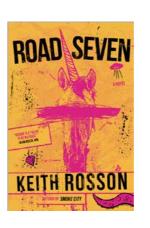
'When I'm working, I can't see the entire piece of paper that I'm drawing on. I can't see the entirety of my computer screen. It means that I have to run my eyes quickly and ceaselessly around the screen or the piece of paper and then memorize where the various lines are and how they meet up. My old visual aid instructor in high school called this "scanning," and it's something I've done my entire life. It's innate and automatic at this point; I do it quickly and constantly, all day long. I do it with my visual work. I do it when I'm writing, cooking, talking to someone or walking down the street. It's a way of internally mapping out and memorizing my world.'



'I was born with optic nerve hypoplasia, or ONH... a severe lack of peripheral vision. While most people are born with a 180-degree peripheral field, I've got a roughly 25-degree field with both eyes combined. This is what most people refer to as tunnel vision.'

KEITH ROSSON
What It's Like To Be A Legally Blind Illustrator
And Graphic Designer
https://www.huffpost.com/entry/legally-blind-illustrator-designer
_n_5bi9589ce4bo9d7a3d6fe7fa





This influence on human society has given them the sobriquet of "man's tiest friend" [14]

Contents [mide]:

(Top)

> Evolution

> Behavior

> Ecology

> Roses with humans

Terminology.

Reterences

Siblingraphy

External links

See also

> Biology

Taxonomy

Further information: Canis lugus dingo § Taxonomic depate – the domestic dog, dingo, and New

In 1758, the Swedish botanist and zoologist Carl Linnaeus published in his Systema Waturee, the

humans, such as hunting, herding, pulling loads, protection, assisting police and the military,

companionship, therapy, and aiding disabled people. Over the millennia, dogs became uniquely adapted to human behavior, and the human-canine bond has been a topic of frequent study. [13]



XA 269 languages ~

A

Dog

Article Talk

From Wikipedia, the free encyclop

Taxonomy

"Doggy" and "Pooch" redirect. (disambiguation), Doggy (disa. (disambiguation).

The dog (Canis familiaris [4][5] or **Canis lupus familiaris**^[5]) is a domesticated descendant of the wolf. Also called the domestic dog, it is derived

from extinct Pleistocene

Hodin (disambigua.

The dog (Canis famin or Canis lupus familia. a domesticated descen he wolf. Also calls

'Here are a few things in my toolkit:

'While I see, I can't

computer with my

eyes is doable. But

it's hard. And it's

exhausting.'

