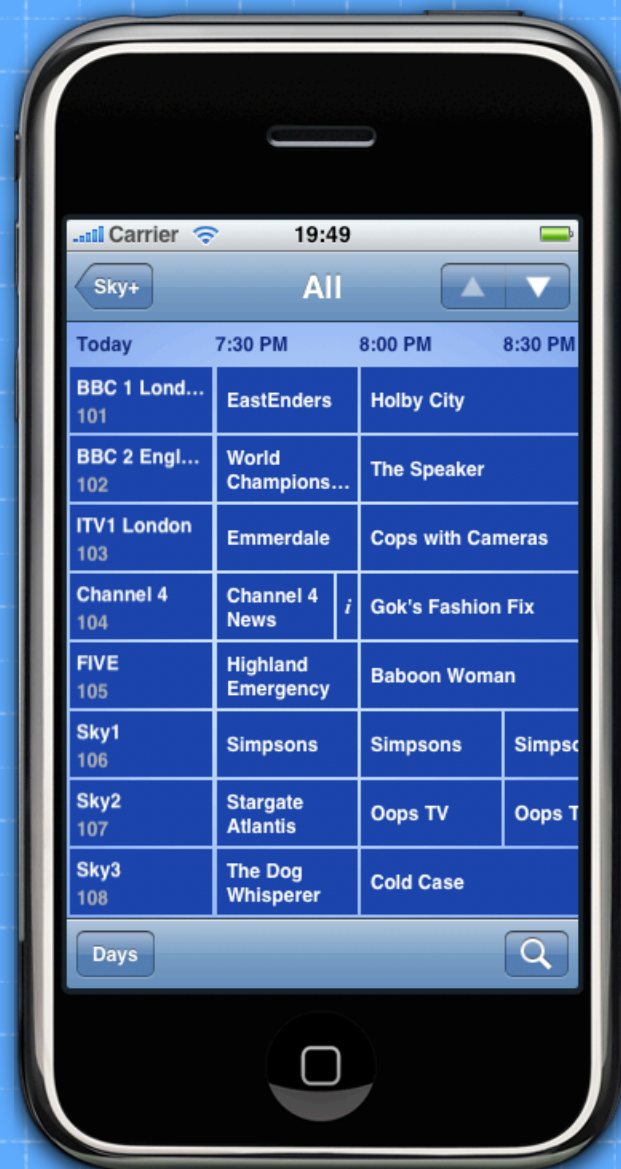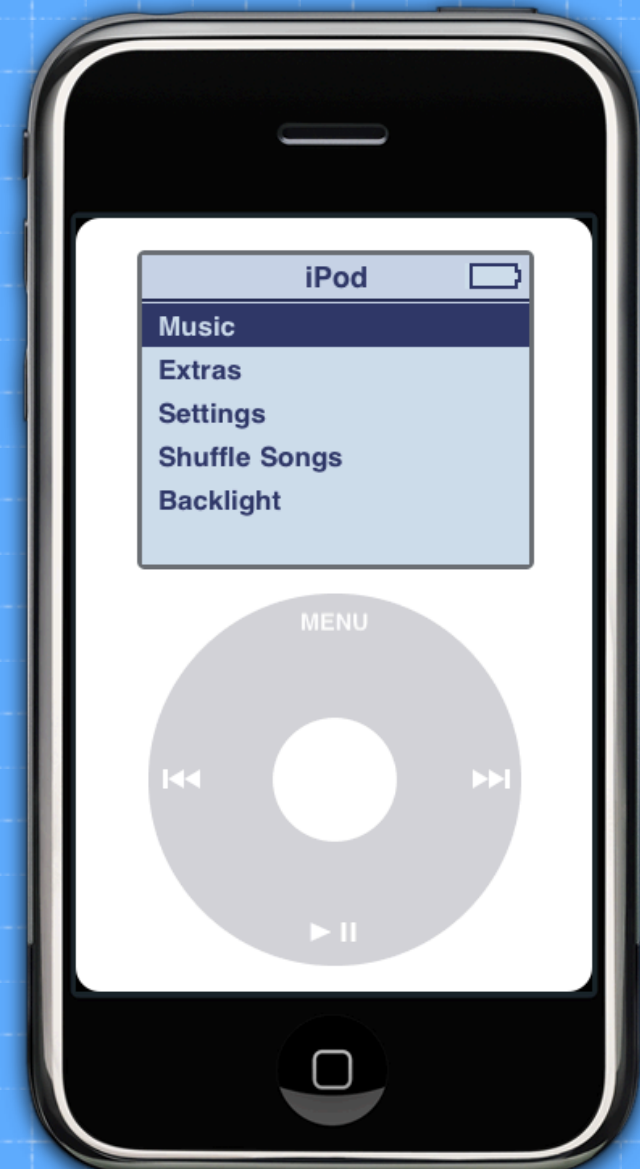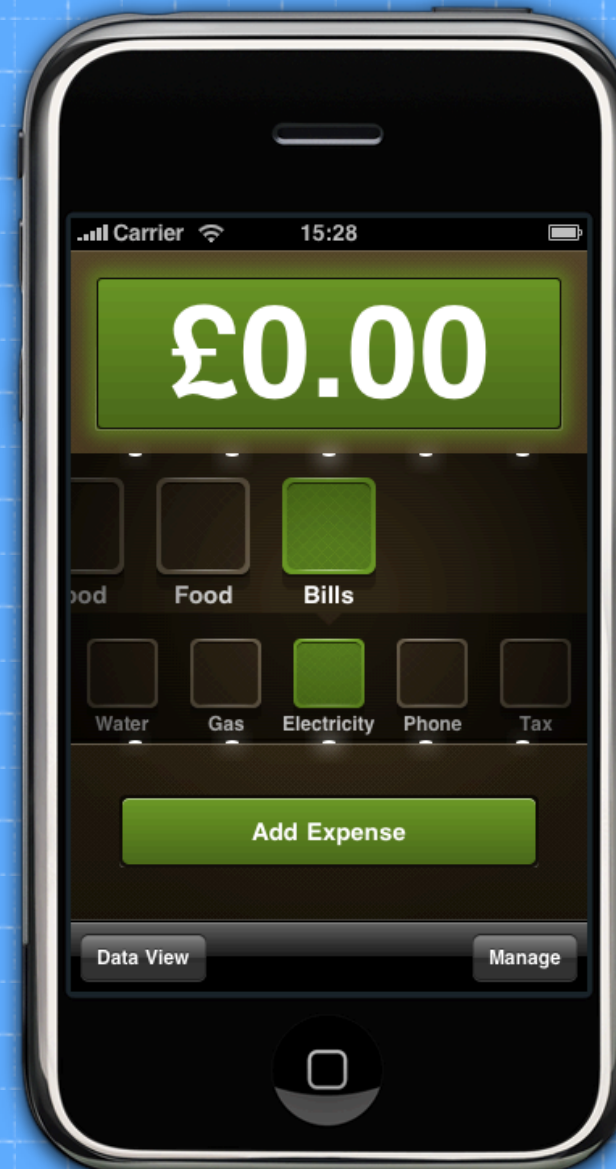# Designing for the iPhone Developer

