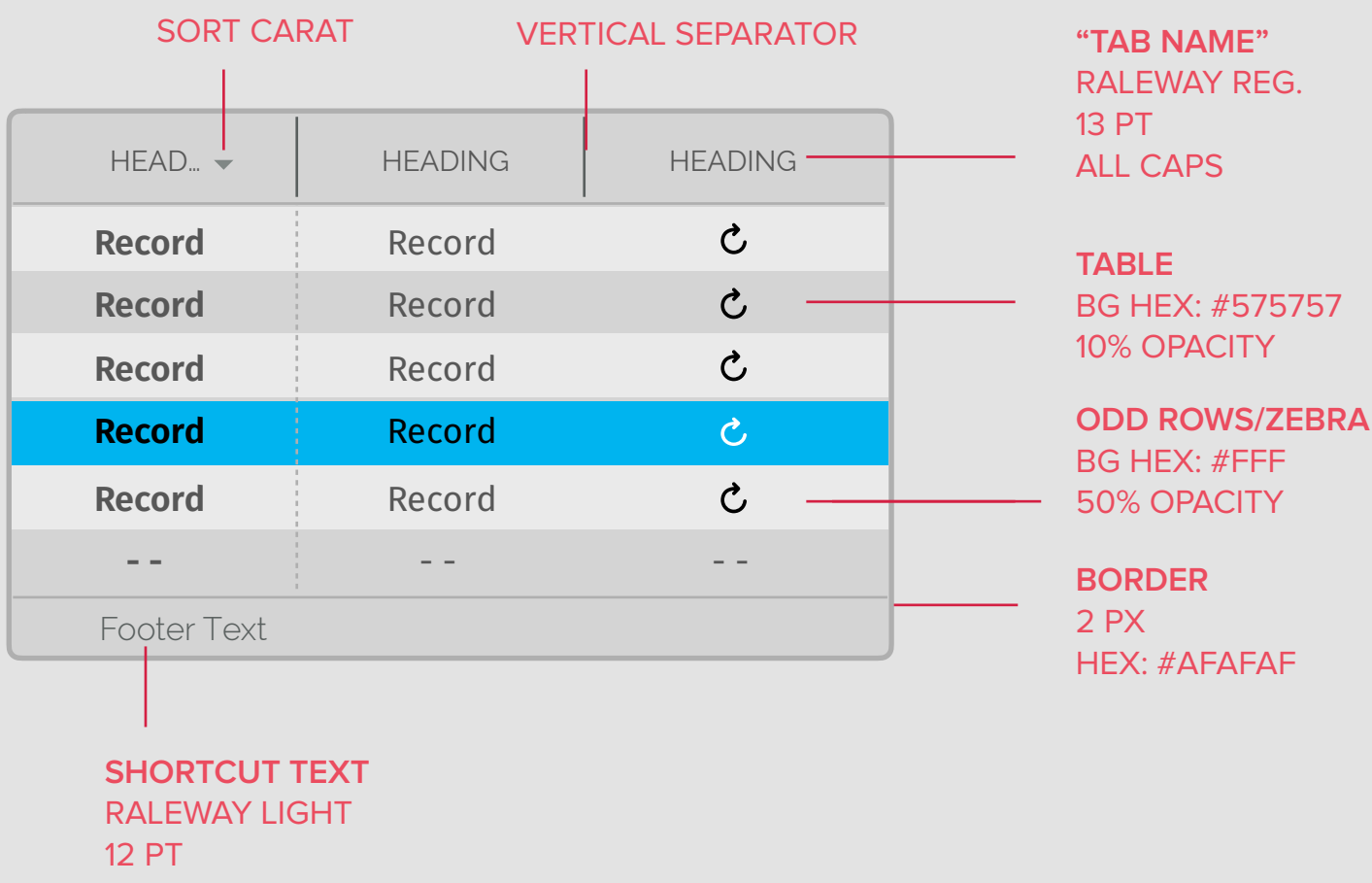


General UI Elements

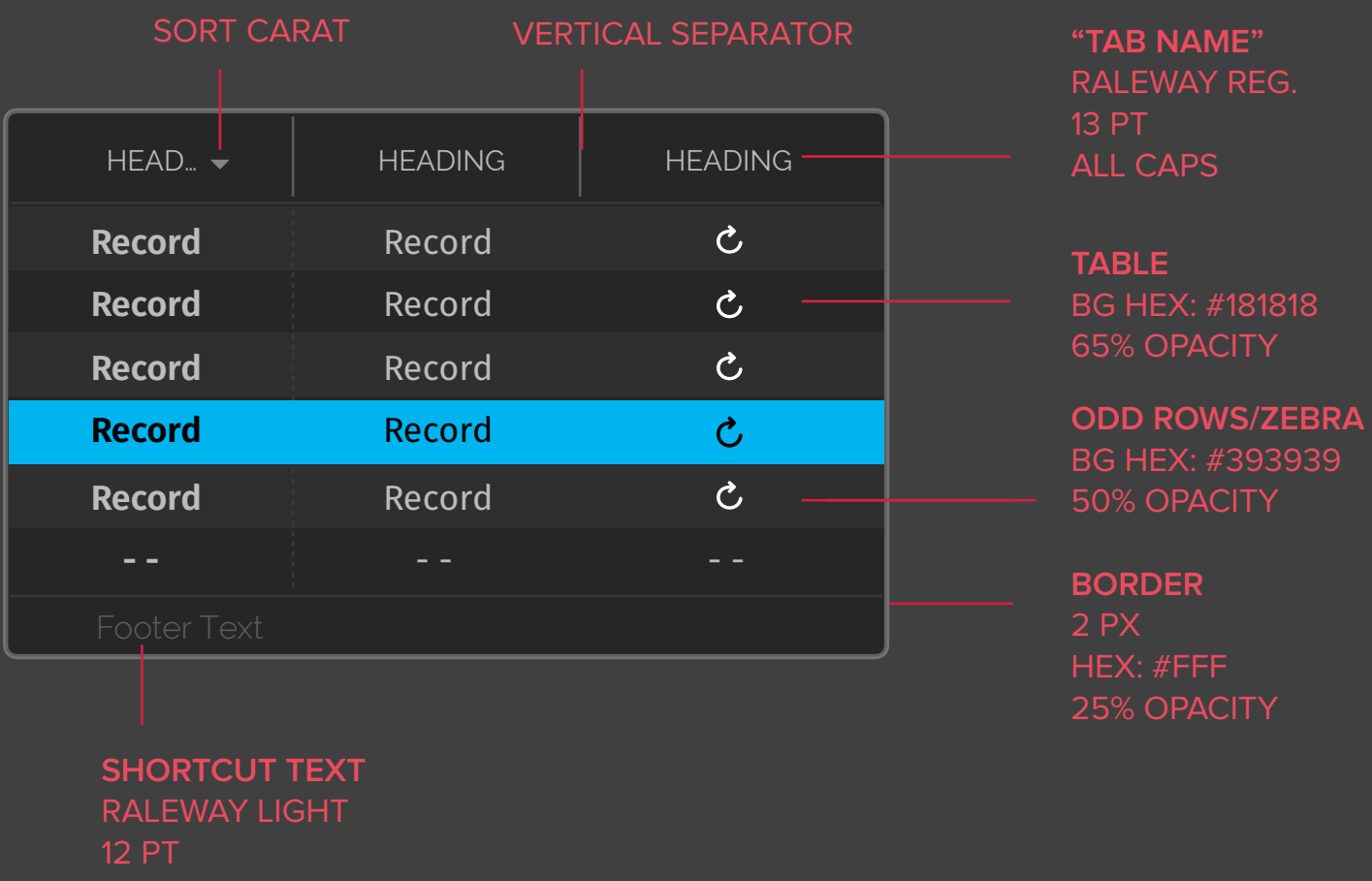
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
- Drop Down Box
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- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- **Tables and Table Headings**
- **Section Heading**
- Progress Bar
- The “Metadial”

