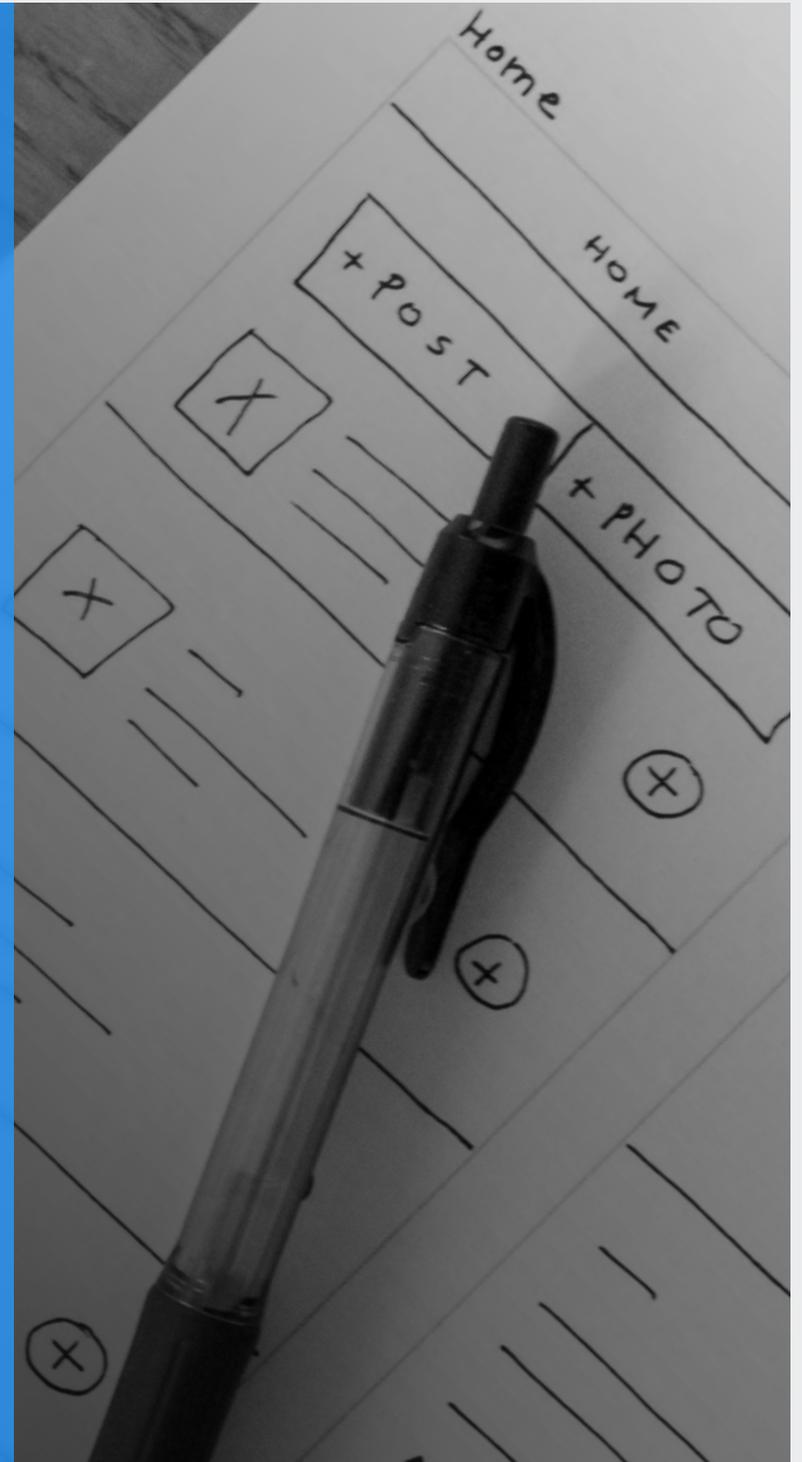


UX/UI PORTFOLIO

J E A N H I M E B A U G H





WHAT IS UX DESIGN?

It's the user experience (UX) of who, what, when, where, why and how a person uses a product. Essentially, it's anything and everything that can affect a person's interaction with a product.

As a UX designer, we conduct several user interviews to discover these interactions and we ask questions like:

What are you thinking?

Why did that confuse you?

Where would you click next?

And from these interviews, the observations are then taken into account to reflect the design choices for the product.

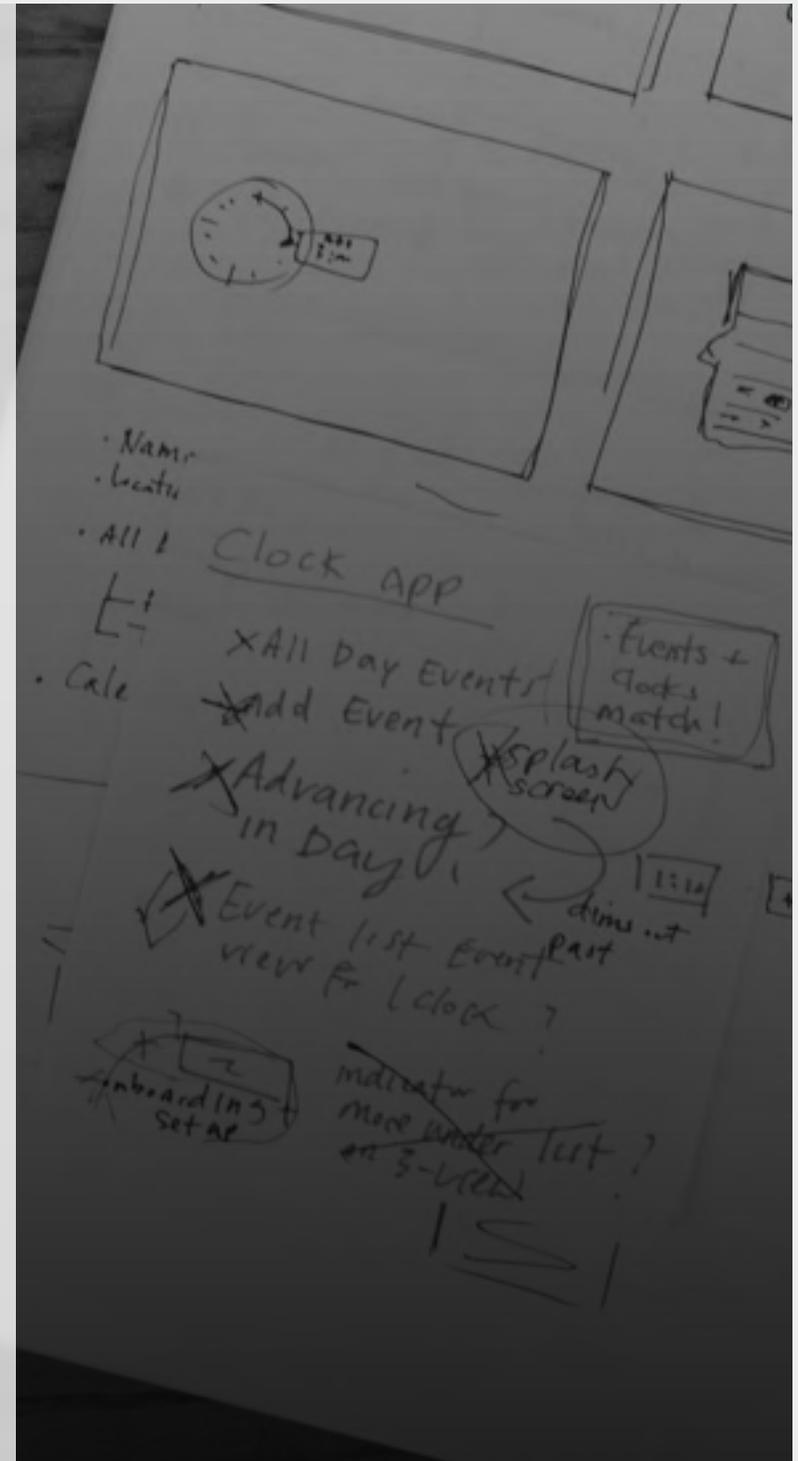
The sweet spot of a UX designer is to incorporate both the user and business needs when creating the final interaction designs.

WHAT DOES A UX DESIGNER DO?

UX designers focus on the Human Centered Design (HCD) process. It's a process where we take the user's needs into account in every step of the product's life cycle. This focused approach is used to designing behaviors and personality into products.

These techniques apply to several types of products like web, mobile, and desktop apps or even physical products. And, depending on the business constraints or limitations, the UX designer will have deliverables to reflect the timeline and budget of the team.

Typically, I may be asked to deliver several pieces throughout the product's life cycle like user research, interviews, personas, scenarios, wireframes, workflows, prototypes, mocks, branding materials, low/hi fidelity designs, user testing and front-end web development.



WHY DO I CARE ABOUT UX DESIGN?

- I find it fascinating. I learn so much from people when gathering their feedback. Their interactions help breakdown early assumptions about the product and redefine what the design should ultimately be.
- It's rewarding. Problem solving behind the visuals is UX at it's core. It allows us to explore the user's needs well before we begin designing all of the bells and whistles.
- Collaboration. I have the opportunity to meet face-to-face with clients and users alike while maintaining the balance of the stakeholder's business needs.
- It's a large skill set. It harnesses all of my career skills with interaction and graphic design as well as information architecture, web development, user research, layout, typography, and visual storytelling. My UX skills also cast out to the fields of psychology, usability, and technology. Each of these skills serve as a crucial contribution to the UX process and to the product's lifecycle for success.



WHERE DO I BEGIN?

When first approached with a product, I begin my process with asking several onboarding project-engagement questions:

- What is the current status or state of the project?
- Who are the stakeholders and their roles?
- What problem(s) is the product trying to solve?
- Has the team done similar projects?
- What are the expectations for this project?
- Are there any limitations?
- How do we define the success for this product?

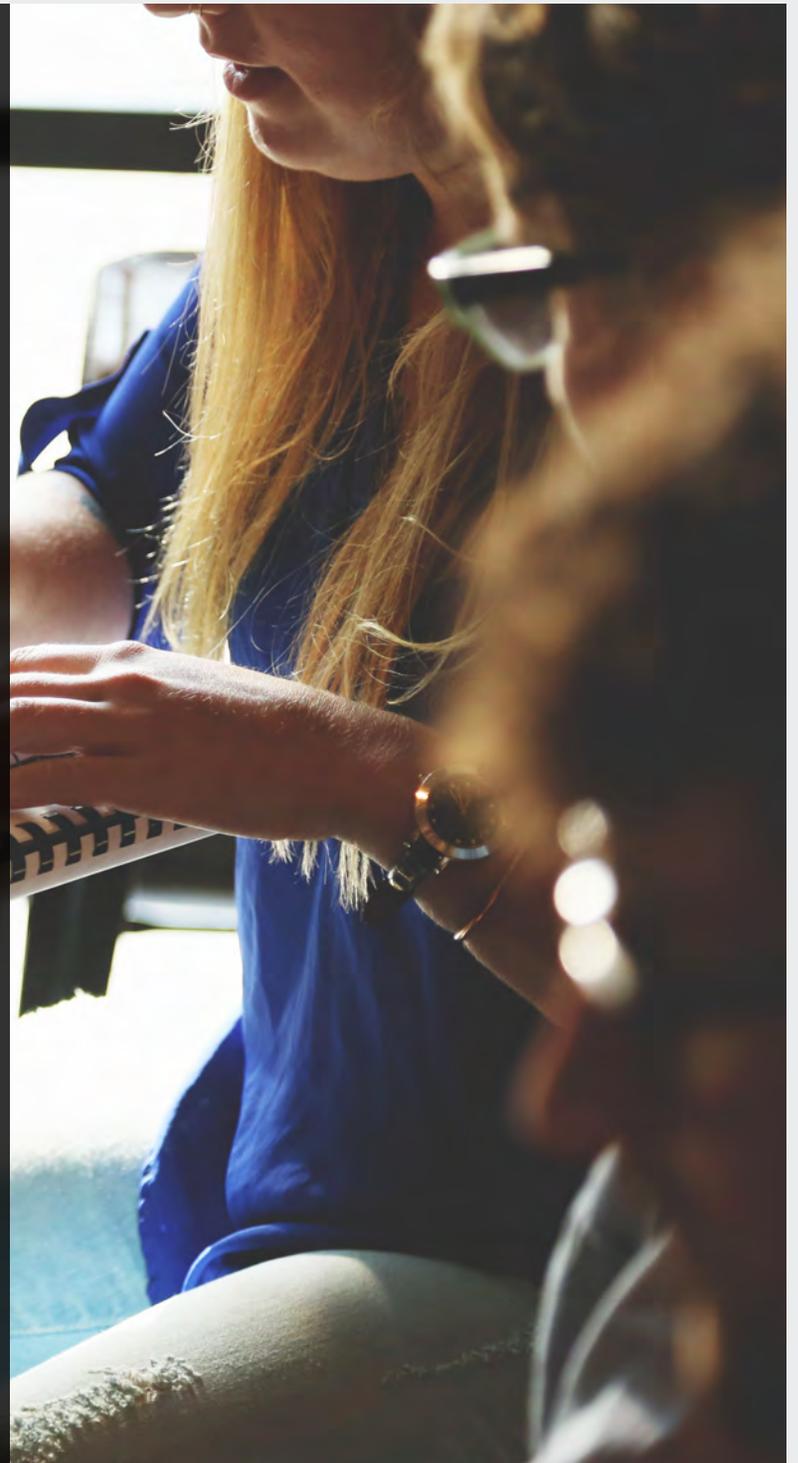
Gathering this data is just one part of the onboarding process. It helps define a clear mental model of the product and serves as a starting point for collaboration.

