



‘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\\_5b19589ce4b09d7a3d6fe7fa](https://www.huffpost.com/entry/legally-blind-illustrator-designer_n_5b19589ce4b09d7a3d6fe7fa)



Contents [hide]

(Top)

Taxonomy

> Evolution

> Biology

> Behavior

> Ecology

> Roles with humans

Terminology

See also

References

Bibliography

External links

Dog

ArticleTalk

From Wikipedia, the free encyclopedia

"Doggy" and "Pooch" redirect here. For other uses, see Dog (disambiguation), Doggy (disambiguation), and Pooch (disambiguation).

The **dog** (***Canis familiaris***<sup>[4][5]</sup> or ***Canis lupus familiaris***<sup>[5]</sup>) is a domesticated descendant of the wolf. Also called the **domestic dog**, it is derived from extinct Pleistocene wolves.<sup>[6][7]</sup> and the modern wolf is the dog's nearest living relative.<sup>[8]</sup> The dog was the first species to be domesticated<sup>[9][10]</sup> by humans. Hunter-gatherers did this, over 15,000 years ago,<sup>[7]</sup> which was before the development of agriculture.<sup>[11]</sup> Due to their long association with humans, dogs have expanded to a large number of domestic individuals<sup>[10]</sup> and gained the ability to thrive on a starch-rich diet that would be inadequate for other canids.<sup>[11]</sup>

The dog has been selectively bred over millennia for various behaviors, sensory capabilities, and physical attributes.<sup>[12]</sup> Dog breeds vary widely in shape, size, and color. They perform many roles for 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.<sup>[13]</sup> This influence on human society has given them the sobriquet of "man's best friend".<sup>[14]</sup>

Taxonomy

Further information: *Canis lupus dingo* & *Taxonomic debate – the domestic dog, dingo, and New Guinea singing dog*

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

259 languages

ReadView sourceView historyTools

‘While I see, I can’t see well. Using a computer with my eyes is doable. But it’s hard. And it’s exhausting.’  
DB Willows, Web Developer

Methods of contextualising / Harry, Jane & Mark

# ☰ Dog

ArticleTalk

From Wikipedia, the free encyclopedia

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

The **dog** (***Canis familiaris***<sup>[4][5]</sup> or ***Canis lupus familiaris***<sup>[5]</sup>) is a domesticated descendant of the wolf. Also called the **domestic dog**, it is derived from extinct Pleistocene

*"Doggy" and "Pooch" redirect (disambiguation).*

The dog (*Canis fami* or *Canis lupus familia*, a domesticated descer the wolf. Also call

‘Here are a few things in my toolkit:

High contrast settings on my computer

Page zooming

Bold cursors:

JAWS software / screen readers’

Willows, DB. (2023) Viewing a Webpage Through Tunnel Vision. Available at: <https://dbwillows.medium.com/viewing-a-webpage-through-tunnel-vision-620740f6cd8f> (Accessed: Feb 2025).



0

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



**Picturequest**  
Contributor, Dec 16, 2016

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  
maxi

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

Jump to answer

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).

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.

Upvote Translate Report Follow

Reply

## Sight loss and technology briefing

How blind and partially sighted people can bridge the digital divide



Developed in partnership

**R N I B**

See differently

**Macular Society**  
Beating Macular Disease



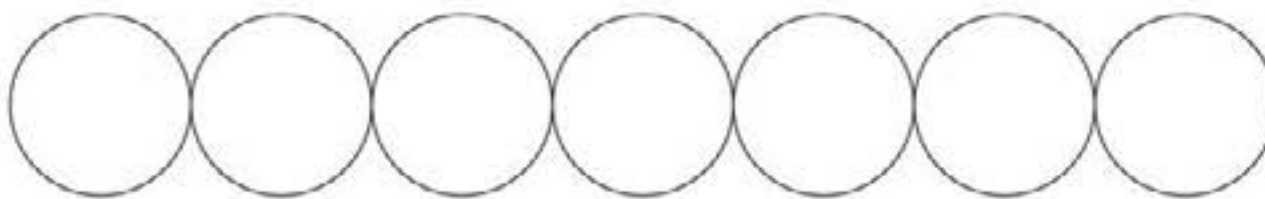
RNIB (2021) Sight loss and technology briefing Available at: [https://media.rnib.org.uk/documents/APDF\\_Sight\\_Loss\\_and\\_Technology\\_Briefing.pdf](https://media.rnib.org.uk/documents/APDF_Sight_Loss_and_Technology_Briefing.pdf) (Accessed: Feb 2025).



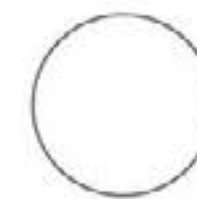
‘Discover the story of Jillian Sloane, a blind student who, through her enrollment in a university graphic design course, pushed the limits of what society and her instructor, Natalie Gagnon, thought was possible. In this talk, Natalie candidly recounts her blind assumptions of Jill’s capabilities and shares how Jill used clever tactile solutions to design without sight.’

Natalie Gagnon, TEDxEmilyCarrU (2020) Can the Blind Be Graphic Designers? Available at: [https://www.youtube.com/watch?v=4A\\_9oBqi86U](https://www.youtube.com/watch?v=4A_9oBqi86U)



