

Prototyping Tools

Jamie Fang



prott



inVISION



POP

UXPin



axure

marvel



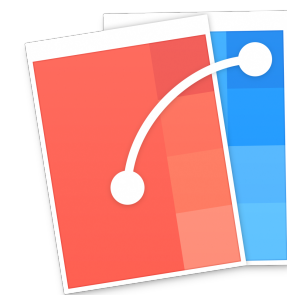
atomic



proto.io



Page-Based Tool



UXPin

Layer-Based Tool






proto.io




Checkout


The best payment flow,
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Pro Account 1 Year

 Email

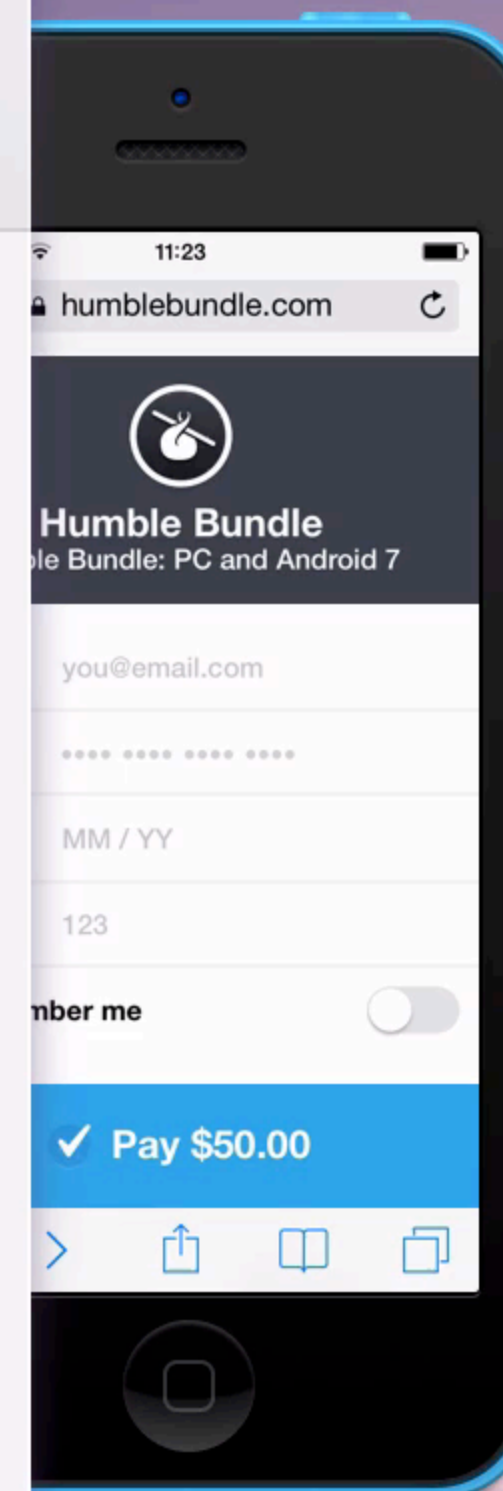
 Card number



 MM / YY

 CVC


☐ Remember me


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Acme Corp
10 x Chocolate

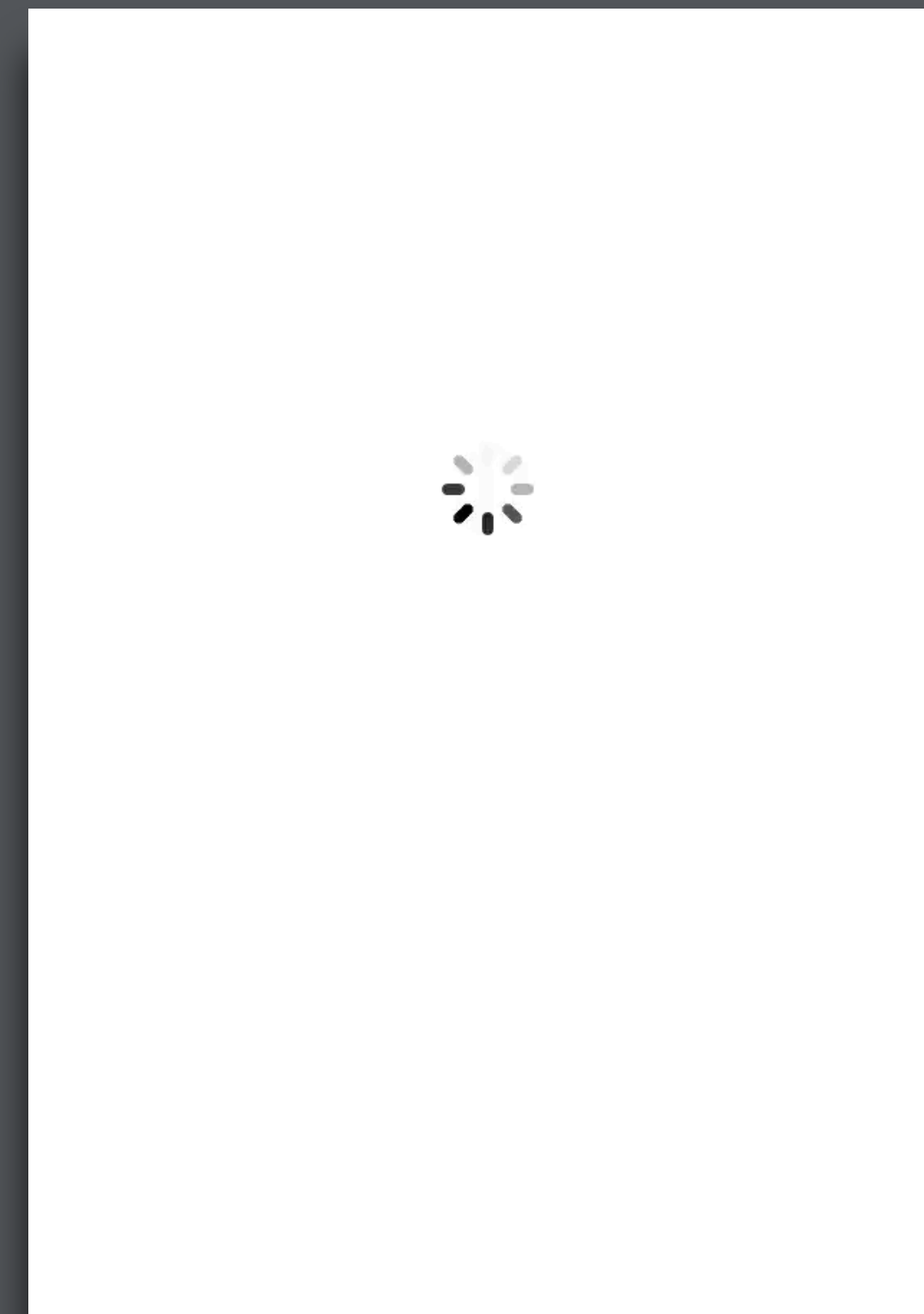
