

SKETCHING

VISUAL THINKING

POWER TOOL



WHO IS MIKE ROHDE?



PRINT DESIGNER



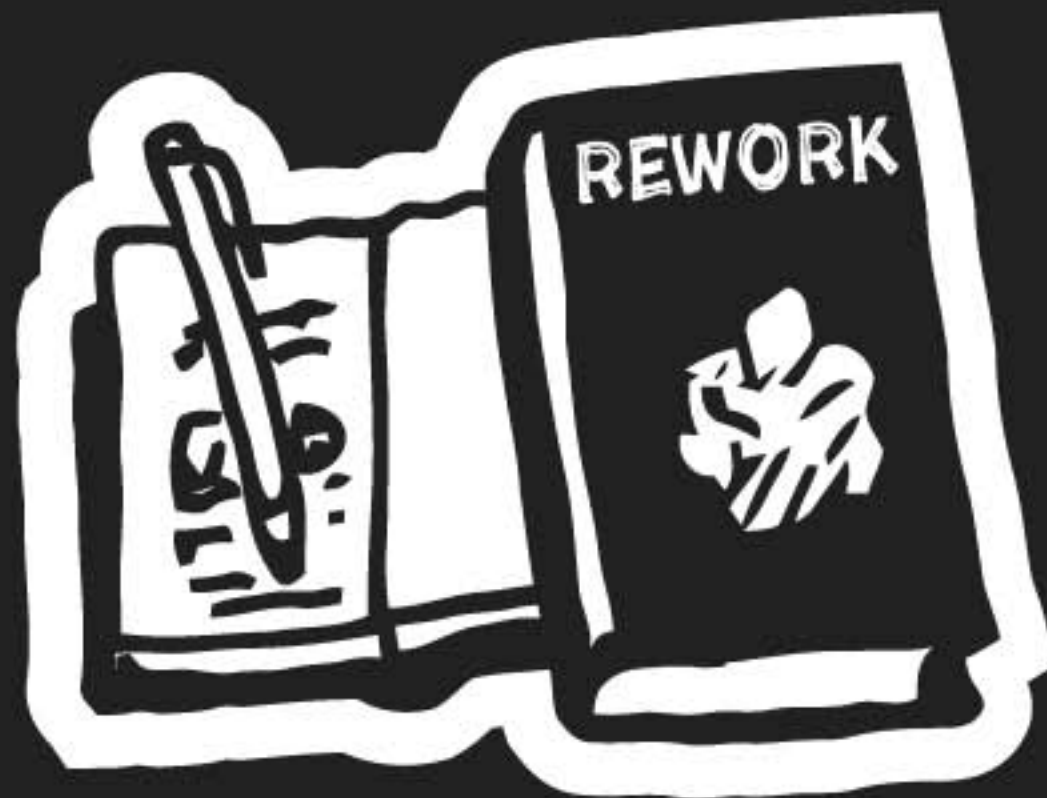
WEB DESIGNER



UI DESIGNER



SKETCHNOTER



DESIGNING
PEAR NOTE
MAC



Untitled



0:00:00



Review Notes

•Video, audio, PDF

•Timeline- easy navigation|

▼ Recording Options

☒ Record Audio

☐ Record Video

▼ Audio



☒ Preview

▶ Video

▼ Slides

Test Slide

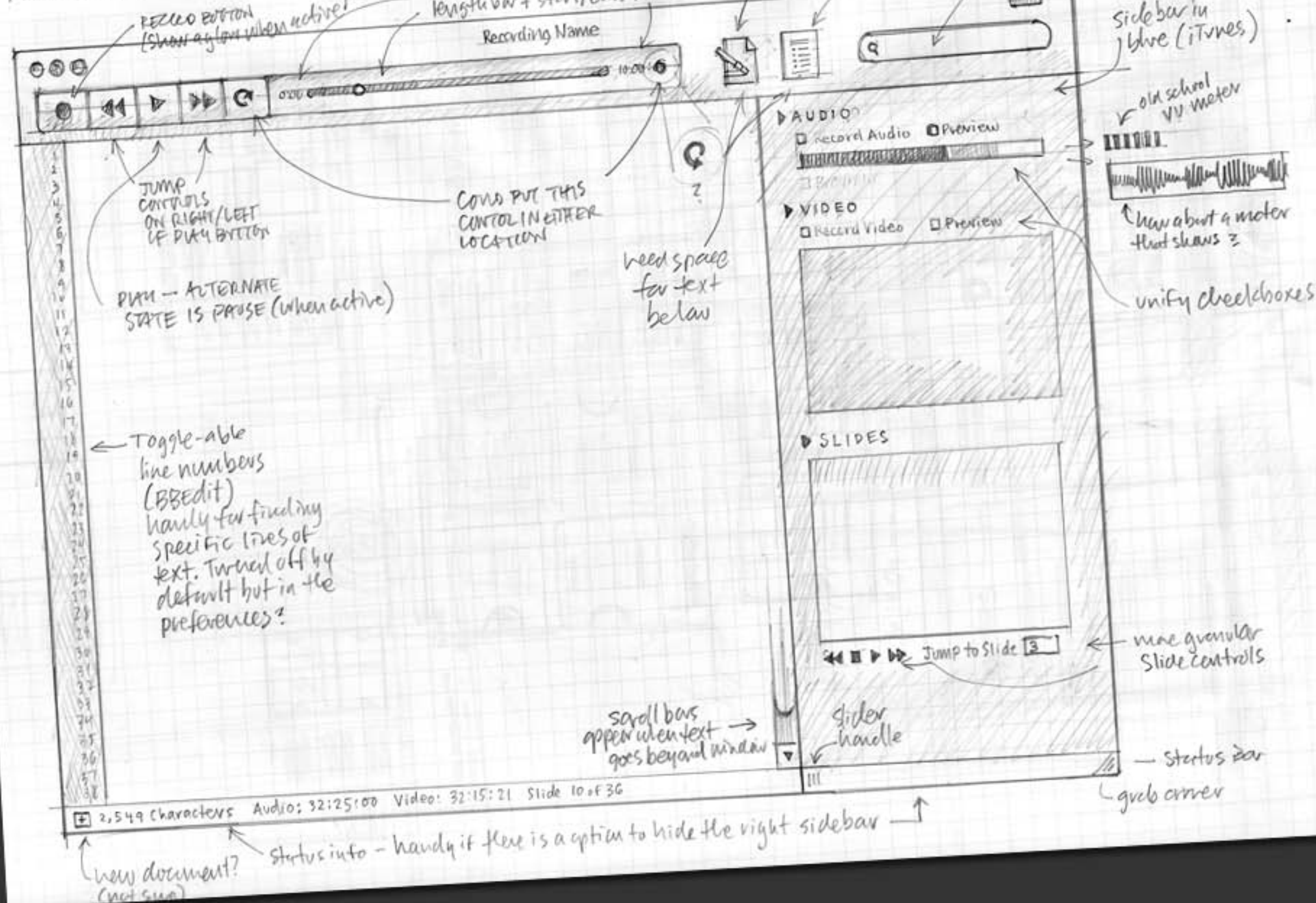
For Peer Note Review

Slide: 1 / 1

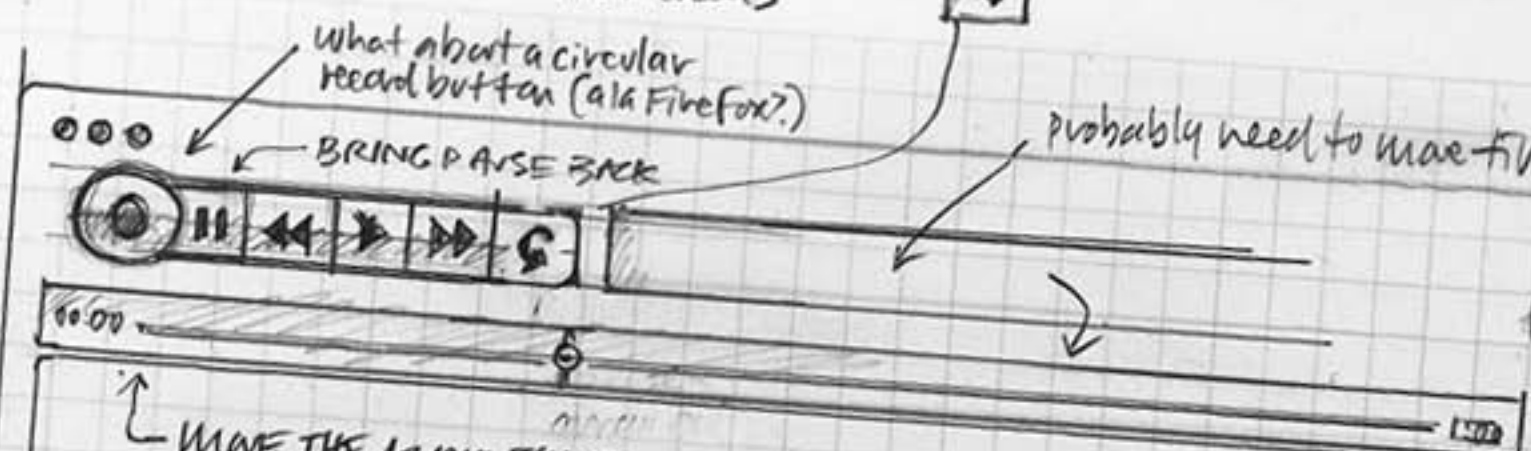
Prev

Next

PEAR NOTE WIREFRAMES v1



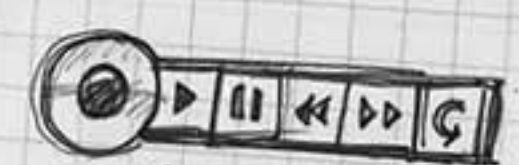
PEAR NOTE - Audio Control Ideas



↑
 MOVE THE AUDIO TIMELINE INTO THE
 TEXT-EDITING AREA TO ALLOW FOR
 MORE HORIZONTAL SPACE.



SEPARATED ICONS?
 would allow re-adjustment
 by the user.



↑ ↑ ↑ ↑ ↑
 rec play pause ffw reload
 vwd



Sketching as a Tool

Record

Play

Pause

REW

FFW

Jump

Highlight

Quick List

Share

Notes Search

0:00:03

-0:00:06

Speed - 1x

Unlock to modify text

Auto-scroll

Sketching, The Forgotten Design Tool

Designers have a wide range of software tools at our disposal – yet one tool is available to everyone, regardless of experience, reputation, software platform – sketching.

As kids, we spent hours drawing and sketching ideas. Drawing was our way to capture thoughts, explore ideas and share those ideas with others. Sketching is still buried deep inside every one of us, waiting to be released as a design tool.

When tight deadlines and busy schedules put the pressure on, I feel temptation to jump to the computer to solve my design and development problems. I've learned to resist these temptations, because I know when I sketch out ideas on paper I find the space to sketch and think helps me solve problems before getting technical.

Why the emphasis on sketching as a tool? Because sketching offers a way to explore a variety of ideas quickly, consider options outside of the standard ways we tend to go, and can invite constructive discussion around ideas which can be stifled by overly-finished work.

In this article I'll share the reasons for considering sketching as a tool, show samples of how sketching has helped my own design practice and references to help make sketching an indispensable design tool in your own design workflow.

I can't Sketch! I'm Not an Artist!