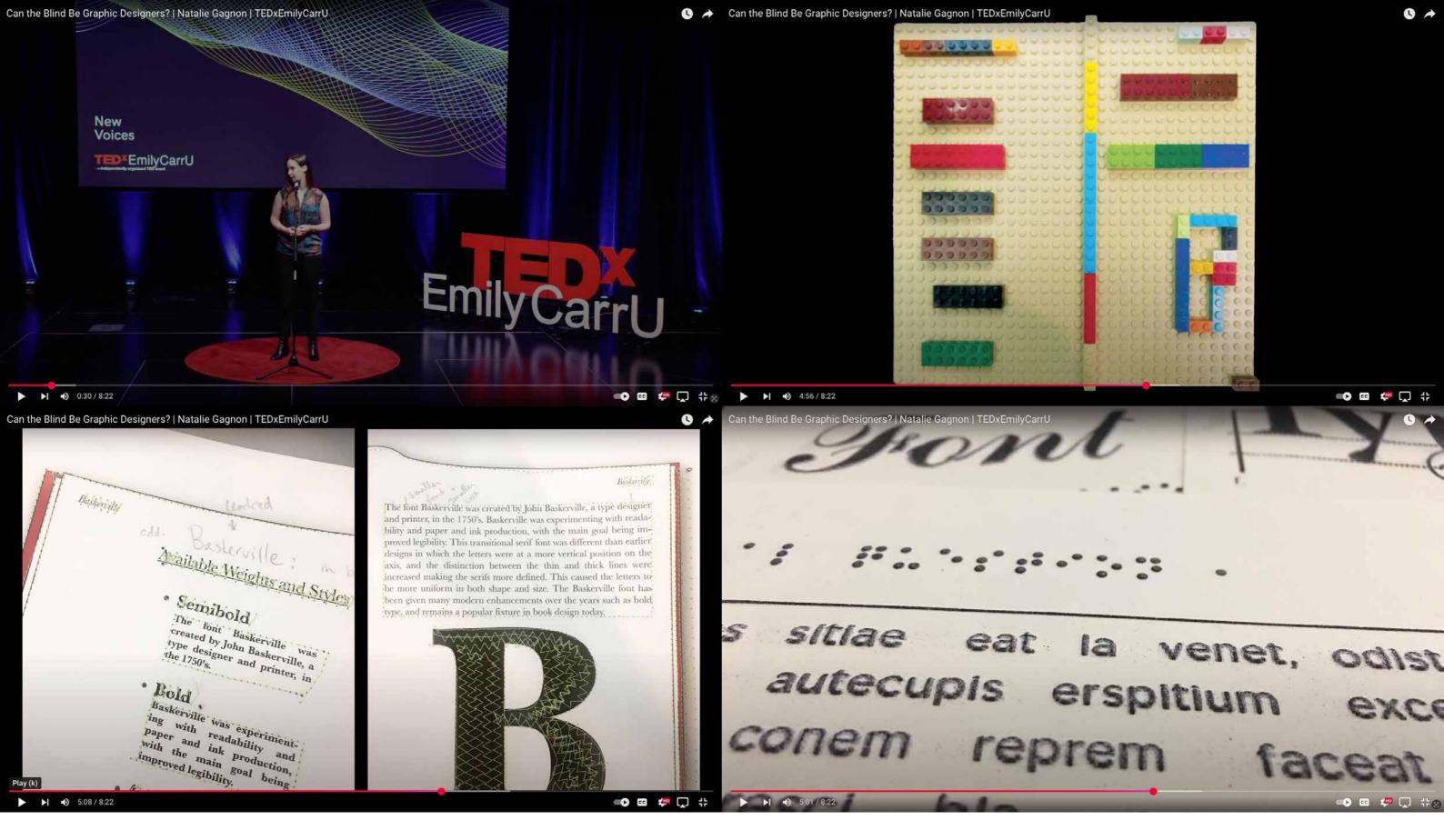
see well. Using a

High contrast settings on my computer

Page zooming

Bold cursors:

JAWS software / screen readers'



'Discover the story of Jillian Sloane, a blind student who, through her enrollment in a university graphic design course, pushed the limits of what society and her instructor, Natalie Gagnon, thought was possible. In this talk, Natalie candidly recounts her blind assumptions of Jill's capabilities and shares how Jill used clever tactile solutions to design without sight.' Home > Photoshop ecosystem > Discussions > Poor Vision: Is there a Lar...



Poor Vision: Is there a Large size custom Tool Panel?



Hi!

My Uncle has trouble seeing the tiny icons of the tool panel. He only uses a had-full, Selection, Clone Stamp, healing Brush, Patch tool, Brush, Magnifier, .

I know there are custom panels. i looked at configurator but the custom panels it can create still have a 23 pixel icon limit. I could imagine a big type like floating panel for his most used tools.

Any ideas?

Thanks

mavi



1 Correct answer >



randym77 - Community Beginner, Dec 16, 2016

The 200% setting is really not adequate for today's high res displays. For me, switching to 200% and large font makes unreadably small text barely readable if my face is 2 inches from the screen. (And I don't have particularly poor vision.)

You can set Windows to display larger, but it will screw up other apps and often make them unusable. I'm going to try this next:

Adobe App Scaling on High DPI Displays (FIX) | Dan Antonielli

Upvote

Translate

The only problem with that method, is I have a 1080 monitor, and that leaves little room for the image and layers panel. in fact I have to close and reopen LAYERS everytime or i only end up with 1/3 screen for fork. Also the adjustment layer buttons on the bottom of the layers panel go below screen. Have to window everything to get to them. then back to full screen. if adobe would just allow a larger tools panel.

Or a custom panel.

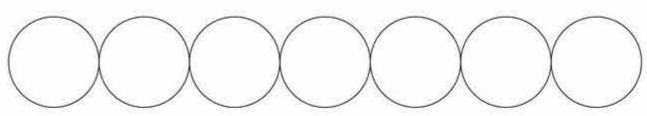
Adobe Community (2016) Poor Vision: Is there a Large size custom Tool Panel? Available at: https://community.adobe.com/t5/photoshop-ecosystem-discussions/poor-vision-is-there-a-large-size-custom-tool-panel/td-p/8711263 (Accessed: Feb 2025).