Daniel Tull

Sky+

Little Spender

Weather Maps

Fourgy

Initial Designs

Designs should:

- include dimensions

- include moving examples

- probably include some basic colours

- allow flexibility, both physically and in design

Include moving flows

Allow the developer to see what motion should be happening.

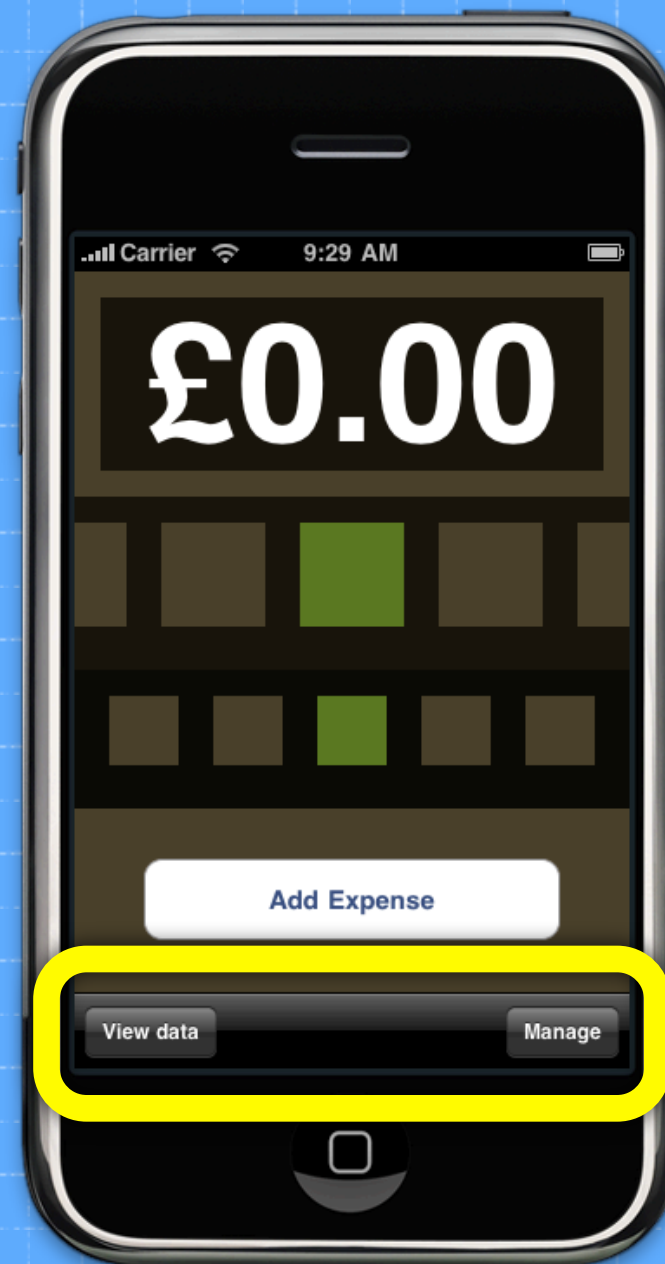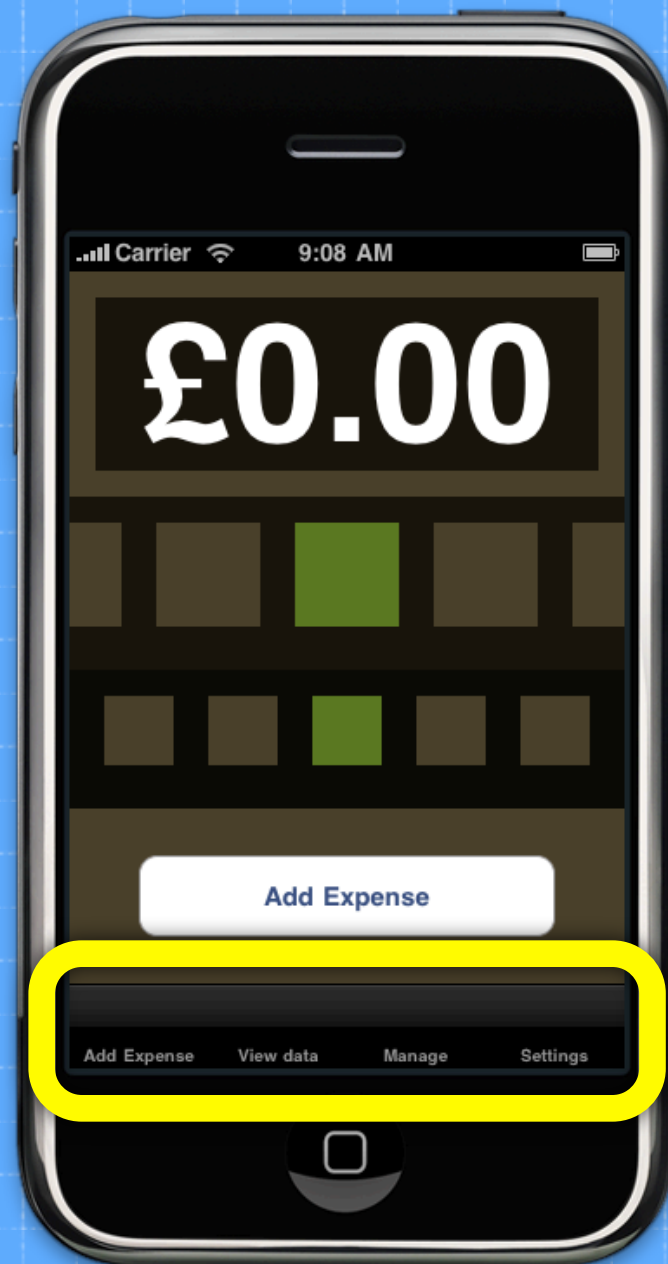Can be in paper form with explanations - video recorded for prosperity.

