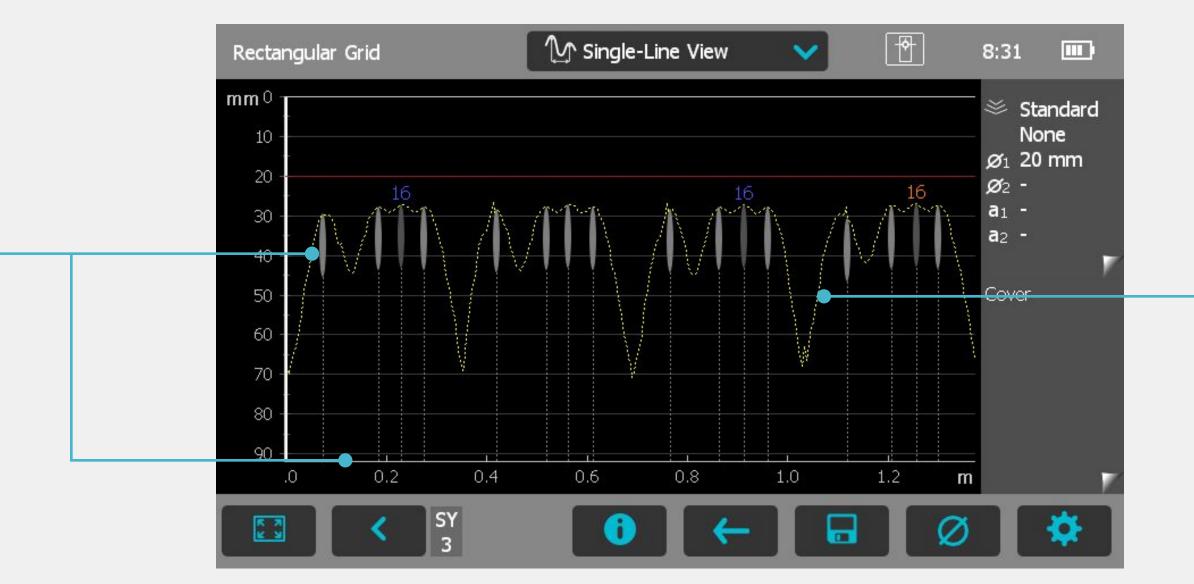
By Yichang

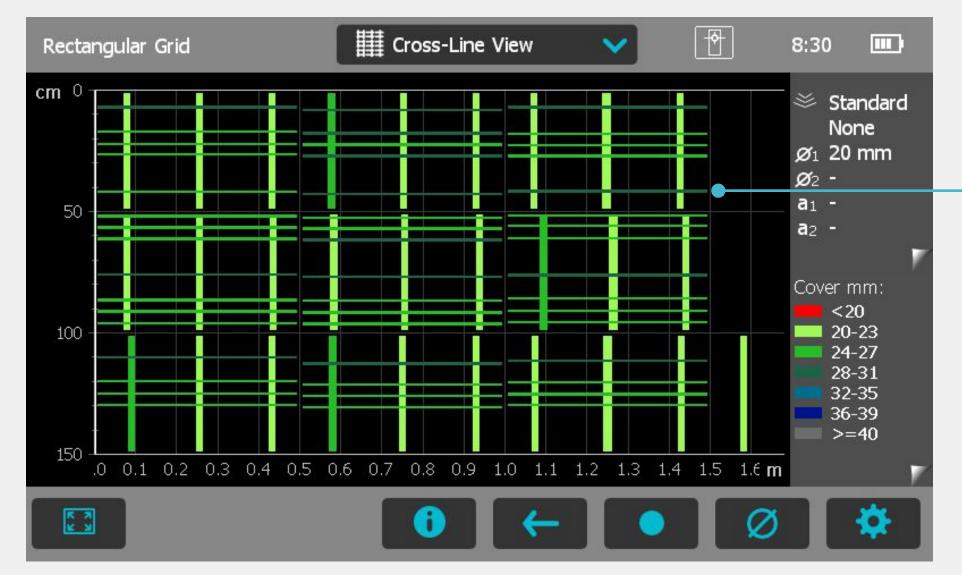


Problem with existing UI

Crucial information (cover thickness, rebar spacing) takes a lot of work to read.