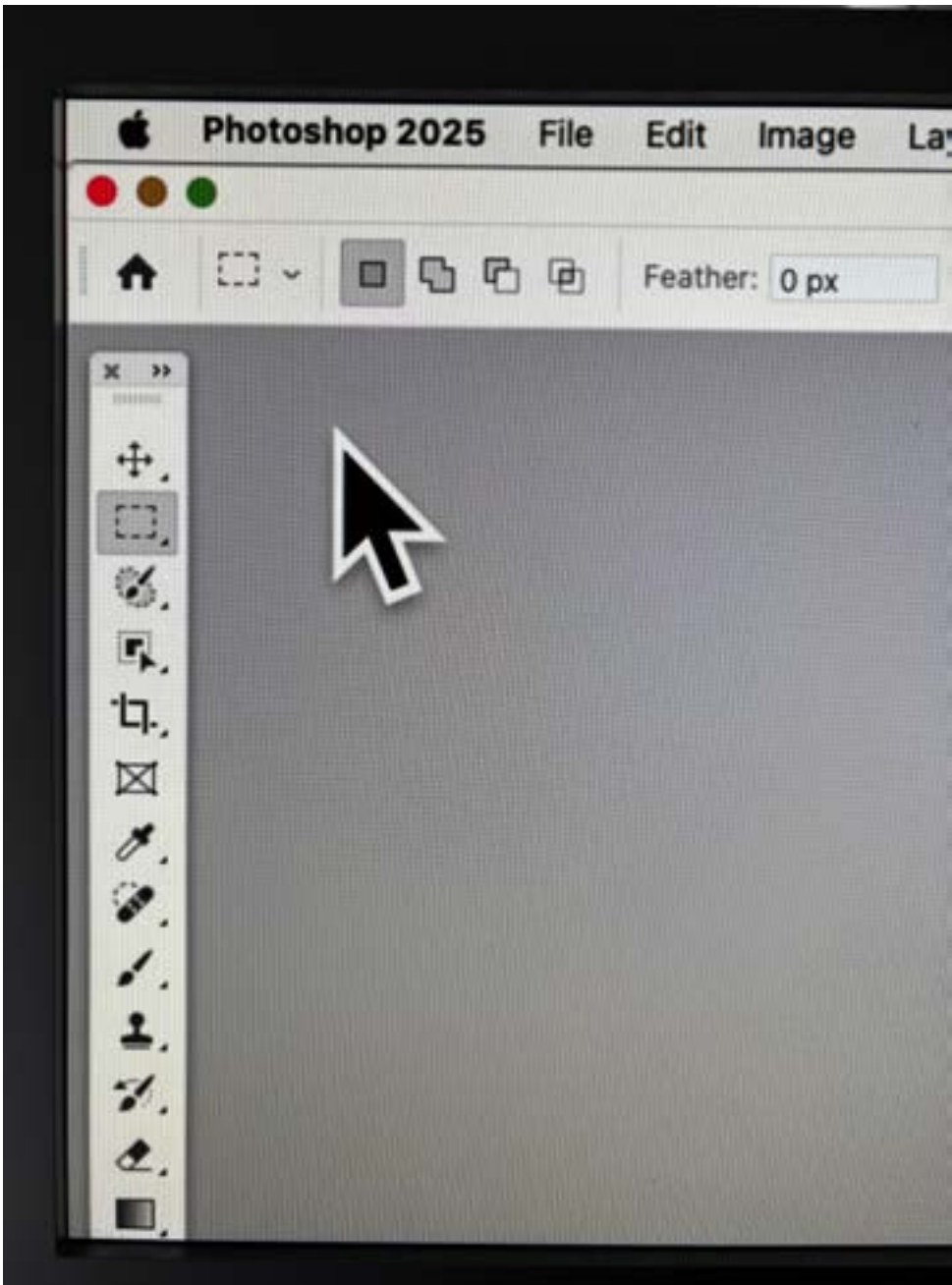


**Normal people vision**  
**180°**

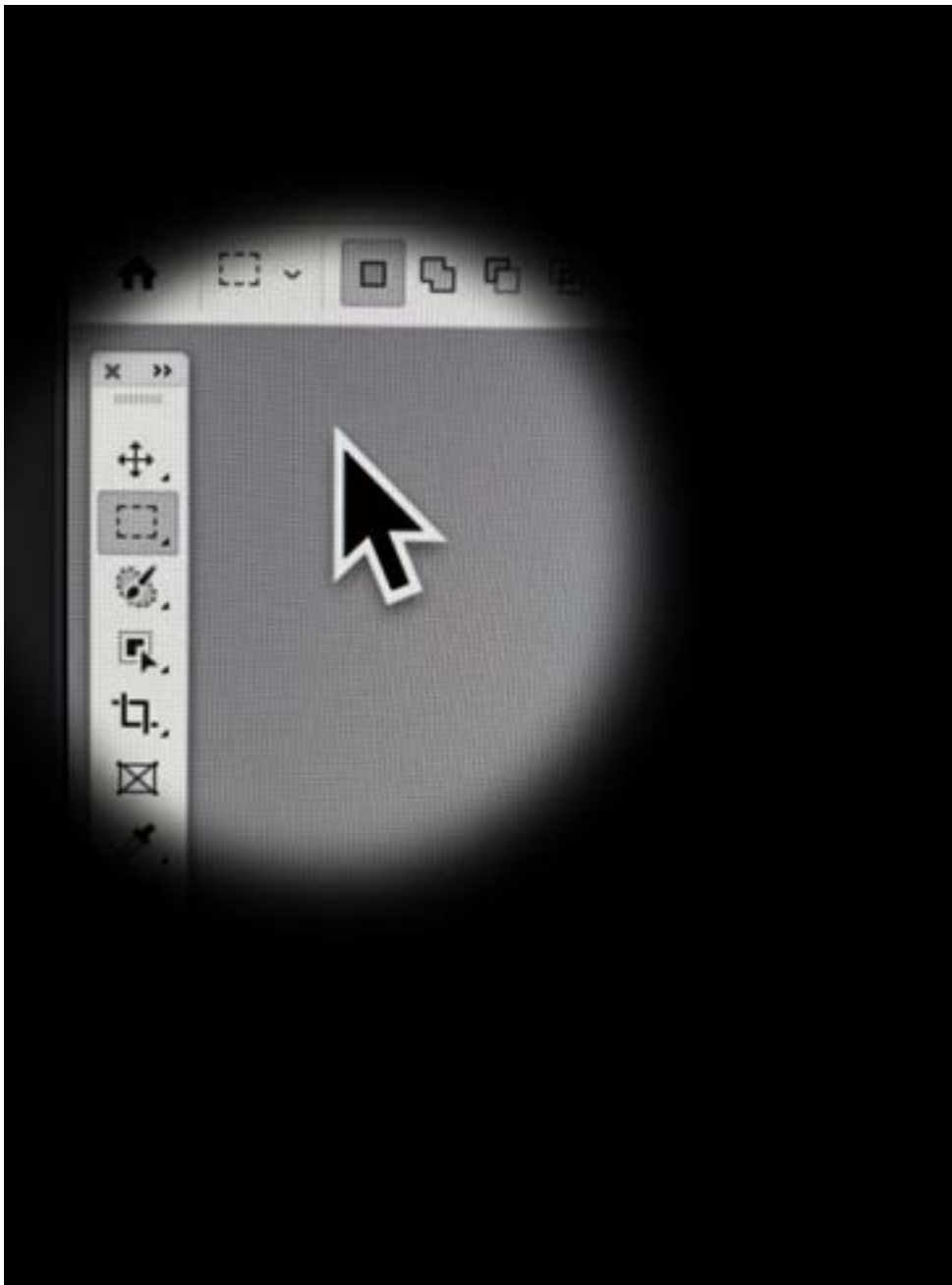


**Tunnel vision**  
**E.g. 25°**

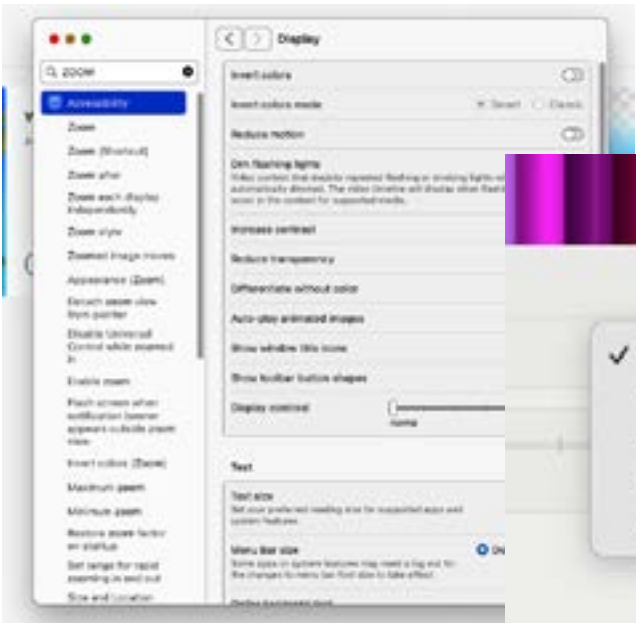




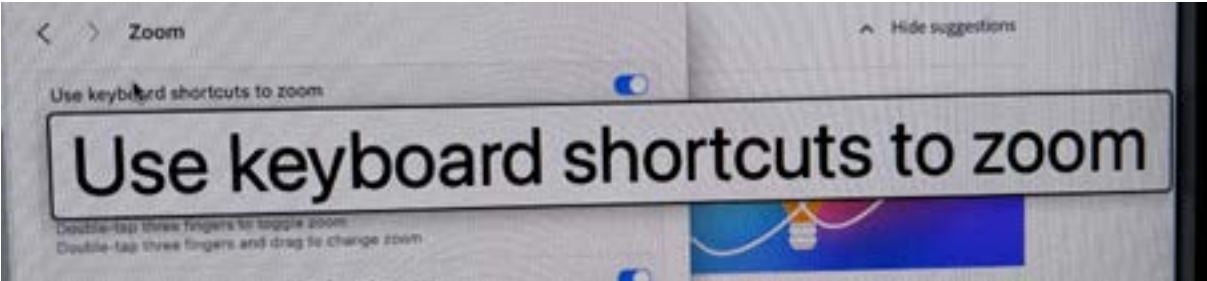
28 inch display, with enlarged cursor and zoom...



Result through tunnel vision goggles



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





# First positions?

- 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 increasing