Flash animations if you have the time and resources.
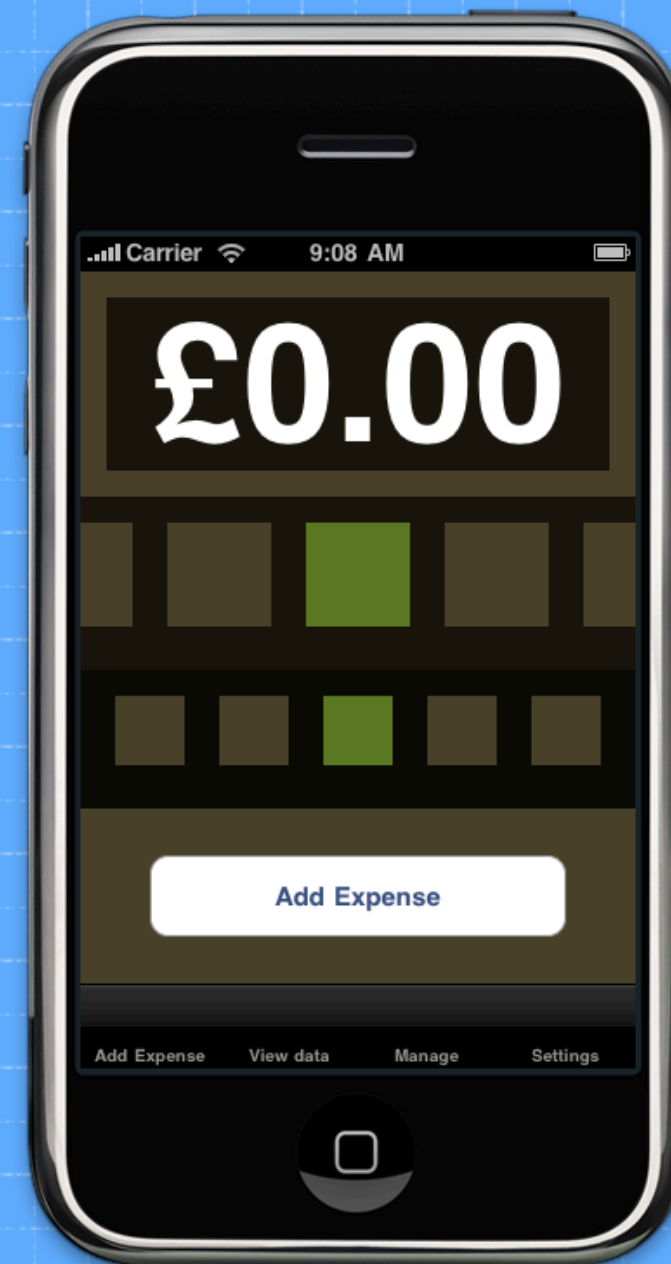