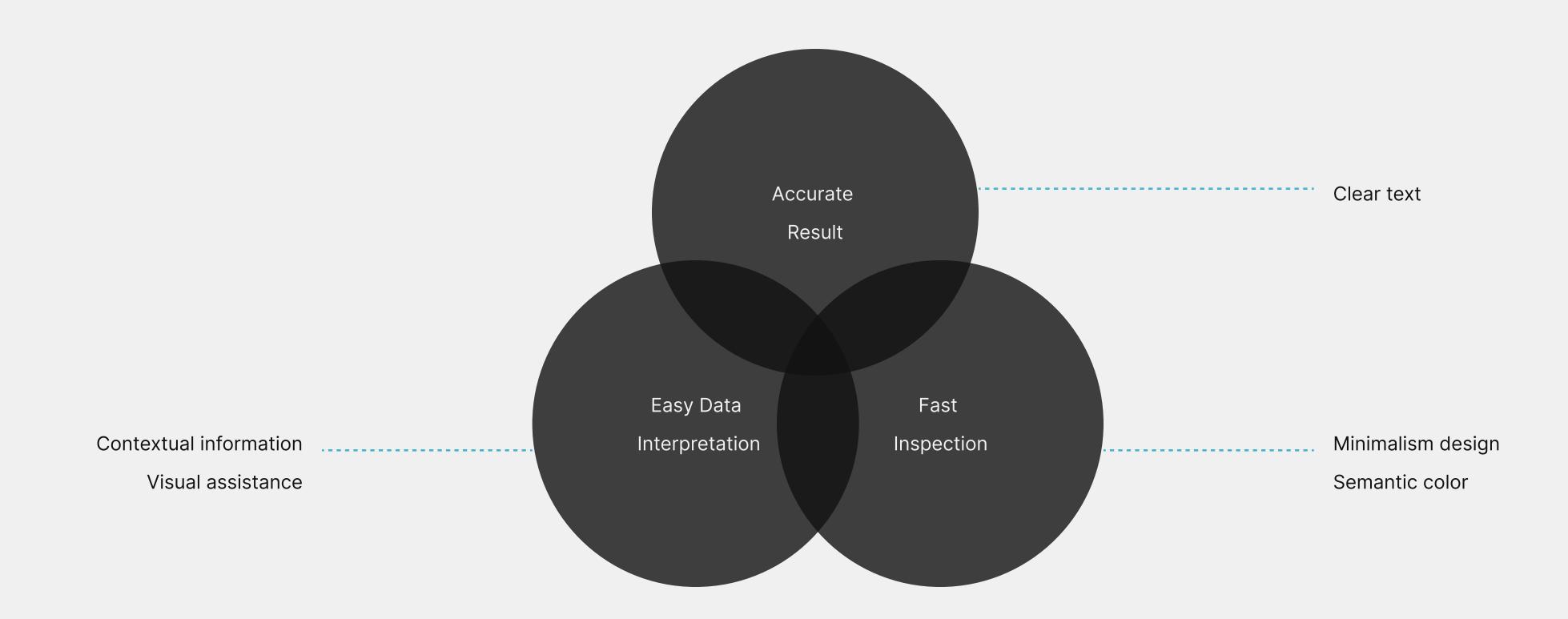
Information lacks context and is only for sophisticated analytics.