Upvote

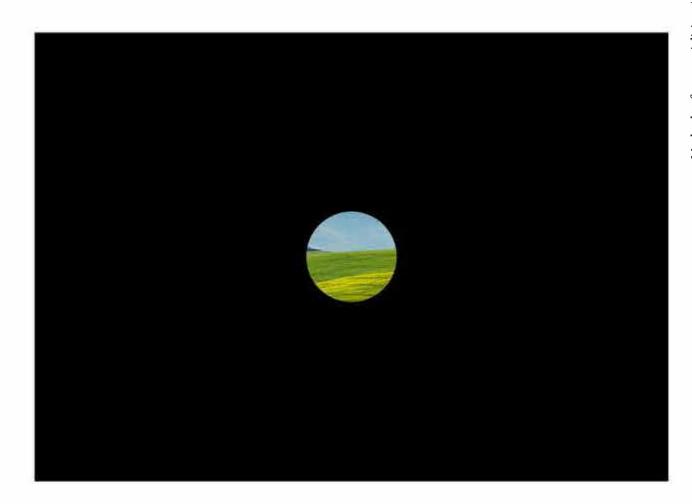
Translate | Report + Follow

Methods of contextialising / Harry, Jane & Mark





Normal people vision 180°



Tunnel vision

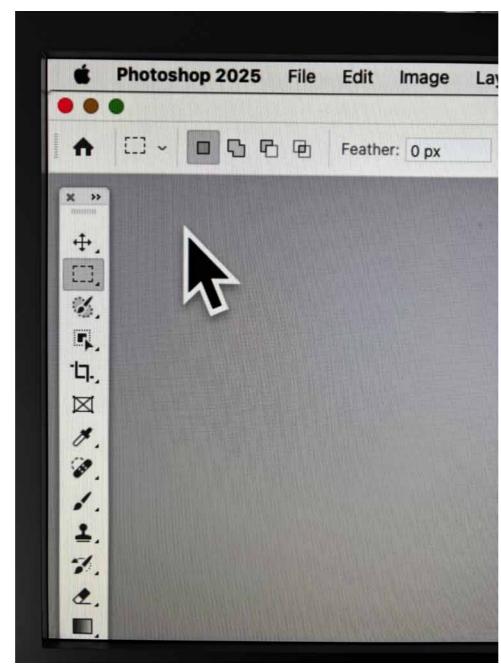
Tunnel vision E.g. 25°



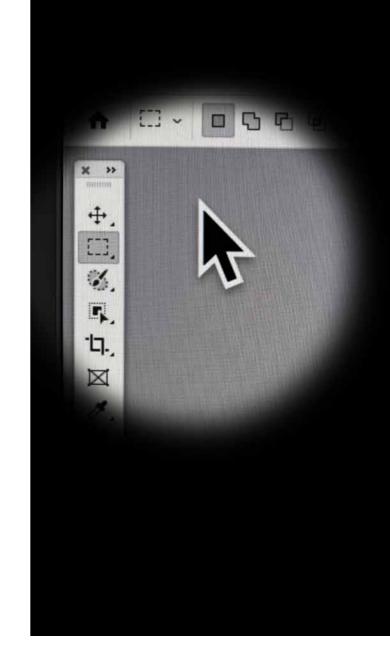




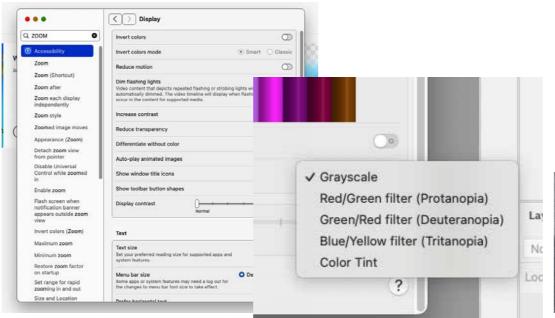




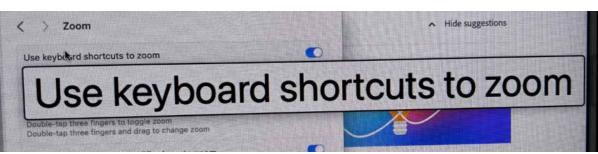
28 inch display, with enlarged cursor and zoom...