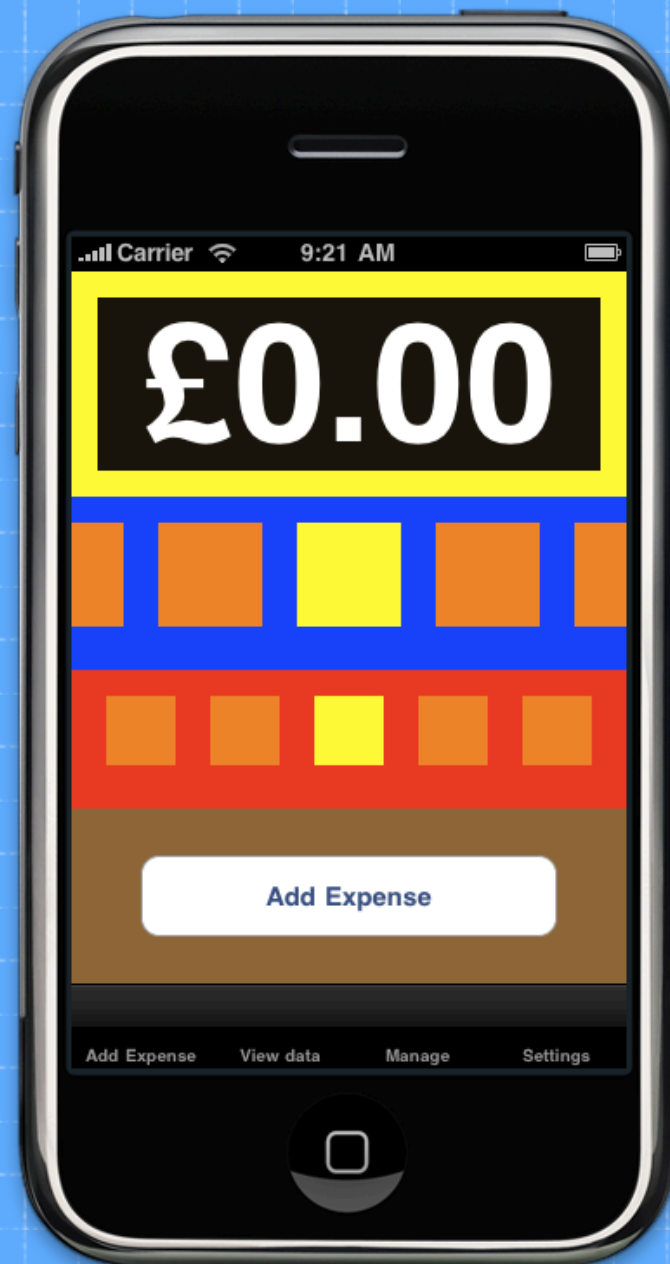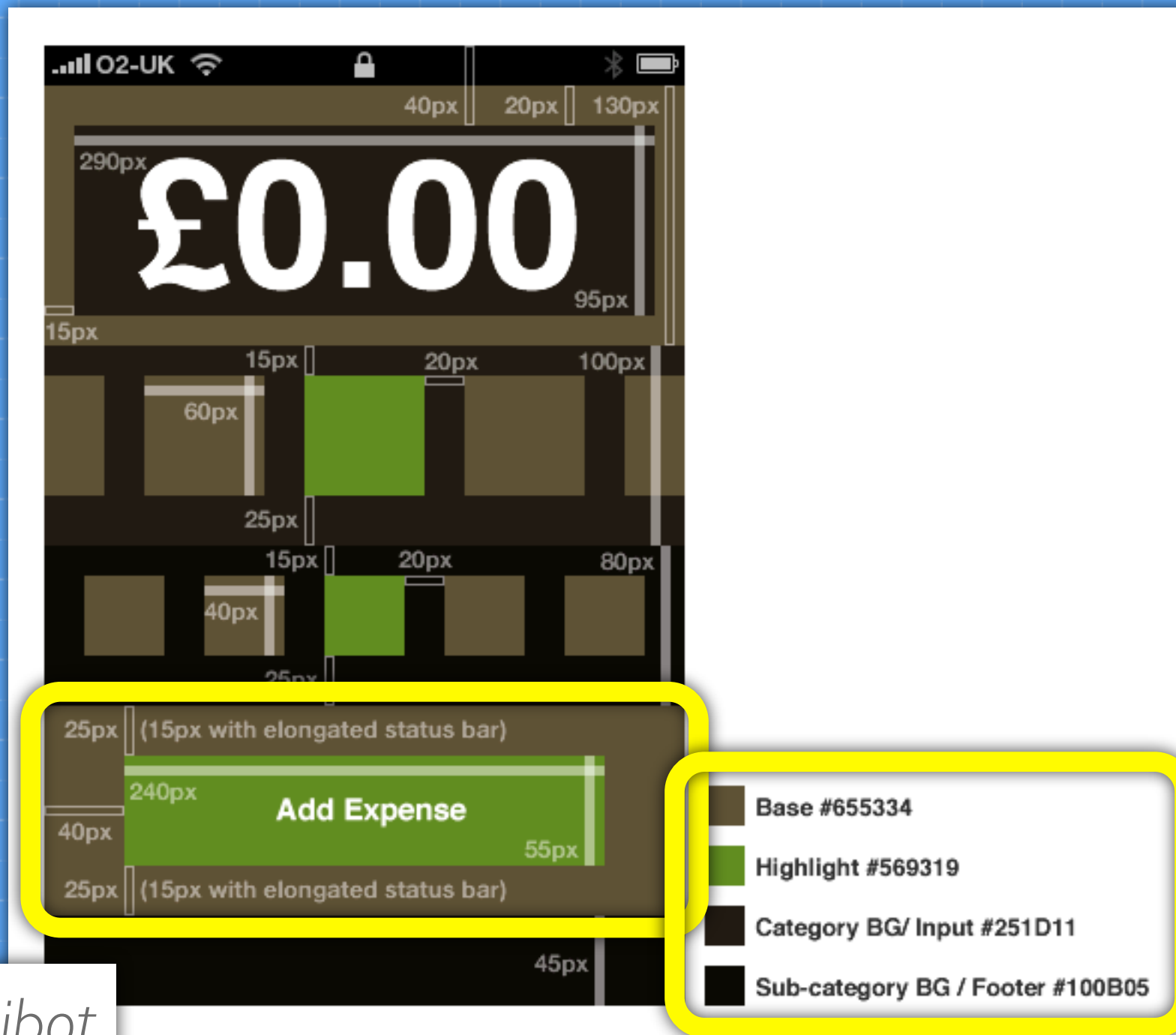
Give some basic colours