Tables and Table Headings

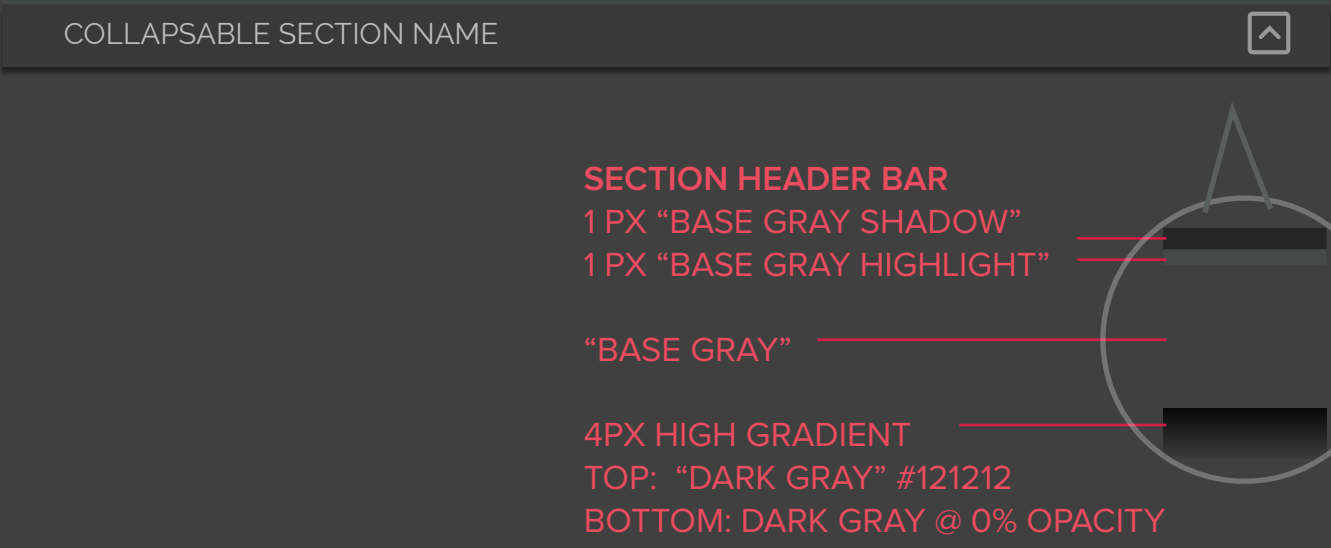
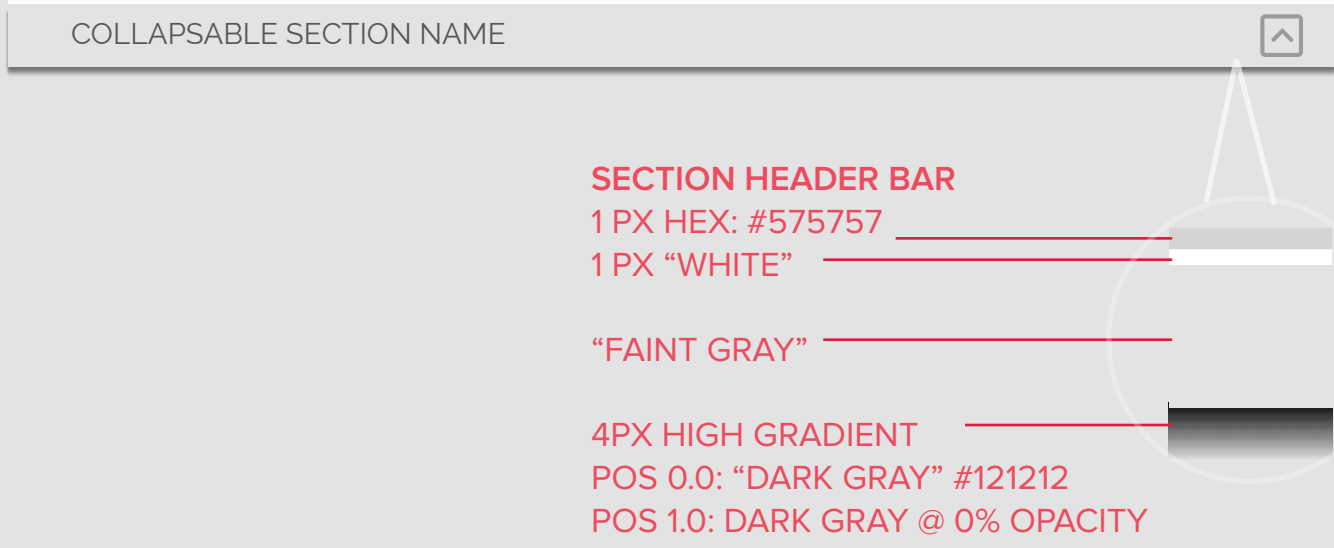
Light Color Scheme