WHAT TYPES OF UX PROJECTS DO I SOLVE?

I support technology teams that implement web, mobile, tablet and desktop tools that focus on increasing a user's productivity, producing an awareness of products and/or modernizing a current product with a new interface design.

Outside of technology teams, I've also participated in projects that solve scenarios that vary from communication with person-to-person, time wasted on mundane vs. high-priority tasks and strengthening of company culture.

When asked - which of these do I prefer to work on the most? I have to say both. Knowing that my skills and extensive knowledge in UX/UI is being put to good use is all that matters.



WALT DISNEY ANIMATION

UX CASE STUDIES

workforce planning

storypad

noteworthy

smeem

ohana

dpix mobile

outages

wayfinder

portal

UX CASE STUDY

WORKFORCE PLANNING EMAIL

OVERVIEW

The production pipeline receives monthly reviews of the onboarding data via email called Completion Overview Reports.

PROBLEM

The email content is presented in a distorted, text-based layout that made it hard to read.

SOLUTION

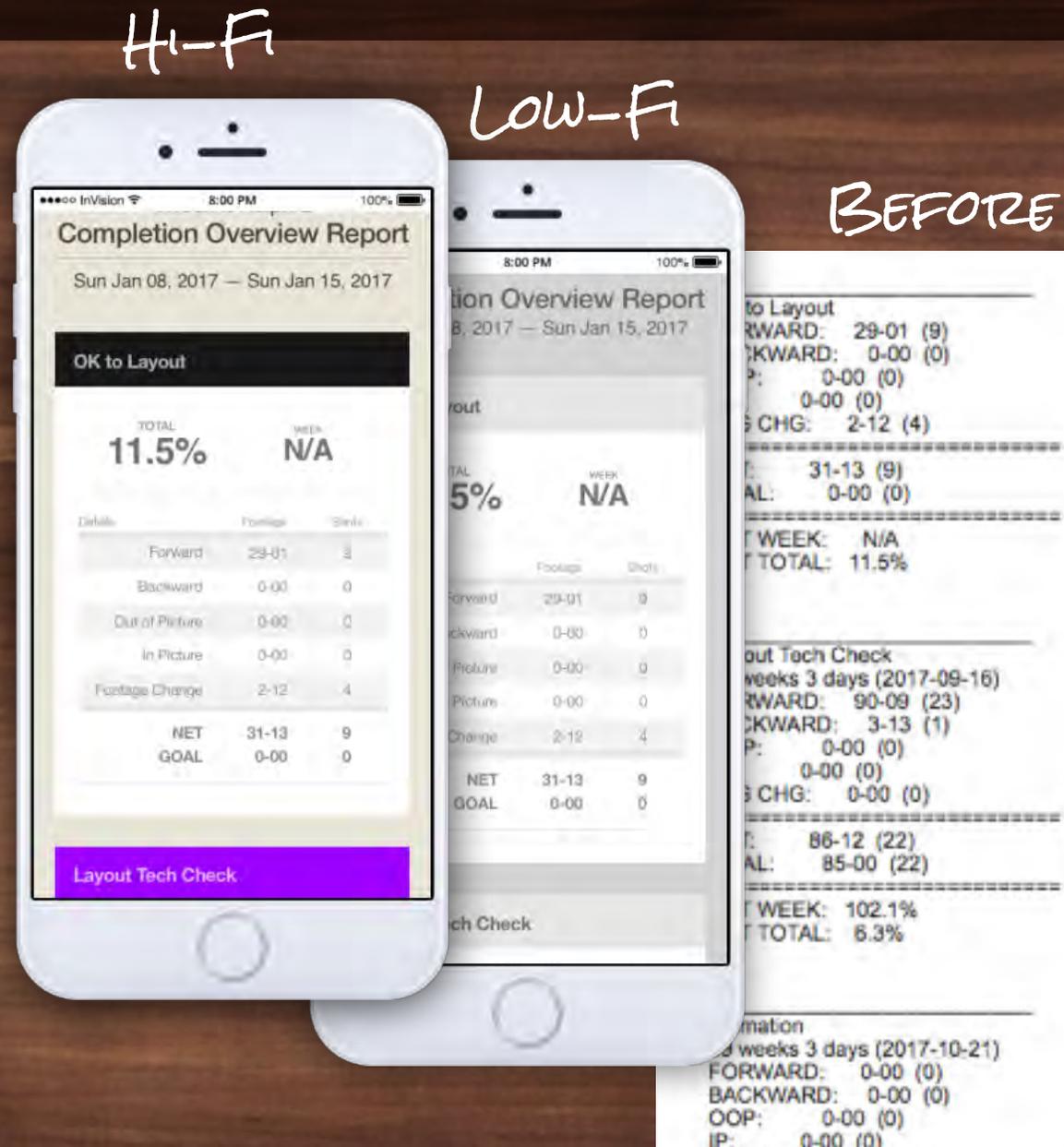
Create a mobile-friendly layout that reflects each department's pipeline data in a easy-to-read email format.

DELIVERABLES

Low-fi & Hi-Fi mocks

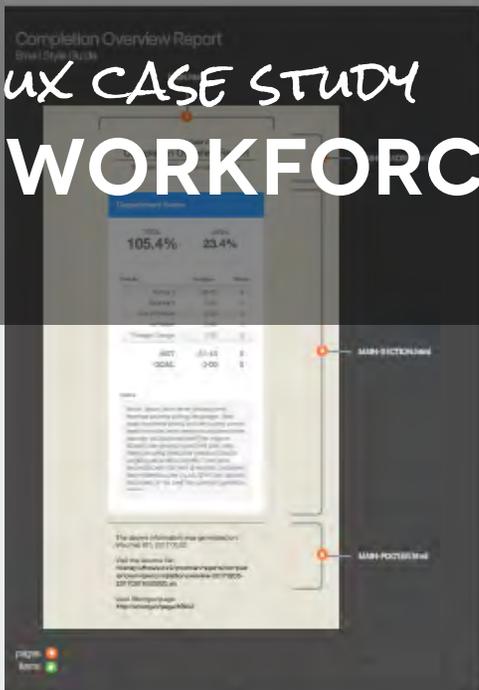
HTML / CSS

Email Style Guideline



UX CASE STUDY

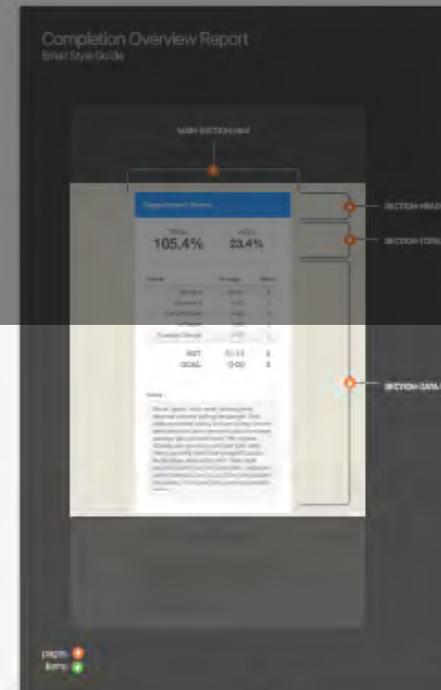
WORKFORCE PLANNING EMAIL



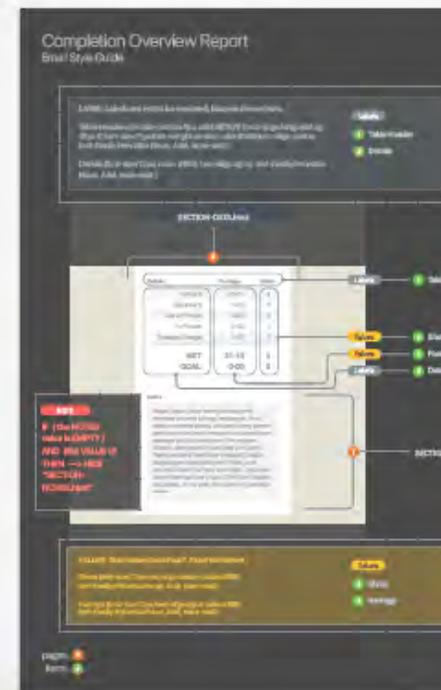
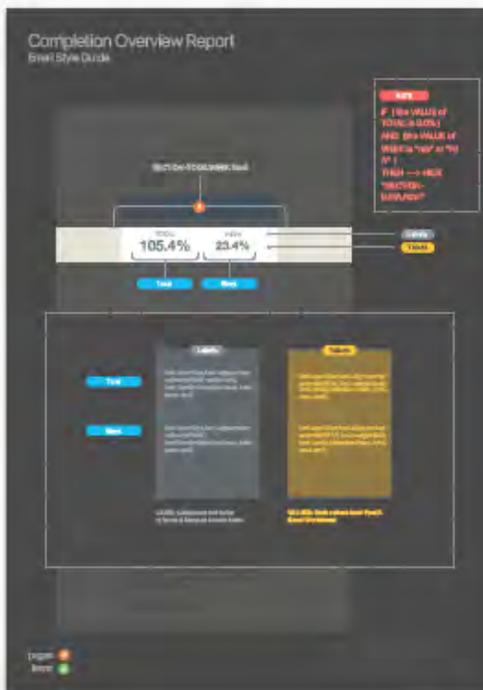
1



2



3



UX CASE STUDY

STORYPAD

OVERVIEW

Story artists and directors are interested in collaborating more when working in the editorial and story rooms.

PROBLEM

Cintiq restrict the social experience while the pen/paper conversion process, from analog to digital, is a time waster.

SOLUTION

Create a mobile app for the ipad that will enable the story board social experience as well as mirror the pen/paper drawing interactions. Also, the artists will need the ability to quickly share and export drawings for editorial use.