annually. Accessibility features are minimal, Adobe Community organisation not doing enough, a long way from user-specific bespoke customization. Nothing *structural* seems to be available. Is Universal 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 Ted talk, should we adjust our 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, including 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.

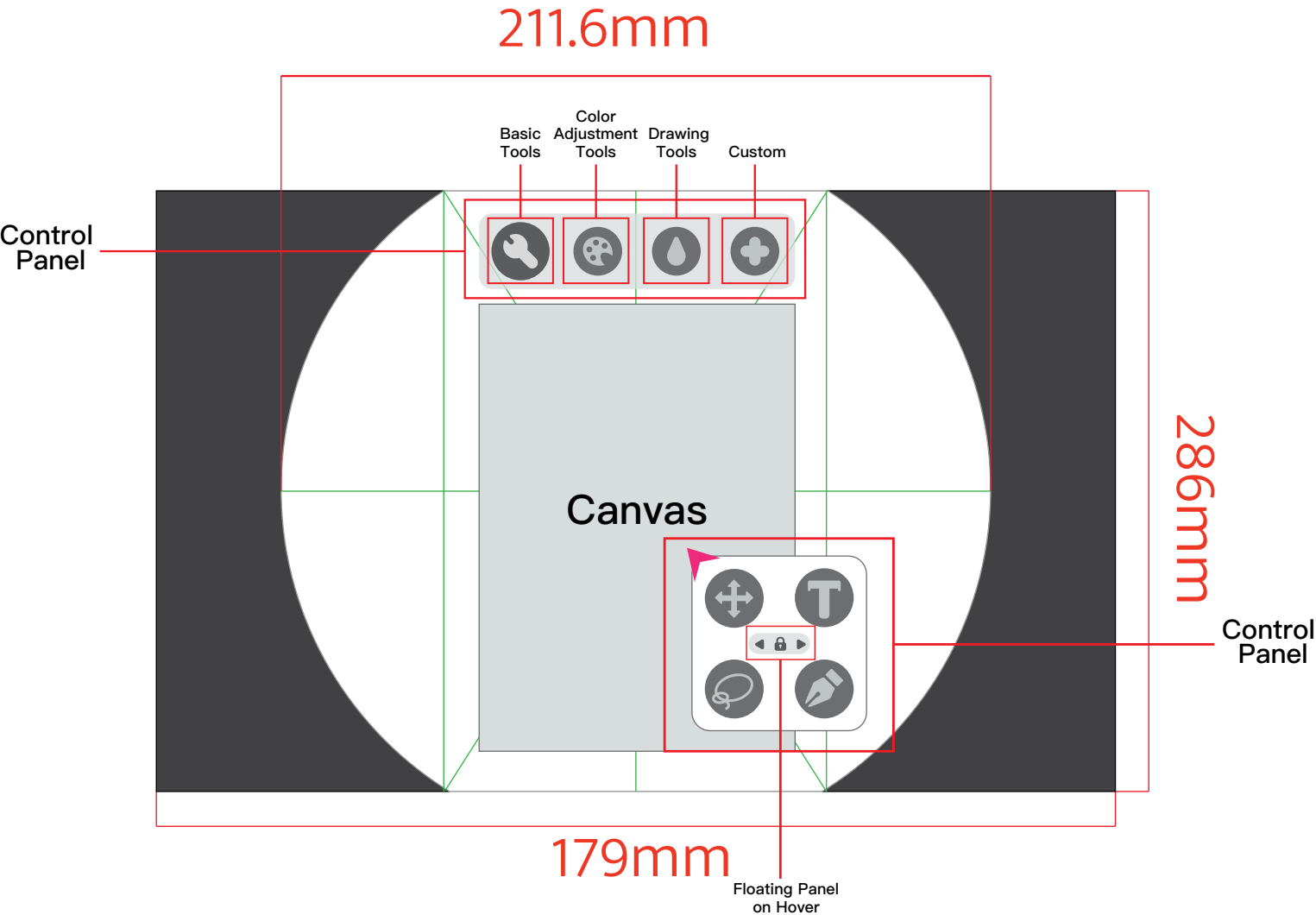
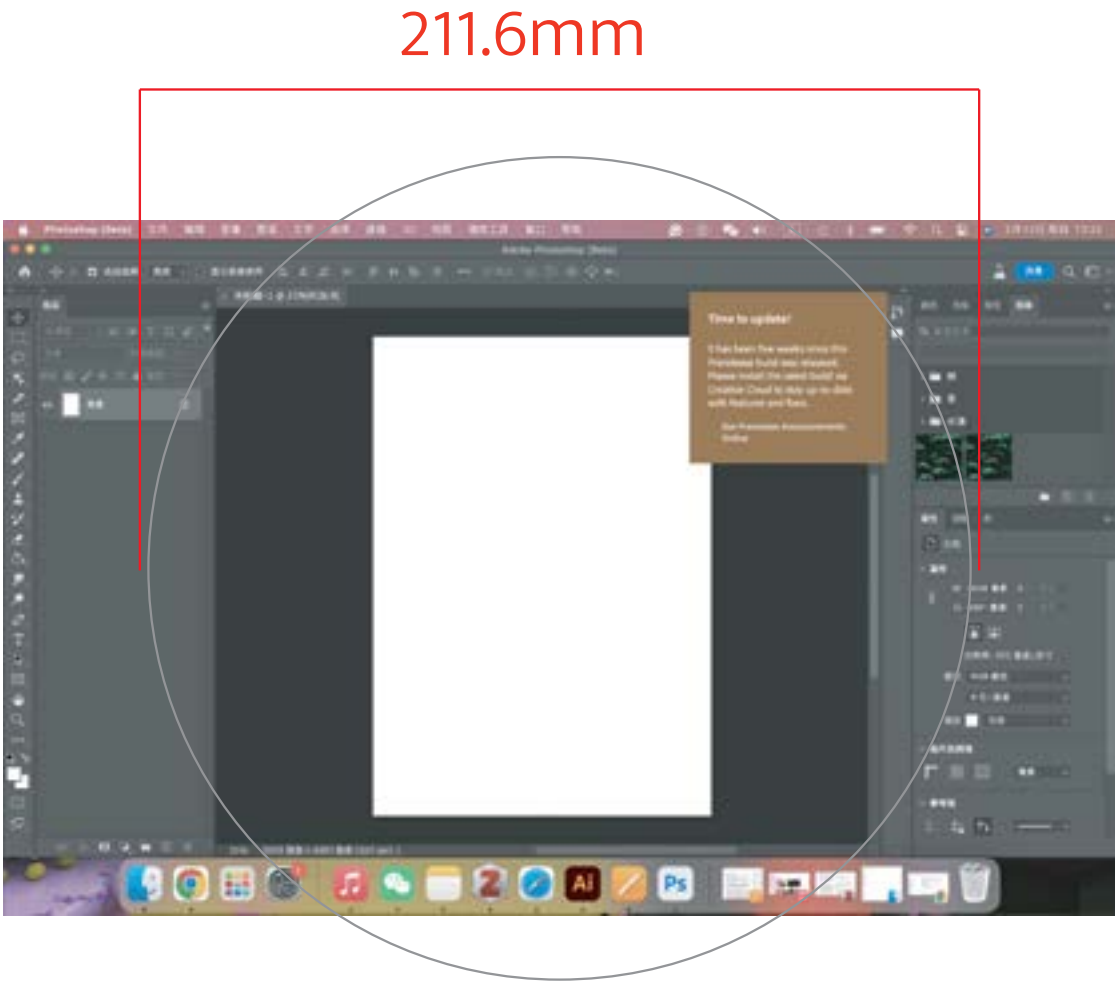
# Barriers