Dark Color Scheme



Section Heading

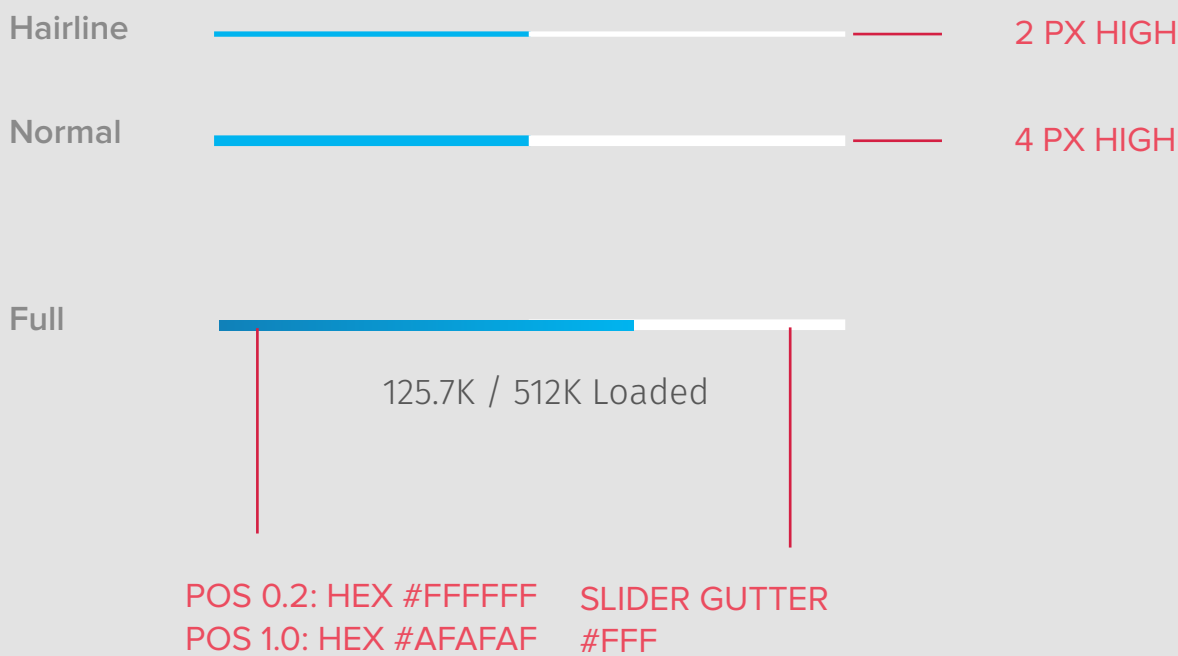


General UI Elements

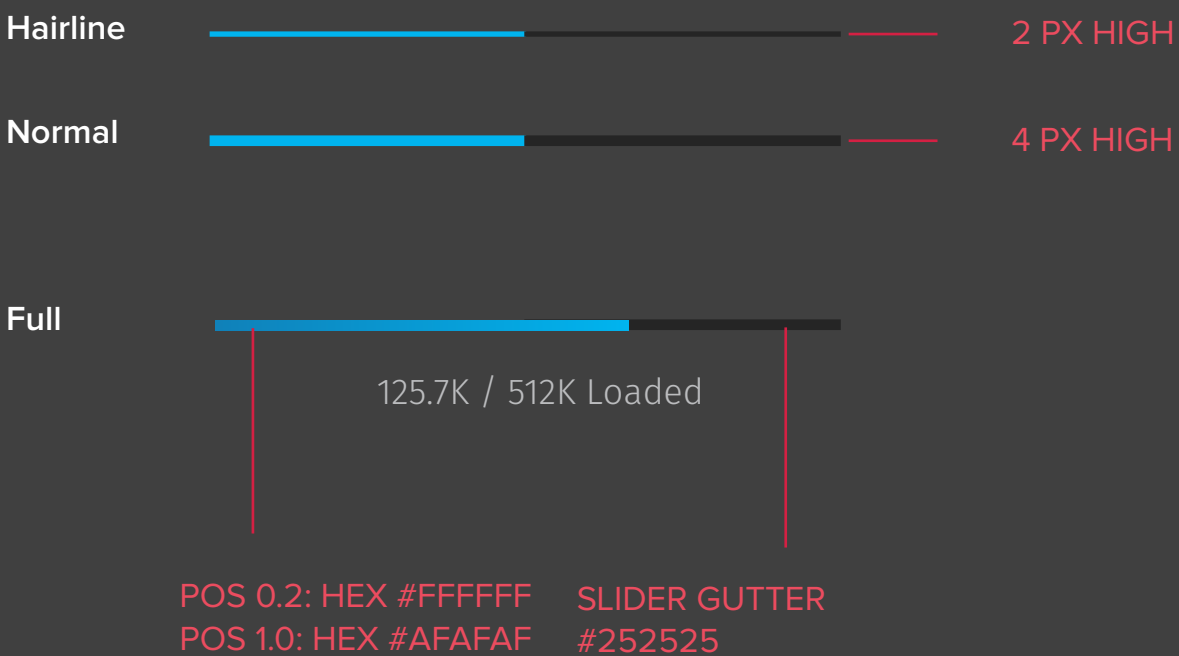
- Text input
 - Single Line
 - Multi Line
- Token Field
- Stepper Field
- Stepper Field with Icon
- Search Field
- Button
- Button Group
- Tab Group
- Combo Box