Allow for physical flexibility

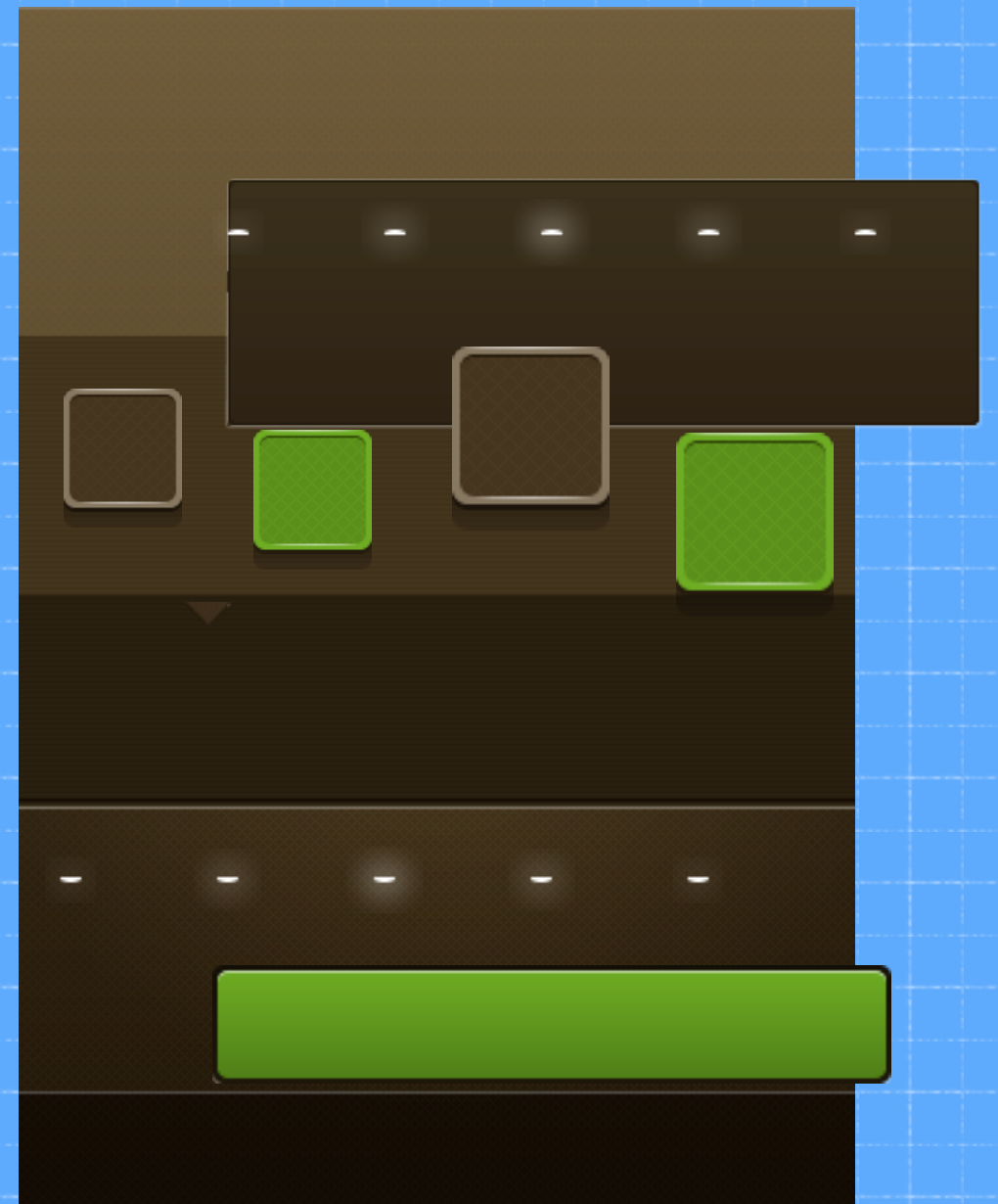Allow for design flexibility
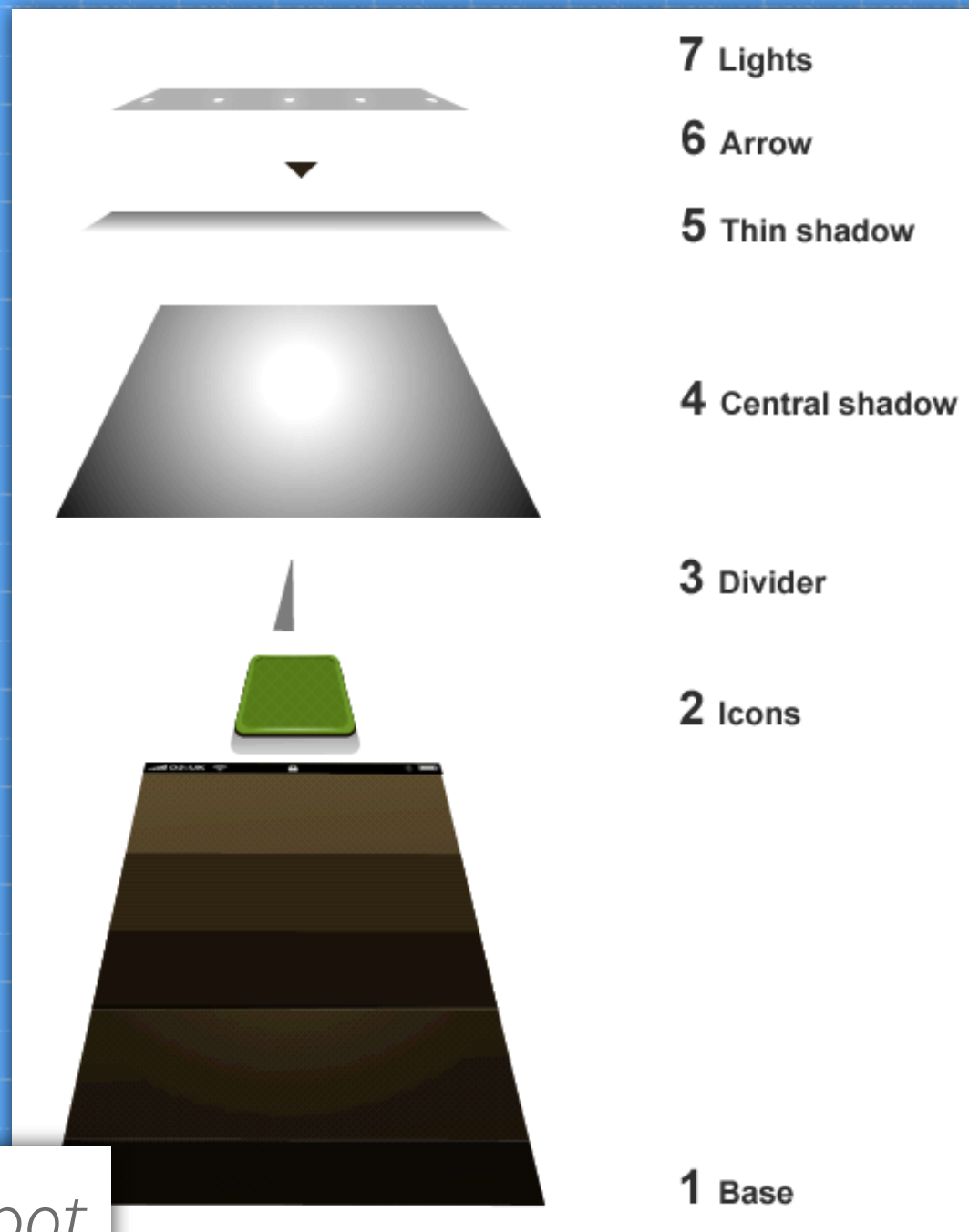
Example Design Document