So often I hear "I'm not a good artist" or "I can't draw" when sketching is suggested as a design tool – that's not the point. The artistic quality of your sketching is a distant second to effective exploration and capture of good ideas. An ugly sketch has beauty in its ability to capture a great idea and invite constructive discussion around it.

This is visual thinking we're talking about – with heavy emphasis on the thinking. Give yourself lots of grace and remember it's about ideas not draftsmanship.

Benefits of Sketching

AUDIO

☒ Record Audio

☐ Preview

VIDEO

☐ Record Video

☐ Preview

SLIDES

Jump to

Notes from September 21, 2011

Characters: 9221

Recorded: 0:00:09

icon to cancel

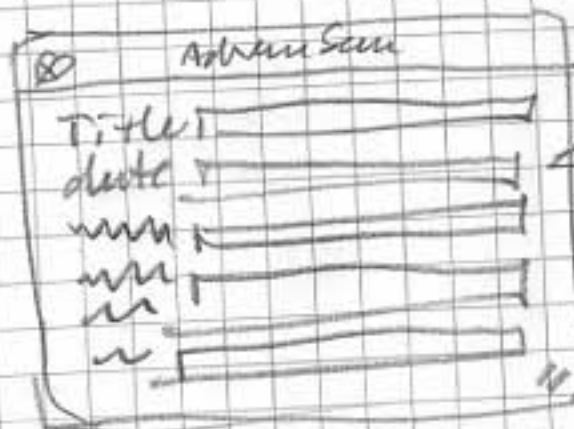
1. Straight search - enter terms and hit return



2. Search results appear in a dark floating window

expand to full screen?

what about an advanced search icon?



specific search criteria RESULTS

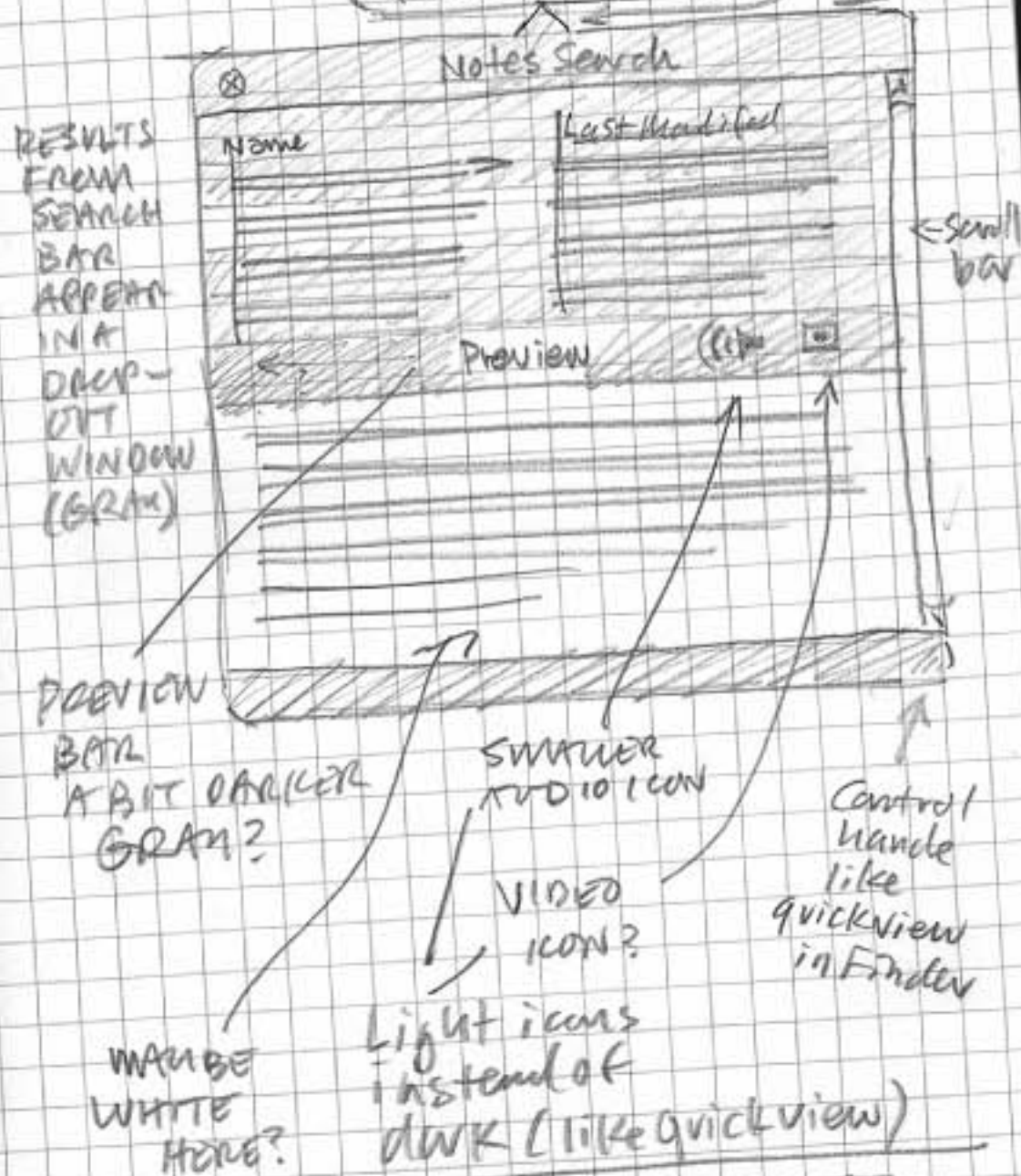
see Postbox for this approach

Peer Note Search Ideas

small magnifying glass

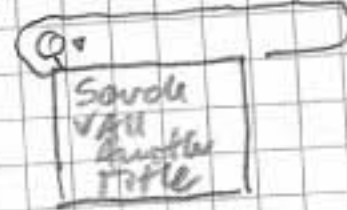
Q search

Pointer? NO odd



iTunes has

Q. dropdown



Record

Play

Pause

REW

FFW

Jump

Highlight

Quick List

Share

0:00:00

Sketching as a Tool

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As kids, we spent hours drawing and sketching ideas. Drawing was our explore ideas and share those ideas with others. Sketching is still buried waiting to be released as a design tool.