DELIVERABLES

User interviews

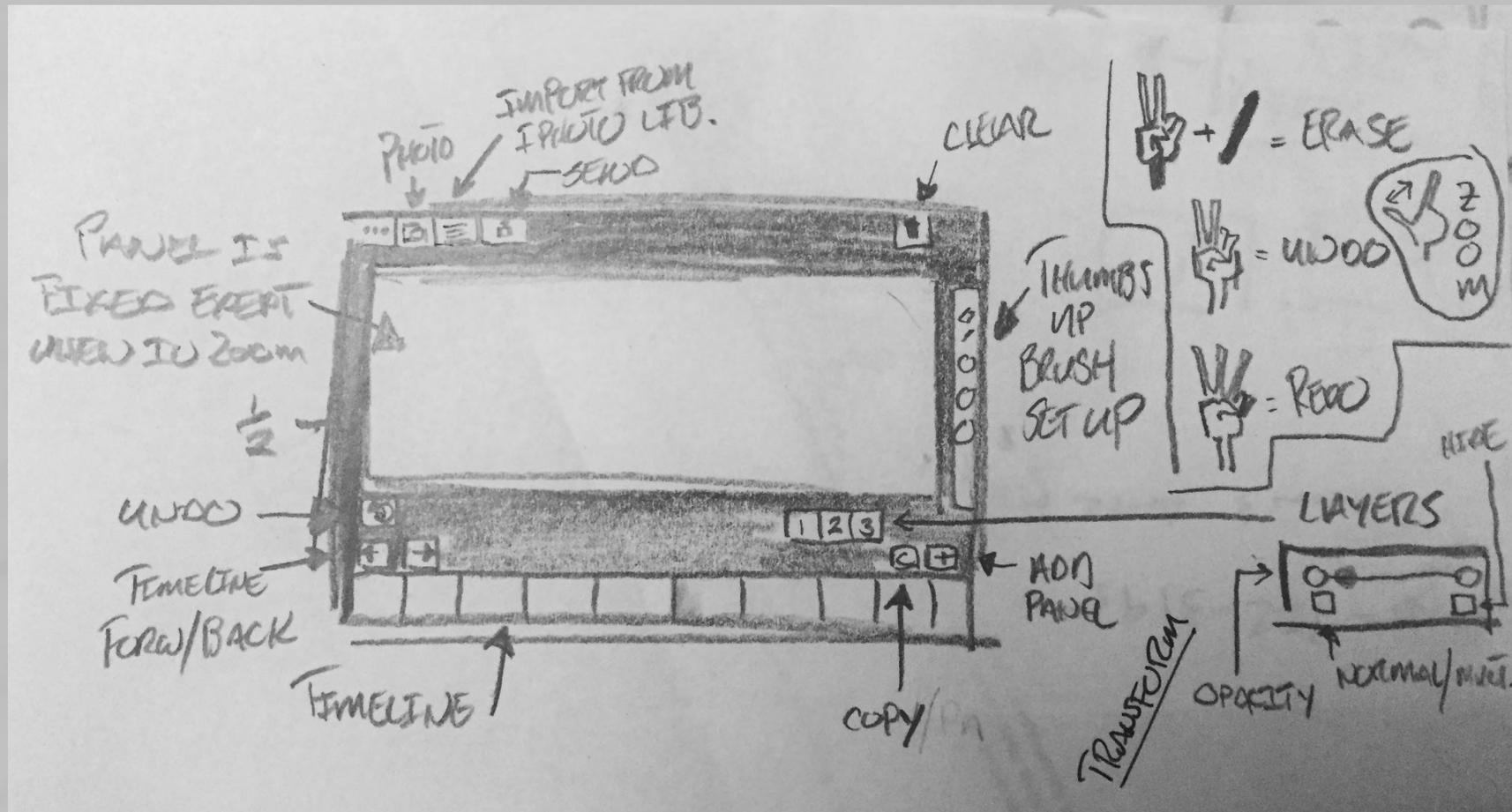
Low-fi & Hi-Fi mocks

Workflows

Cross collaboration with Pixar and WDAS



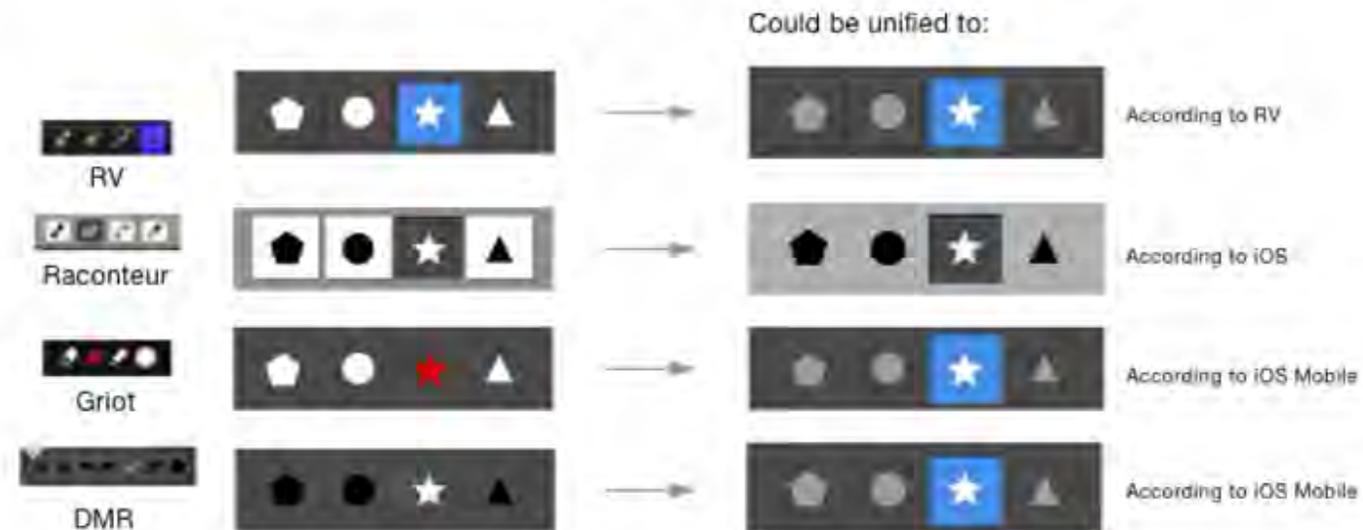
UX CASE STUDY STORYPAD



UX CASE STUDY STORYPAD

Codes

Colors, sizes, weights, marks, and other graphic dimensions that may represent data values or invoke a metaphor



What indicates selected state for our current tools?

- Lighter color
- Red color
- Colored background(RV)
- Darker background(iOS)

Deselected:

- Close contrast w/ background
- Colored/Darker

Selected Item:

- Indent/Feeling of pushed in
- Colored/Lighter BG
- Icon is lighter than deselected



Touch Target
min 44x44
px

UX CASE STUDY STORYPAD



1



2



3



4



5



6



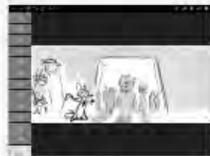
7



8



9



10



11



12



13



14



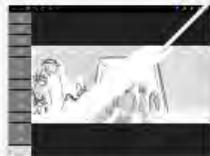
15



16



17



18



19



20



21



22



23



24



25

UX CASE STUDY

NOTEWORTHY

OVERVIEW

The studio conducts several screenings prior to releasing their films. Each screening's success depends on the notes collected from that screening.

PROBLEM

Feedback is submitted manually through emails and/or paper. Production assistants are complaining that they need a better process to search, compile and report the notes in such a way that is both easy and compelling for the story team to understand.

SOLUTION

After looking at Pixar's note submission process, our studio decided to inherit their current web application, which is essentially an online form, and to modify it's front and back-end code to accommodate our studio's needs.

DELIVERABLES

Low-fi & Hi-Fi mocks

Create a Screening Survey

← Back to screenings

✓ I would like to copy an existing screening survey

OR

I would like to create a new screening survey from scratch

Show

WIR2 ▾

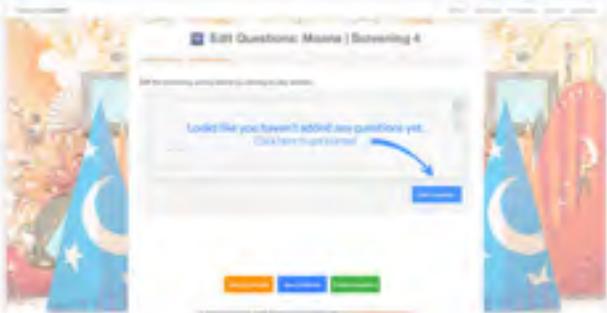
Screening Survey to copy

Screening 1 ▾

New Screening Survey Name

Screening 2

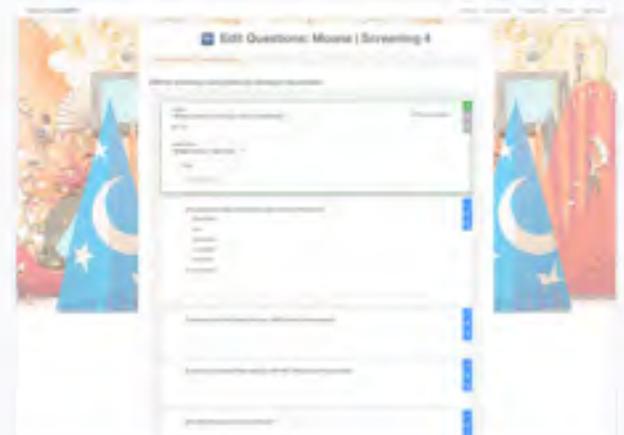
Save Cancel



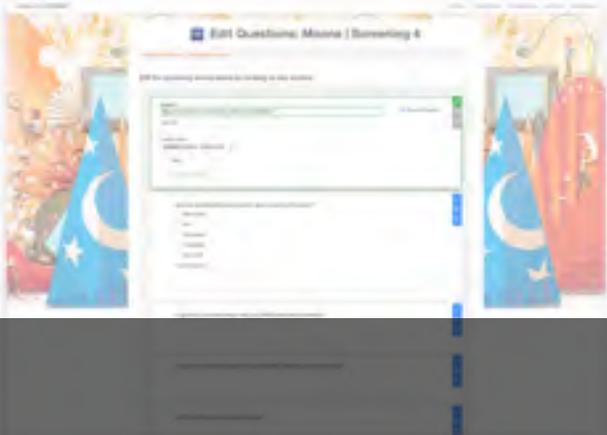
ScreeningDetails-EditQuestions 00



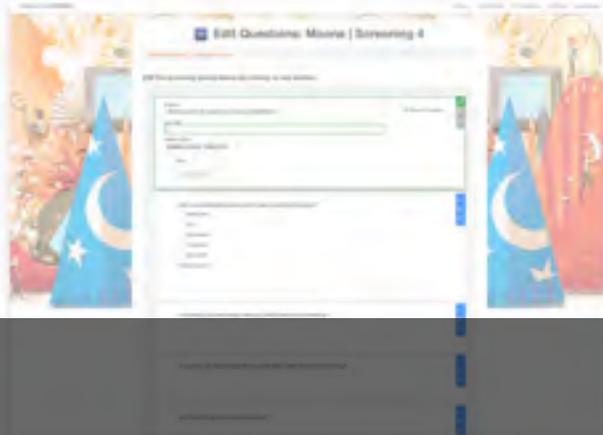
ScreeningDetails-EditQuestions 01



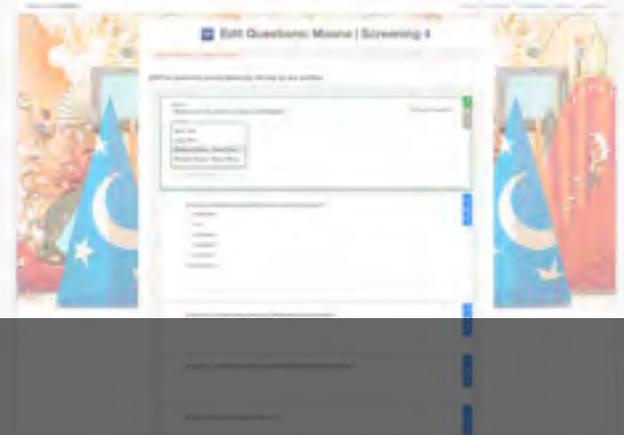
ScreeningDetails-EditQuestions 02



ScreeningDetails-EditQuestions 03



ScreeningDetails-EditQuestions 04



ScreeningDetails-EditQuestions 05

UX CASE STUDY
NOTEWORTHY

UX CASE STUDY

SMEE



OVERVIEW

Every production employee on the pipeline has several tasks to complete within a labor work-week. Their time divides up quickly based on the number of applications opened on their computer. The end result is that people lack focus and often are spending time on low task-oriented priorities vs. high-payoff activities.