Courtesy of Ribot

Adding assets

Transparent PNGs

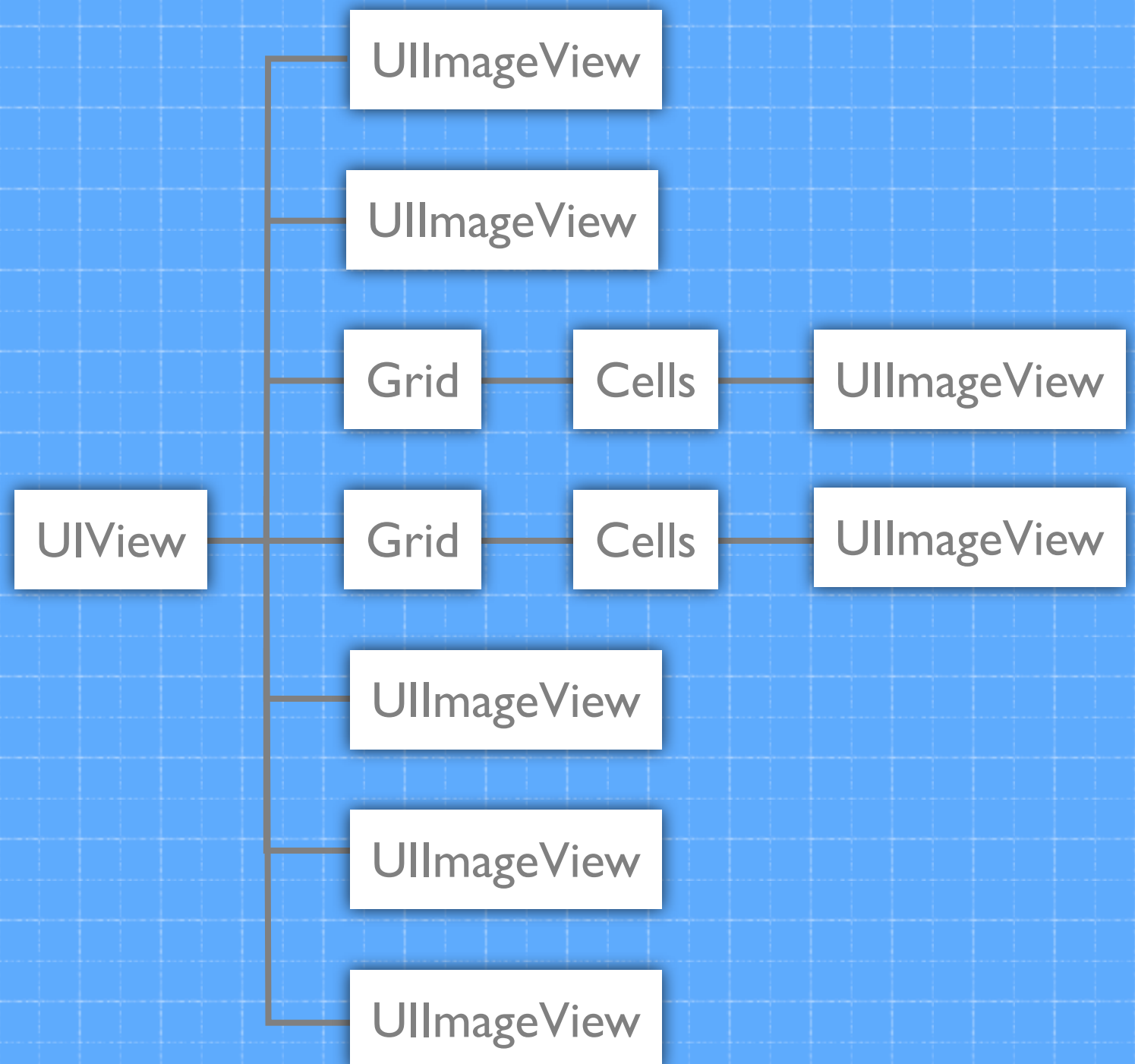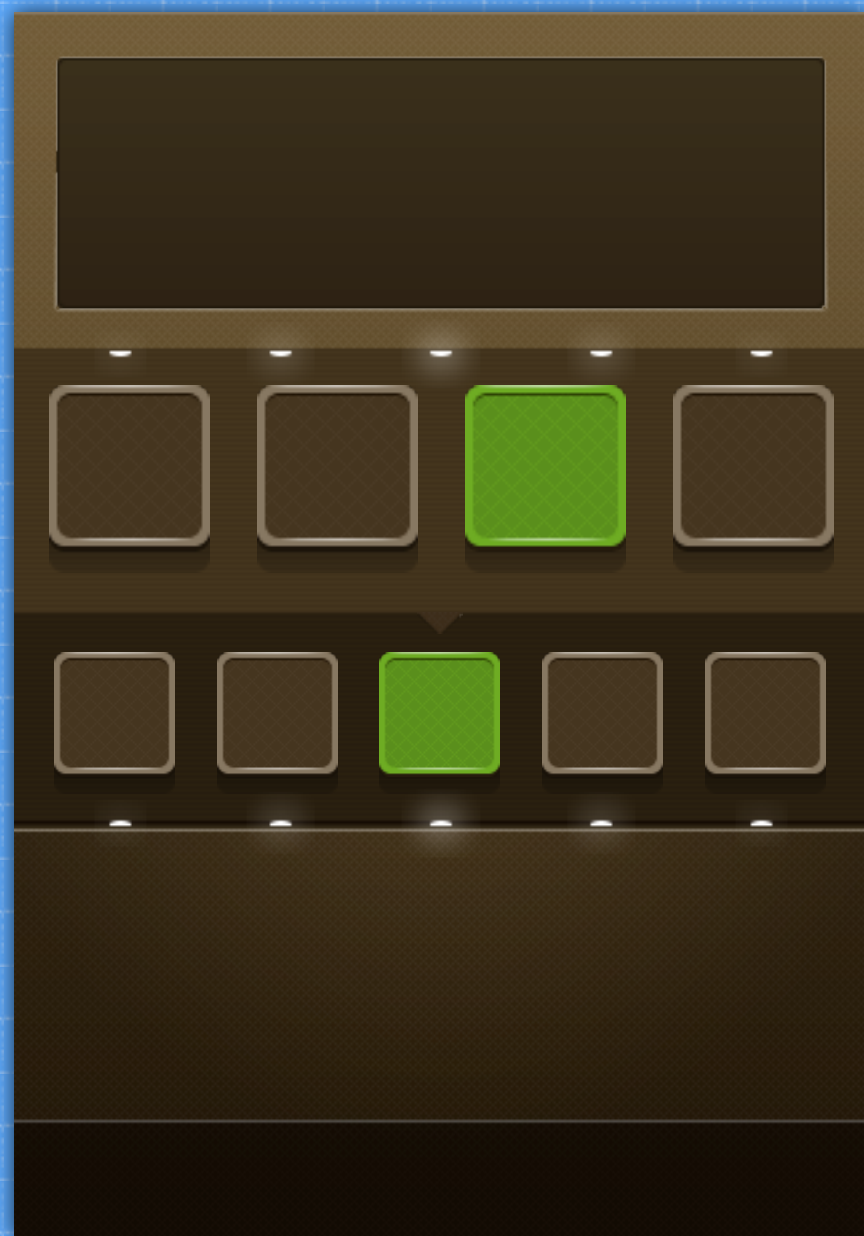- need to be