

Apple Inc. (Petitioner)
v.
Smith Interface Technologies, LLC (Patent
Owner)
Petitioner Demonstratives

Case No. IPR2024-01256
U.S. Patent No. 11,740,727

Before Hon. Jeffrey S. Smith, Miriam L. Quinn, And Sharon Fenick
Administrative Patent Judges

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Overview of the Instituted Grounds

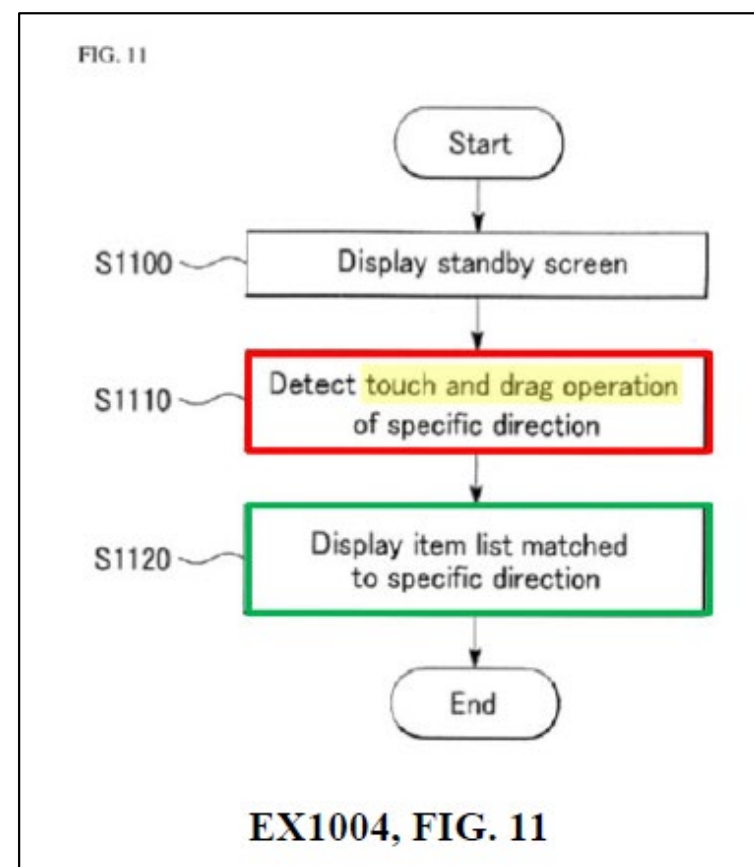
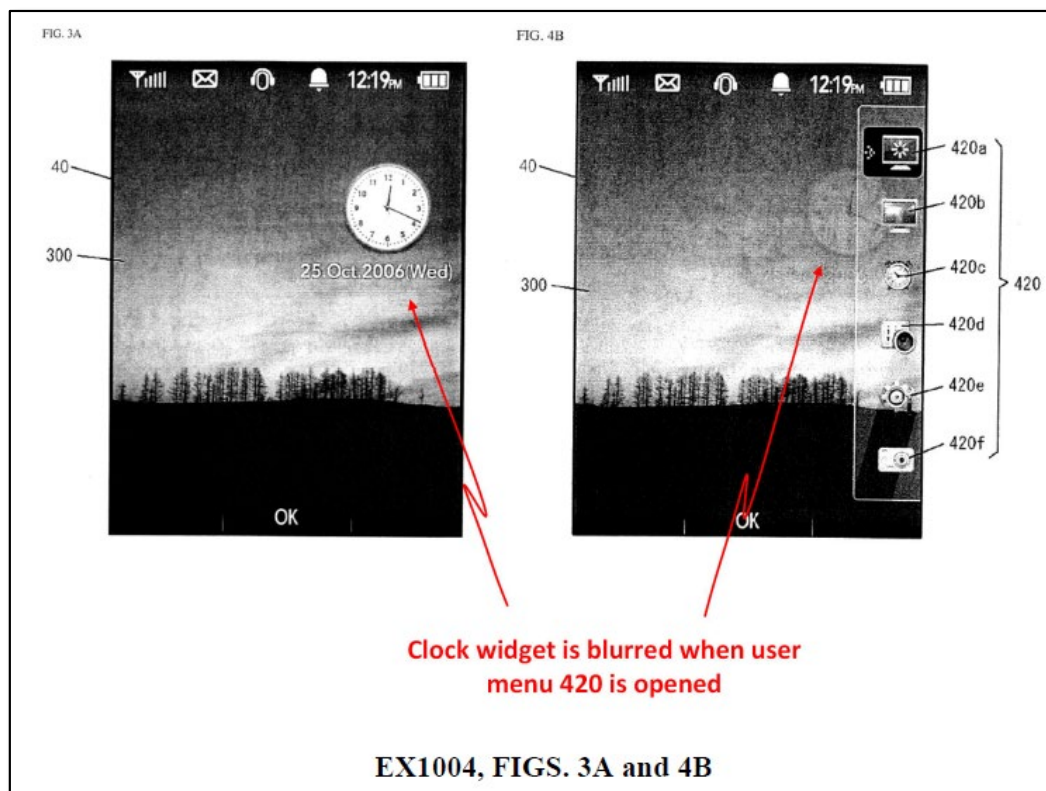
Overview of the Instituted Grounds

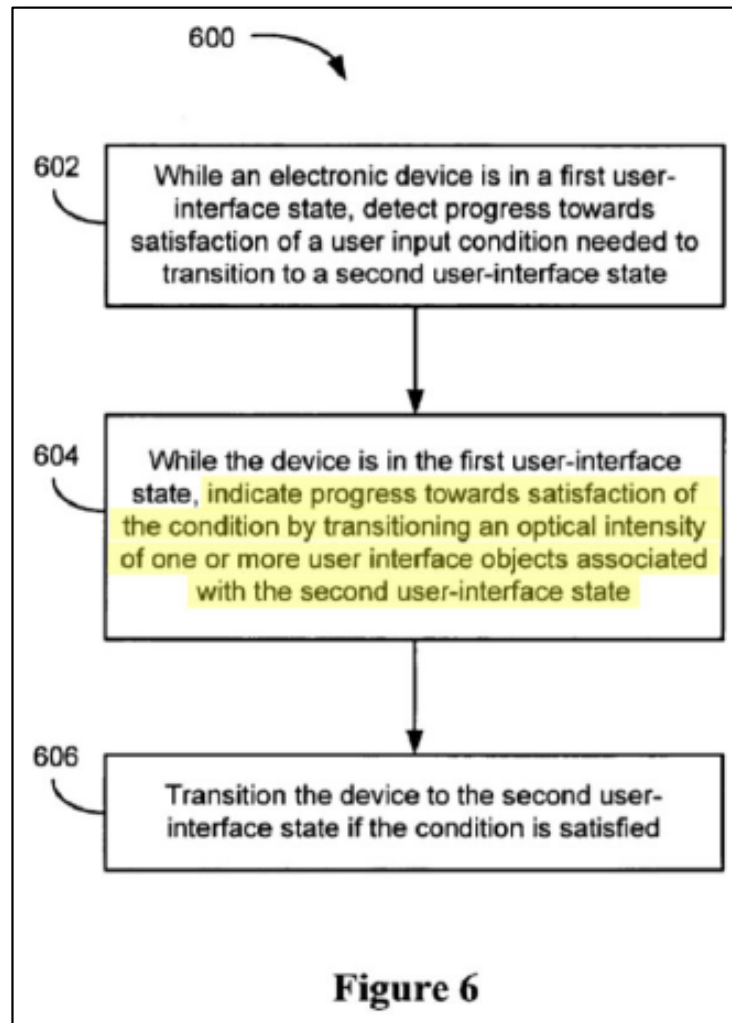
Ground	Challenged Claims	Basis for Rejection
1	1-6, 10-14, 16, and 17	§103–Ahn (US 2008/0207188), Chaudhri '842 (US 2007/0150842)

Background Info: The '727 Patent and Prior Art

Exemplary Claim 1 of the '727 Patent

1. A device, comprising:
at least one non-transitory memory;
a touch screen; and
one or more processors in communication with the at least one non-transitory memory, and the touch screen, wherein the one or more processors execute instructions in the at least one non-transitory memory, to cause the device to:
display an object and at least one other object;
detect at least part of a gesture on the touch screen; and
during detection of at least a portion of the gesture before a completion thereof is detected, blur, based on a change in a distance magnitude of the gesture being detected on the touch screen to thereby move the object on the touch screen, at least a portion of the at least one other object that is not overlapped, such that a magnitude of the blur itself, and not a magnitude of an area of the touch screen that is blurred, is increased as a function of an increase in the distance magnitude.