PROBLEM

Artists only want to focus on the job that they were hired to do and not to be distracted with other tasks like filling out timesheets, reviewing their emails or other interruptions from their creative work.

SOLUTION

To create an interactive-pipeline dashboard that incorporates push notifications about tasks, shots and sequences with minimal information to reduce cognitive overload. In addition, this dashboard will serve as a one-stop-shop for internal studio communication, timesheet tracking and other in-house modules.

DELIVERABLES

- UI Kit
- Hi-Fi mocks
- User Interviews



SMEE UI Kit

Color Swatches

GRAY-BASE #F0F0F0	GRAY-DARKEST #2D2D2D	GRAY-DARKER #3A3A3A	GRAY-DARK #3D3D3D	GRAY #8B8B8B
GRAY-LIGHT #A0A0A0	GRAY-LIGHTER #6E6E6E	GRAY-LIGHTEST #737373	GRAY-TRUE #ADADAD	
 DANGER #F00000, #000000				

Buttons

NORMAL	STATIC	HOVER	PRESSED
DEFAULT	STATIC	HOVER	PRESSED
PRIMARY	STATIC	HOVER	PRESSED
SUCCESS	STATIC	HOVER	PRESSED
INFO	STATIC	HOVER	PRESSED
WARNING	STATIC	HOVER	PRESSED
DANGER	STATIC	HOVER	PRESSED

Bootstrap has 7 different colored buttons

For SMEE - we are only using the NORMAL, DEFAULT and DANGER colors

Forms

Text input

Input with success

Input with error

Google Search

Google Search

Google Search

Dropdown

Text

Textarea

File

File

File

Labels



Badges



Tooltips



Dropdowns

Setting

Action

Separated link

Something else here

Action1

Action2

Another action

Something else here

Separated link

Popovers

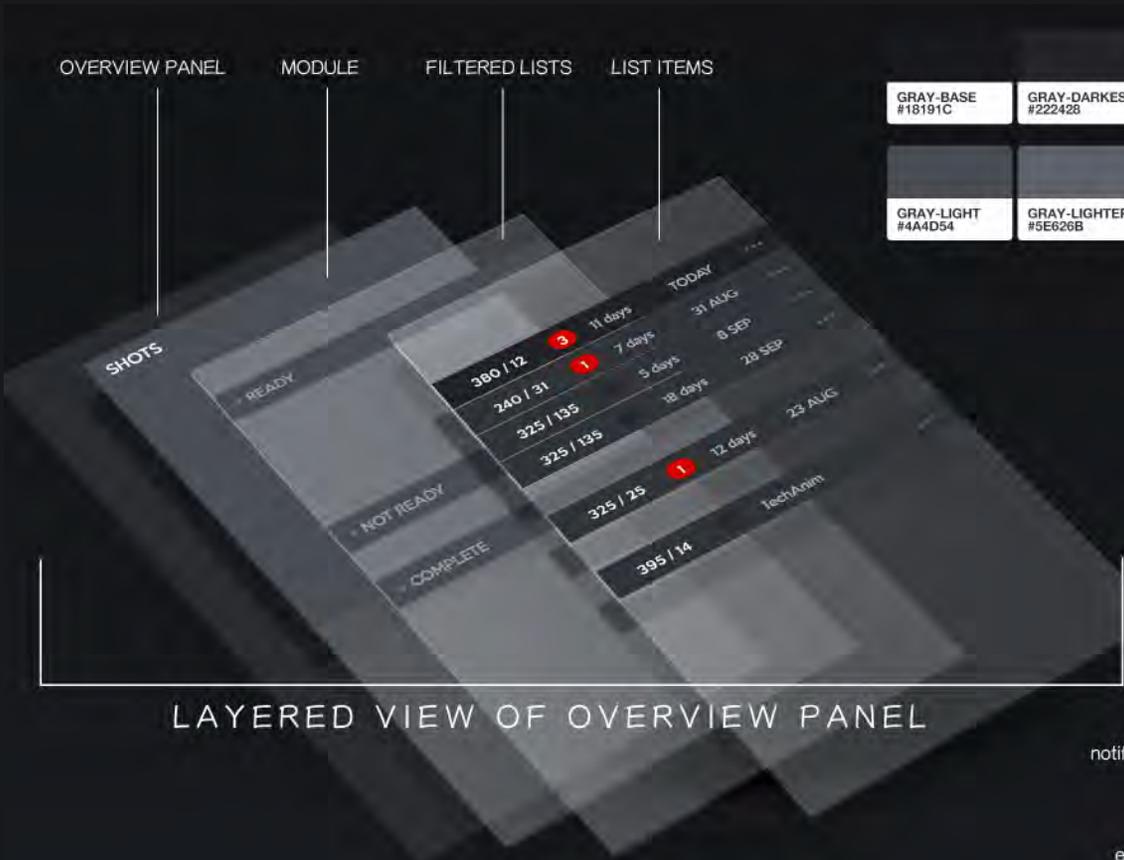
Popover top

Popover right

Popover left

Popover bottom

UX CASE STUDY
SMEE



LAYERED VIEW OF OVERVIEW PANEL

GRAY-BASE #18191C	GRAY-DARKEST #222428	GRAY-DARKER #2A2C30	GRAY-DARK #323539	GRAY #3B3D43
GRAY-LIGHT #4A4D54	GRAY-LIGHTER #5E626B	GRAY-LIGHTEST #73767D	GRAY-TRUE #ADB0B8	DANGER #D50000

- OVERVIEW PANEL
 - background @gray-darker
- MODULE
 - text white (#fff)
 - background @gray
- FILTERED LISTS
 - text @gray-true
 - disclosure arrow @gray-true
 - background @gray-light
- LIST ITEMS
 - text @gray-true
 - hover or active text white (#fff)
 - background @gray-dark
 - background (active) @gray-darkest
 - notification background @danger
 - notification background (empty) @gray-darker
 - notification text white (#fff)
 - shot number text white (#fff)
 - ellipsis icon @gray-lighter
 - ellipsis icon (hover or active) white (#fff)

SHOTS

+ READY

380 / 12 3 11 days TODAY ...

240 / 31 1 7 days 31 AUG ...

325 / 135 5 days 8 SEP ...

325 / 135 18 days 28 SEP ...

+ NOT READY

325 / 25 1 12 days 23 AUG ...

+ COMPLETE

395 / 14 TechAnim ...

Create a note

MOCKUP OF OVERVIEW PANEL

UX CASE STUDY

SMEE

TASKS

READY

Fix it

moanaToddler

1

moanaMain

3

moanaEight

2

Inventory

talaMain / eight

6

4 days

27 MAY

langiMain

2

eightTaaluga

3 days

25 MAY

taaluga

2 days

25 MAY

young

1 day

20 MAY

Work Ahead

taalugaProp
Feather

3 days

8 OCT

NOT READY

taalugaHead
dress

12 days

31 OCT

COMPLETE

moanaMain

TechAnim

EVENTS

MY NOTEPAD

Notes

Publishes

Versions

NOTES FOR ME

'eight' Variant Needed for talaMain

15 APR

Please create the 'eight' variant for talaMain...

talaMain dying_(spoiler)proxy ...

Looks like the multiCurve hair_proxy...

hair flower look love!

Revisited the lang_dollars proxy give...

Abdominal Transparency

Revisited the Data... please add...

ALL OTHER NOTES

CHARMODEL: please swap ...

CHARMODEL: per lap and Dis it...

CHARMODEL To Do: talaMain...

Model: per lap and Bill m look...

Re-design of necklace shell

Try the last UL version: the shell...

LOOK TO DO: Tala Wrinkle Fixes

Thinks per lap and Bill m look...

'eight' Variant Needed for talaMain

Nicholas Ellingsworth

15 APR



Play

Play with Markup

Please create the 'eight' variant for talaMain. This would inherit from talaMain_young and would only be a hue shift as requested by Bill and Ian.

(View 5 older replies)

Nicholas Ellingsworth

2 min ago

Looking better
Thanks for turning this around quickly!

filename.jpg

Add a reply



CC

Cancel

Reply

UX CASE STUDY
SMEE

UX CASE STUDY

OHANA

OVERVIEW

WDAS has it's own people profile directory, separate and unique from Disney corporate, that allows users to search, find and browse for studio employees.

PROBLEM

The content is not always up-to-date.
Not all of the information is organized in a organic way and isn't accessible from a phone.

SOLUTION

Redesign the current people directory with a new brand, look and responsive website that can be accessed from the desktop, tablet, iphone and android.

DELIVERABLES

Logo
Low-fi & Hi-fi mocks
Prototypes

FIND PEOPLE

FILTER

Locations ▼

Departments ▼

Position ▼

Projects ▼

FLOOR MAPS

Riverside ▼

Tunjunga ▼

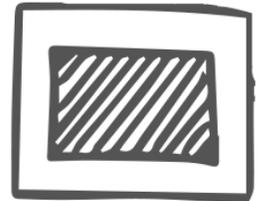
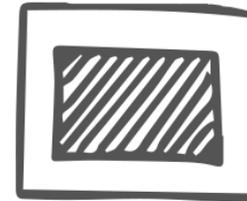
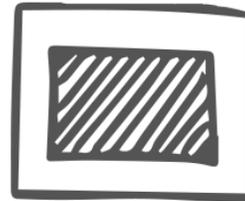
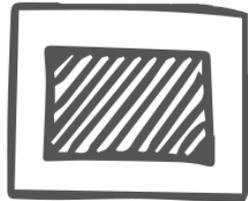
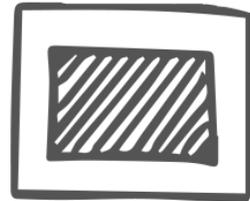
DTS ▼



Shuttle Riverside - Arriving in 7 min

Shuttle Tunjunga - Arriving in 17 min

Shuttle DTS - Arriving in 4 min

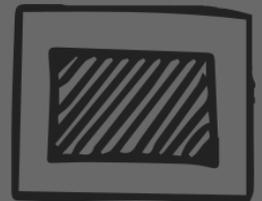
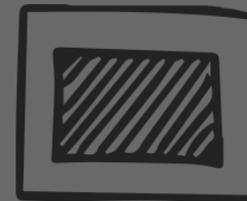
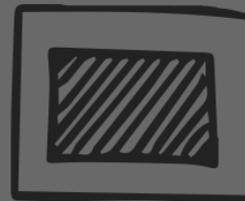
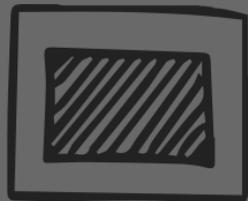
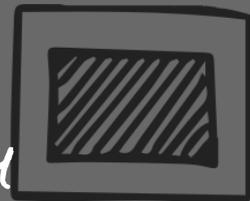