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Why the emphasis on sketching as a tool? Because sketching offers a way to quickly, consider options outside of the standard ways we tend to go, and start a discussion around ideas which can be stifled by overly-finished work.

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Benefits of Sketching

As I've developed my design process over the years, I've made sketching a key component. Particularly in web and UI design, where many moving parts of the UI come together, it's critical in the early

REWORK

Note Search Results

Name	Last Modified
Sketching as a Tool	Wednesday, September 21, 2011 11:03:42 PM
SecondConf Preo Notes	Wednesday, September 21, 2011 10:15:31 PM
Illustrating REWORK	Sunday, September 4, 2011 2:43:53 AM
Illustrating REWORK	Sunday, September 4, 2011 2:43:53 AM
Designing Pear Note 2.0	Sunday, September 4, 2011 12:24:37 AM
ALA-Sketching-as-a-Tool	Saturday, September 3, 2011 3:45:11 PM
Sharing-Feature-2010-07-08	Saturday, September 3, 2011 2:40:44 PM
Sharing-Feature-2010-07-08	Saturday, September 3, 2011 2:40:44 PM
Sketching as a Tool	Friday, December 3, 2010 8:56:11 PM Central

Preview

Illustrating REWORK: Part 2 of 2

In part 1 of Illustrating REWORK, I wrote about the start of the project, generating concepts and capturing them as pencil sketches for review and approval. In part 2, I'll go into depth on the process of converting those pencil concept sketches into final production art for the book.

Inking

Using batches of approved pencil sketches, I began inking illustrations for the book. Batching was important for inking the illustrations, as I could get into a groove and knock out multiple pieces at a time. It also provided a consistency of style, important with such a large group of closely related illustrations.

To sketchnote an event, I listen to a speaker and capture ideas live, in real-time, using only a gel pen and a Moleskine pocket sketchbook. On the REWORK project I had the luxury and flexibility of taking a more methodical approach to the final illustrations for the book.

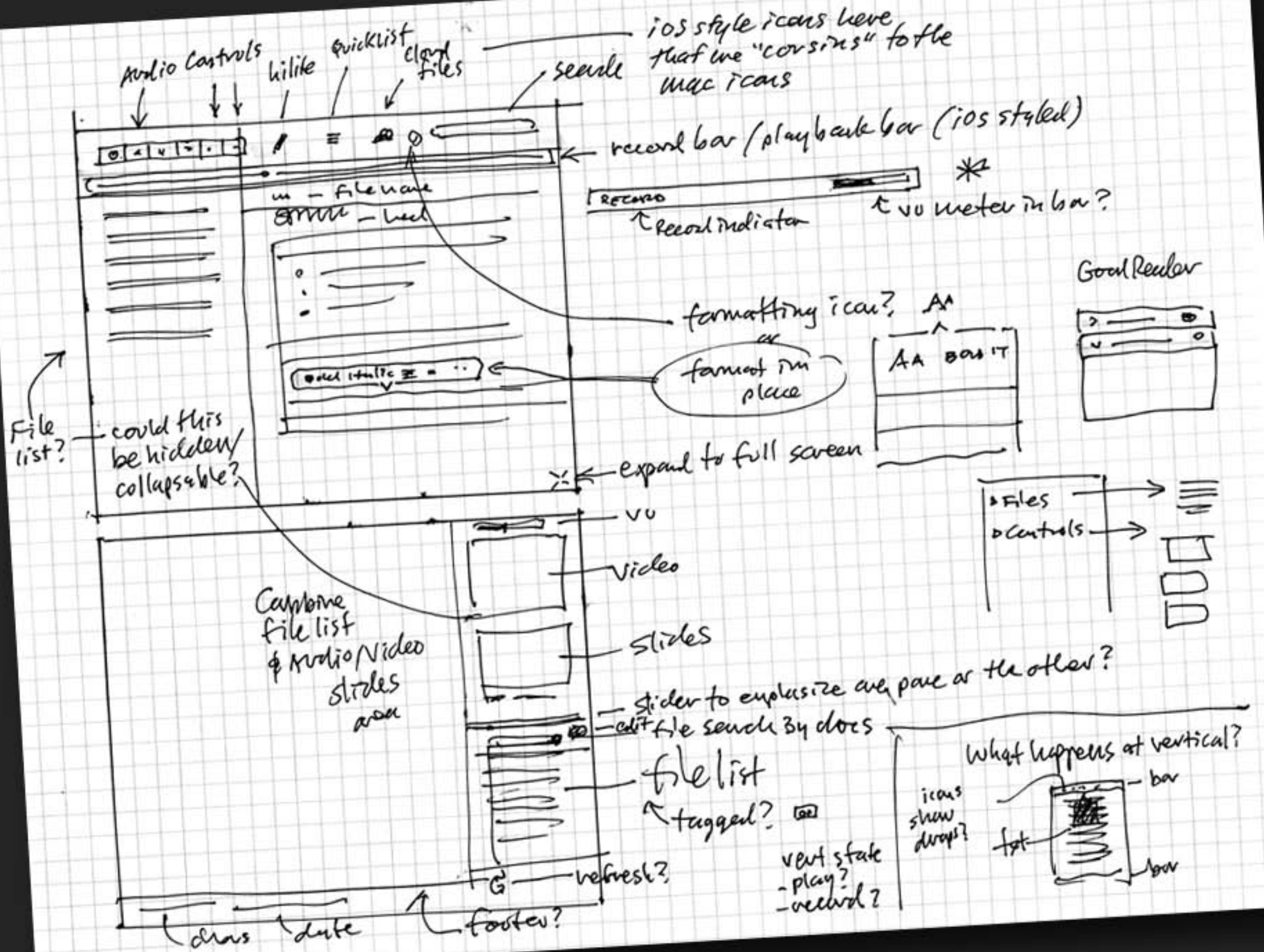
Changes were high that I'd see late, last-minute changes in the publishing