[0006] Accordingly, there is a need for more efficient, user-friendly procedures for unlocking such devices, touch screens, and/or applications. More generally, there is a need for more efficient, user-friendly procedures for transitioning such devices, touch screens, and/or applications between user interface states (e.g., from a user interface state for a first application to a user interface state for a second application, between user interface states in the same application, or between locked and unlocked states). In addition, there is a need for sensory feedback to the user regarding progress towards satisfaction of a user input condition that is required for the transition to occur.

[0048] The device 100 may have a plurality of user interface states. A user interface state is a state in which the device 100 responds in a predefined manner to user input. In some embodiments, the plurality of user interface states includes a user-interface lock state and a user-interface unlock state. In some embodiments, the plurality of user interface states includes states for a plurality of applications.

In some embodiments, as the user transitions from a first application and to a second application, a user interface for the second application may fade in (i.e., increase in intensity) and a user interface for the first application may fade out (i.e., decrease in intensity). The fade in and fade out may occur smoothly over a pre-determined time interval, such as 0.2 s, 1s or 2s.

Issue 1

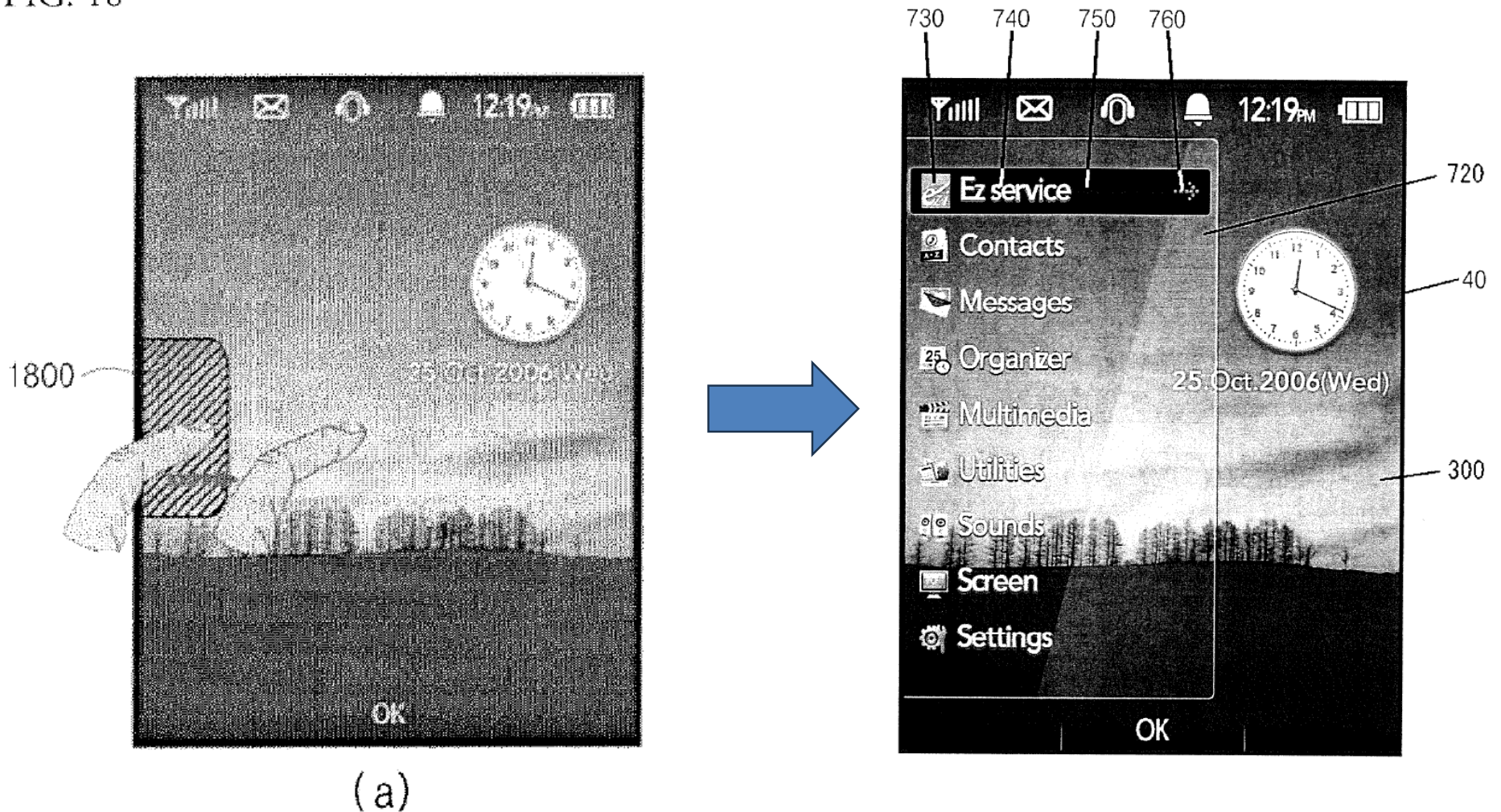
Ahn-Chaudhri Renders
Progressively Blurring Obvious

Issue 1A

Ahn and Chaudhri-842 Combination Teaches
the Menu Following the User's Finger

Ahn Teaches Opening Menu With Dragging Gesture

FIG. 18



APPLE-1004, FIGS. 18(a) and 7B
Pet. 10, 28-30

Ahn's Description of Menu Opening with Graphic Shadow

[0117] In the above-described implementations, if the touch and drag operation of a specific direction is performed in the touch input device 10, an identifier for notifying the user that an item list matched to the specific direction is displayed in the display 40 can be displayed in the display 40. The identifier may be graphical in form, such as an icon. For example, the identifier may be a specific icon for notifying a start position of the touch and drag operation.

[0118] FIG. 18 illustrates an example of a screen for displaying a graphical display for notifying a start position of a touch and drag operation to a user. For example, referring to FIG. 18(a), if the user drags in a right direction after touching the screen, a graphical shadow 1800 is displayed in the display 40, and the menu list 1500 shown in FIG. 15(b) can be displayed in the display 40. In this case, as the user drags the graphic shadow 1800, the menu list 1500 can be displayed along the dragged graphic 1800.

[0119] Further, for example, referring to FIG. 18(b), if the user touch drags to the left, the menu list 1500 shown in FIG. 15(b) can be displayed in the display 40. In this case, as the user may press the graphic 1800 with a finger, the graphic 1800 gradually disappears in the display 40, and the menu list 1500 can be displayed as emerging from the left side of the display 40 while the graphic 1800 disappears in the display 40.