 Email

 Card number

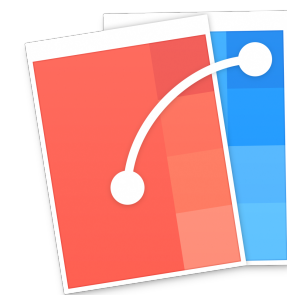
 MM / YY

 CVC

Pay \$25.00



Page-Based Tool



UXPin

Layer-Based Tool



proto.io

GUI



proto.io

Code



Signal Flow



Signal Flow



目标 / 为什么要做？

1. 迭代动效设计
2. 沟通工具
3. 测试工具

Signal Flow



需求

1. 能够用来设计复杂的动画
2. 预览动画流畅
3. 学习成本
4. 对开发者友好

Quartz Composer / Origami / Avocado



优点

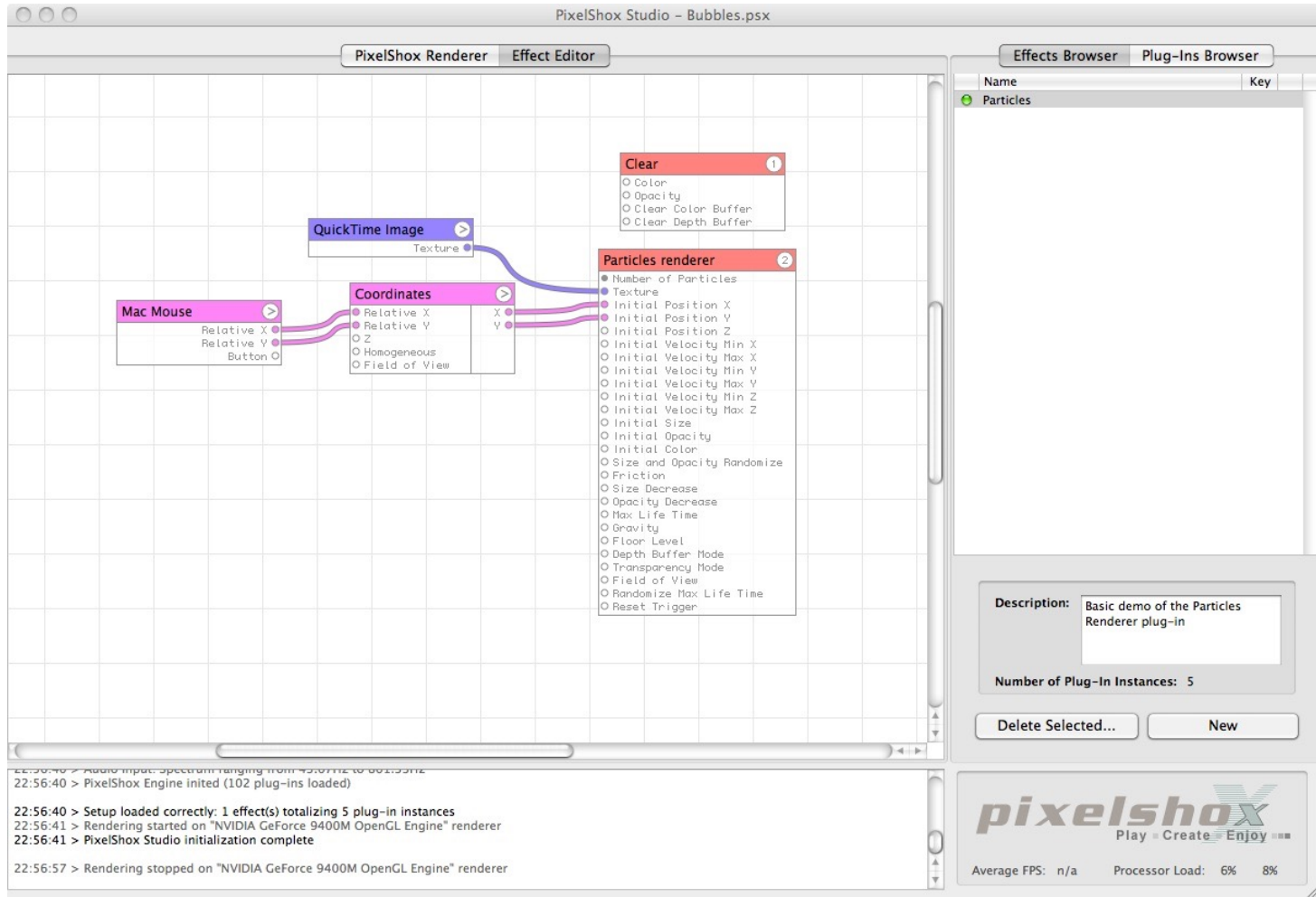
1. 可以设计复杂的动画
2. 具有扩展性
3. 支持代码导出
4. 社区

Quartz Composer / Origami / Avocado



缺点

1. 界面过于复杂 (Noodle Soup)
2. QC 更新几乎停滞
3. **Viewer** 相当耗费 CPU
4. 没有图层面板



Pierre-Olivier Latour

San Francisco Bay Area | Computer Software

Current Famo.us
Previous GitUp, Automatic Labs, ComicFlow / GCDWebServer
Education Stanford University

Send Pierre-Olivier InMail

conn



Software Engineering Manager

Apple

June 2003 – March 2009 (5 years 10 months)

In 2003 Apple acquired my motion graphics technology “PixelShox” (renamed “Quartz Composer”). Over the next few years I built and lead a dedicated team, making Quartz Composer the standard for motion graphics and effects on OS X.