- Scale of tools and toolbox
- Limited accessibility features within software
- Complexity of options
- Money, Adobe subscription, economically exclusive
- 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
- Setup needs, assistance by user with full sight
- Range of disability and neurodiversity too much for one tool to cater for?

At a viewing distance of 60 cm, a 20° field of view corresponds to a visible range diameter of approximately 211.6 mm.

$\theta = 20^\circ$

$\frac{\theta}{2} = 10^\circ, \quad \tan(10^\circ) \approx 0.1763, \quad D \approx 2 \times 60 \times 0.1763 \approx 21.2 \text{ cm}$







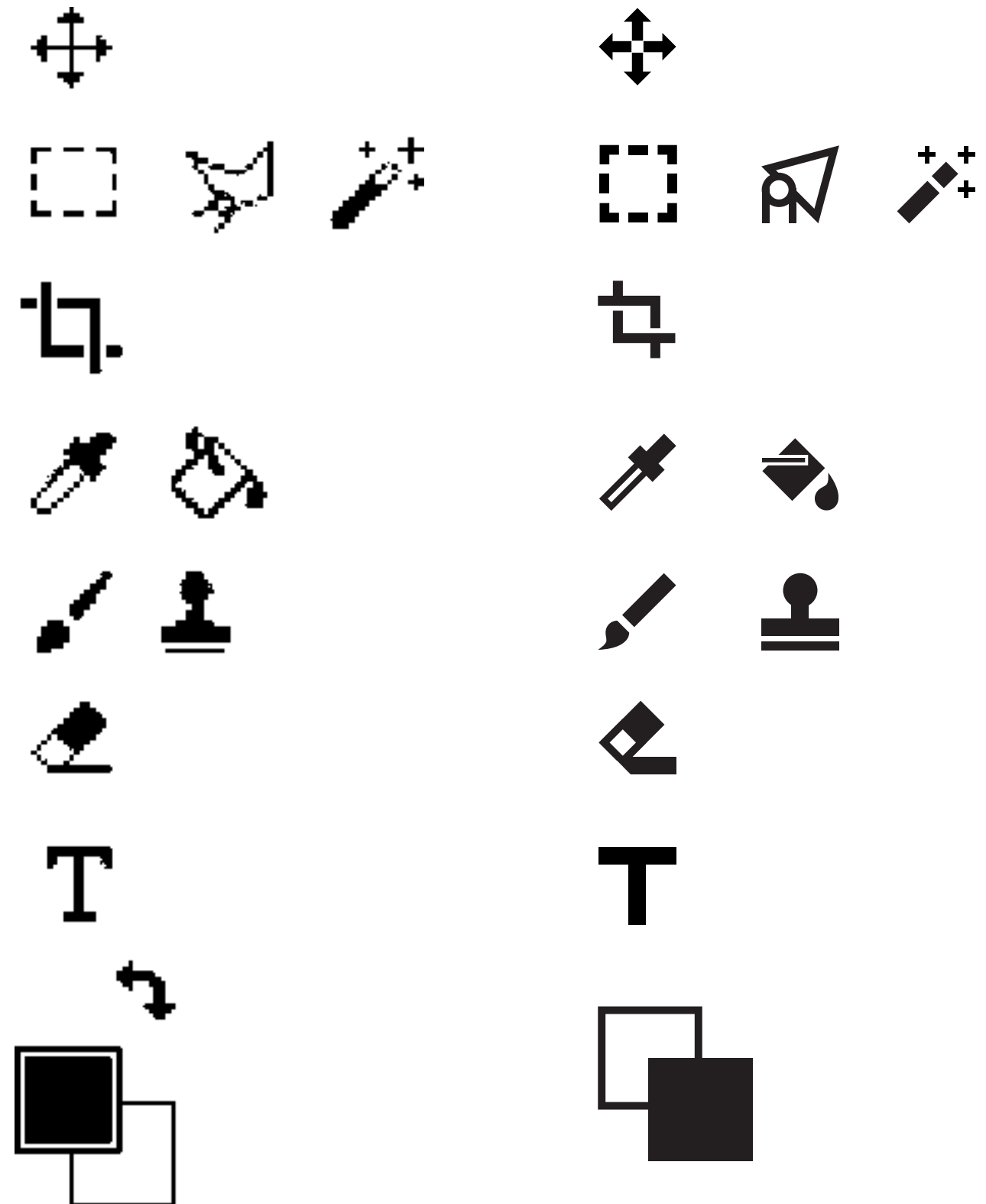
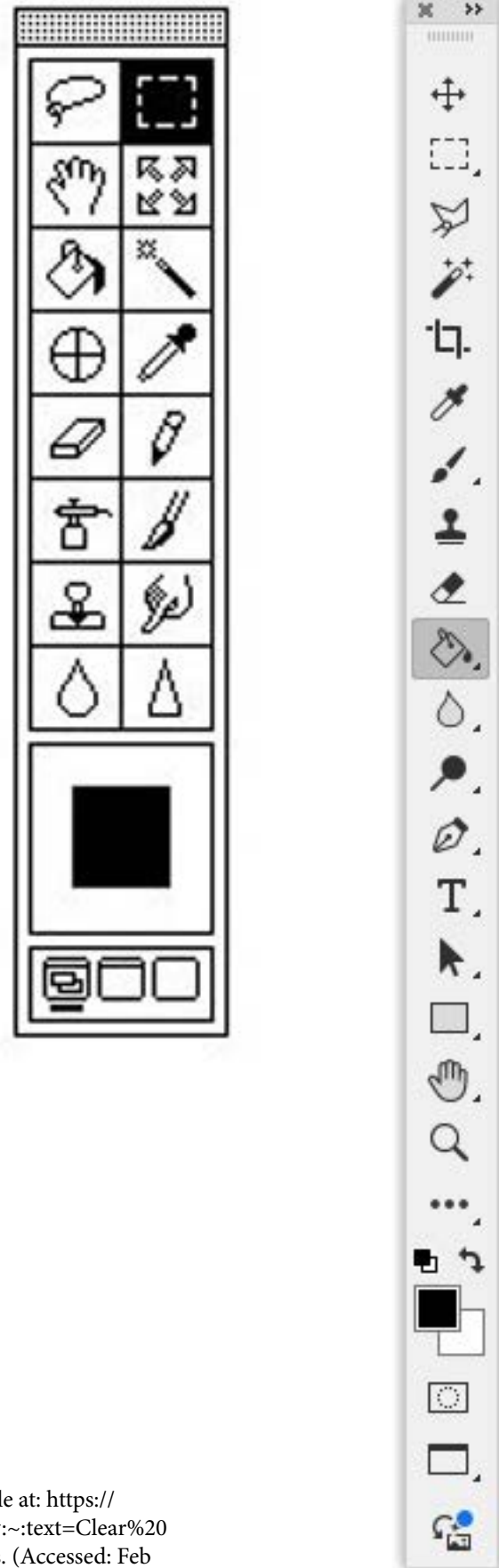
## Core Principles for Designing an Accessible Icon

