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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"The design book for iOS developers looking to learn more about the design process"--Cover. Includes index.
Nota di contenuto	""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: So Youa€™ve Got an Idea for an iPhone App, Now What?""; ""Assumptions""; ""Step One: Define your idea""; ""Step Two: Share your idea with peers""; ""Step Three: Compare your app to othersa€?""; ""Step Four: Analyze your findings""; ""Step Five: Store comparative apps for future reference""; ""Step Six: Revise your idea if needed""; ""Summary""; ""Chapter 2: iOS: What You Need to Know""; ""What to Expect in iOS 7""; ""iOS 7 Guiding Principles"" ""Springboard""""Typography""; ""Icons""; ""Bars""; ""Status Bar""; ""Navigation Bar""; ""Toolbar""; ""Tab Bar""; ""Table Views and Table View Elements""; ""Table View Elements""; ""Stock Apps""; ""Mail""; ""Standard Mail Icons""; ""Calculator""; ""Calendar""; ""Weather""; ""Color, Transparency, & Layers""; ""Using Color""; ""Using Transparency""; ""Using Layers""; ""Buttons""; ""Summary""; ""Chapter 3: iOS 7 and Flat Design""; ""The Principles of Flat Design""; ""The Origin of and Other

Uses of Flat Design"; "The Future of Flat Design"; "Incorporating Flat Design into Your App"
"Choosing a Color Palette""Designing Icons"; "Utilizing Space and Templates"; "Defining Buttons"; "Simplifying Forms"; "Determining Typography"; "Evaluating Usability"; "Summary"; "Chapter 4: Getting to Know the User Interface of the iPhone and iPad Design Considerations"; "Use of Gestures in the UI"; "Consistency of Gestures"; "Direct Manipulation of Gestures"; "Abstract Gestures and Feedback"; "Gestures in iOS"; "Tap"; "Double Tap"; "Drag or Pan"; "Flick"; "Swipe"; "Pinch"; "Touch and Hold"; "Shake"; "New iOS Gestures"; "Swipe Up"
"Swipe Down""Swipe Right (In Mail App)"; "The iPad; How Is It Different?"; "Popover View"; "Split View Screen"; "Visual Context"; "User Interaction"; "Onscreen Targets"; "Screen Resolution"; "Universal Apps"; "Icons"; "App Icons"; "Launch Image"; "iPad-Specific Gestures"; "Swipe"; "Four-fingered vertical swipe"; "Pinch"; "Summary"; "Chapter 5: Mobile Design Patterns"; "Registration & Login/Sign-up Forms"; "App Navigation"; "Springboard or Home Screen Patterns"; "List & Table View Patterns"; "Tables"; "Tabs"; "Slide-Out Navigation"
"Image Gallery""Searching and Sorting"; "Tips, Tours, and Walkthroughs"; "Stepping Out of the Box"; "Chapter 6: Using Wireframes to Design Your App"; "What Is a Wireframe?"; "Tools for Wireframing"; "Why Are Wireframes Important?"; "The Wireframing Process"; "Focus on Usability"; "Try Various Layouts"; "Outline User Flow"; "Define Use Cases"; "Add Wireframe Details"; "Share Wireframes for Feedback"; "Create Prototypes"; "Clients and Wireframes"; "Summary"; "Chapter 7: Designing Your Visual Assets with Adobe Photoshop"; "Some Photoshop Basics"
"Prepping for Retina"

Sommario/riassunto

Learn Design for iOS Development is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. Learn Design for iOS Development guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.