Result through tunnel visiom goggles



Internal methods of zoom, colour, contrast, type size...

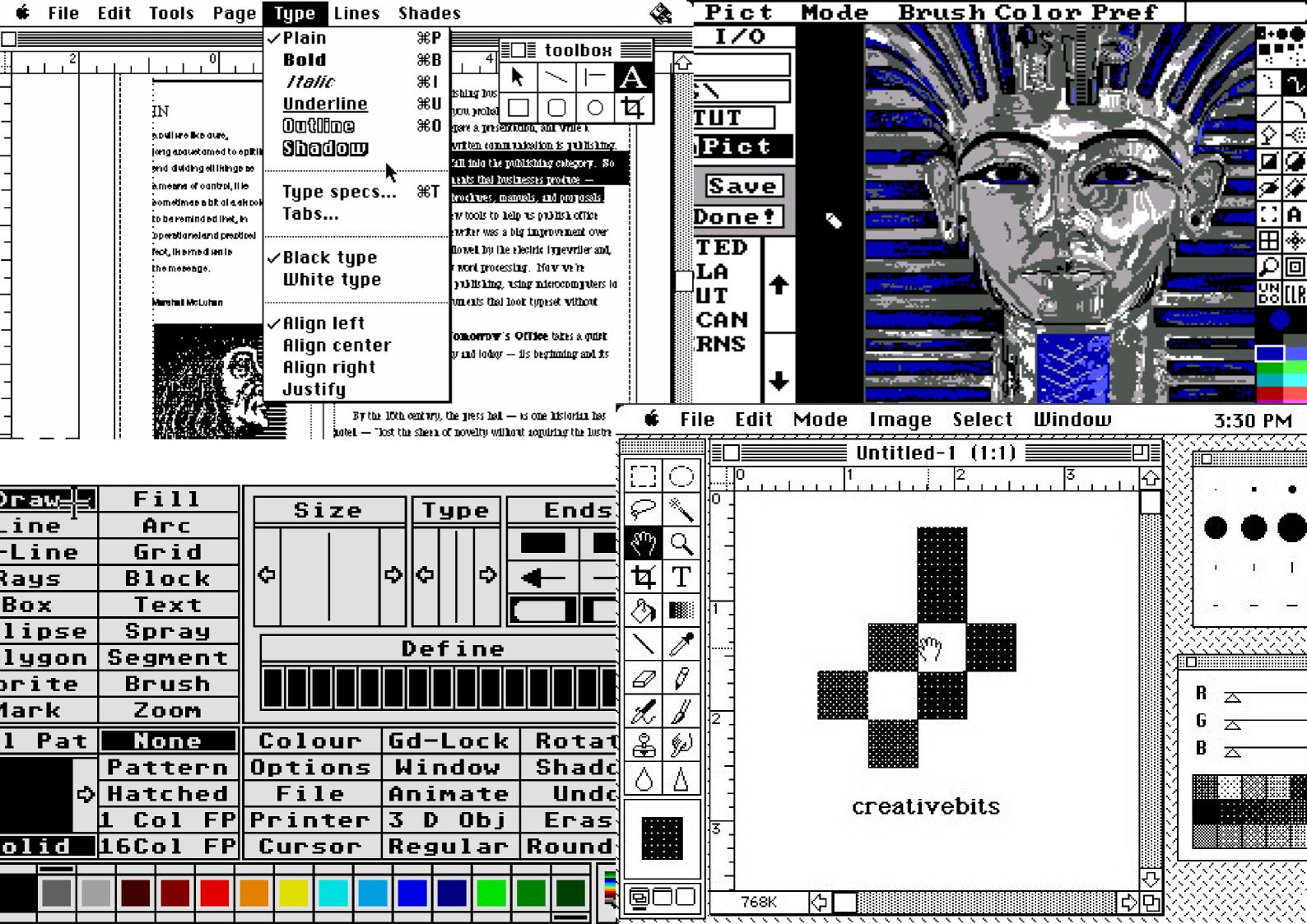


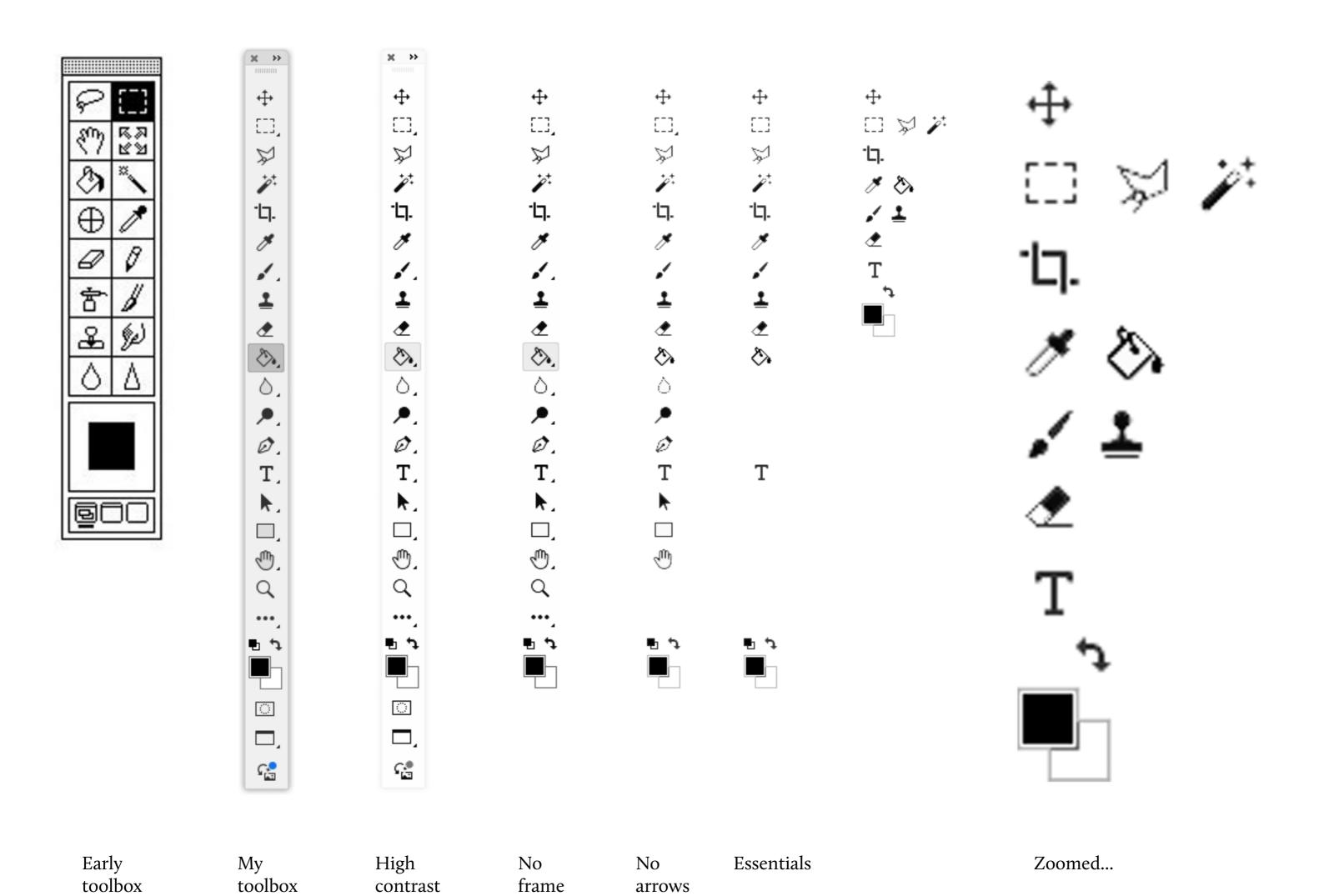
First positions thoughts?

- Rights and regulatory guidance for people with low sight are present worldwide. Research on graphic communication designs relationship with accessibility is there, from simple icon design tips to tactile and interactive surface technology. BUT economics reigns, Assistive Technology seems to be where it's at, but that costs money. Ref podcast and report on young people's access to tech.
- Is this product over people? Over-consumption, capitalism. Too much noise for all.
- Chosen tool: Adobe CC is over-complicated, ever-improving, charges increading annually. Accessibility features are minimal, Adobe Commninity organisation not doing enough, a long way from user-specific bespoke customization. Nothing *structural* seems to be available. Is Univerdal accessibility an impossibility?
- After testing with goggles, fatigue, eye strain, posture, slow, scanning. Social impact of use.
- Is "ableism" present in what we do, subconsciously? How it's referred to VISUAL communication? Ref YouTube Tedtalk, should we adjust out attitude as GCD community that wants to be inclusive?
- Need workspace made specifically for people with low vision, avoiding need for Assistive Tech. Fully customisable, incuding content, colour, contrast. Choose from a toolbox specific to your preferences and needs. Usable at low res on old monitors, or at scale on 13" macbook pro.