careful as many layers need to be calculated
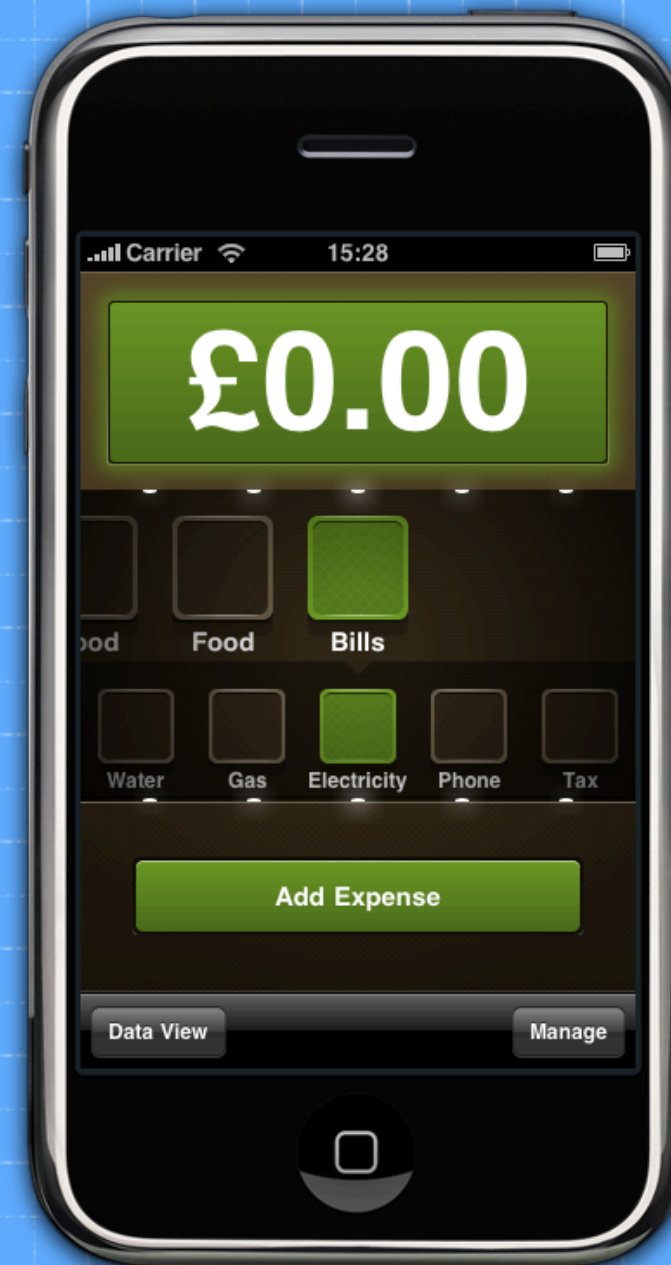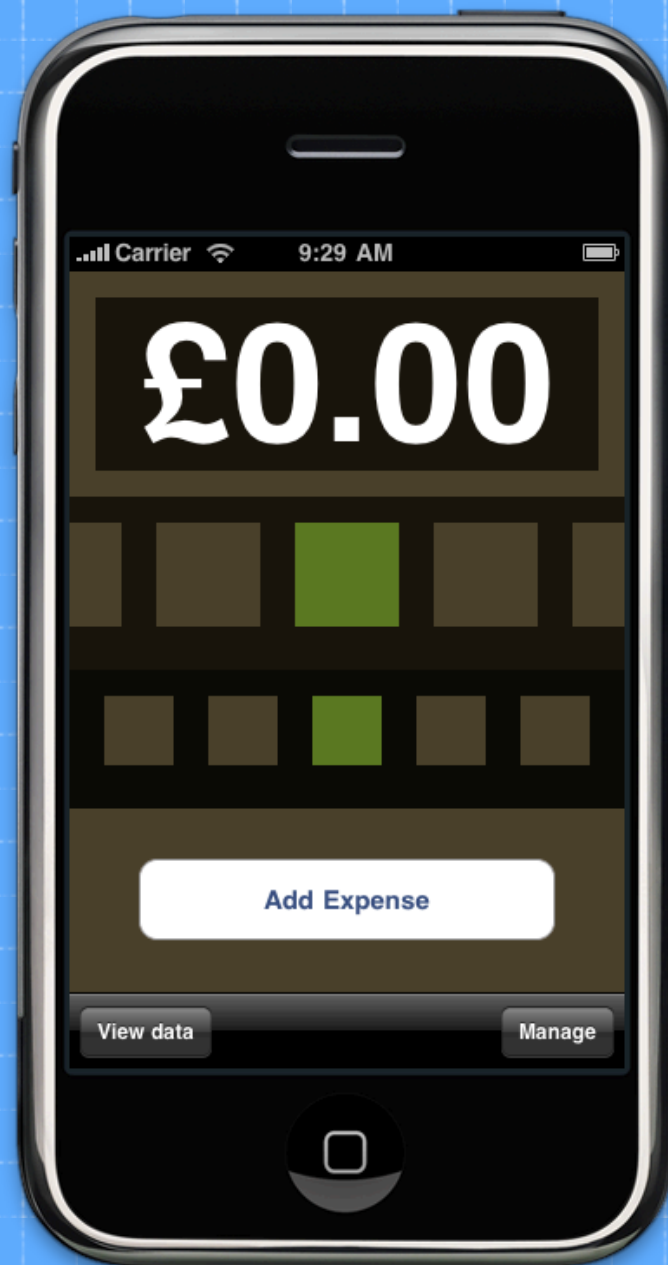
Layering Information