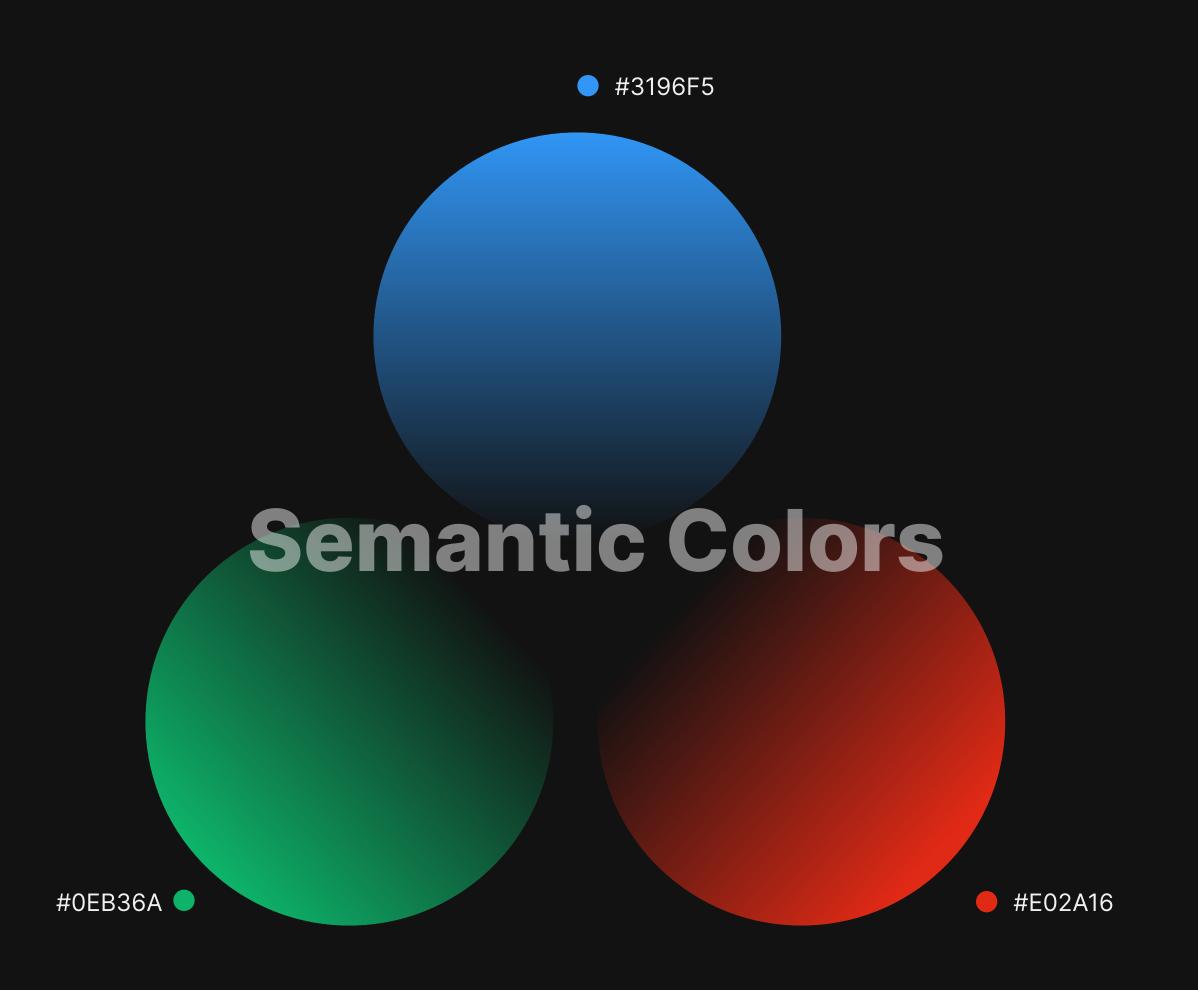
Second-layer rebars are too subtle

The thinner liners are misleading.

