This paper is called the Illusion of Life, and is interesting because it is not actually about the computer science world. Instead, this article is about the Disney Corporation and how Walt Disney revolutionized the animation world. Disney realized that instead of animating characters in the old way, in which the characters are wooden looking and often mirrored from one side of the character to the other.

I found it really cool that he really changed the way animation was done. It is very interesting that no one had realized that there was a specific way that these characters had to be drawn so that normal people could easily and quickly determine what was going on. The key to doing this type of animation and getting everyone to realize what they need to is that you really need to realize the limitations of the medium. For a character like Mickey Mouse, it is necessary to do lots of silhouetting in order to show his motions since his body is all black. Also, the key is using a term called anticipation and having users being able to see what is about to happen before it actually happens.

In addition, the mirroring factor is something that animators now always stay away from. People don’t really realize it and it is hard to see, but the image on the top of the page shows Mickey and his hands are the same on both sides and both of his arms are at the same angle, and the character looks very wooden. On the other side of the page, the new Mickey character has slightly different hands, and his eyes are in perspective, and it’s shocking that the character looks ten times more realistic and lifelike.

This is the part of the article which most compares to computer science. The anticipations and mirroring are the type of animations that don’t seem to make a big difference but really make a huge noticeable change when you see it in action. This is similar to the user interface experience in computer science. Apple showed this best when introducing the iPod, and people loved it. This is a huge result of the user experience, and the fact that people didn’t ever use the hardware side of the iPod, but instantly picked up how to use it. No one had to be shown how to use the iPod, but people who didn’t ever use technology even knew what was going on, and for example, my mom even knows how to use an iPod, despite her barely being able to use a computer. I think this is parallel that best works with the computer science world, and this is what makes the article interesting. It is very hard to find out what this difference is in a certain area, but when you find it, it is very easy to see.
Paper #2 Critique

This paper is about a program called Pad++ and demonstrates new technologies that allow for excessive zooming. I find this a very interesting topic and actually have seen something similar to this being used on a different website in the past. I think this technology has huge potential and can really be a huge factor in how not only websites work in the future. The main area that I found this to be most applicable to was the newspaper area. Online newspapers are growing in popularity as people begin to buy less and less hard copies of actual newspapers and try to increasingly get more and more of their news from online sources, which may be more immediate but less reputable or of lower quality.

The cool ways this could be incorporated into a newspaper involve being able to read an entire newspaper on just one page, or screen by consecutively zooming. For example, if a newspaper was just the front page, people could always zoom in on the top right corner to see the sports section, and from there zoom in to specific areas on the sports page in order to see feature articles or box scores. Likewise, the same techniques can be applied to the classified sections and automotive sections, for example.

Some potential problems with this include the ability to index, or see smaller topics. For newspapers this might not be a problem as each paper will most likely develop a standard way of displaying their paper sections, or might even agree on a universal method. However, for things such as websites which wish to use this sort of zooming, or perhaps business brochures or blogs, they risk alienating viewers. With numerous sections of a website or varied categories, designers will most likely not know where the most instinctual area to place the zoomed categories would be. In addition, it could be difficult navigating the page, or changing sections quickly if you have lost track of where you are in relation to the rest of the newspaper. There should most likely be some sort of indexing system or overview of the system in order to be able to see where you are currently located on the general map.

Instead of the resizing actions involved in much of the Pad++ interface, the program will figure out where you are and will guess and see what it thinks you want to be looking at and will resize the screen for you. I suggest an updated version of this program which may look more like a single long sheet of paper and allows for the user to really determine where they want to go on the page, and how far they want to zoom in. This kind of interface feels more appropriate to the user and lets them modify their view instead of the computer trying to figure it out for them. Also, none of the blank space in the background is needed either, but can instead be dedicated to displaying information.