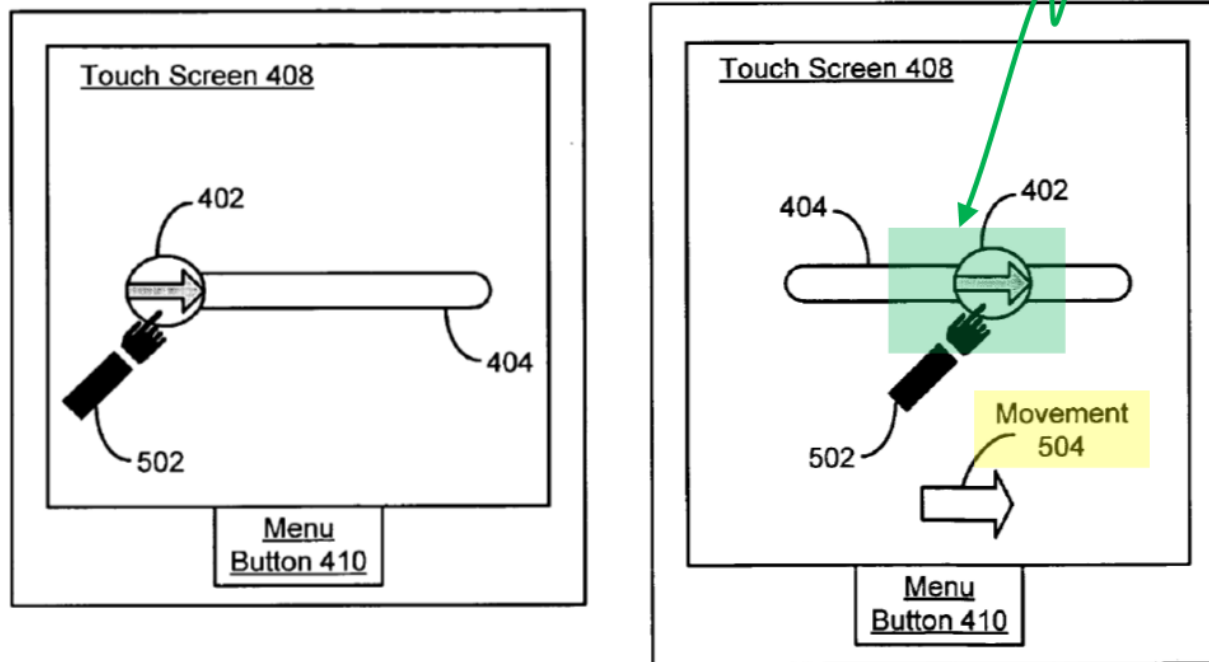
APPLE-1004, [0117]-[0119]
Pet., 28-29, 44

Combination with Chaudhri-842 Includes Moving Graphics

interface states. *See* EX1005, [0006], [0082], [0088]-[0089], [0108]. To help direct a user with respect to successfully performing the predefined gesture, Chaudhri '842 teaches that the user interface may additionally include “cues” to help the user know what gesture to utilize and whether they are correctly performing the gesture (*e.g.*, graphics such as movable images that, when combined with the transition in optical intensity, help the user visualize the correct gesture and how to complete it successfully). *See* EX1005, Abstract, [0054], [0062], [0073].

Chaudhri-842 Teaches Graphic Follows the User's Finger

Graphic following user's finger
during transition gesture



APPLE-1005, FIGS. 5A-5B
Pet., 39-41; Reply, 5-7

Chaudhri-842 Teaches Graphic Follows the User's Finger

[0075] In FIG. 5B, the user is in the process of performing the gesture by moving her finger, which is in continuous contact with the touch screen 408, in the direction of movement 504. The unlock image 402 is dragged along the channel 404 as a result of the gesture. The channel 404 reminds the user that the unlock gesture is a horizontal

Purpose of Ahn and Chaudhri-842 Graphics the Same

Chaudhri-842

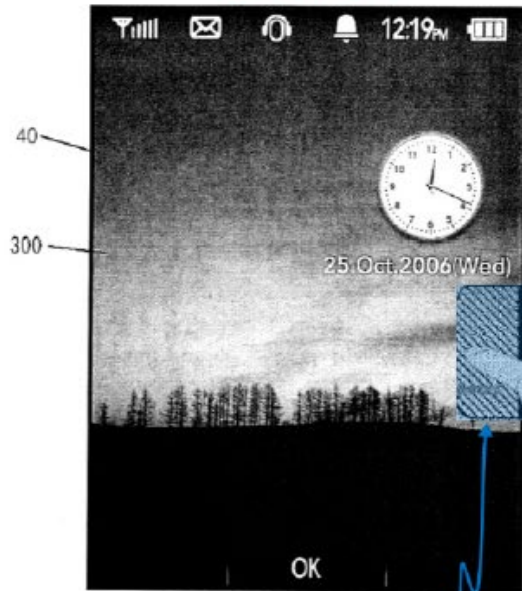
[0054] In some embodiments, the locked device displays on the touch screen one or more visual cues of an unlock action that the user may perform to unlock the device (204). The visual cue(s) provide hints or reminders of the unlock action to the user. The visual cues may be textual, graphical or any combination thereof. In some embodiments, the

Ahn

[0117] In the above-described implementations, if the touch and drag operation of a specific direction is performed in the touch input device 10, an identifier for notifying the user that an item list matched to the specific direction is displayed in the display 40 can be displayed in the display 40. The identifier may be graphical in form, such as an icon. For example, the identifier may be a specific icon for notifying a start position of the touch and drag operation.

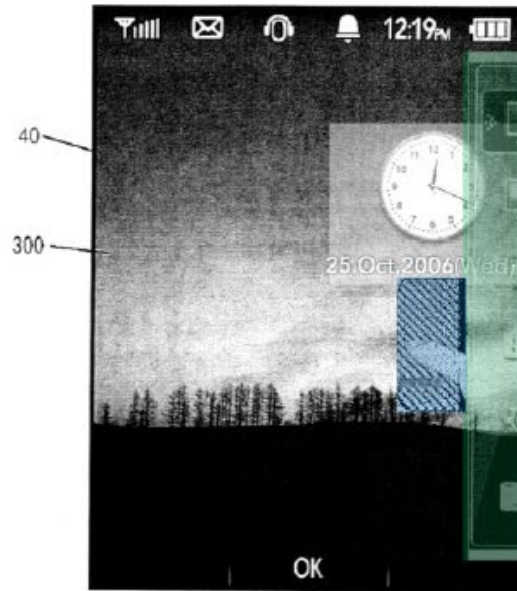
Ahn-Chaudhri Menu Follows User's Finger

User touches near the right side of the touch screen 10 on menu identifier and drags left toward center of touch screen 10.

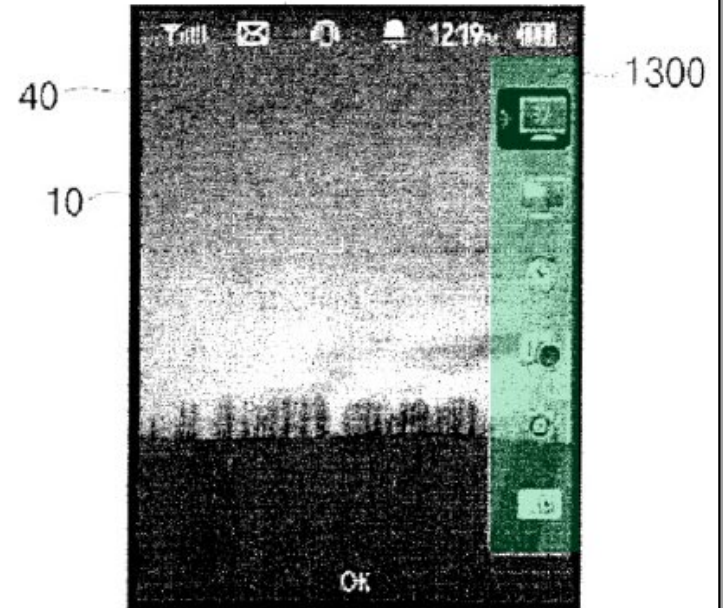


Menu identifier icon

As the user drags the menu identifier icon, the menu is dragged onto the screen



Menu matched to left touch and drag direction is displayed on right side of touch screen 10