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- Radio Button
- Horizontal Slider
- Disclosure Indicator
- Horizontal Rule
- Vertical Separator
- Tables and Table Headings
- Section Heading
- Progress Bar
- The “Metadial”

Progress Bar

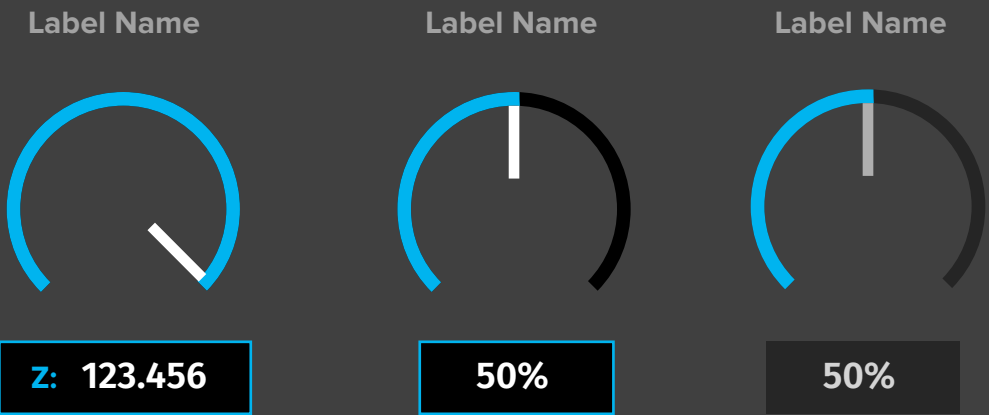
Light Color Scheme



Dark Color Scheme



The “Metadial”



