

Animation

for the Web

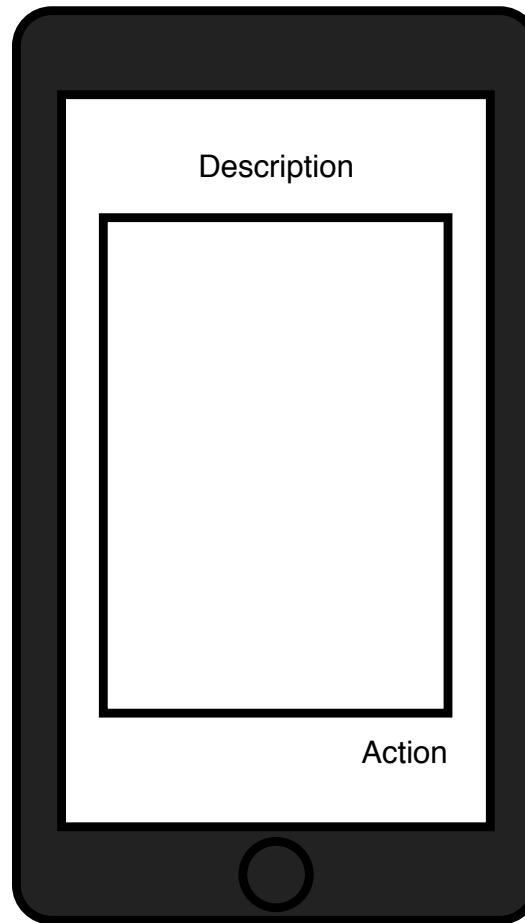
06-A Assignment

User Interface Design Prototype

<p style="text-align: center;">Target</p> <hr/> <p>Who: is the target audience? Brides</p> <hr/> <p>Why: What is the item's job? Inform about dresses</p> <hr/> <p>What: Define the company's personality</p>	<p>Business Type and Name: We are Recipe Wedding Dresses</p>	<p>What is the company's personality? Elegant, Beautiful, Luxury</p>	
<p style="text-align: center;">Plan</p> <hr/> <p>Where will the item be located?</p> <hr/> <p>What elements will the content item have?</p> <hr/> <p>What are the delivery specifications? examples: aspect ratio / dimensions</p> <hr/> <p>How will you create the item?</p>	<p>What is this a prototype of? Transitions of image examples on iphone</p>	<p>What actions will the prototype show? Different transitions between photos</p>	<p>What are your artboards? What screen / element changes on each one? The change of photos, and information text - what the action is and the description</p>
<p style="text-align: center;">Design</p> <hr/> <p>Attach design thumbnails – graphic detail animation storyboard</p> <hr/> <ul style="list-style-type: none"> • tone / personality • existing brand items • color scheme • typography • graphics • images 	<p>Styling: tone and personality? Modern and simple</p>	<p>Color scheme? Pale blues and various greys</p>	<p>What type of animation? fade, push, slide, pop?</p>
<p>What brand items will be used? Images and colors</p>	<p>Typography? Sans Serif, Medium font size, grey</p>		
<p>HOW WILL YOU CHANGE THE UI KIT TO YOUR STYLING / TONE? Didn't have to use the ui kit, kept everything fairly simple and easy to use. Easy to navigate</p>			

InVision Studio Artboard MAP

Wireframe each screen with an artboard and connect with transitions



Each art board will have the photo and text in the same place and the background will remain the same color throughout

The only thing change is what the text actually says and the image itself

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Purpose	Animation Object	Interaction Type(s) primary and secondary	What Changed	Motion Type	consistent	learnable	predictable
VISIBLE Cue / Indicator	button	VISIBLE Cue / Indicator	Original item	fade in / fade out			
	background		on /off	slide			
What actions are available	graphic	on load	switch content	bounce			
	Icon	mouse over / touch	state change:	jiggle			
Task sequence	shape	click / tap	position	rotation			
Lead through interaction	image	swipe	scale	flip			
		drag	color				
What is the situation			opacity				
FEEDBACK Reaction to Action		Feedback-secondary Reaction to Action	shape				
Where I am		Activation happened	Secondary item added				
What is happening		Something is Loading	Secondary item change				
What just happened		Error					
outcome/result		Correct					
What is next?		Done					

Interface item:			Studio Artboard Name:				
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
Transitions	Text and Image	Primary	Text and Image	Slide Left	Placement		

Interface item:			Studio Artboard Name:				
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
Transitions	Text and Image	Primary	Text and Image	Slide Down	Placement		

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Interface item:				Studio Artboard Name:			
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
Transitions	Text and Image	Primary	Text and Image	Slide Up	Placement		

Interface item:				Studio Artboard Name:			
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
Transitions	Text and Image	Primary	Text and Image	Tap (Fade In)	Placement		

Interface item:				Studio Artboard Name:			
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
Transitions	Text and Image	Primary	Text and Image	Slide Right	Placement		

Interface item:				Studio Artboard Name:			
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
Transitions	Text and Image	Primary	Text and Image	Double Tap	Placement		