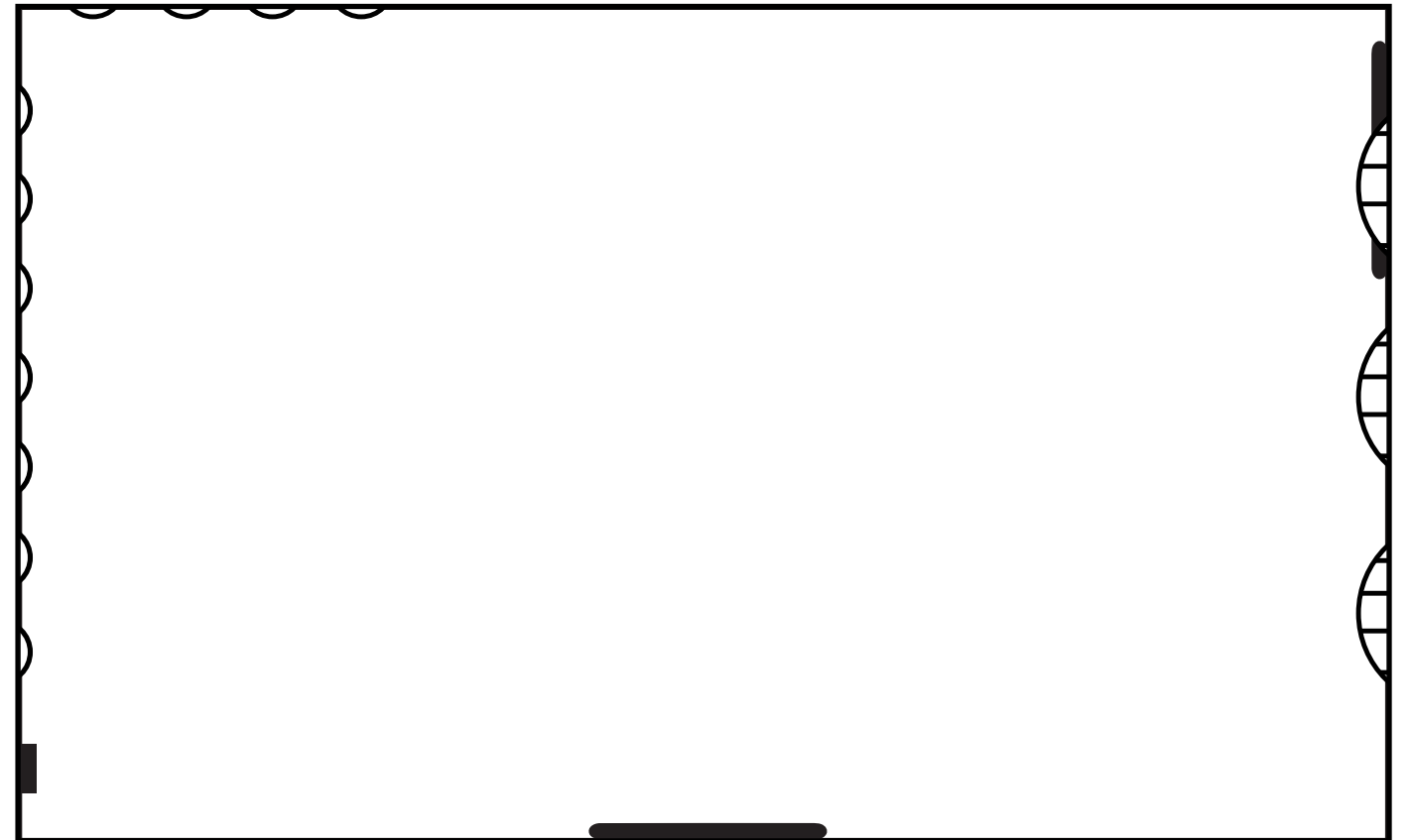
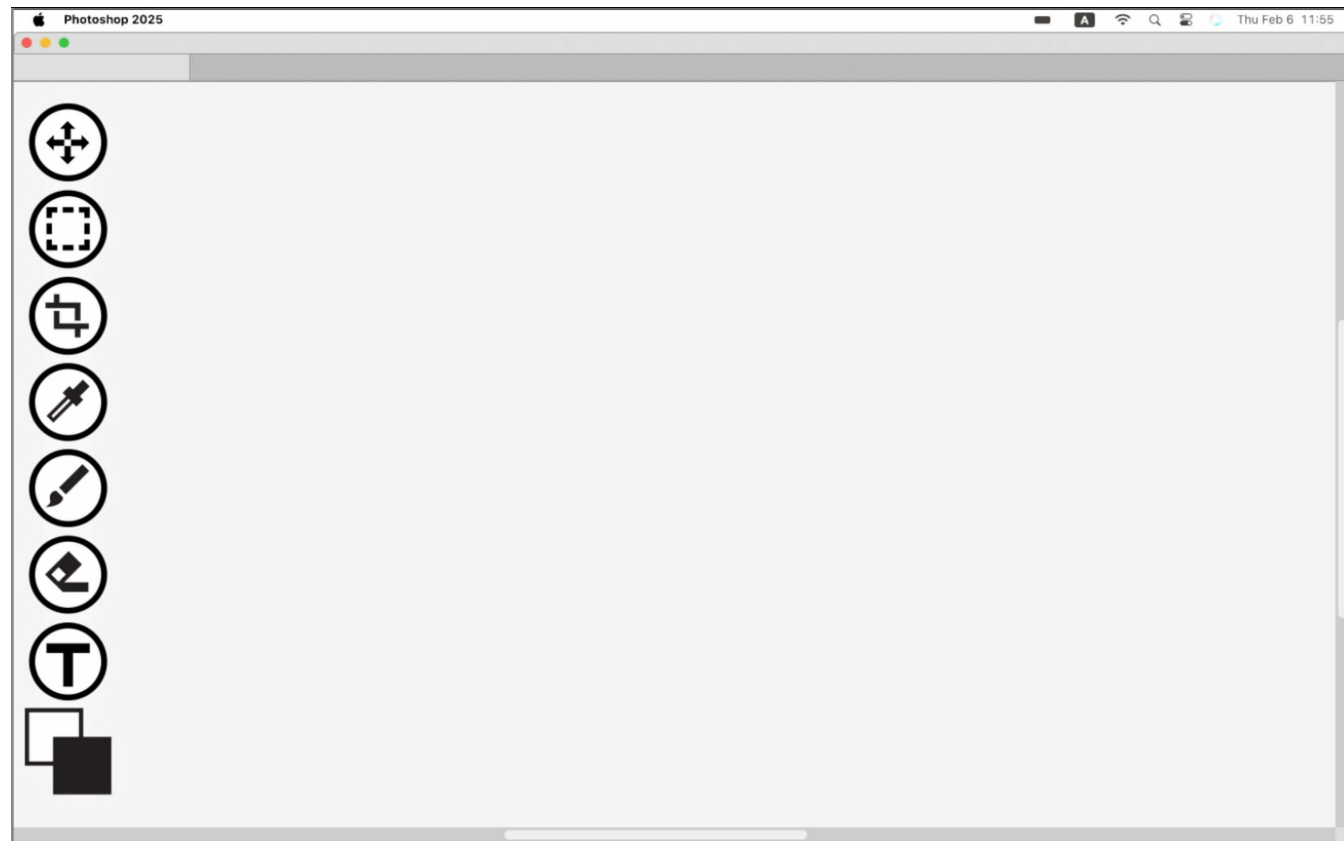
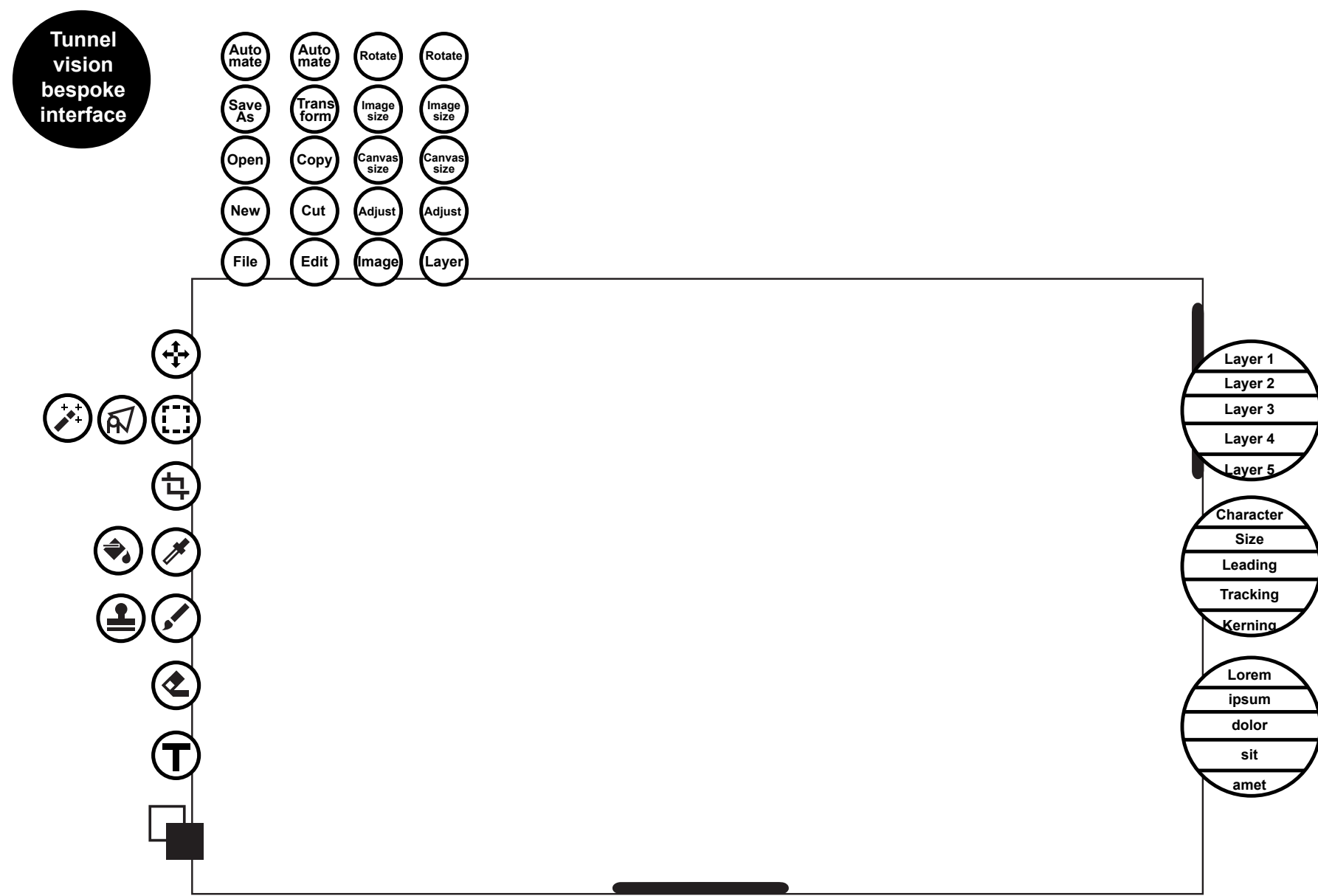
- **Appropriate Size:** When designing icons, it is essential to ensure that they are large enough to be easily recognizable across various screen sizes and devices. It is recommended to consider a minimum size of 16x16 pixels for small icons and 24x24 pixels for larger ones. This helps to maintain clarity 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.