CHARTS

Production

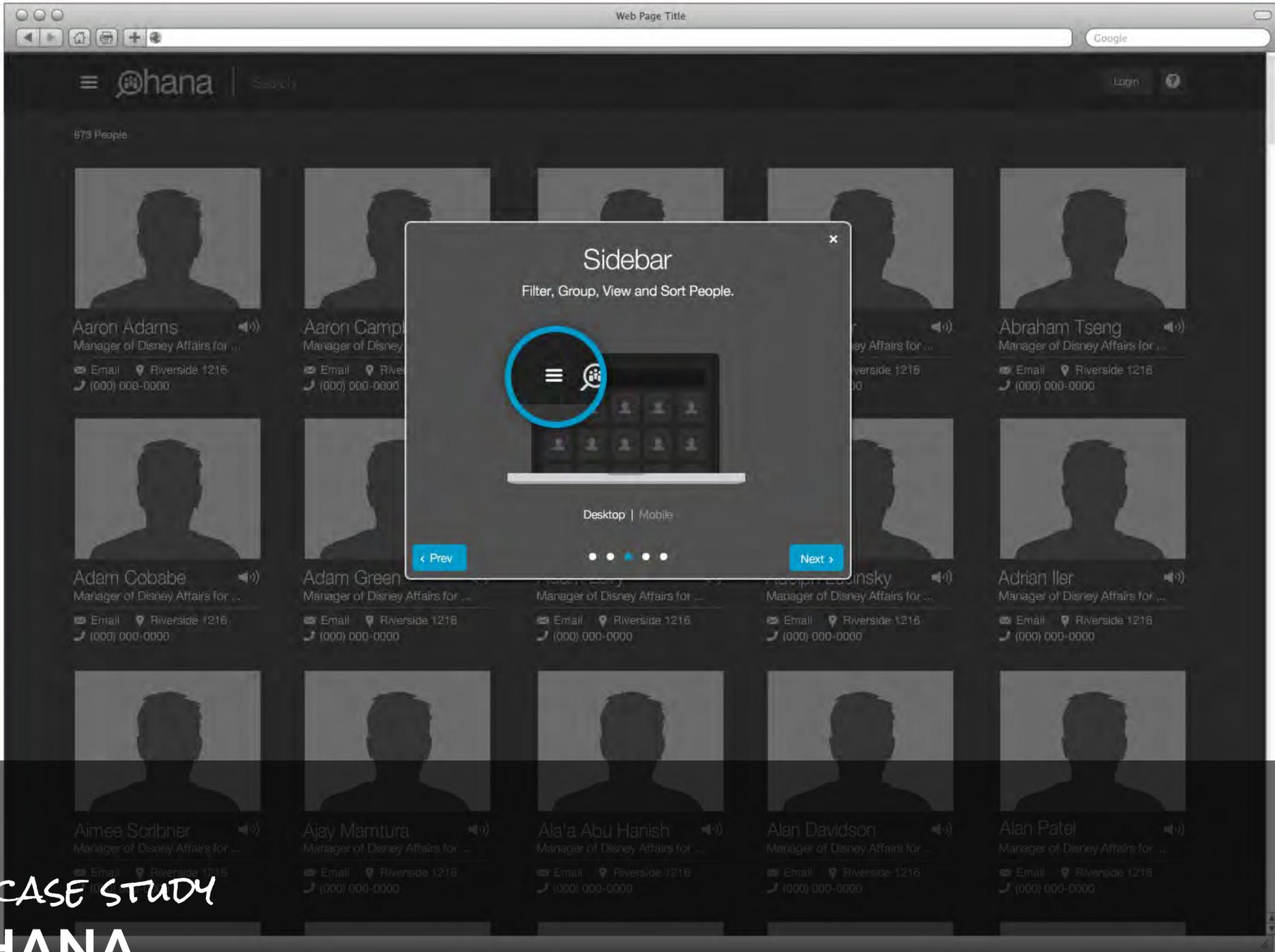
OHANA

Box Office

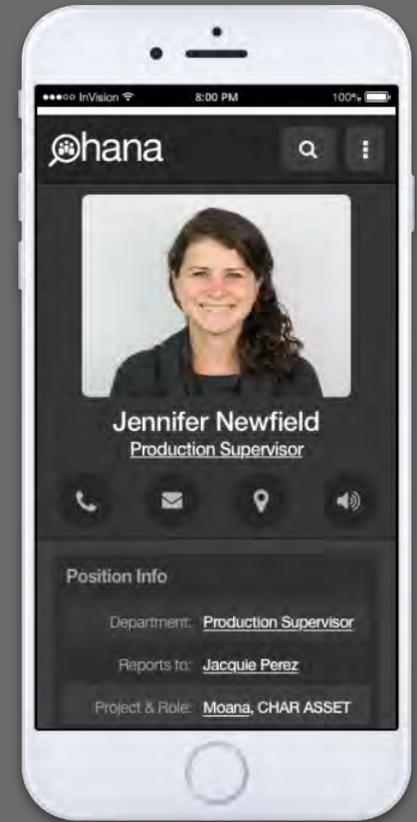
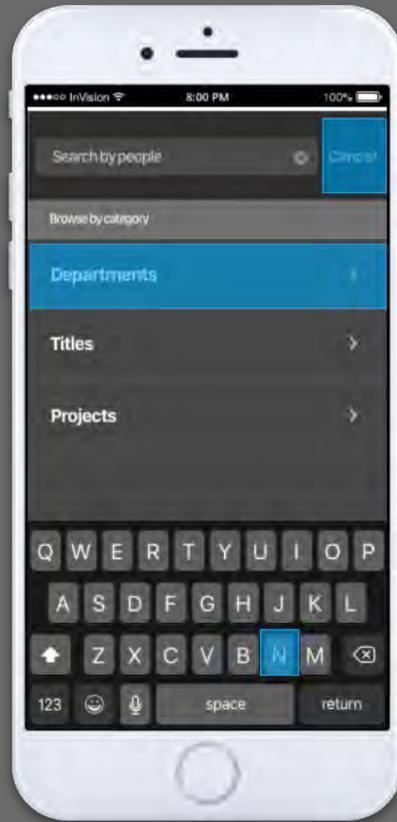
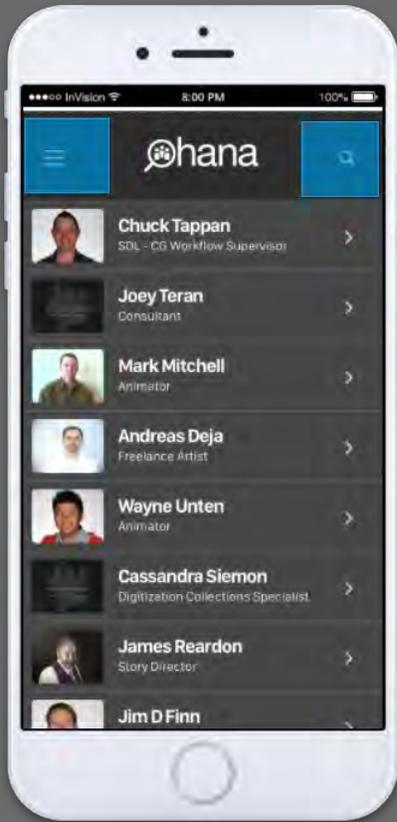


1440px

996px



UX CASE STUDY OHANA



UX CASE STUDY OHANA

UX CASE STUDY

DPIX MOBILE

OVERVIEW

Many producers and directors have to undergo reviews for shots and sequences for approval.

PROBLEM

The users want to have the ability to be mobile, whether that means roaming around the studio hallways, being on an airplane or working from their homes. Under tight deadlines, they need the ability to review and approve several sequences, not only for the pipeline of the show, but for the marketing and consumer teams too.

SOLUTION

Create an app for the ipad that has similiar desktop features as their current workflow, including audio, text and illustration notes. The app also has to have the ability to stream videos and be accessible outside the studio in a secure mode.

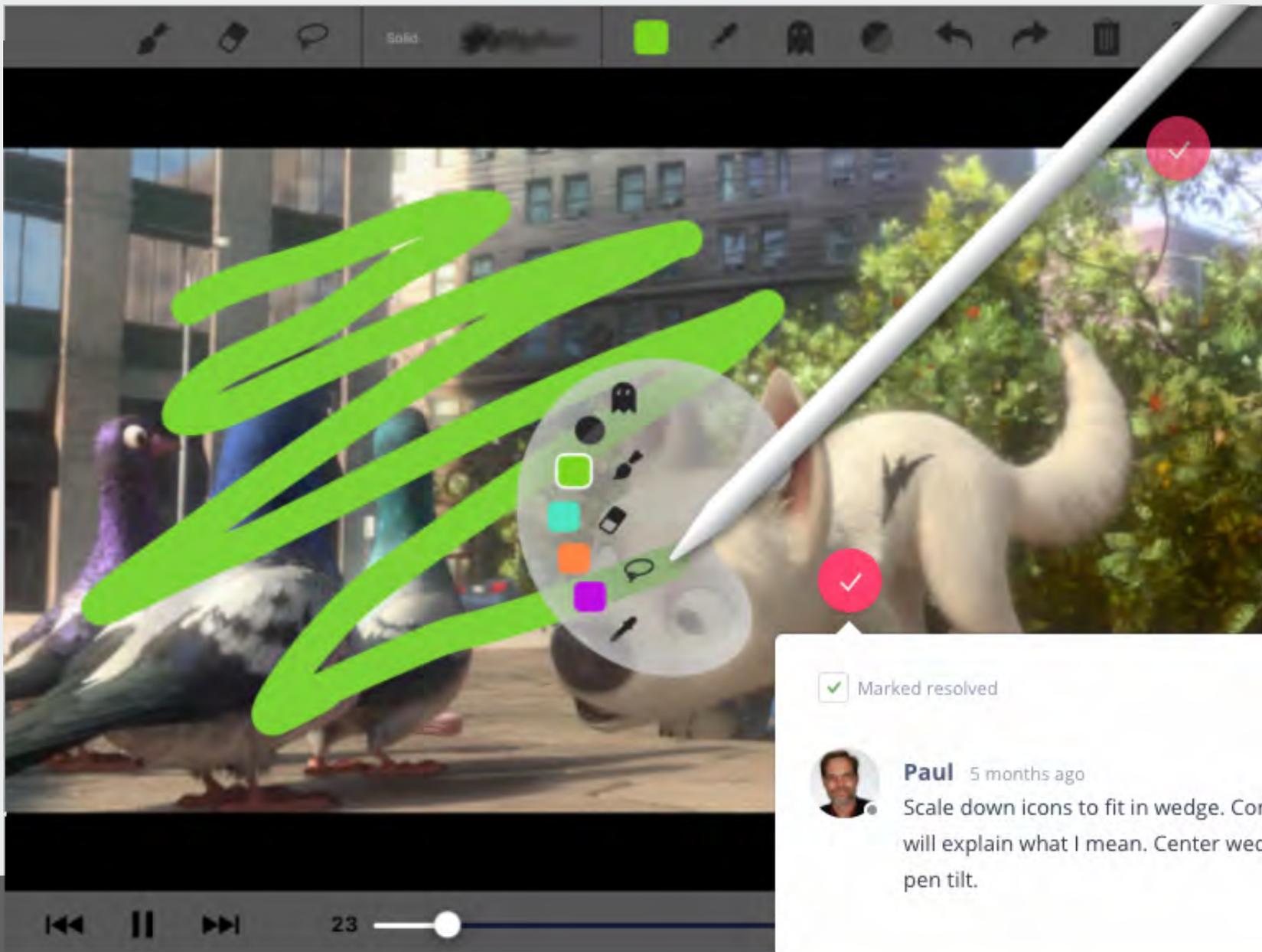
DELIVERABLES

Hi-fi mocks



UX CASE STUDY

DPIX MOBILE



Marked resolved

 **Paul** 5 months ago 

Scale down icons to fit in wedge. Come by and I will explain what I mean. Center wedge based on pen tilt.