BUTTON SHAPE:
THIS IS LESS DEFINED, BUT ARE INCLUDED AS POSSIBLE ALTERNATIVES TO STEPPER FIELDS AND HORIZONTAL SLIDERS. THEIR POTENTIAL ADVANTAGE IS THAT THEY ARE A BIGGER TARGET FOR HAND CONTROLLERS, AND MAYBE SLIGHTLY MORE FUN.

SAMPLE LAYOUT:

Running Scripts

Running Scripts

CURRENTLY RUNNING

RELOAD ALL

STOP ALL

SCRIPT NAME	RELOAD
Record	
Record	
Record	
Record	
Record	
--	--

LOAD SCRIPTS

FROM URL

FROM DISK

Filter

default

Label Name

Label Name

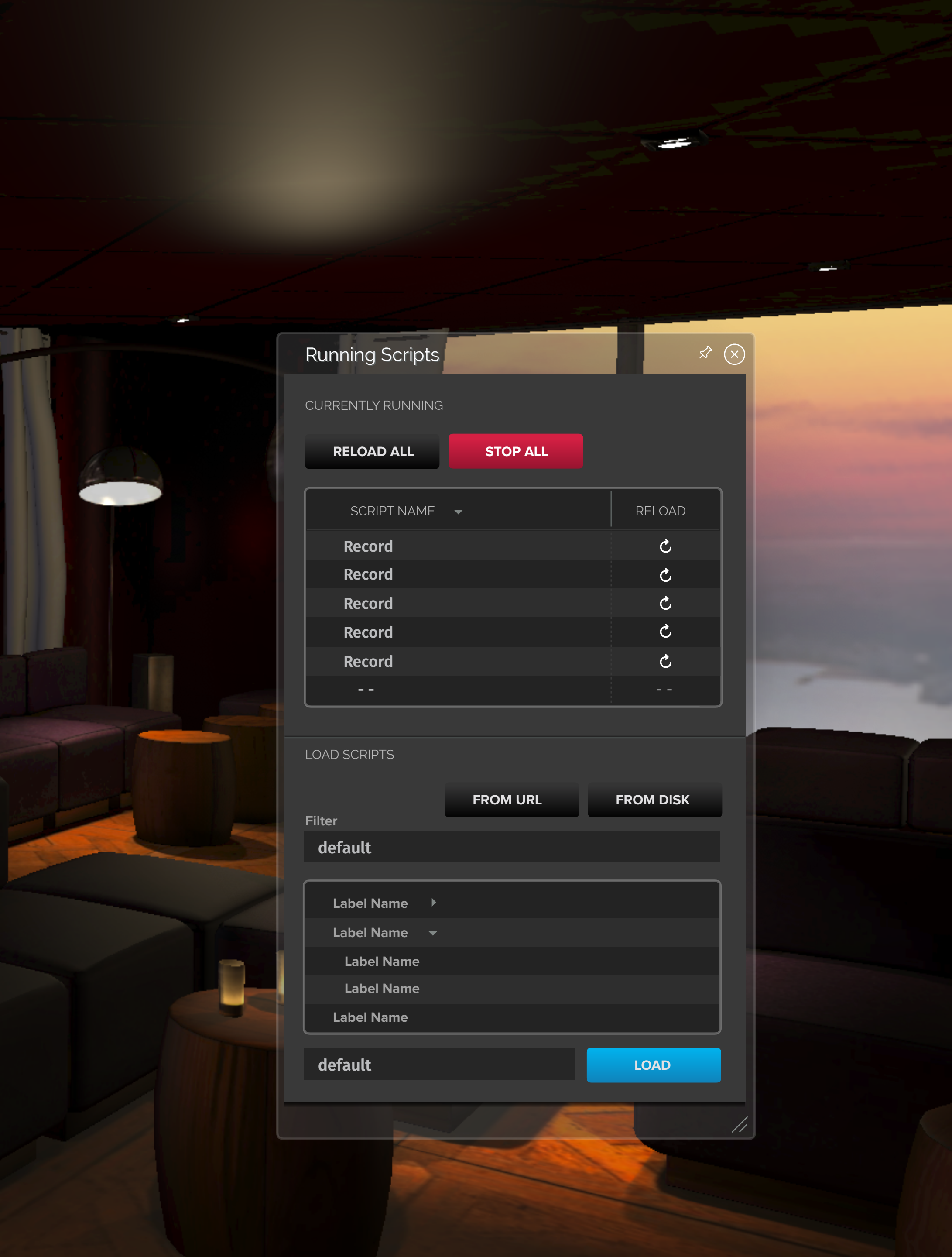
Label Name

Label Name

Label Name

default