User Needs



Visual Design



SF Pro Text

Medium Subheadings

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz 1234567890 ,.?()@'\$%&#

Regular Body

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz 1234567890 ,.?()@'\$%&#

Icons





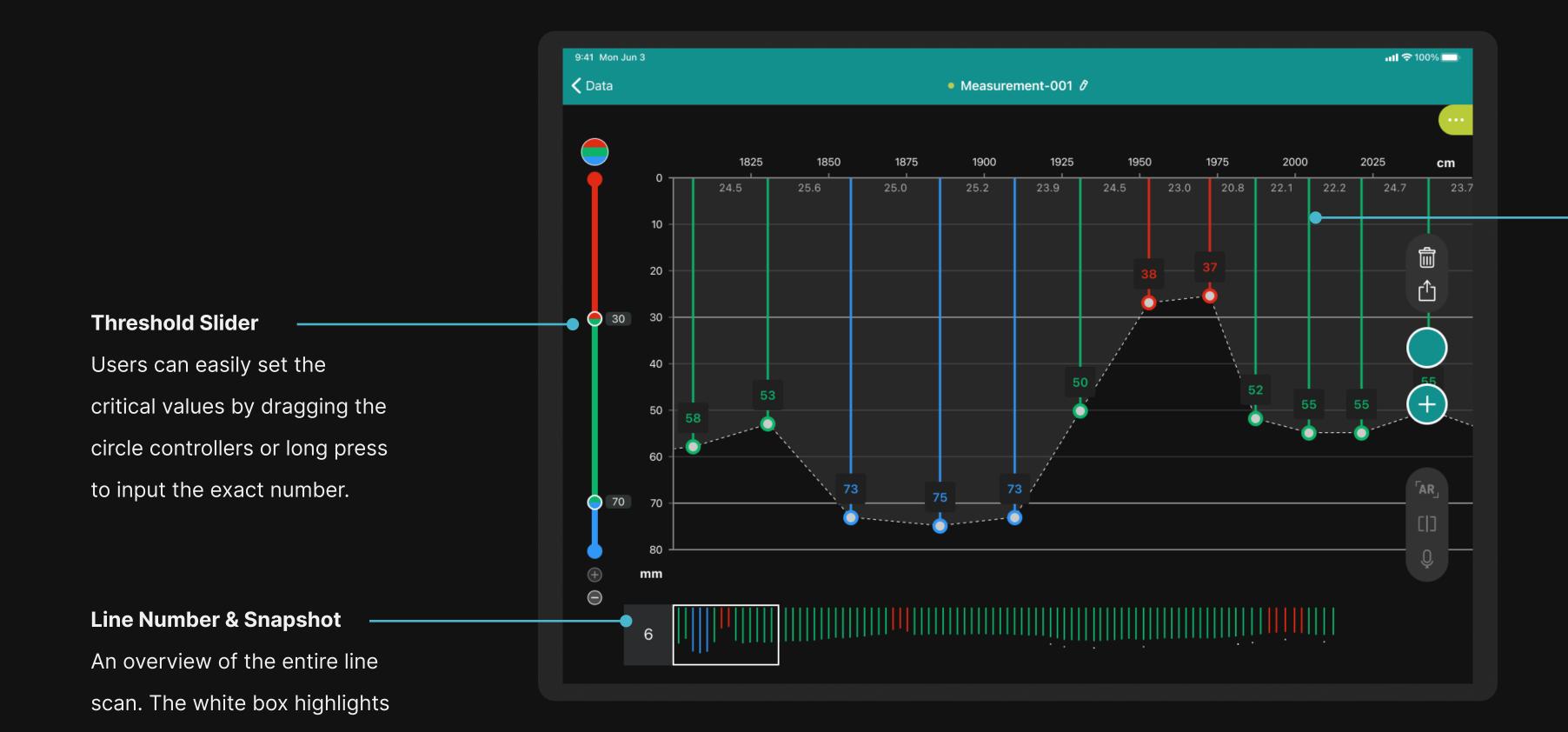






UI Components

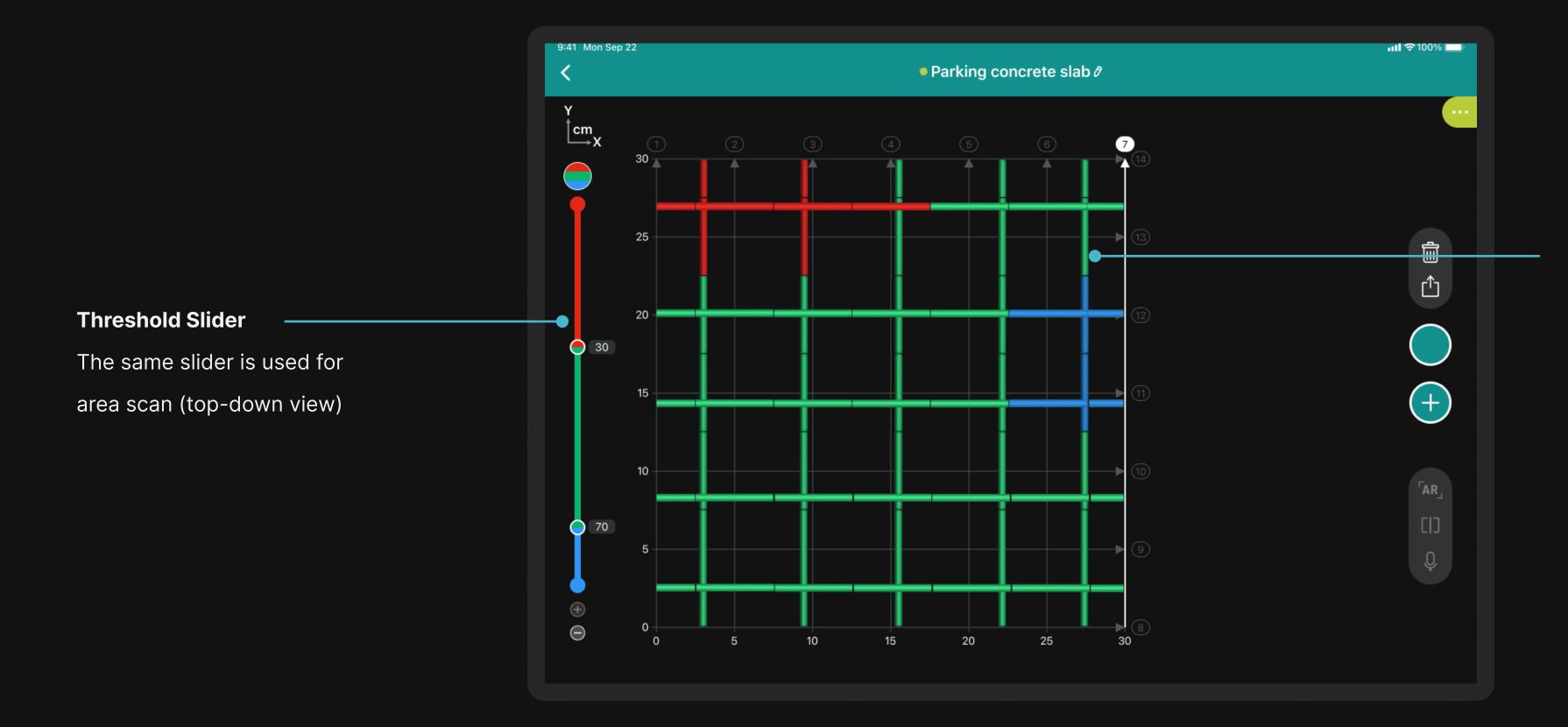
where the user is viewing.



Rebar cover indicator

A line is drawn from the surface to the rebar, and the number indicates the distance between them. The component is colorcoded based on the critical values set by the user for fast evaluation.

UI Components



Rebars with 3D effect

Gradient color is used to make the 3D effect and help users understand the rebars' structure.