Barriers

- Scale of tool
- Available accessibility features within software
- Complexity
- Ableism in access to technology, education and graphic communication design
- Reliance on Assistive Technology, physically tiring
- Social impact of being seen with Assistive Tech, amongst young people
- Money, Adobe subscrition
- Setup needs, assistance by user without low sight
- Range of disability and neurodiveristy too much for one tool to cater for?



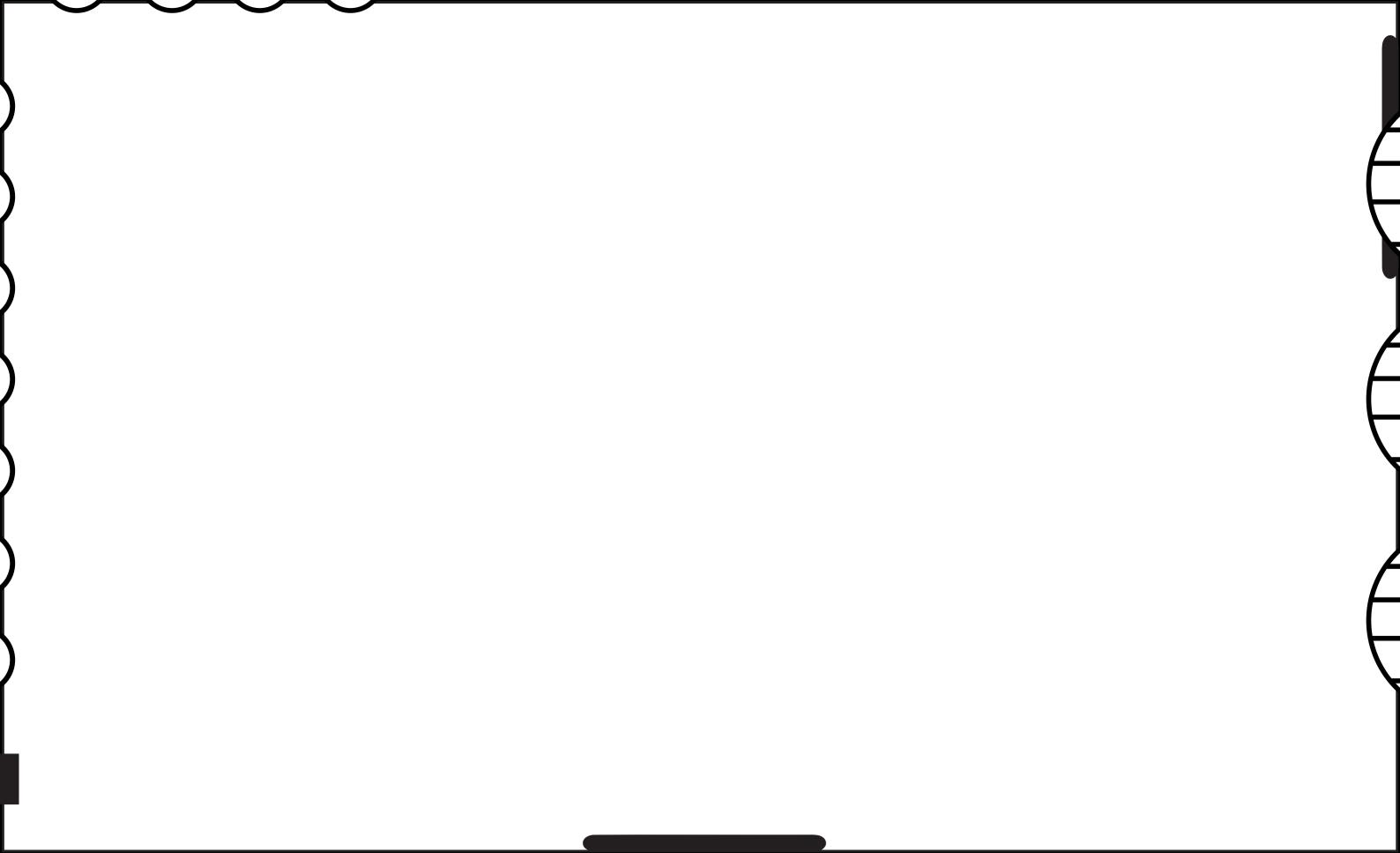


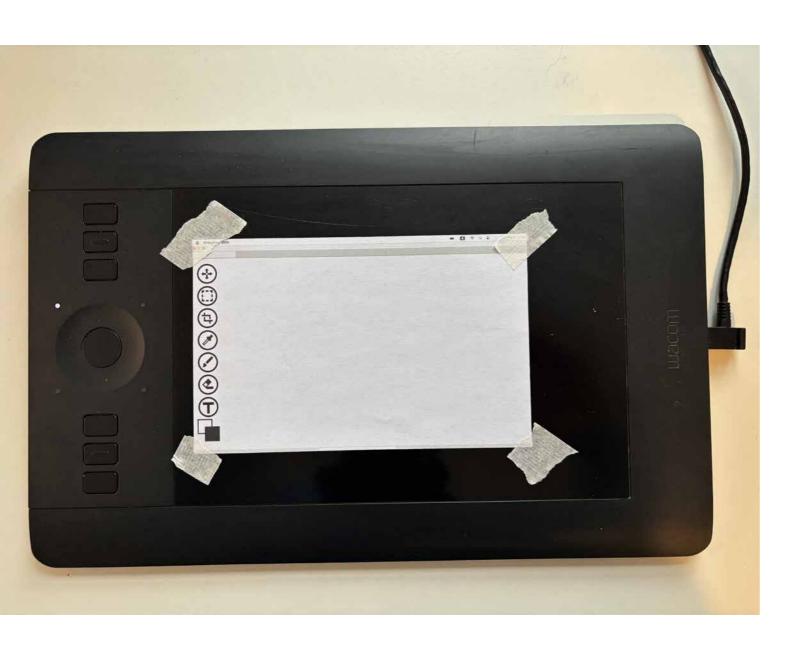
Core Principles for Designing an Accessible Icon

- **Appropriate Size:** When designing icons, it is essential to ensure that they are large enough to be easily recognizable across various screen sizes and devices. It is recommended to consider a minimum size of 16×16 pixels for small icons and 24×24 pixels for larger ones. This helps to maintain clarity and visibility, ensuring a positive user experience across different platforms.
- Universal Recognisability: When selecting icons, it's best to choose symbols with straightforward and widely recognized meanings. It's important to steer clear of overly intricate or culturally specific iconography to ensure universal understanding and accessibility.