LOAD



Running Scripts

CURRENTLY RUNNING

RELOAD ALL

STOP ALL

SCRIPT NAME	RELOAD
Record	
Record	
Record	
Record	
Record	
--	--

LOAD SCRIPTS

FROM URL

FROM DISK

Filter

default

Label Name

Label Name

Label Name

Label Name

Label Name

default

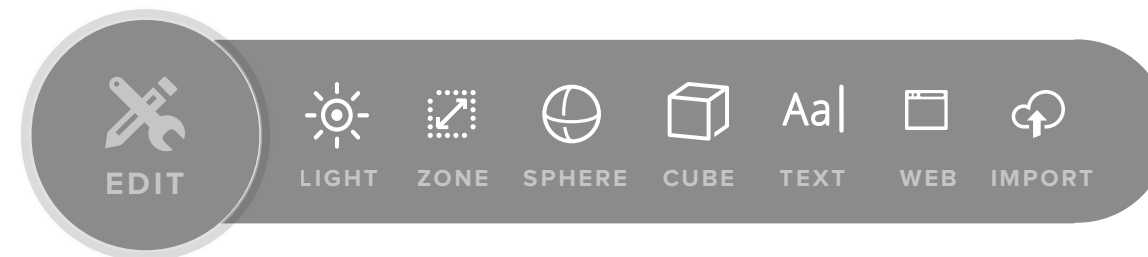
LOAD

SAMPLE LAYOUT:
Edit Buttons

Collapsed



Expanded



SAMPLE LAYOUT:

Settings Dialog

General Preferences

SNAPSHOTS

Save Snapshots Here

user\file\dir

CHOOSE

SCRIPTS

PRIVACY

OCTREE

Max Packets Sent Each Second:

123.456

HEAD MOUNTED DISPLAY (HMD)