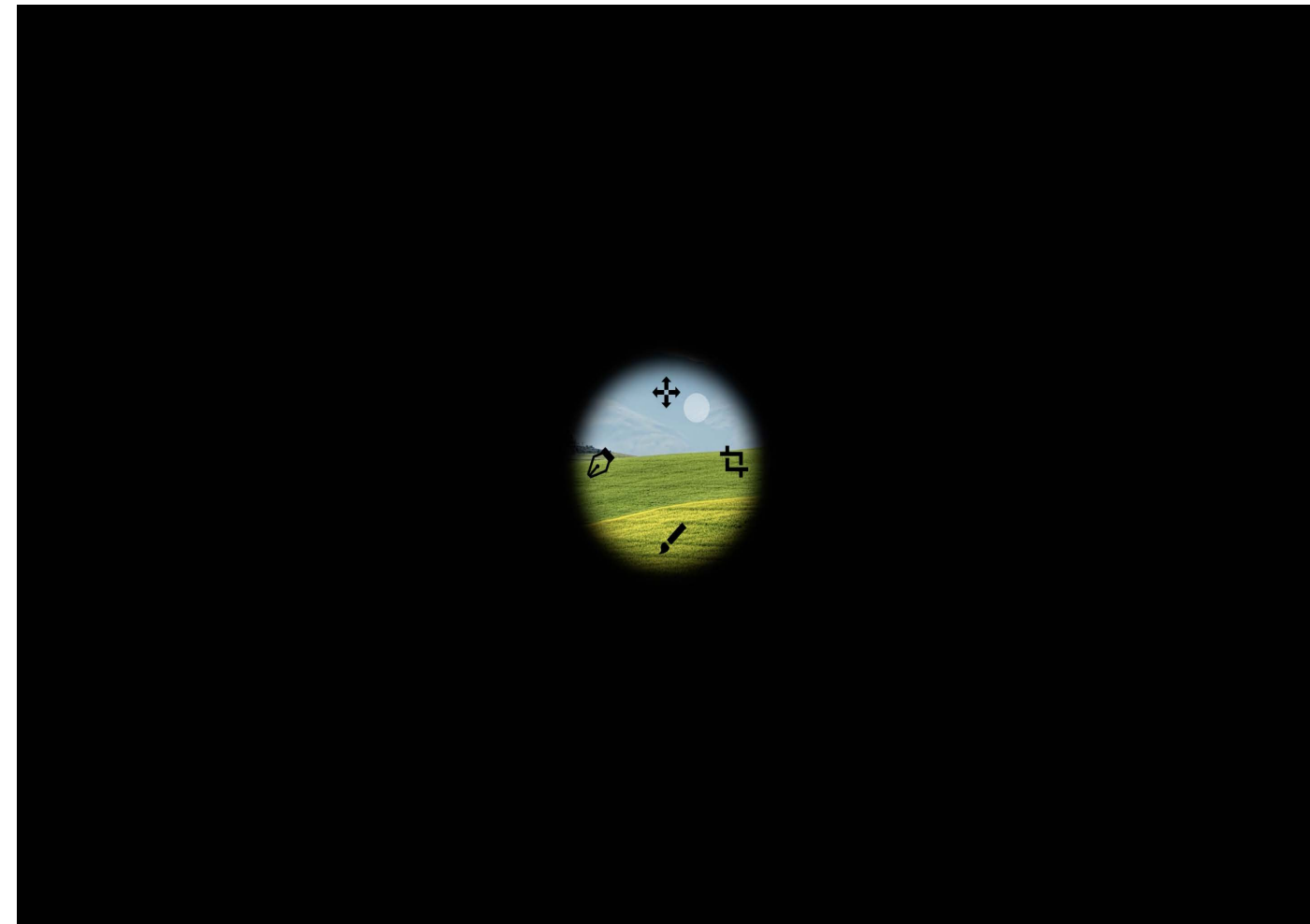
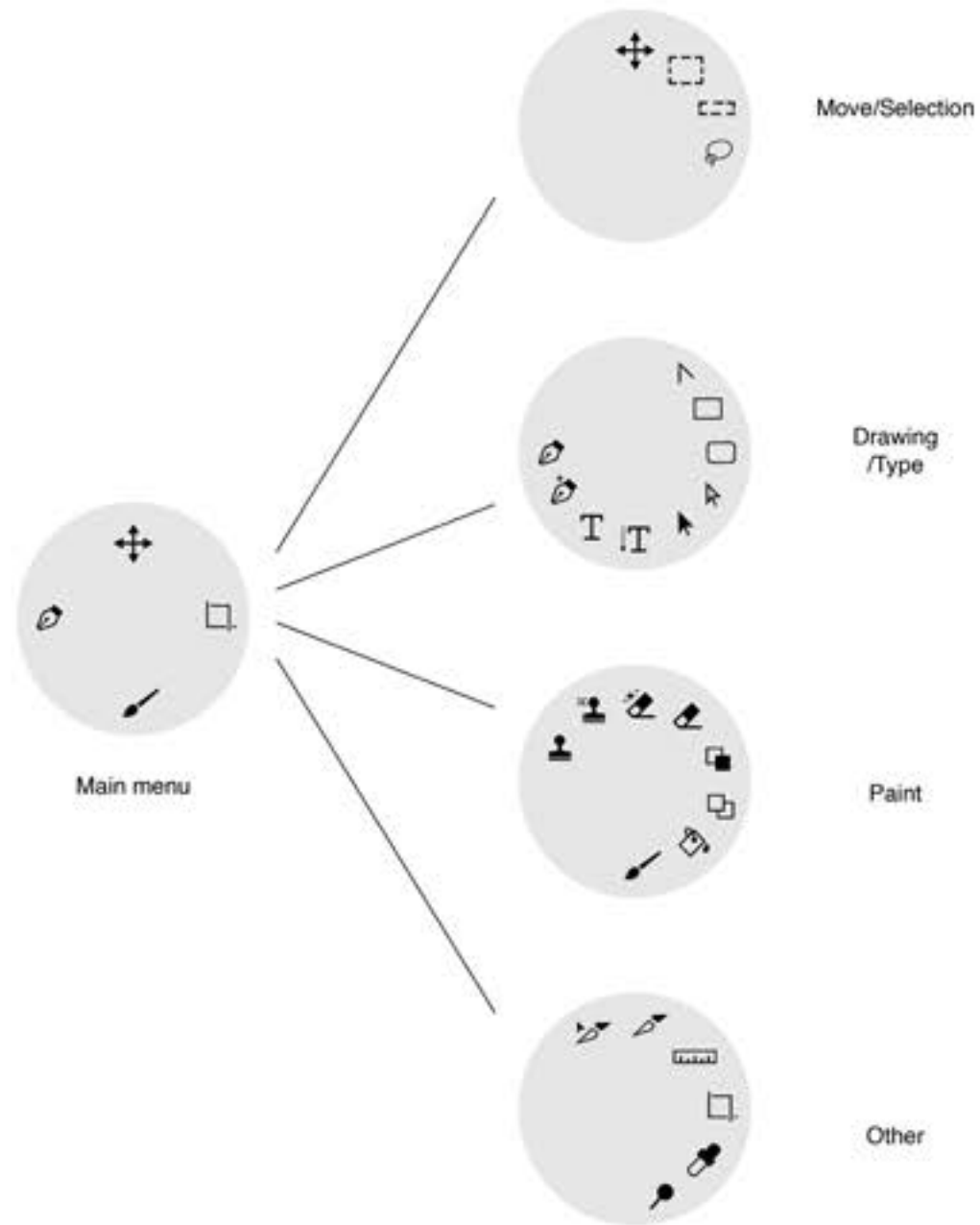