Jump to

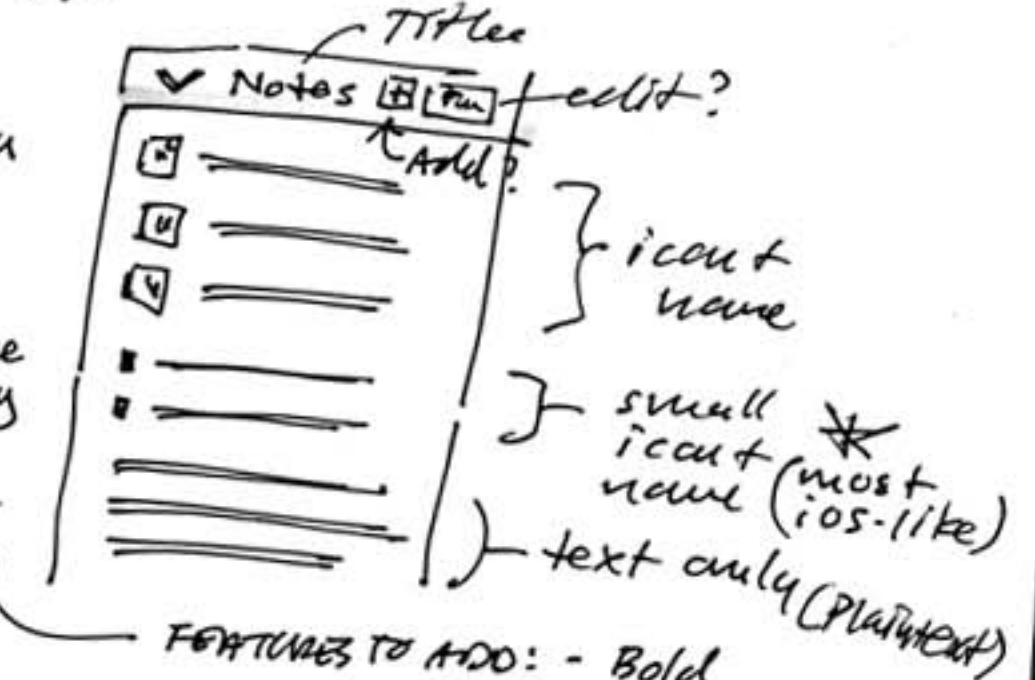
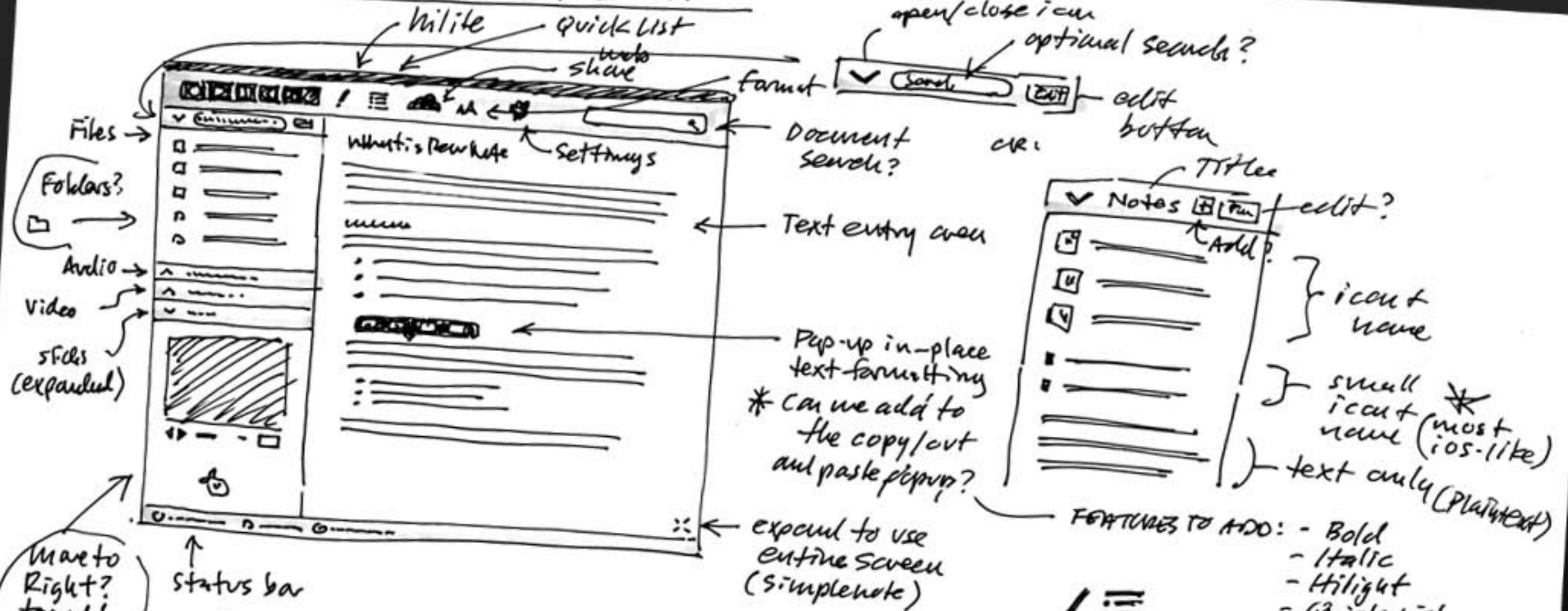
Notes from September 21, 2011 | Characters: 9221 | Recorded: 0:00:09