- Discoverability with a Keyboard, Mouse, and Screen Reader: Ensure that all website icons are designed with accessibility in mind, allowing for easy navigation using keyboard controls, mouse clicks, and screen readers. This includes implementing proper alt text for images and icons to ensure accessibility for all users, including those with visual impairments.
- Clear Visibility: To ensure optimal visibility, icons should have significant contrast between the foreground and background. This is particularly important for users with low vision, as it helps them easily distinguish and interact with the icons.

Continual Engine (2024) How to Make Accessible Icons for Inclusive Design? Available at: https:// www.continualengine.com/blog/how-to-make-accessible-icons-for-inclusive-design/#:~:text=Clear%20 Visibility%3A%20To%20ensure%20optimal,and%20interact%20with%20the%20icons. (Accessed: Feb 2025).

Methods of contextialising / Harry. Jane & Mar











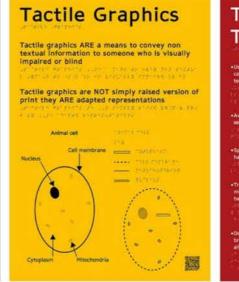












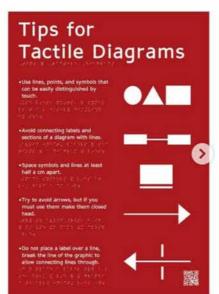




Figure 8: The first booklet 'Fate', using the 'puffed-colour' screen printing technique. Tactile patterns featured include 'Insecure', 'Even' and 'Discontinued'. Image credit: Parinda Sakdanaraseth.