GRAPHICS

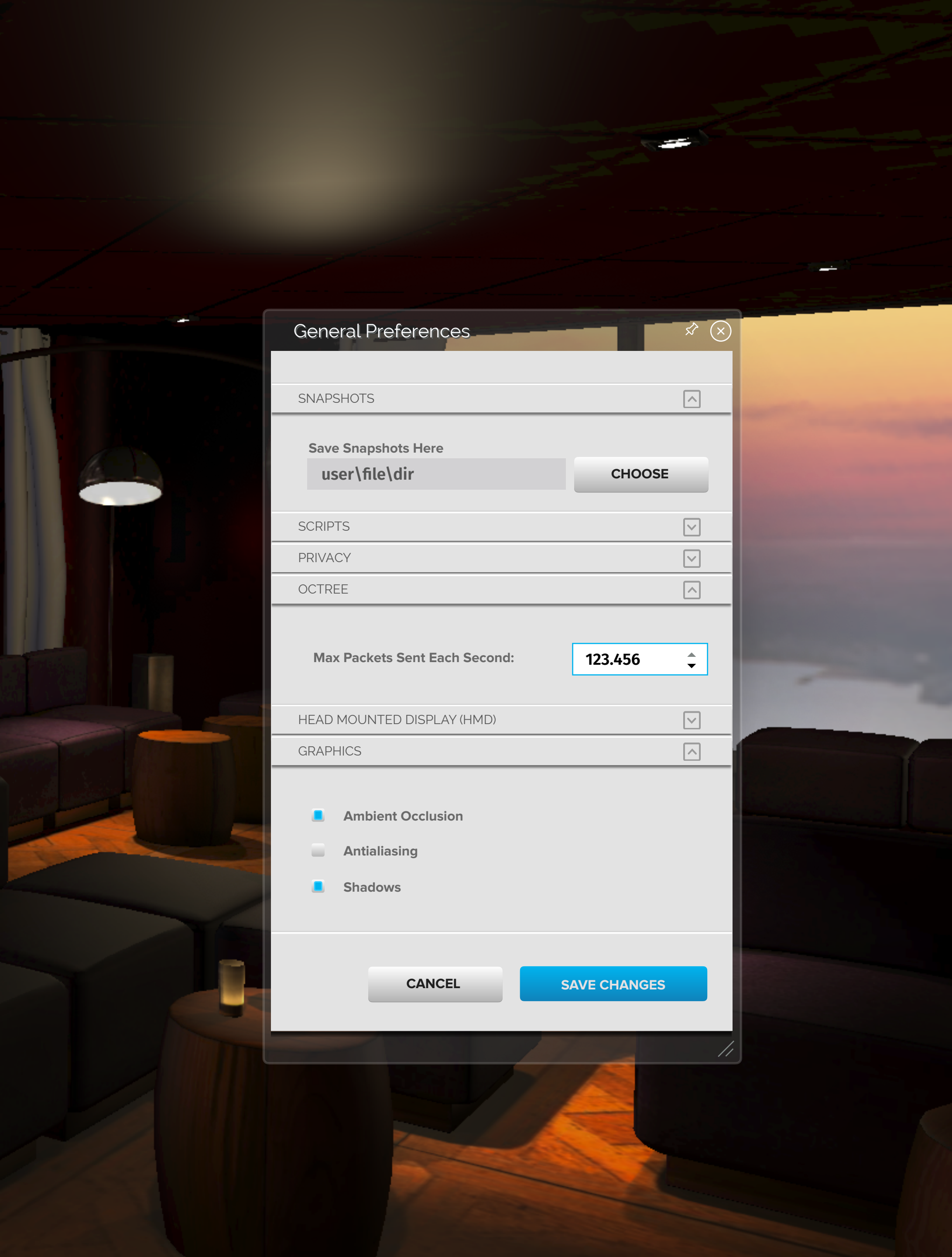
☒ Ambient Occlusion

☐ Antialiasing

☒ Shadows

CANCEL

SAVE CHANGES



General Preferences

SNAPSHOTS

Save Snapshots Here

user\file\dir

CHOOSE

SCRIPTS

PRIVACY

OCTREE

Max Packets Sent Each Second:

123.456

HEAD MOUNTED DISPLAY (HMD)

GRAPHICS

☒ Ambient Occlusion

☐ Antialiasing

☒ Shadows

CANCEL

SAVE CHANGES

SAMPLE LAYOUT:

Entity Properties

Edit

ENTITY LIST

ENTITY PROPERTIES

Name

SECTION NAME

Position

X:

Y:

Z:

Button Name

Label Name

Label Name

Label Name

Label Name

Label Name

DELETE

Edit

ENTITY LIST

ENTITY PROPERTIES

Name

SECTION NAME

Position

X:

Y:

Z:

Button Name

Label Name

Label Name

Label Name

Label Name

Label Name

DELETE