IT'S ABOUT
QUALITY
IDEAS
NOT ART

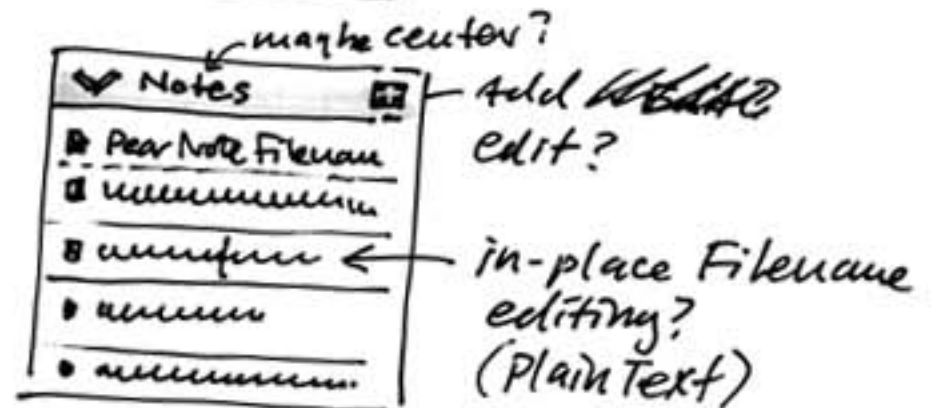
DESIGNING
PEAR NOTE
iPAD

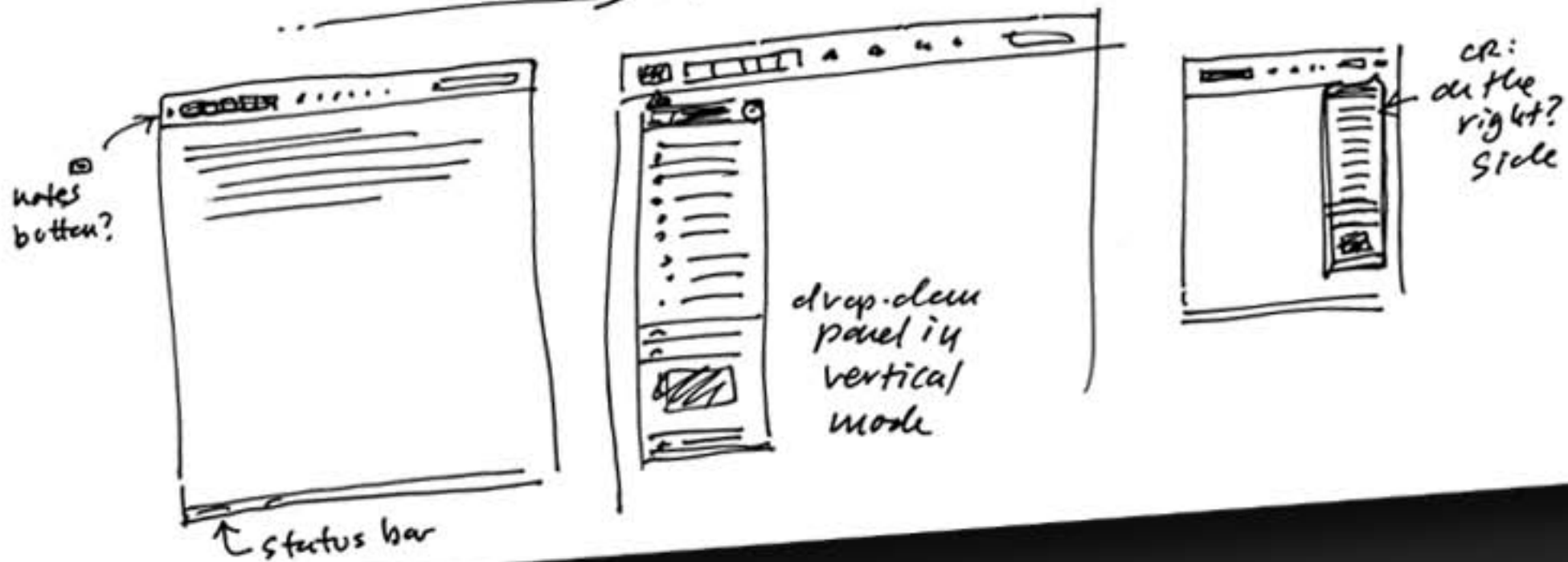
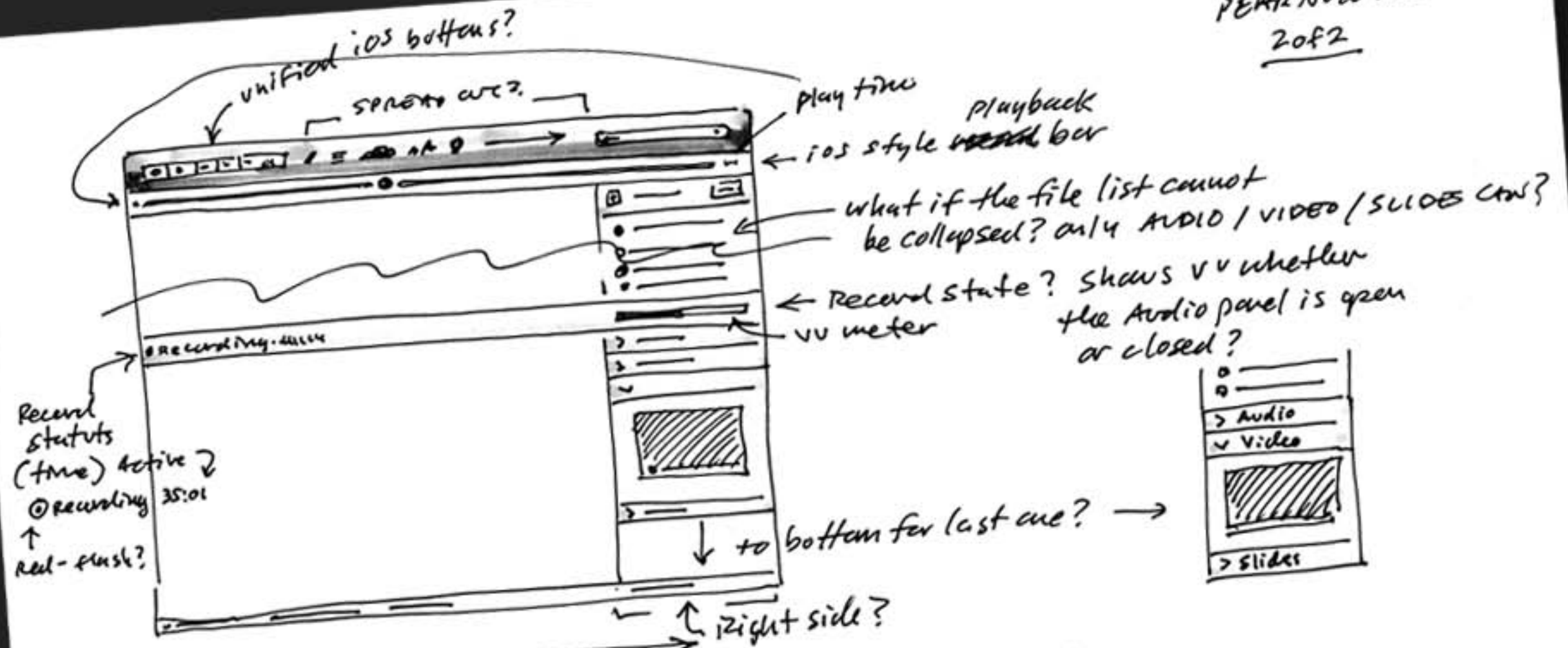