Courtesy of Ribot

Laying out

UIImageView

UIImageView

Grid — Cells — UIImageView

UIView — Grid — Cells — UIImageView

UIImageView

UIImageView

UIImageView

Laying out

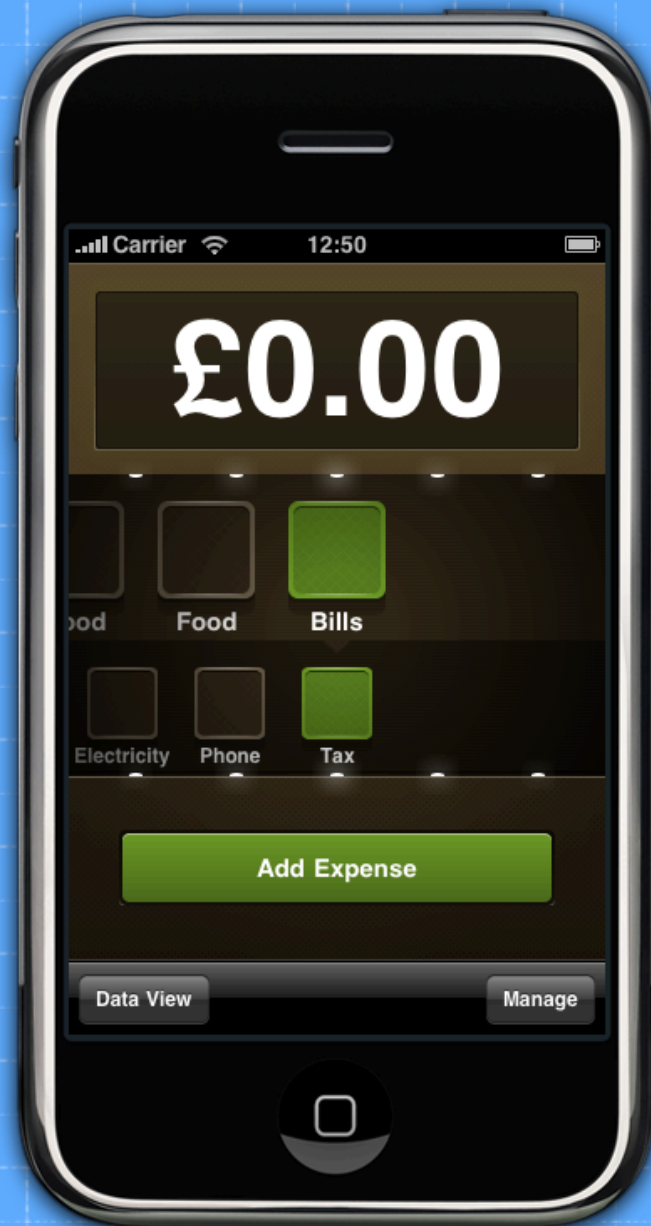# Other Alternatives

Core Graphics: Pros

- faster

- lower memory head

- can be made to resize perfectly

Other Alternatives

Core Graphics: Cons

- can be laborious to code

- can't see it without building the code

DTGridView

DTSwapView

bitbucket.com/danielctull/dtkit

Thank You

dt@danieltull.co.uk

Thanks to Ribot

bitbucket.com/danielctull/dtkit