Add a new comment

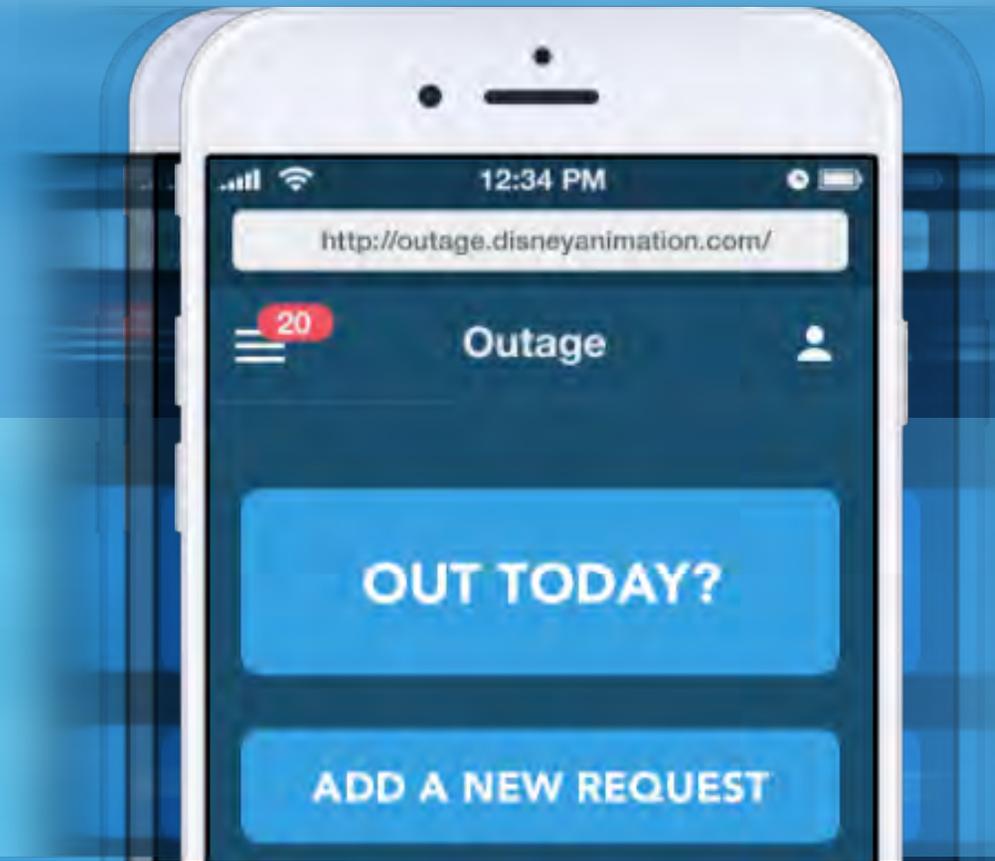
UX CASE STUDY DPIX MOBILE



UX CASE STUDY
DPIX MOBILE

UX CASE STUDY

OUTAGES



OVERVIEW

Many people here at the studio have taken travel, personal or sick leave from work.

PROBLEM

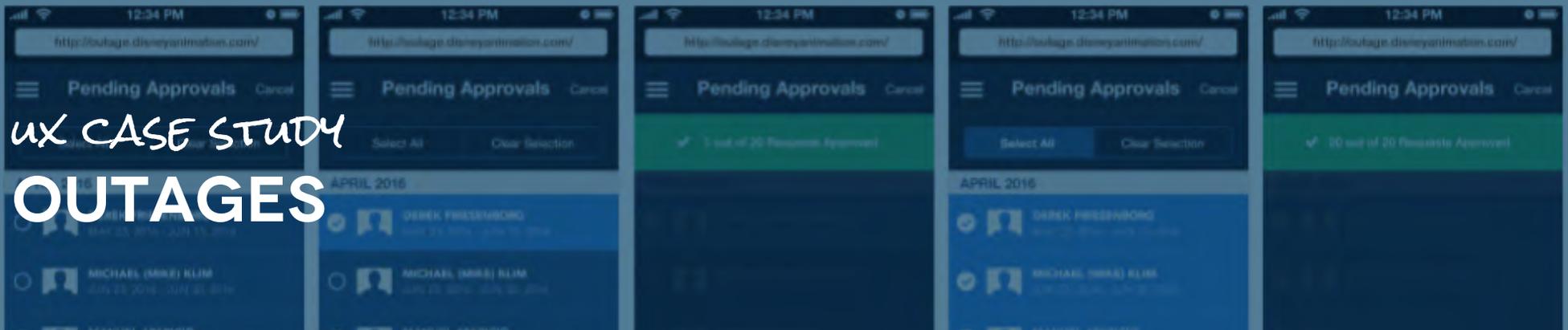
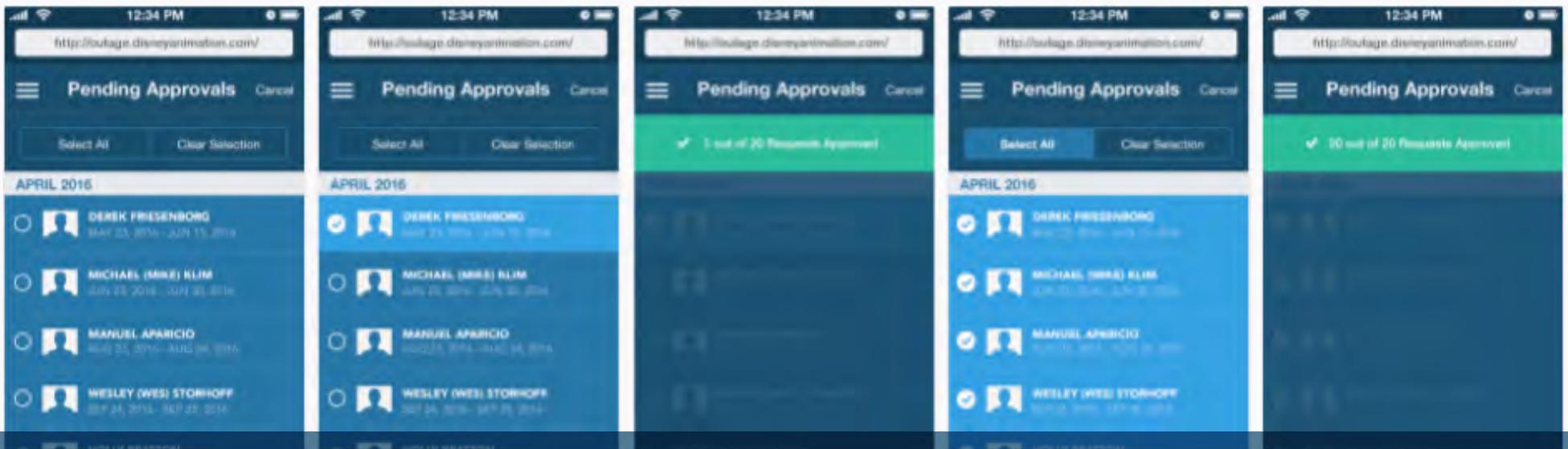
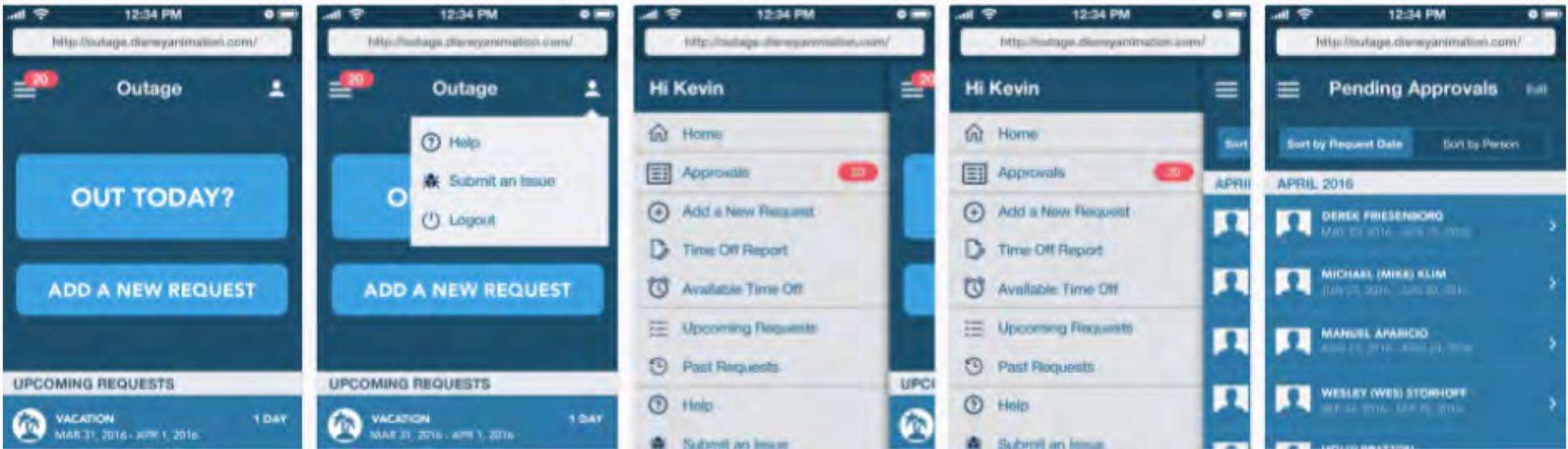
Employees find it hard to report when unexpected outages occur because of the restricted outside access to internal studio tools.

SOLUTION

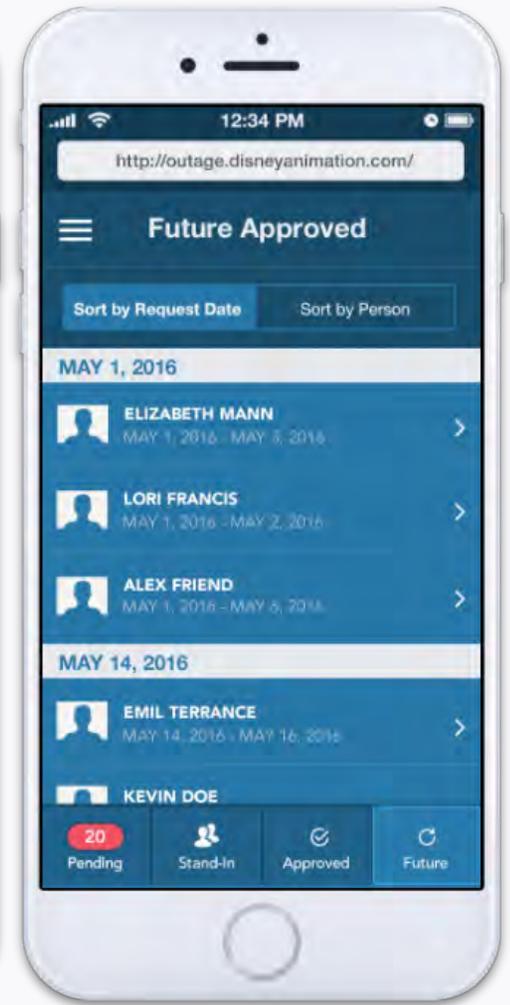
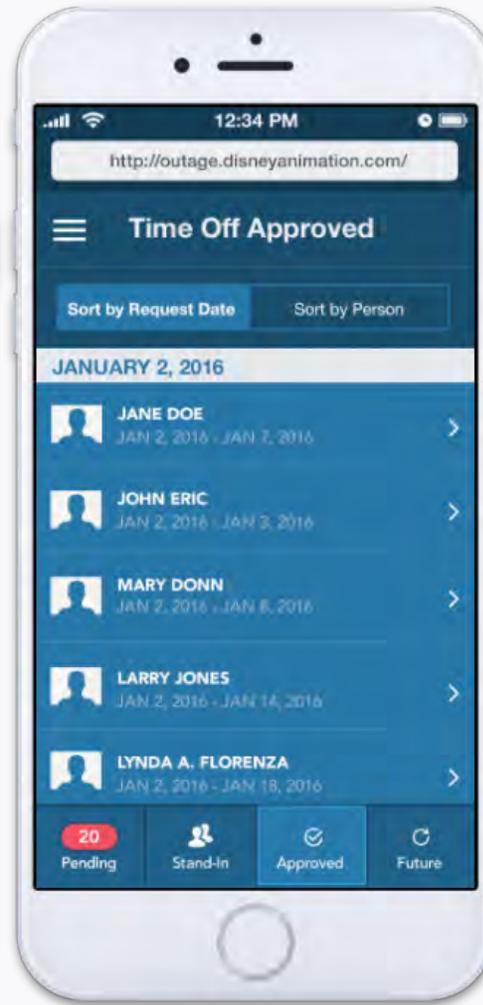
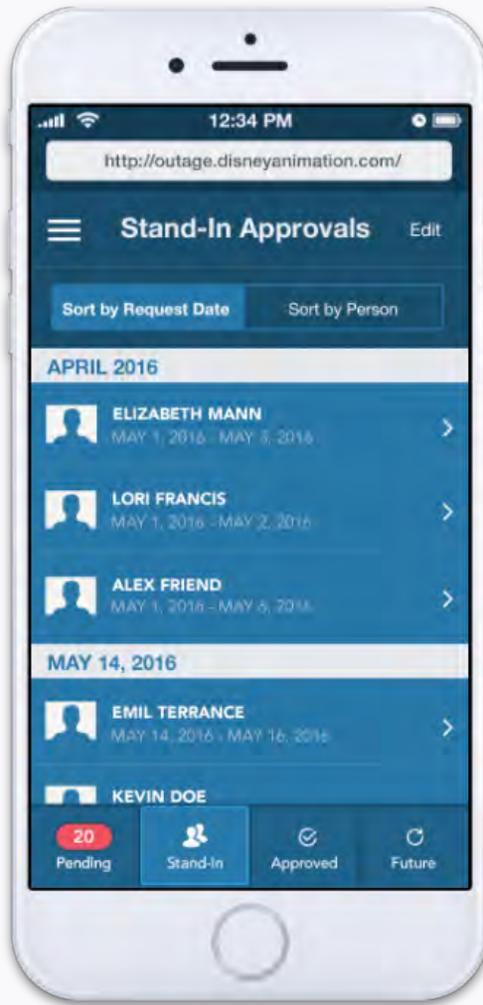
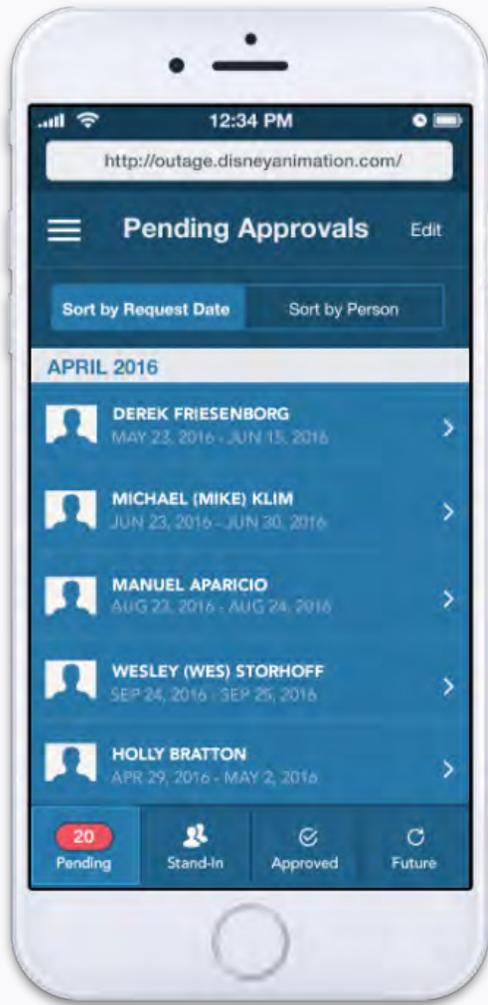
To develop a mobile-friendly app that allows users to login, submit their outage and notify their teams when they are out of the office. This app must be available as a web app to ease accessibility.