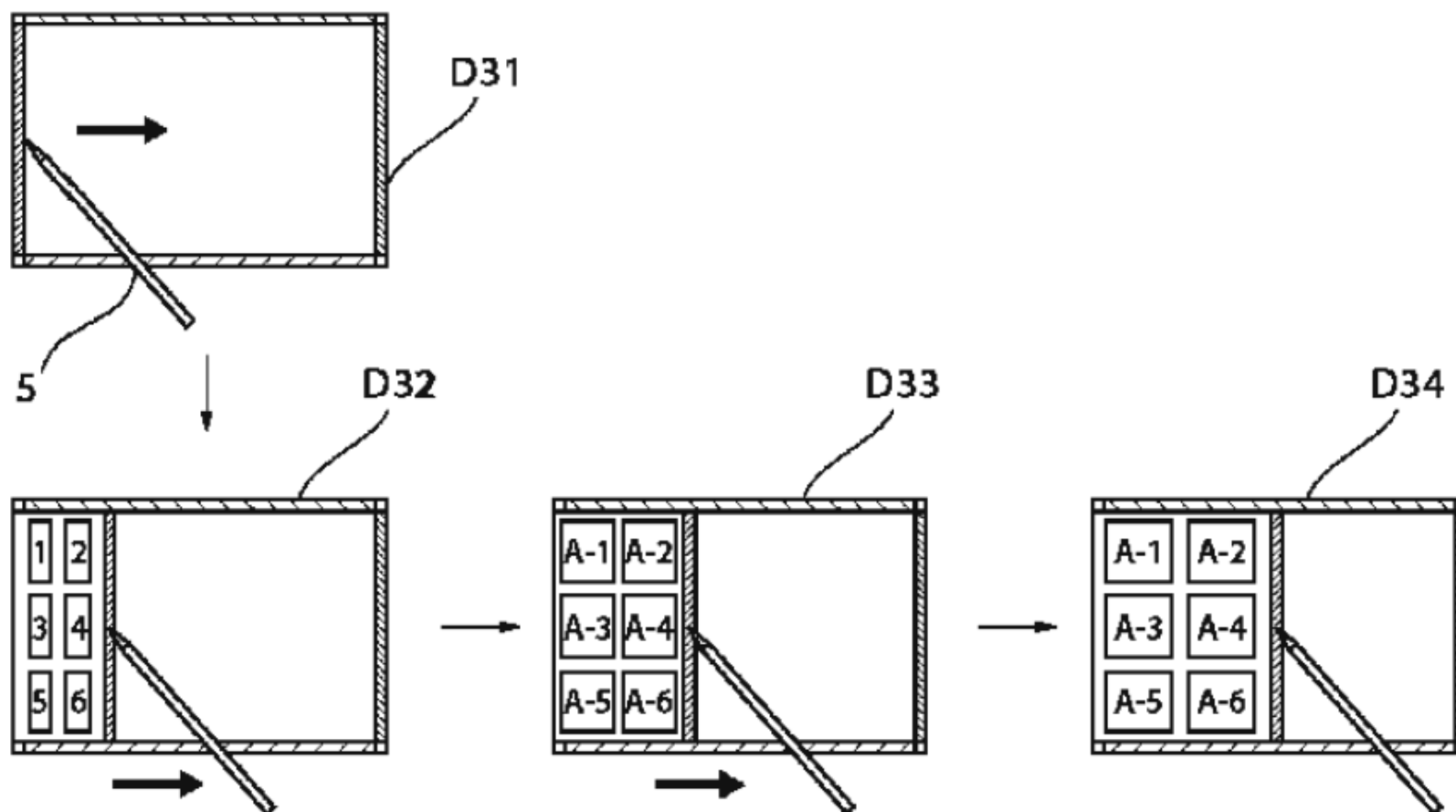


(b)

Amalgamation of APPLE-1004, FIGS. 3a and 13b

Pet. 40

Ahn and Chaudhri-842 Teachings Consistent with Broader Prior Art



APPLE-1011, FIG. 21

Reply, 8

18

Ahn and Chaudhri-842 Teachings Consistent with Broader Prior Art

Nan

[0052] Note that method 200 and other methods described hereafter can be performed in real-time, such as while a gesture is being made and received. This permits, among other things, a user interface presented in response to a gesture to be presented prior to completion of the gesture. Further, the user interface can be presented progressively as the gesture is received. This permits a user experience of dragging out the user interface from the edge as the gesture is performed with the user interface appearing to “stick” to the gesture (e.g., to a mouse point or person’s finger making the gesture).

APPLE-1010, [0052]

Reply, 8-9

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Petition Relied Upon Obviousness Based on Ahn and Chaudhri-842

Rebuttal to:

“The Petition did not articulate a modification of Ahn with Chaudhri to move “graphic 1800” with the gesture..” *Sur-reply*, 5

drag operation is an *object*, as recited in [1.b]. EX1003, [78]. With respect to graphical shadow 1800, Ahn describes that “as the user drags the graphic shadow 1800, the menu list 1500 can be displayed along the dragged graphic 1800.” EX1004, [0118]. In other words, Ahn describes that the graphic 1800 moves (*i.e.*, is “dragged”) in response to and along with a user’s touch and drag gesture on the touch screen. See EX1004, [0118]; EX1003, [78].

Petition Relied Upon Obviousness Based on Ahn and Chaudhri-842

**Rebuttal
to:**

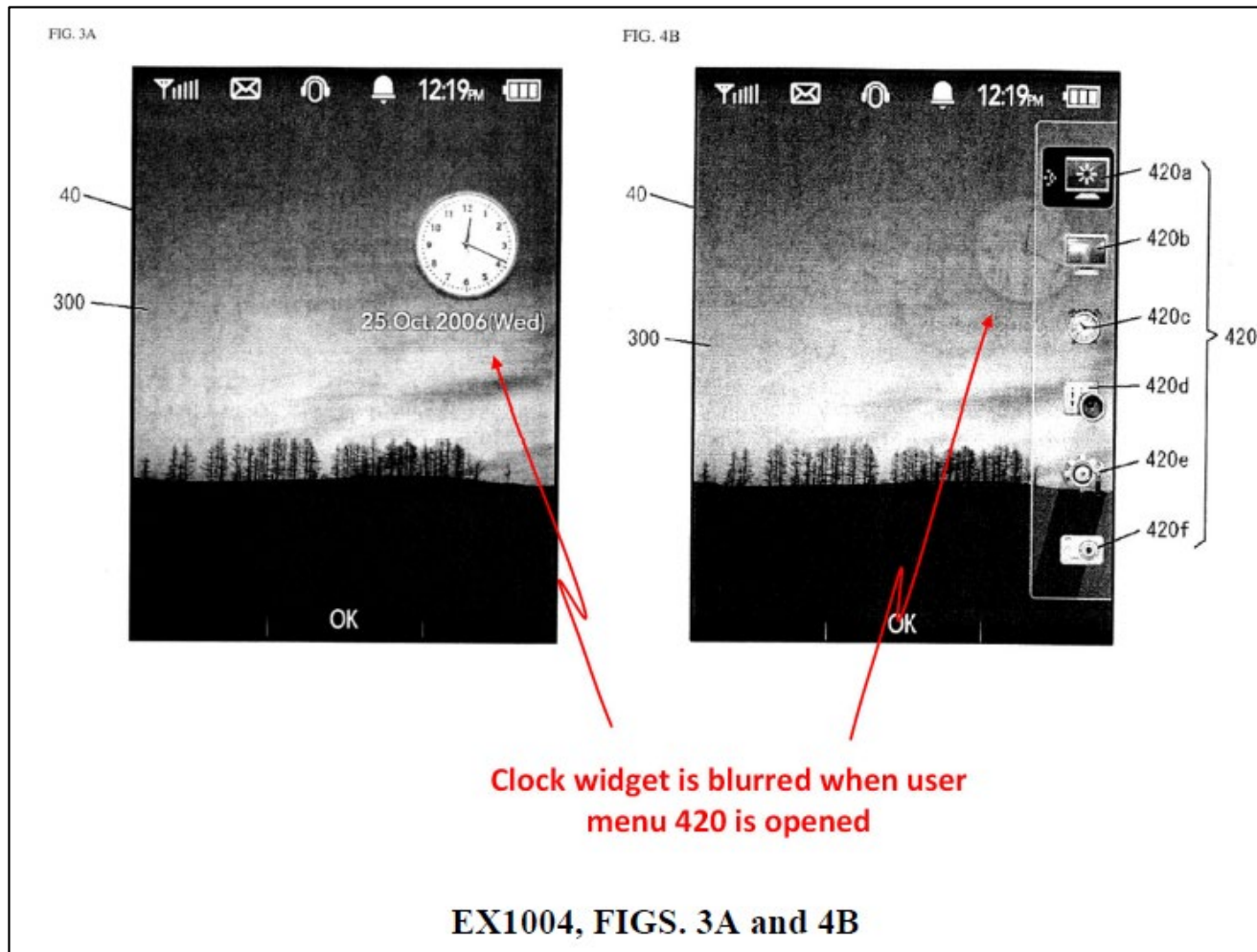
“The Petition did not articulate a modification of Ahn with Chaudhri to move “graphic 1800” with the gesture..” *Sur-reply*, 5

