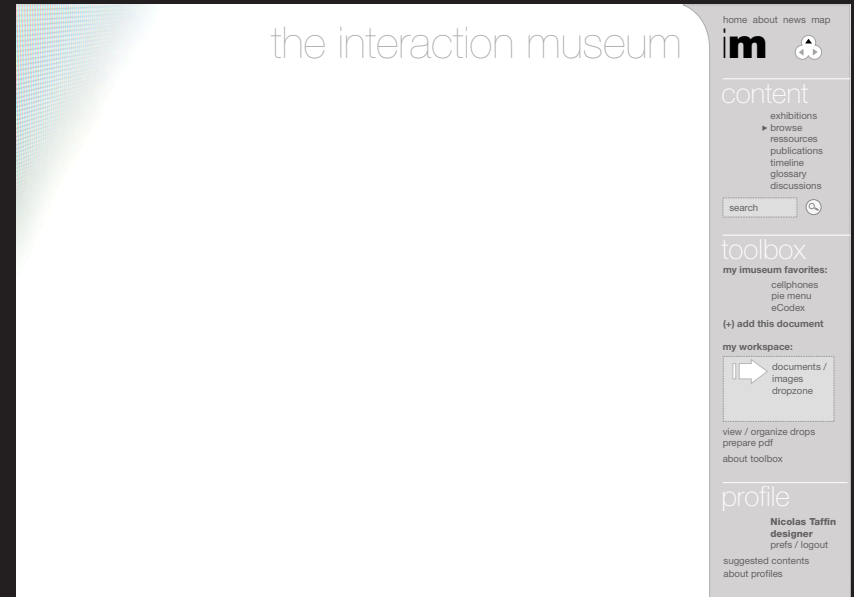


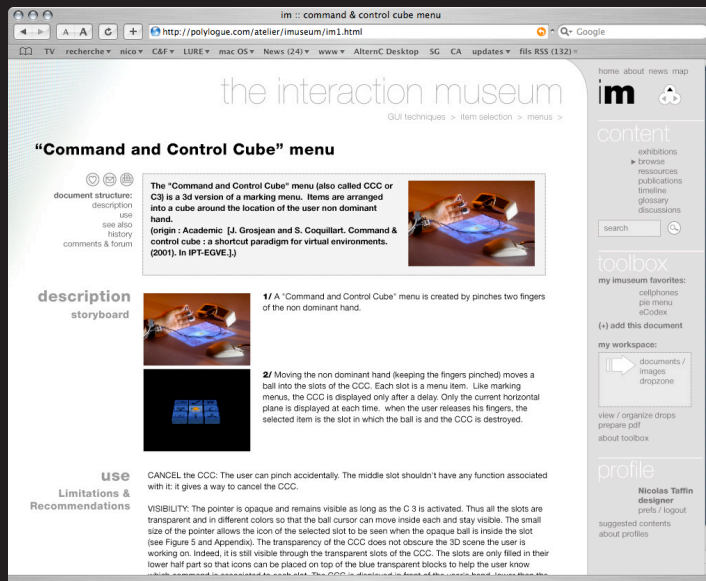
the interaction museum

something about recursivity in design

page structure



browser view



first directions




home about news map
im

GUI techniques > item selection > menu >

“Command and Control Cube” menu

document structure: description use see also history comments & forum

The “Command and Control Cube” menu (also called CCC or C3) is a 3d version of a marking menu. Items are arranged into a cube around the location of the user non dominant hand.
(origin : Academic [J. Grosjean and S. Coquillart, Command & control cube : a shortcut paradigm for virtual environments. (2001). in IPT-EGVE.]



1/ A “Command and Control Cube” menu is created by pinches two fingers of the non dominant hand.

2/ Moving the non dominant hand (keeping the fingers pinched) moves a ball into the slots of the CCC. Each slot is a menu item. Like marking menus, the CCC is displayed only after a delay. Only the current horizontal plane is displayed at each time. when the user releases his fingers, the selected item is the slot in which the ball is and the CCC is destroyed.