DELIVERABLES

Hi-fi mobile prototypes and mocks focused for admins and employees



UX CASE STUDY OUTAGES



UX CASE STUDY OUTAGES

UX CASE STUDY

WAYFINDER

OVERVIEW

Recently our studio went through a year-plus reconstruction period - all new offices and floorplans were issued.

PROBLEM

Employees returning to the studio are finding it hard to transition and find their way around the building due to small signage, fewer landmarks and overall changes in floor layout.

SOLUTION

Two-parts...First create a mobile-friendly app that allows users to search and browse for people, places and amenities within the building. Second, any application that provides location information will redirect the user to the new Wayfinder app.

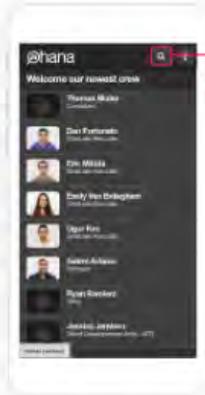
DELIVERABLES

- Logo
- Workflows
- Low-fi & Hi-fi mobile mocks

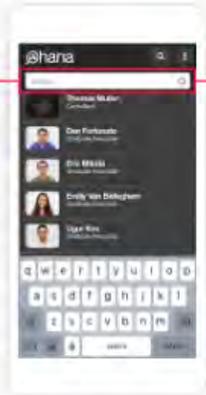
MOBILE WORKFLOW

OHANA

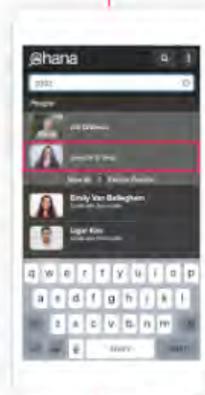
1. HOMEPAGE



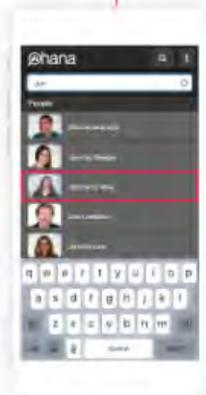
2. SEARCH



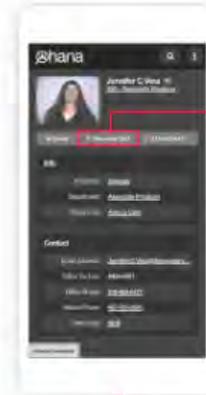
Search by Room Number



Search by Room



3. PROFILE



WAYFINDER

4. LOCATION VIEW

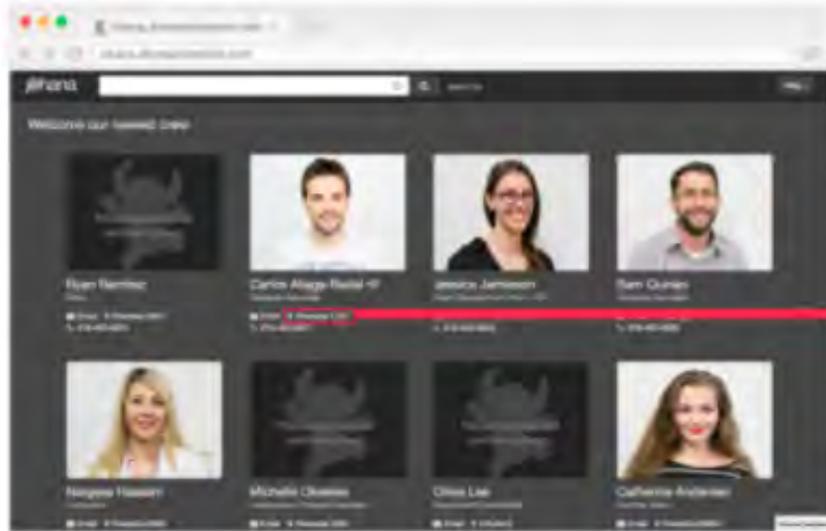


UX CASE STUDY
WAYFINDER

DESKTOP WORKFLOW

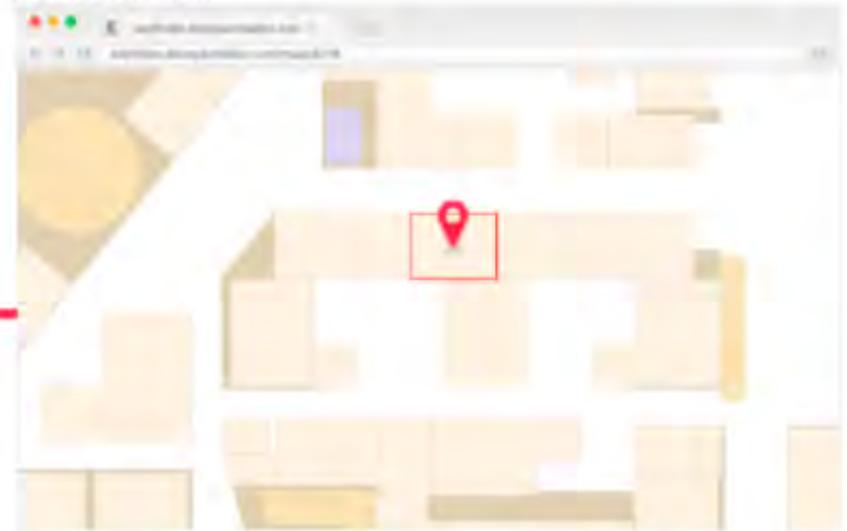
OHANA

1. HOMEPAGE



WAYFINDER

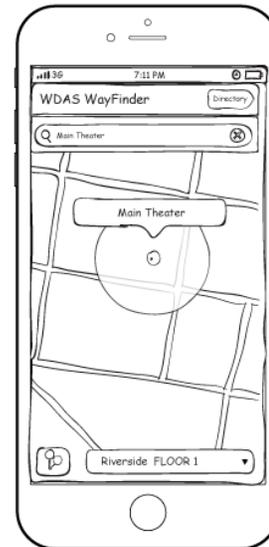
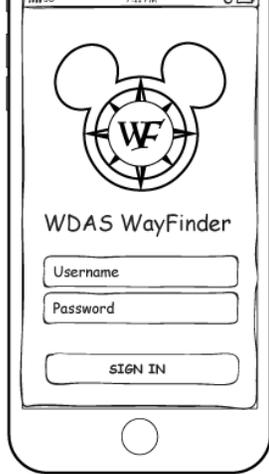
2. LOCATION VIEW



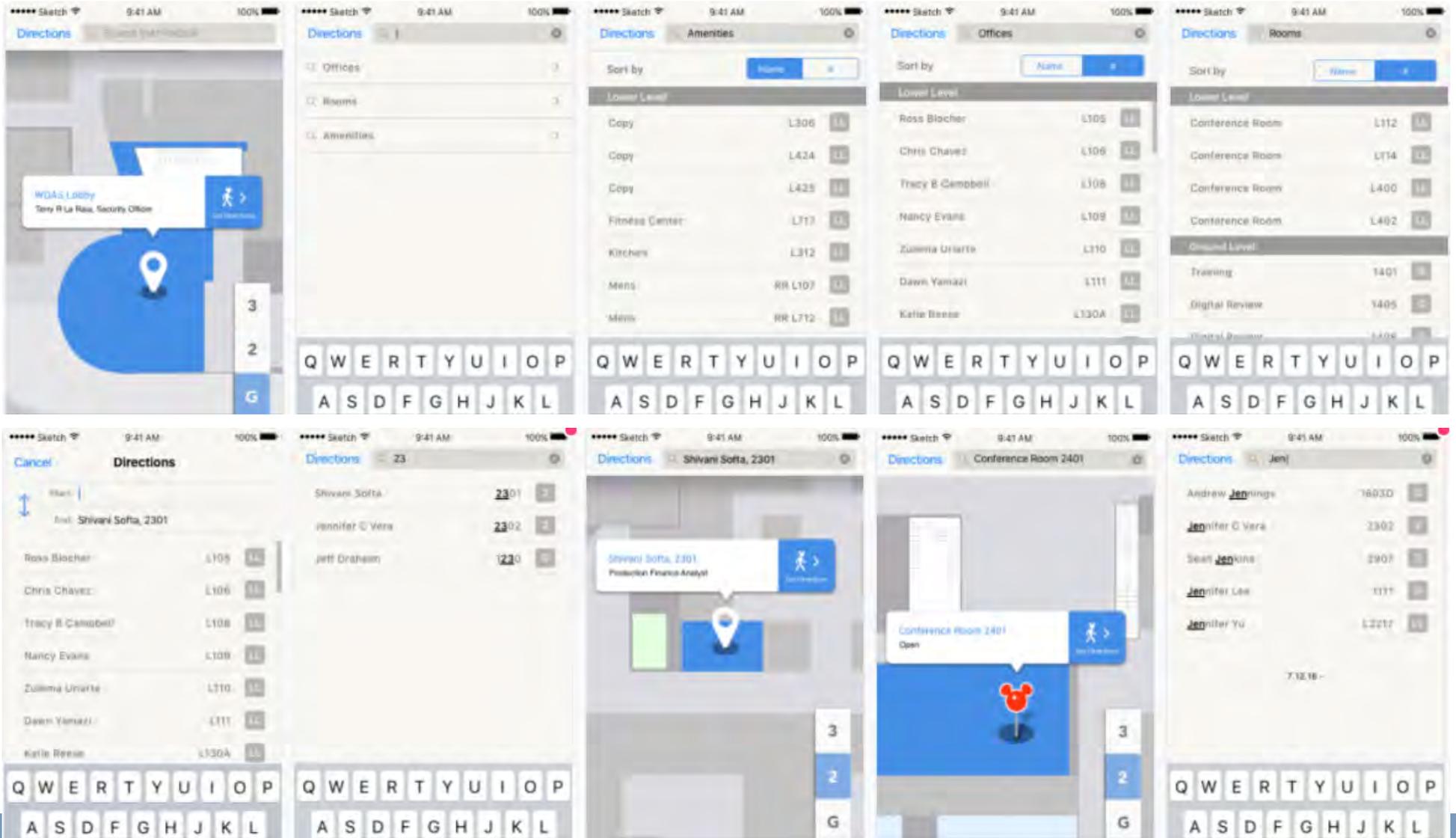
UX CASE STUDY
WAYFINDER



UX CASE STUDY
WAYFINDER



UX CASE STUDY WAYFINDER



UX CASE STUDY WAYFINDER

UX CASE STUDY PORTAL



WALT DISNEY
ANIMATION STUDIOS

OVERVIEW

Employees currently can access specific internal programs deemed available behind SSO without VPN entry via the Portal website.