Indeed, as described by Chaudhri '842, it was known to utilize “cues” to help the user know what gesture to utilize and whether they are correctly performing the gesture (*e.g.*, graphics such as movable images that help the user visualize the correct gesture and how to complete it successfully). *See* EX1005, Abstract, [0054], [0062],

Issue 1B

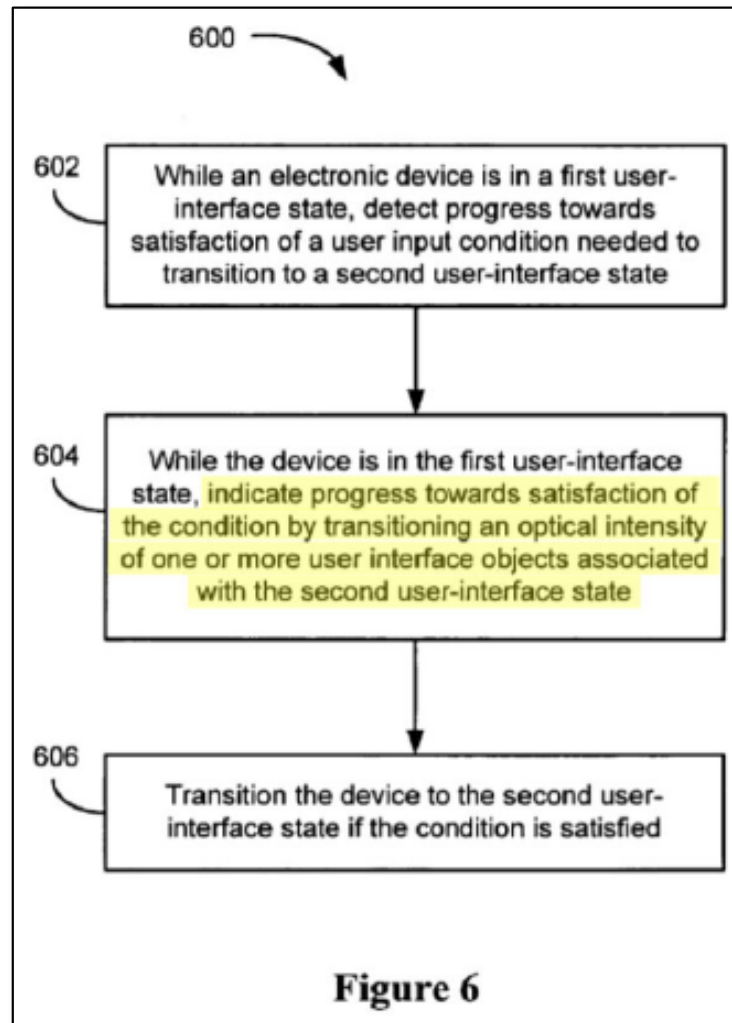
Motivation to Combine with Chaudhri-842

Ahn's Menu Blurs Underlying UI Object



APPLE-1004, FIGS. 3A, 4B
Pet., 12, 36

Chaudhri-842 Teaches Transition in Optical Intensity During UI Transitions



[0006] Accordingly, there is a need for more efficient, user-friendly procedures for unlocking such devices, touch screens, and/or applications. More generally, there is a need for more efficient, user-friendly procedures for transitioning such devices, touch screens, and/or applications between user interface states (e.g., from a user interface state for a first application to a user interface state for a second application, between user interface states in the same application, or between locked and unlocked states). In addition, there is a need for sensory feedback to the user regarding progress towards satisfaction of a user input condition that is required for the transition to occur.

[0048] The device **100** may have a plurality of user interface states. A user interface state is a state in which the device **100** responds in a predefined manner to user input. In some embodiments, the plurality of user interface states includes a user-interface lock state and a user-interface unlock state. In some embodiments, the plurality of user interface states includes states for a plurality of applications.

In some embodiments, as the user transitions from a first application and to a second application, a user interface for the second application may fade in (i.e., increase in intensity) and a user interface for the first application may fade out (i.e., decrease in intensity). The fade in and fade out may occur smoothly over a pre-determined time interval, such as 0.2 s, 1s or 2s.

APPLE-1005, FIG. 6, [0006], [0048], [0079]

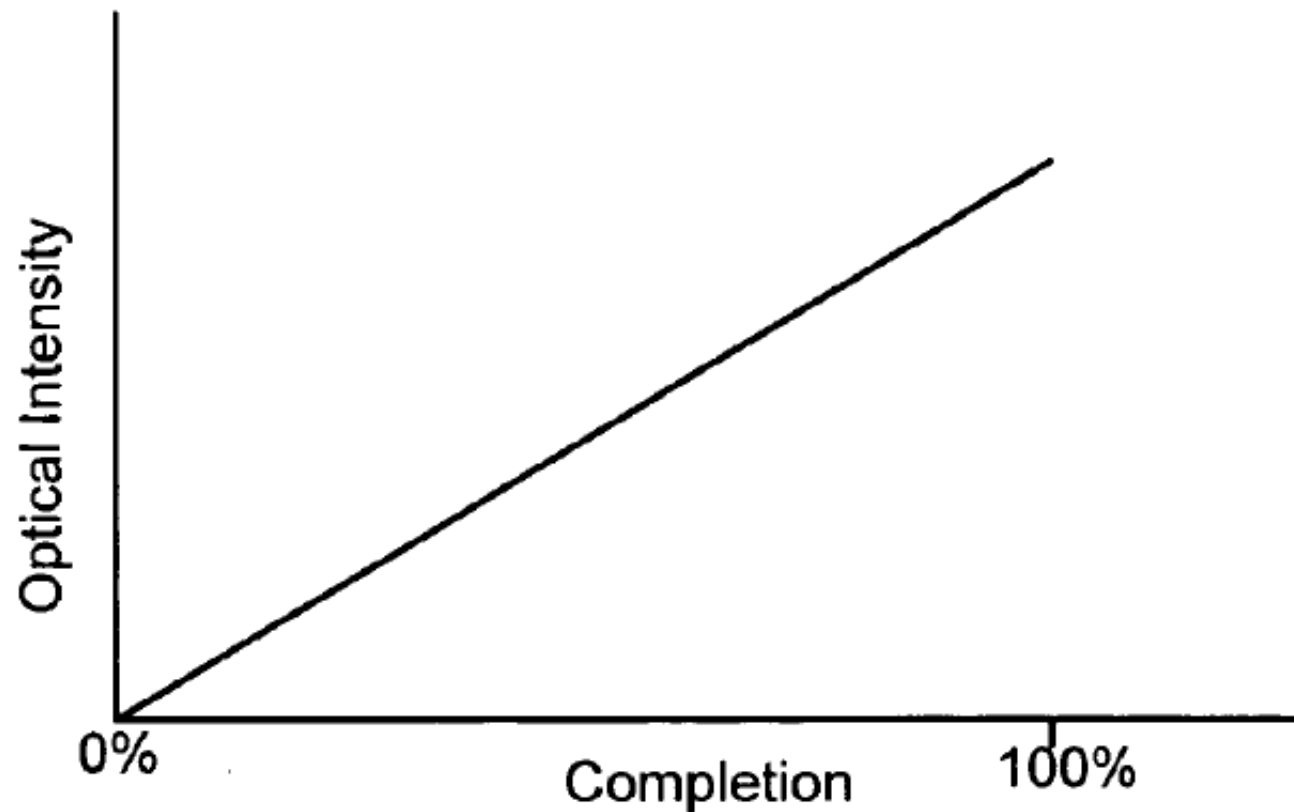
Pet., 14, 16

Chaudhri-842 Teaches Transition in Optical Intensity As Function of User Gesture

75. Chaudhri '842 describes that the optical intensity, and thus “the indication of progress towards completion of the user input condition[,] is a function of the user’s satisfaction of the condition.” EX1005, [0087]. “If the user input condition includes a predefined gesture then the indication of progress of the gesture may be defined in terms of how much of the gesture is completed and how much of the gesture is remaining.” EX1005, [0088]. As the user input condition (e.g., a gesture) progresses, the optical intensity can correspondingly vary in magnitude based on the magnitude of the progress toward gesture completion according to both linear and non-linear functions, such as those illustrated in FIGS. 8A-8C. See EX1005, [0087]-[0088].