USE
Limitations & Recommendations

CANCEL the CCC: The user can pinch accidentally. The middle slot shouldn't have any function associated with it: it gives a way to cancel the CCC.

VISIBILITY: The pointer is opaque and remains visible as long as the C 3 is activated. Thus all the slots are transparent and in different colors so that the ball cursor can move inside each and stay visible. The small size of the pointer allows the icon of the selected slot to be seen when the opaque ball is inside the slot (see Figure 5 and Appendix). The transparency of the CCC does not obscure the 3D scene the user is working on. Indeed, it is still visible through the transparent slots of the CCC. The slots are only filled in their lower half part so that icons can be placed on top of the blue transparent blocks to help the user know which command is associated to each slot. The CCC is displayed in front of the user's hand, lower than the user's eyes.

content
exhibitions
resources
publications
timeline
glossary
discussions

search

toolbox
my imuseum favorites:
cellphones
pie menu
eCodex
(+) add this document
my workspace:
documents / images
dropzone
view / organize drops
prepare pdf
about toolbox

profile
Nicolas Taffin
designer
prefs / logout
suggested contents
about profiles

home about news map
im

content
exhibitions
resources
publications
timeline
glossary
discussions

search

toolbox
my imuseum favorites:
cellphones
pie menu
eCodex
(+) add this document
my workspace:
documents / images
dropzone
view / organize drops
prepare pdf
about toolbox

profile
Nicolas Taffin
designer
prefs / logout
suggested contents
about profiles


home about news map
im

GUI techniques > item selection > menu >

“Command and Control Cube” menu

document structure: description use see also history comments & forum

The “Command and Control Cube” menu (also called CCC or C3) is a 3d version of a marking menu. Items are arranged into a cube around the location of the user non dominant hand.
(origin : Academic [J. Grosjean and S. Coquillart, Command & control cube : a shortcut paradigm for virtual environments. (2001). in IPT-EGVE.]



1/ A “Command and Control Cube” menu is created by pinches two fingers of the non dominant hand.

2/ Moving the non dominant hand (keeping the fingers pinched) moves a ball into the slots of the CCC. Each slot is a menu item. Like marking menus, the CCC is displayed only after a delay. Only the current horizontal plane is displayed at each time. when the user releases his fingers, the selected item is the slot in which the ball is and the CCC is destroyed.

USE
Limitations & Recommendations

CANCEL the CCC: The user can pinch accidentally. The middle slot shouldn't have any function associated with it: it gives a way to cancel the CCC.

VISIBILITY: The pointer is opaque and remains visible as long as the C 3 is activated. Thus all the slots are transparent and in different colors so that the ball cursor can move inside each and stay visible. The small size of the pointer allows the icon of the selected slot to be seen when the opaque ball is inside the slot (see Figure 5 and Appendix). The transparency of the CCC does not obscure the 3D scene the user is working on. Indeed, it is still visible through the transparent slots of the CCC. The slots are only filled in their lower half part so that icons can be placed on top of the blue transparent blocks to help the user know which command is associated to each slot. The CCC is displayed in front of the user's hand, lower than the user's eyes.

content
exhibitions
resources
publications
timeline
glossary
discussions

search

toolbox
my imuseum favorites:
cellphones
pie menu
eCodex
(+) add this document
my workspace:
documents / images
dropzone
view / organize drops
prepare pdf
about toolbox

profile
Nicolas Taffin
designer
prefs / logout
suggested contents
about profiles

home about news map
im

content
exhibitions
resources
publications
timeline
glossary
discussions

search

toolbox
my imuseum favorites:
cellphones
pie menu
eCodex
(+) add this document
my workspace:
documents / images
dropzone
view / organize drops
prepare pdf
about toolbox

profile
Nicolas Taffin
designer
prefs / logout
suggested contents
about profiles

history compare resources toolbox

compare:
history:
profile
Nicolas Taffin
designer
prefs / logout
suggested contents
about profiles