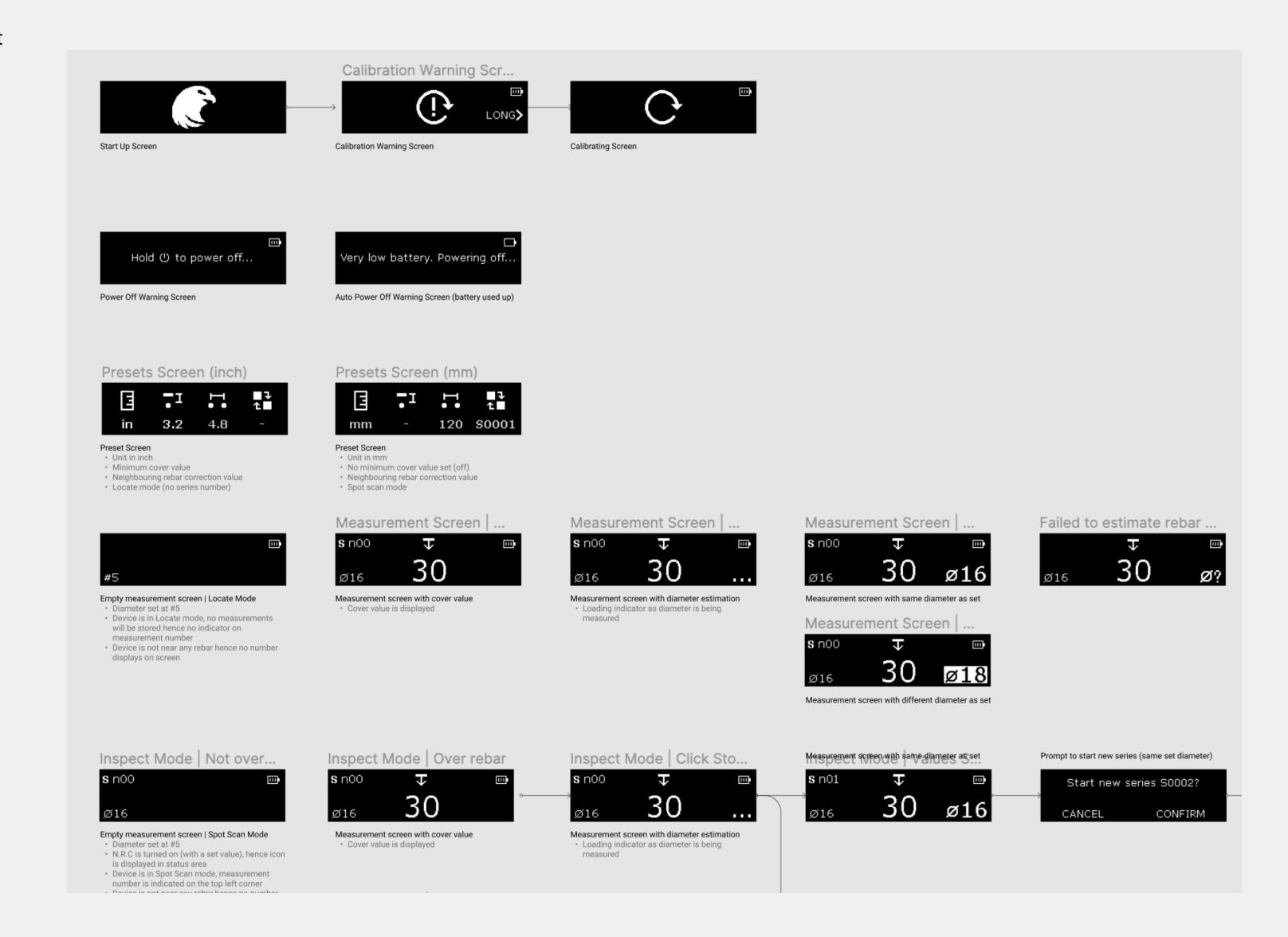


Sound feedback was used to draw users' attention when there were important events, e.g., when a rebar was detected, when the scan reached the end of a line, when there was invalid data, etc.

Device Screens

A small screen was introduced to the device so that users could get quick feedback and operate the device without keep looking at the iPad app.





Thanks:)

Released on Oct 2022

https://www.youtube.com/watch?v=WpmufC0fqYA