Used by most high-profile clients at Apple (Final Cut Pro, iDVD, iMovie, iPhoto, iChat, PhotoBooth, Apple TV, Apple Stores...), Quartz Composer shipped as part of OS X on every Mac since 2004. As a unique creative tool, it became extensively used for UX prototyping in the Human Interface group at Apple from Time Machine to iPhone / iPad, and even more recently used by Facebook for Facebook home and Paper app.



Apple hires prominent Quartz Composer plugin author

By [Daniel Eran Dilger](#)

Thursday, February 11, 2010, 03:55 pm PT (06:55 pm ET)

Apple has hired Christopher Wright of Kineme Interactive Media, the creator of a variety of Quartz Composer applications and plugins and a consultant for Quartz Composer development, AppleInsider has discovered.

The hiring is an apparent effort to expand the utility of Apple's Quartz Composer, which is a free graphical development tool for building interactive visuals called Quartz Compositions.

+ A -



Quartz Composer

Version 4.6.1 (151.2)

Framework Version 5.1 (334)

Copyright 2005-2014 Apple Inc.

0 points • #

 [Aaron Sagray](#), 1 year ago (edited 1 year ago)

Forget Composer. Apple should just release Mica, because that's what we really want.

5 points • #

 [Tyler Howarth](#), 1 year ago

What's Mica?

1 point • #


 [Aaron Sagray](#), 1 year ago

It's the tool that Apple made for their UI designers to make pretty, interactive interfaces. They also use it to write plugins for Final Cut and the like.

1 point • #

 [John C.](#), 1 year ago

Hmmm... very interesting!

 [Robin Raszka](#), 1 year ago

Exactly, they are no longer using QC that much like it was in the past. All prototyping is now happening in Mica. It's interface is very similar to Flash.

3 points • #

 [Brendan Gramer](#), 1 year ago

"It's also been a poorly kept secret for some time now that Apple has a set of its own advanced prototyping tools. Rumored to be called "Mica," it's a tool Apple created for its UI designers to craft interactive interfaces more easily. Mica is allegedly Quartz Composer's internal replacement, and has been used to create everything from interfaces to Final Cut Pro plugins. I wouldn't be surprised if Mica had a role to play in the creation of iOS 7 and 8."

The above quote is the best I could find for you.

<http://www.smashingmagazine.com/2014/09/19/prototyping-for-better-products-stronger-teams-and-happier-clients/>

Hope this helps.

Cheers, BG

5 points • #



Julie Zhuo

Dec 20, 2013 · 5 min read

Introducing Origami for Quartz Composer

For easier interactive design prototyping



Today, the Facebook design team launched Origami (<http://origami.facebook.com>), a toolkit of patches and examples for Quartz Composer that makes it easier for designers to create interactive prototypes without writing code.

I've talked at length about the importance of investing in the

Neat Effects, No Code Required

Introducing Avocado: A new toolbox for interaction designers

Author

MARCO TRIVERIO

Published

MAY 27, 2014

Reading Time

4 MINUTES

Bounce, swivel, spin. Today's interface design is all about making things move. But the tools we use to create those interactions haven't kept pace with our smart, intuitive enough for a 3-year-old child devices.

As an interaction designer with a software engineering background, I usually bring ideas to life through coding.

For those who don't code, there are tools that offer a less technical approach, such as **Quartz Composer** (a nearly decade old visual programming language) and **Origami** (a new tool built by Facebook that streamlines Quartz Composer).



Joining Google

Team Announcement By Max Weisel

I'm very excited to announce that the RelativeWave team is joining Google to continue the development of Form!

I speak for the team when I say that we're incredibly humbled by what the community has created with Form. We've seen people create designs that we could have never imagined. It's one of the best feelings in the world to see people using your work.

Today, with the help of Google, we're making Form free on the [Mac App Store](#). We want to get Form in the hands of as many people as possible, and this is our first step in accomplishing that goal.



Origami 2

<http://facebook.github.io/origami/>

Feb 25, 2015

Code Export
Pop Animation
Layer
Layer Group
Live Image
Pop Animation
Origami Live
Presentation Mode
Sketch Integration
Keyboard Shortcuts



Avocado 2

<https://github.com/ideo/avocado>

Apr 14, 2015

Draggable Layer
Carousel
Bistable
Card
Dial
Master Detail
Hit Grid
iOS Keyboard
Bluetooth integration
Global Value

AVOCAD[©]



Quartz Composer + Origami 2