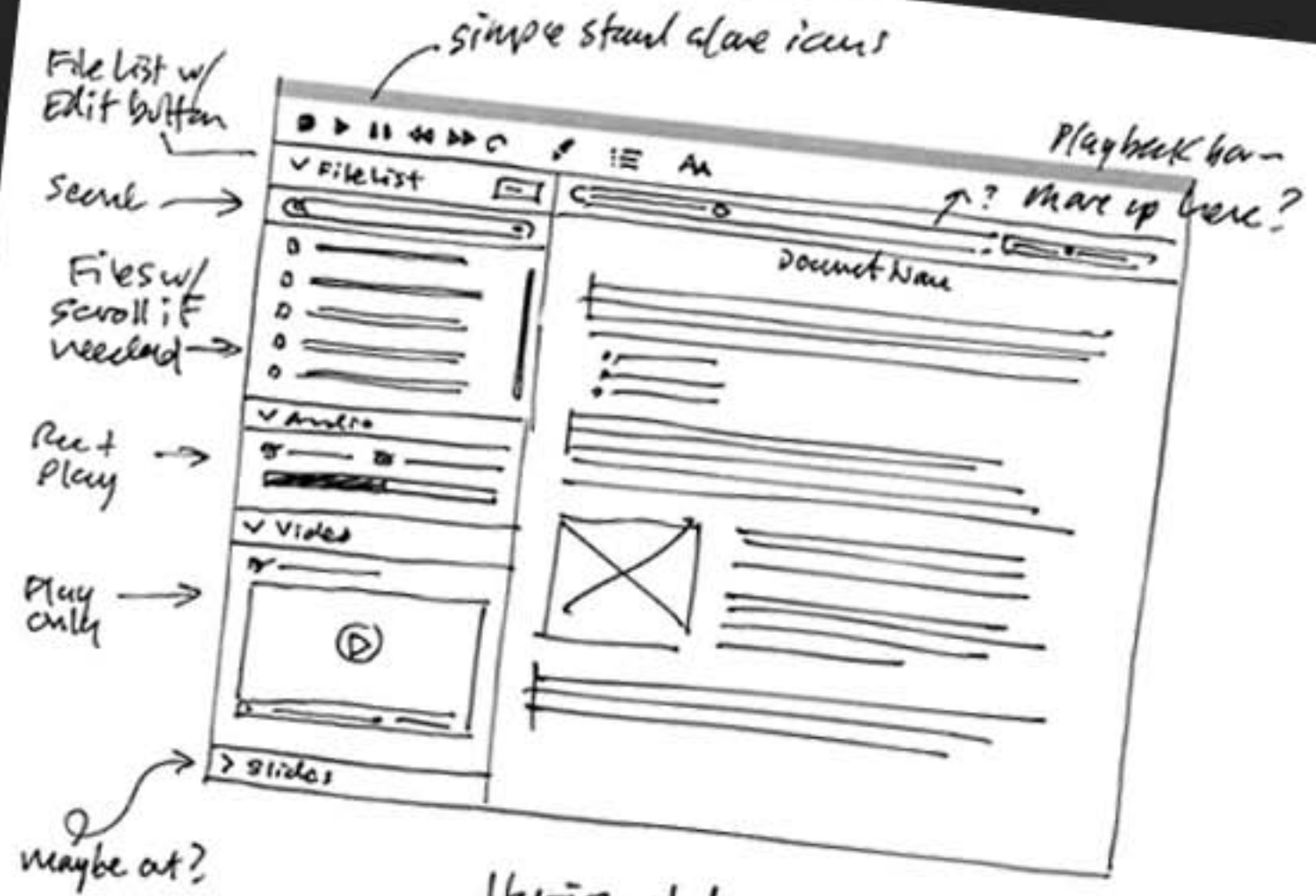
PEAR NOTE for iPad - CONCEPTS 1 OF 2



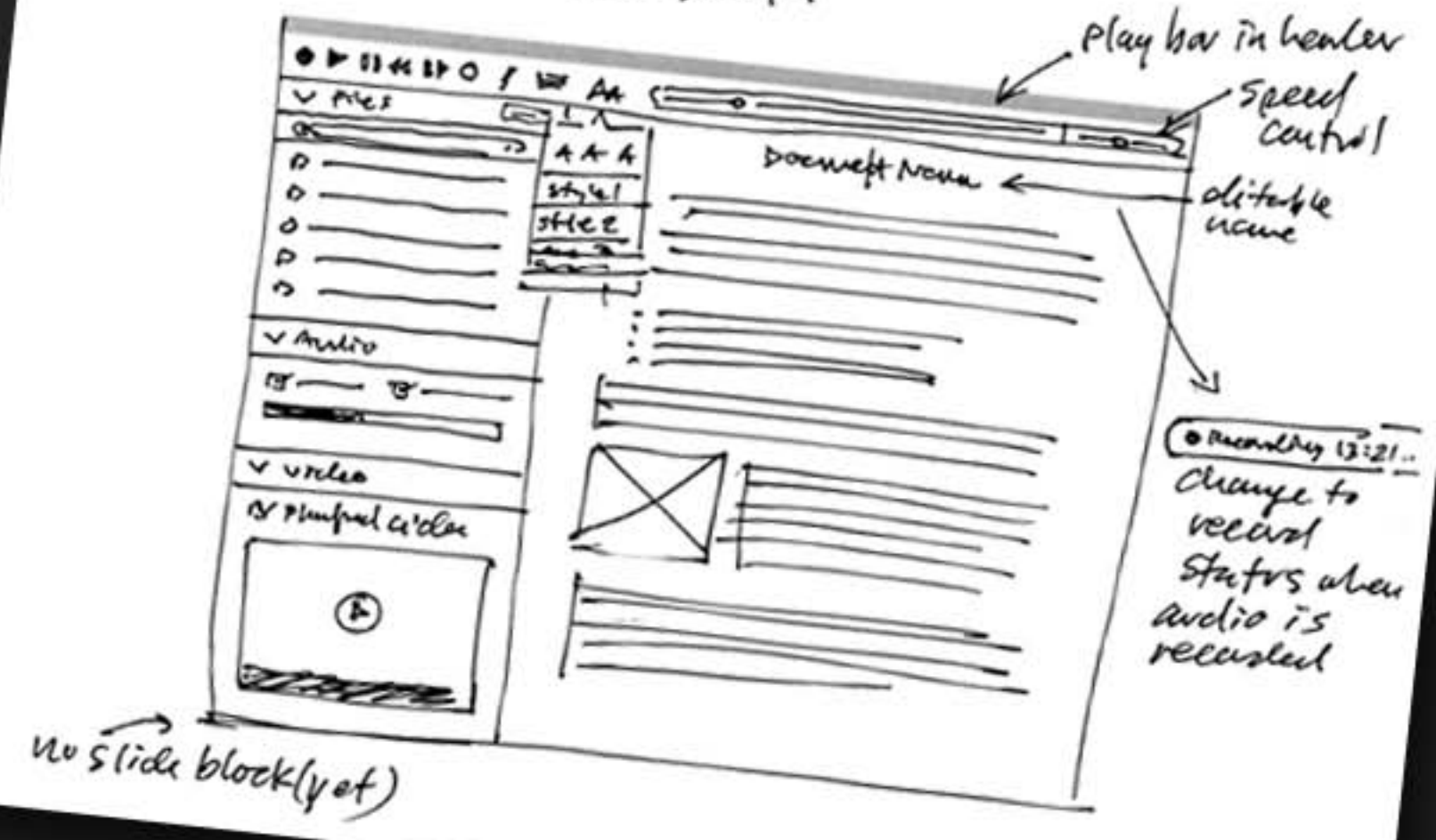