Chaudhri-842 Teaches Transition in Optical Intensity As Function of User Gesture

Figure 8A



APPLE-1005, FIG. 8A
Pet., 38

Petition's Unrebutted Motivation

55. Fourth, a POSITA would have known that varying optical intensity for a user interface object (*e.g.*, the blurring of Ahn's clock widget) as a function of the magnitude of the user's touch and drag gesture would have been one of a limited number of ways of implementing the blurring effect that's explicitly shown in FIGS. 4B, 10, and 13B of Ahn. Either a POSITA could have implemented the blurring effect in a binary fashion (*e.g.*, toggling instantaneously between unblurred and blurred) or progressively varied the blur as a function of the user's gesture, as taught by Chaudhri '842.

EX1003, ¶55
Pet., 23

Motivations Taught by Chaudhri-842

transitioning between user interface states.” EX1005, [0082]. Based on these teachings a POSITA would have understood and found obvious that, as a user is performing a predefined gesture, for example, the changes in optical intensity provide the user a visual indication that they are performing a particular operation (e.g., the optical intensity changes help the user see more clearly that the user interface state is changing), what the operation is doing (e.g., the optical intensity changes help the user visualize what is changing as a result of the gesture), and how far the user is in completing the gesture that will effectuate the change in user interface states. See EX1005, [0006], [0082], [0088]-[0089], [0108]. To help direct a user with respect to successfully performing the predefined gesture, Chaudhri ’842 teaches that the user interface may additionally include “cues” to help the user know what gesture to utilize and whether they are correctly performing the gesture (e.g., graphics such as movable images that, when combined with the transition in optical intensity, help the user visualize the correct gesture and how to complete it successfully). See EX1005, Abstract, [0054], [0062], [0073].

EX1003, ¶52
Pet., 20-21

Motivations Taught by Chaudhri-842

[0054] In some embodiments, the locked device displays on the touch screen one or more visual cues of an unlock action that the user may perform to unlock the device (204). The visual cue(s) provide hints or reminders of the unlock action to the user. The visual cues may be textual, graphical or any combination thereof. In some embodiments, the visual cues are displayed upon particular events occurring while the device is locked. The particular events that trigger display of the visual cues may include an incoming call,

[0062] While the device is locked, the device may display one or more visual cues of the unlock action, as described above. In some embodiments, the device may also display, along with the visual cues, an unlock image. The unlock image is a graphical, interactive user-interface object with which the user interacts in order to unlock the device. In other words, the unlock action is performed with respect to the unlock image. In some embodiments, performing the unlock action with respect to the image includes dragging the unlock image in a predefined manner, which moves the unlock image across the touch screen. In some embodiments, if the unlock action is not completed, the GUI display can show reverse progress towards the locked state by gradually returning the unlock image to its position in the locked state

[0085] The optical intensity of a user-interface object, as used herein, is the object's degree of visual materialization. The optical intensity may be measured along a scale between a predefined minimum and a predefined maximum. In some embodiments, the optical intensity may be measured along a logarithmic scale. In some embodiments, the optical intensity may be perceived by users as a transparency effect (or lack thereof) applied to the user-interface object. In some embodiments, the minimum optical intensity means that the object is not displayed at all (i.e., the object is not perceptible to the user), and the maximum optical intensity means that the object is displayed without any transparency effect (i.e., the object has completely materialized visually and is perceptible to the user). In some other embodiments, the optical intensity may be the visual differentiation between the user-interface object and the background, based on color, hue, color saturation, brightness, contrast, transparency, and any combination thereof.

Issue 2

Dependent Claims

Dependent Claim 2

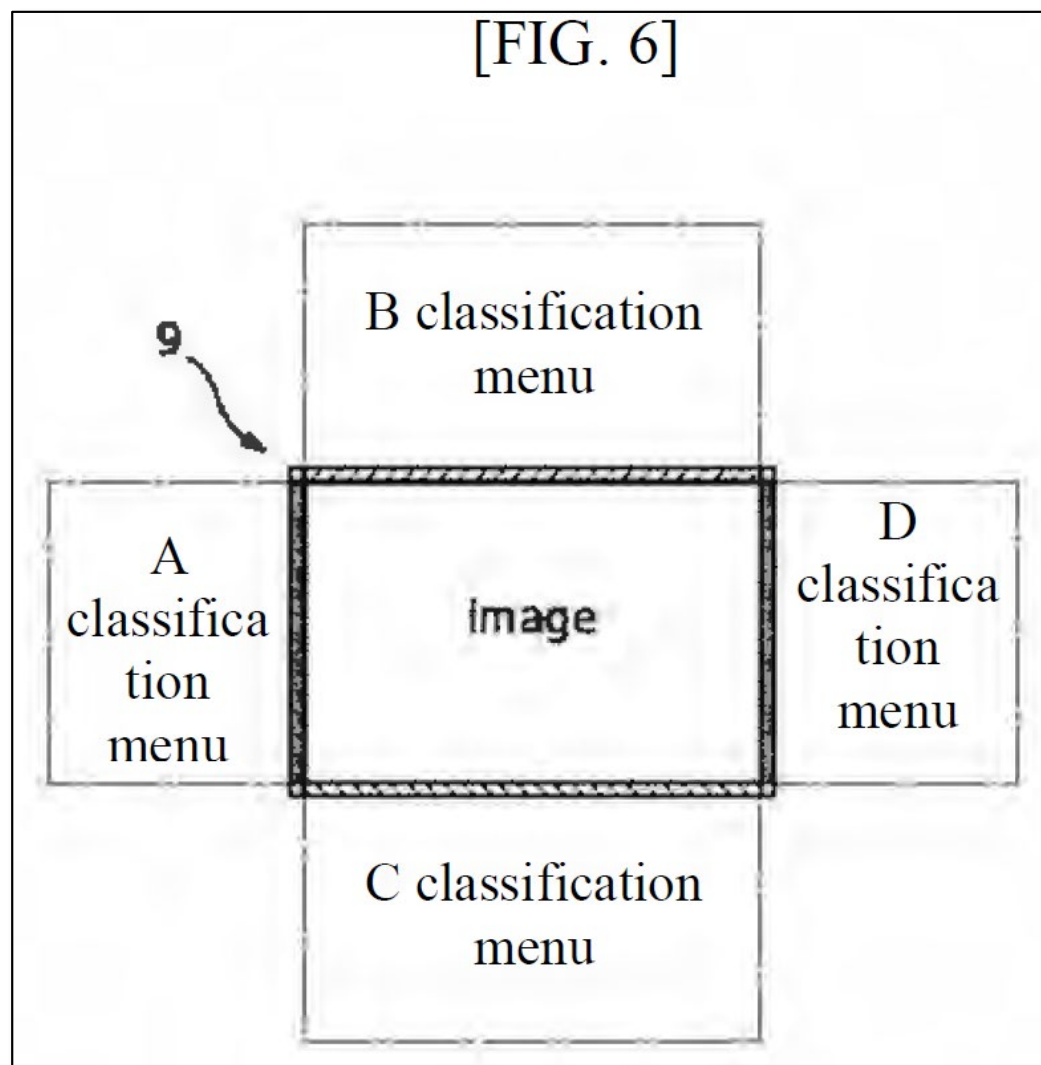
2. The device of claim 1, wherein the device is configured such that:

- the object includes a graphic object;
- the object is displayed closer to a top edge of the touch screen than a bottom edge of the touch screen;
- an aspect of the object other than a location thereof is modified, based on the change in the distance magnitude of the gesture being detected on the touch screen;
- and
- the at least one other object includes a background image.

Menu Position is Variable

[0104] A position in which the item list is displayed in the display 40 can be preset. For example, referring to FIGS. 13 to 15, a menu list matched to a left direction is set to be displayed at the right side of the display 40 (FIG. 13(b)), a menu list matched to an upward direction is set to be displayed at a lower end of the display 40 (FIG. 14(b)), a menu list matched to a right direction is set to be displayed at the left side of the display 40 (FIG. 15(b)). The memory 20 can store information about a position in which the item list is displayed.