PROBLEM

The Portal website's content is outdated. Both it's content and design lack branding.

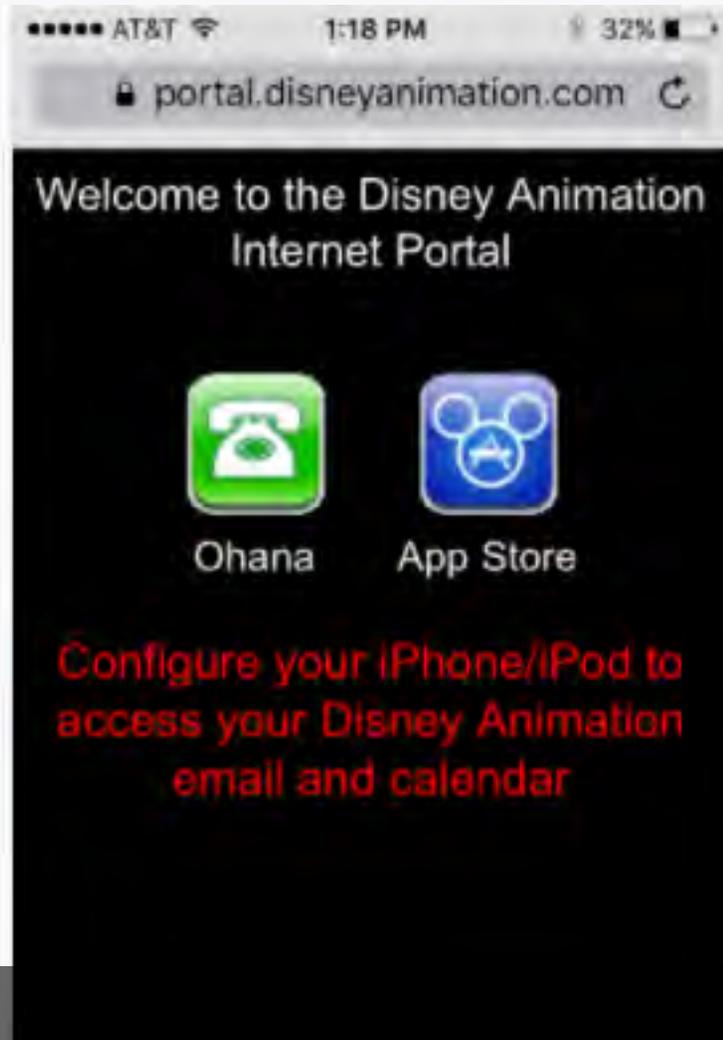
SOLUTION

Redesign the Portal page with a focused effort towards branding consistency, responsiveness, and open-ended code for quick and easy updates.

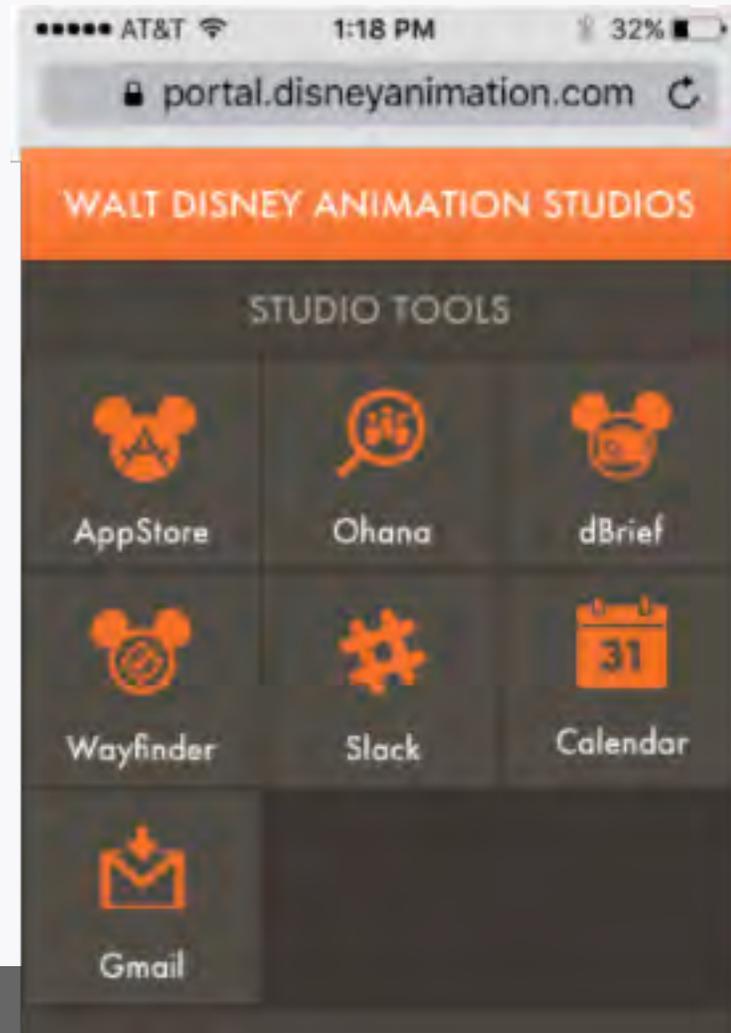
DELIVERABLES

Logos
Low-fi & Hi-fi responsive mocks

BEFORE



AFTER



UX CASE STUDY
PORTAL

PAGE TITLE

SECTION TITLE



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name

SECTION TITLE



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name

SECTION TITLE



UX CASE STUDY

PORTAL



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name



Item Name

WALT DISNEY ANIMATION STUDIOS

portal.disneyanimation.com

STUDIO TOOLS



App Store



Ohana



dBrief



Wayfinder



Slack



Calendar



Gmail

PRODUCTION



Shotgun



MyInfo



OnDeck

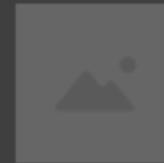


Felix

TECHNOLOGY

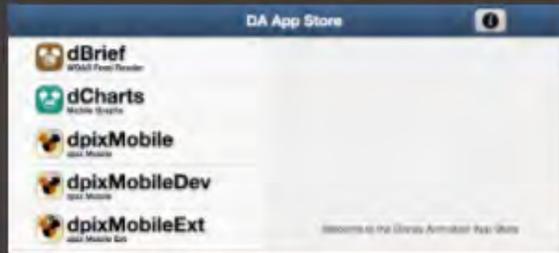
UX CASE STUDY

PORTAL



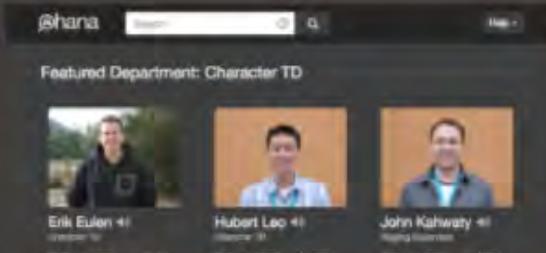
WALT DISNEY ANIMATION STUDIOS

STUDIO TOOLS



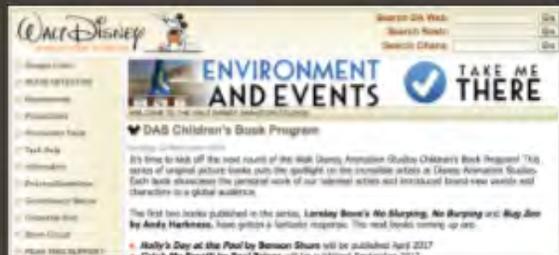
App Store

Browse and install WDAS native applications to your mobile devices.



Ohana

Discover, search and find everyone here at the studio.



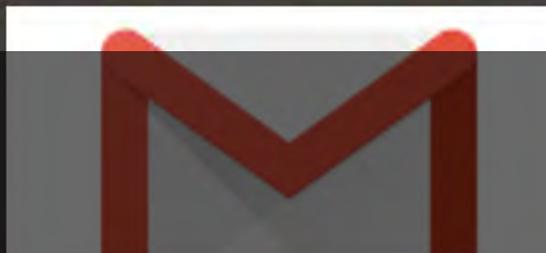
dBrief

Download DAWEB feeds and other internal apps from your mobile device.



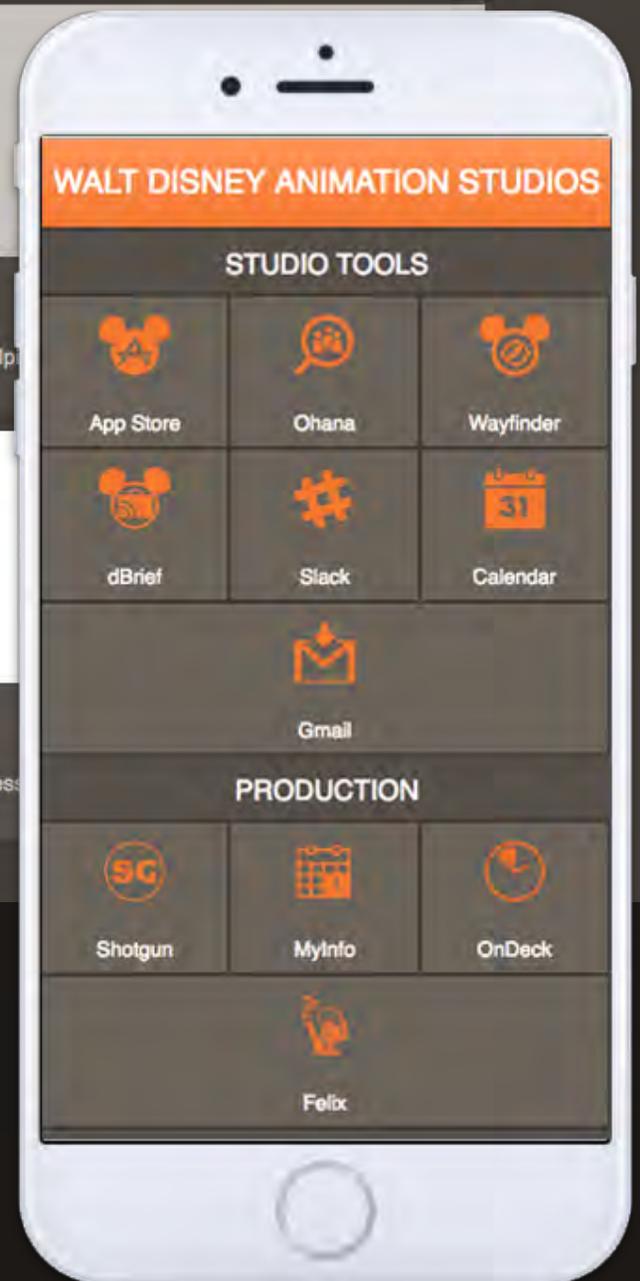
Slack

Real-time messaging, notifications, and file sharing for internal use.



Gmail

Send and read your emails by accessing your Google Email.



UX CASE STUDY
PORTAL

CONTACT

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