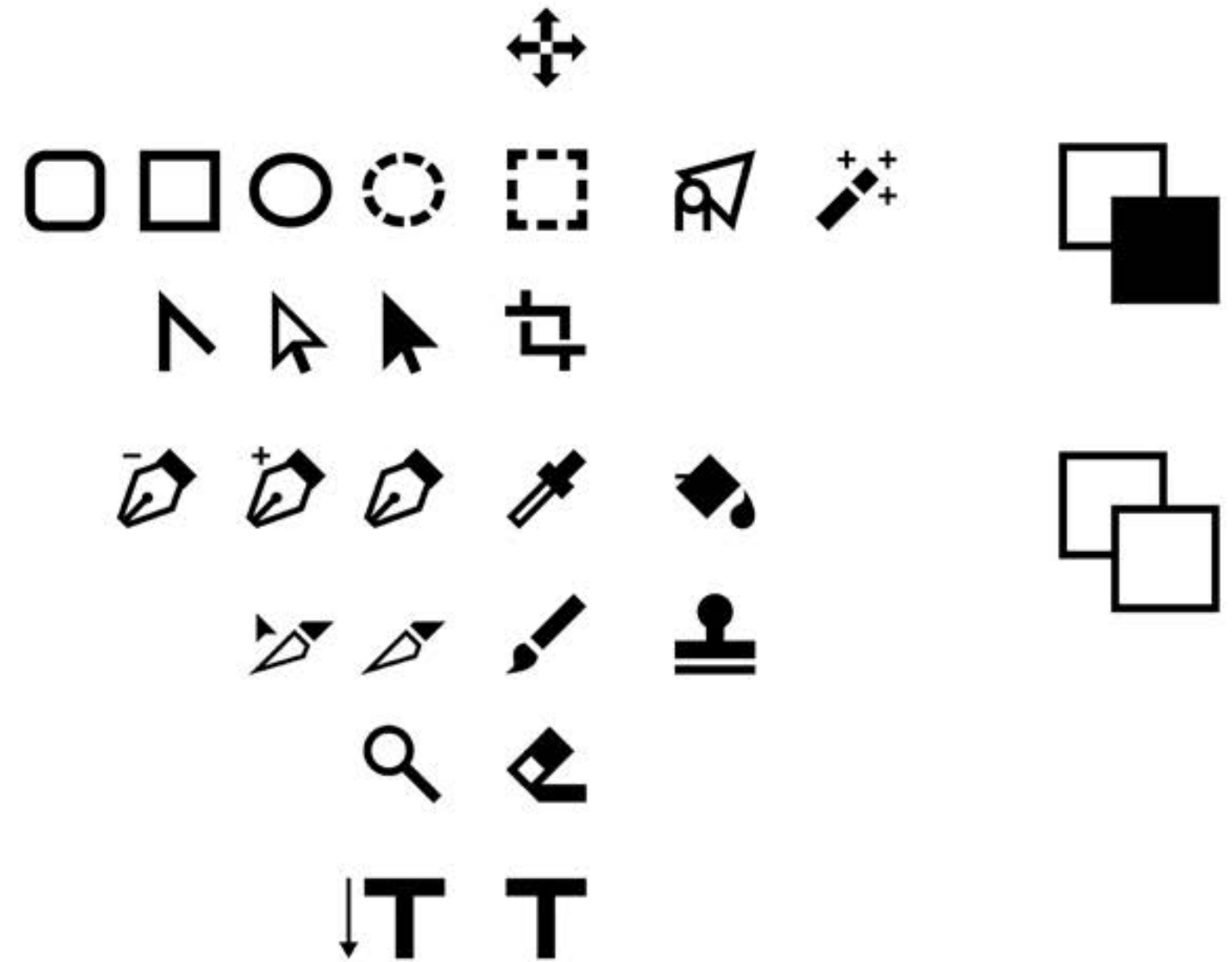
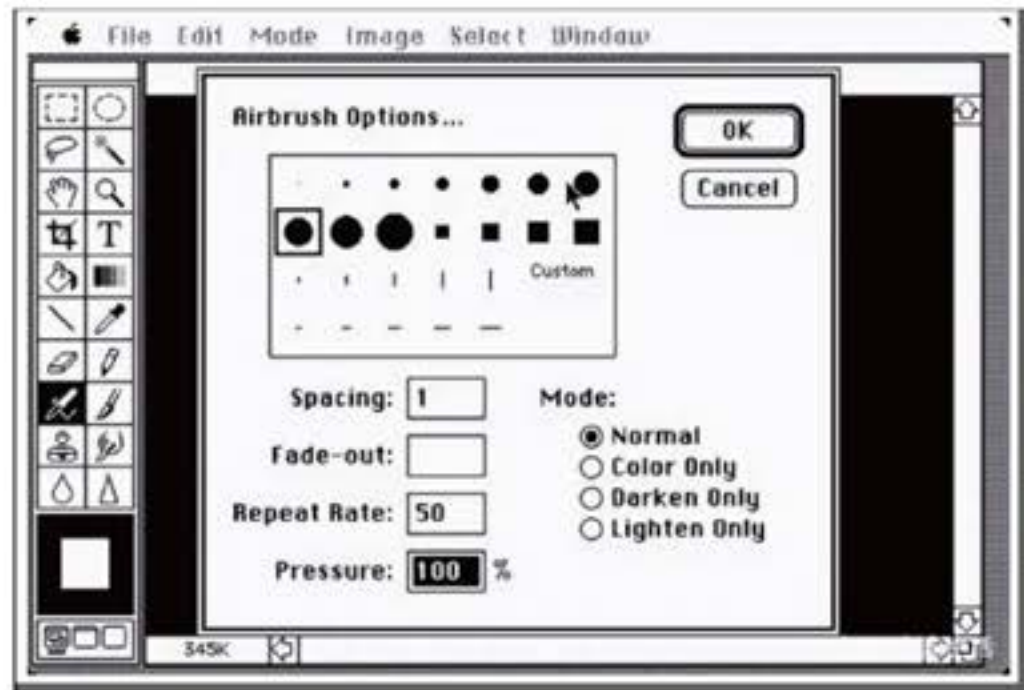






Control center





## Icon redrawing rules:

1. Higher contrast
2. Sharper angle
3. All within a square grid
4. Remove any unnecessary elements
5. Refer The Noun Project