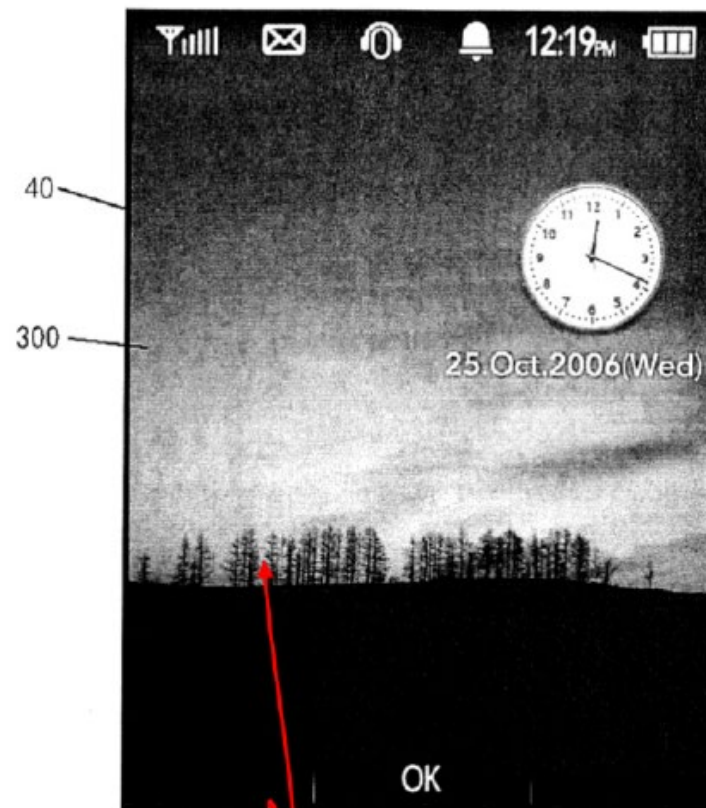
Hisatomi Confirms Menus at All Sides



APPLE-1011, FIG. 6
Pet., 47-48

Ahn's Background Image

FIG. 3A



Background image of
trees against a sky

APPLE-1004, FIG. 3A
Pet., 52

Blurring Background to Differentiate

[0085] The optical intensity of a user-interface object, as used herein, is the object's degree of visual materialization. The optical intensity may be measured along a scale between a predefined minimum and a predefined maximum. In some embodiments, the optical intensity may be measured along a logarithmic scale. In some embodiments, the optical intensity may be perceived by users as a transparency effect (or lack thereof) applied to the user-interface object. In some embodiments, the minimum optical intensity means that the object is not displayed at all (i.e., the object is not perceptible to the user), and the maximum optical intensity means that the object is displayed without any transparency effect (i.e., the object has completely materialized visually and is perceptible to the user). In some other embodiments, the optical intensity may be the visual differentiation between the user-interface object and the background, based on color, hue, color saturation, brightness, contrast, transparency, and any combination thereof.

Blurring Background to Differentiate

99. While Ahn only specifically illustrates that the clock widget being blurred, a POSITA would have at least found it obvious to also blur the rest of standby screen 300. Indeed, Chaudhri '842 teaches that “the optical intensity may be the visual differentiation between the user-interface object and the background . . .” EX1005, [0085]. Among the various types of user-interface objects contemplated by Chaudhri '842 are, “without limitation, text, images, icons, soft keys (or ‘virtual button’), pull-down menus, radio buttons, check boxes, selectable lists, and so forth.” EX1005, [0060]. Accordingly, Chaudhri '842 explicitly describes differentiating between a menu and “the background”—not simply a portion thereof—displayed on the touch screen during its user interface state transition process.

Dependent Claim 3

3. The device of claim 2, wherein the device is configured such that the object is displayed closer to a right edge of the touch screen than a left edge of the touch screen.

Menu and Identifier Position is Variable

[0104] A position in which the item list is displayed in the display 40 can be preset. For example, referring to FIGS. 13 to 15, a menu list matched to a left direction is set to be displayed at the right side of the display 40 (FIG. 13(b)), a menu list matched to a upward direction is set to be displayed at a lower end of the display 40 (FIG. 14(b)), a menu list matched to a right direction is set to be displayed at the left side of the display 40 (FIG. 15(b)). The memory 20 can store information about a position in which the item list is displayed.

Menu and Identifier Position is Variable

106. Furthermore, as discussed with respect to [2.b], *supra*, it was well known before the Critical Date for edge menus to be associated with any and all edges of the display. *See, e.g.*, EX1006, [0113] (describing “support[ing] the same number of bezel menu slots on all four edges of the screen”), [0114] (teaching that “the left and bottom edges, for a right-handed individual, may be more likely to be swiped by accident, and may be left without bezel menus if desired,” suggesting that the right and top edges may still be associated with bezel menus); EX1011, FIG. 6, [0019]-[0023] (illustrating and describing pull-out menus associated with all four edges of the display). Accordingly, a POSITA would have recognized that *the object [being] displayed closer to a right edge of the touch screen than a left edge of the touch screen* was simple rearrangement of elements (*e.g.*, the position of the menus disclosed in Ahn and the identifier icons associated with them) and an obvious design choice.

APPLE-1003, ¶106
Pet., 57-58

Dependent Claims 5 and 17

5. The device of claim 2, wherein the device is configured such that, during at least a part of at least an initial portion of the change in the distance magnitude, an entirety of the object is blurred.

17. The device of claim 2, wherein the device is configured such that:
the at least part of the gesture is detected on the touch screen on the object;
during at least a part of an initial change in the distance magnitude, an entirety of the object is blurred; and
the aspect of the object other than the location thereof is modified while the object continues to be displayed, based on the change in the distance magnitude of the gesture being detected on the touch screen on the object.

Ahn Teaches Graphic Shadow Disappearing

[0119] Further, for example, referring to FIG. 18(b), if the user touch drags to the left, the menu list 1500 shown in FIG. 15(b) can be displayed in the display 40. In this case, as the user may press the graphic 1800 with a finger, the graphic 1800 gradually disappears in the display 40, and the menu list 1500 can be displayed as emerging from the left side of the display 40 while the graphic 1800 disappears in the display 40.

Chaudhri-842 Teaches Fading Out First UI Elements and Fading In Second UI Elements

In some embodiments, as the user transitions from a first application and to a second application, a user interface for the second application may fade in (i.e., increase in intensity) and a user interface for the first application may fade out (i.e., decrease in intensity). The fade in and fade out may occur smoothly over a pre-determined time interval, such as 0.2 s, 1s or 2s. The

Petition Turned to Both Ahn and Chaudhri-842

Thus, in those implementations where the menu is “displayed as emerging from the left side of the display 40 while the graphic 1800 disappears in the display 40” and the disappearance includes the “fading out” taught in Chaudhri '842, a POSITA would have understood and found obvious that the mobile device of the Ahn-Chaudhri would have been *configured such that, during at least a part of at least an initial portion of the change in the distance magnitude, an entirety of the object is blurred* (e.g., the entire menu identifier icon fades out as the user drags the icon to open the menu), as recited in [5]. EX1003, [113].

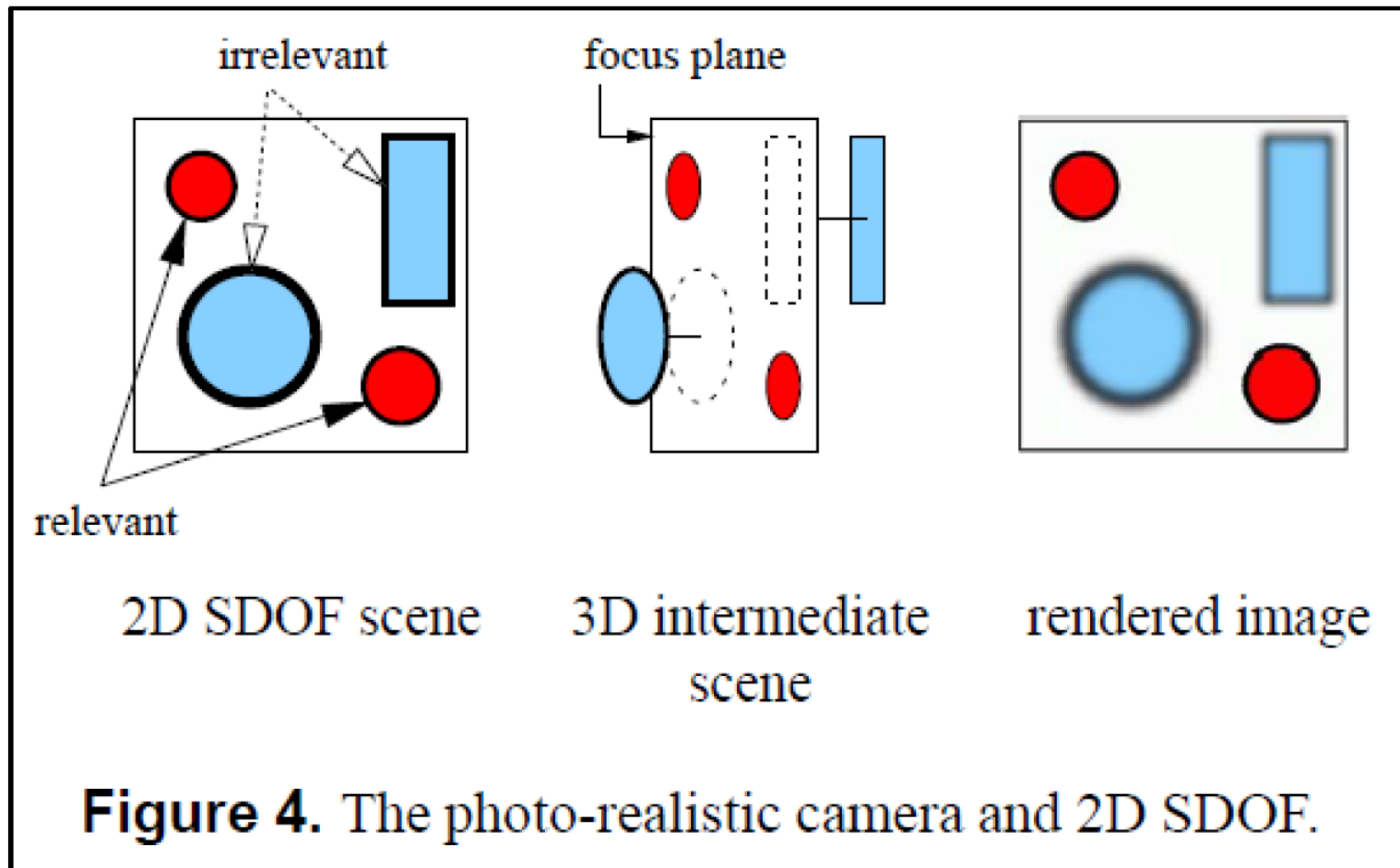
Dependent Claim 6

6. The device of claim 2, wherein the device is configured such that, during at least a part at least an initial portion of the change in the distance magnitude, an entirety of a virtual display layer in which the object is displayed, is blurred.

Ahn Teaches Graphic Shadow Disappearing

[0119] Further, for example, referring to FIG. 18(b), if the user touch drags to the left, the menu list 1500 shown in FIG. 15(b) can be displayed in the display 40. In this case, as the user may press the graphic 1800 with a finger, the graphic 1800 gradually disappears in the display 40, and the menu list 1500 can be displayed as emerging from the left side of the display 40 while the graphic 1800 disappears in the display 40.

Blurring Virtual Layer Was Well-Known



APPLE-1008, FIG. 4

Pet., 54

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Blurring Virtual Layer Was Well-Known

3.2. Relevance and Blurring

Independently of the spatial arrangement, the blur level of each object is determined. This is done in two steps: First, each object is assigned a relevance value r by the relevance function rel . The value of r is in the interval $[0; 1]$, where 1 means the object is maximally relevant, and 0 means the object is completely irrelevant. This relevance value is translated into a blur value b through the blur function blur .

The relevance function is application-specific and thus can be very different between applications (see Sect. 5.2 for examples). The blur function can theoretically also take on any shape, but we have found the function depicted in Fig. 3 to be sufficient for our current uses. The user can specify the threshold value t , the step height h , and the maximum blur diameter b_{max} . The gradient g is then calculated by the application.

Blurring Virtual Layer Was Well-Known

120. As discussed with respect to Element [2.d], *supra*, a POSITA would have understood and found obvious that the relevance of any object or set of objects (and thus the extent to which each object or set of objects is blurred or displayed sharply in focus) was a known design choice, and was known to be settable by the system in accordance with a designers programming or even by the user. See EX1008, 3-4. This is illustrated in the following figure, in which the red objects are assigned to the layer on which a user is currently focused, and the light blue objects are assigned to “lower” or “higher” layers of semantic depth from the focus layer, and are therefore assigned a lower relevance value based on their semantic distance from the focus layer and blurred based on this lower relevance value. See EX1008, 3-4.

Dependent Claims 11 and 12

11. The device of claim 2, wherein the device is configured such that the aspect of the object includes a size of the object.

12. The device of claim 2, wherein the device is configured such that the aspect of the object includes a size of the object, and another size of the at least one other object is not modified in addition to the blur, when the size of the object is modified.

Ahn Teaches Graphic Shadow Disappearing

[0119] Further, for example, referring to FIG. 18(b), if the user touch drags to the left, the menu list 1500 shown in FIG. 15(b) can be displayed in the display 40. In this case, as the user may press the graphic 1800 with a finger, the graphic 1800 gradually disappears in the display 40, and the menu list 1500 can be displayed as emerging from the left side of the display 40 while the graphic 1800 disappears in the display 40.

Ahn Teaches Changing Size and Color

[0044] Depending on implementation, the message notification icon 330b may be displayed in a size different from that of other icons or an icon related to a currently displayed menu may be displayed to be easily recognized by the user with other various methods.

10. The mobile communication terminal of claim 9, wherein the controller controls so that a color or a size of the icon is displayed with changed or the icon is displayed with highlighted.

Change in Size Would Be Function of Distance, Per Chaudhri-842

126. As discussed with respect to Element [2.c], *supra*, a POSITA would have understood and found obvious that an aspect of the object (e.g., the menu identifier icon such as graphical shadow 1800) other than a location thereof is modified (e.g., the icon's transparency and/or size), based on the change in the distance magnitude of the gesture being detected on the touch screen (e.g., as the user performs the touch and drag gesture, the icon progressively "disappears" through changes in transparency and/or size). For the same reasons, a POSITA would have understood and found obvious that the mobile device of the Ahn-Chaudhri would have been *configured such that the aspect of the object includes a size of the object*, as recited in [11].

Change in Size Would Be Function of Distance, Per Chaudhri-842

Consistent with Ahn's teaching of the disappearance of graphic 1800, Chaudhri '842 describes that the changes in optical intensity that it teaches in correspondence with state changes, such as the opening of menus, "may be perceived by users as a transparency effect (or lack thereof) applied to the user-interface object," such that the object transitions from "not perceptible to the user" to being "completely materialized visually and [] perceptible to the user," and *vice versa*. See EX1005, [0085]; EX1003, [94]. In other words, the transition may appear to a user as though objects associated with the second user interface state (e.g., the menu that's opened in Ahn) "fade in" while objects associated with the first user interface state (e.g., the clock widget in Ahn and menu identifier icon) "fade out." See EX1005, [0079], [0087]; EX1003, [94]. Additionally or alternatively, it was known

Pet., 50 (discussion of [2.c])

Dependent Claims 13 and 14

13. The device of claim 2, wherein the device is configured such that the aspect of the object includes a color of the object.

14. The device of claim 2, wherein the device is configured such that the aspect of the object includes a color of the object, and another color of the at least one other object is not modified in addition to the blur, when the color of the object is modified.

Chaudhri Teaches Changing Color

sured along a logarithmic scale. In some embodiments, the optical intensity may be perceived by users as a transparency effect (or lack thereof) applied to the user-interface object. In some embodiments, the minimum optical intensity means that the object is not displayed at all (i.e., the object is not perceptible to the user), and the maximum optical intensity means that the object is displayed without any transparency effect (i.e., the object has completely materialized visually and is perceptible to the user). In some other embodiments, the optical intensity may be the visual differentiation between the user-interface object and the background, based on color, hue, color saturation, brightness, contrast, transparency, and any combination thereof.