- FEATURES TO ADD:
- Bold
 - Italic
 - Highlight
 - Quick List

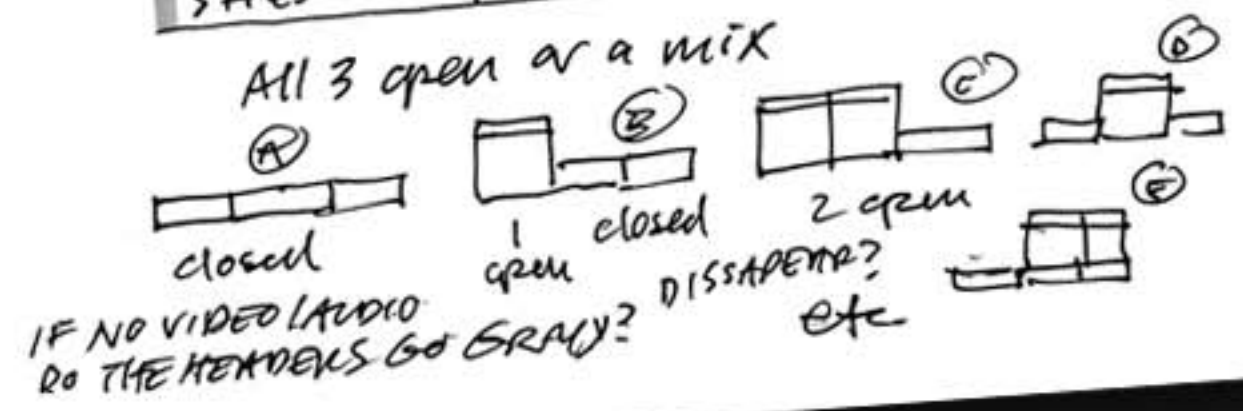
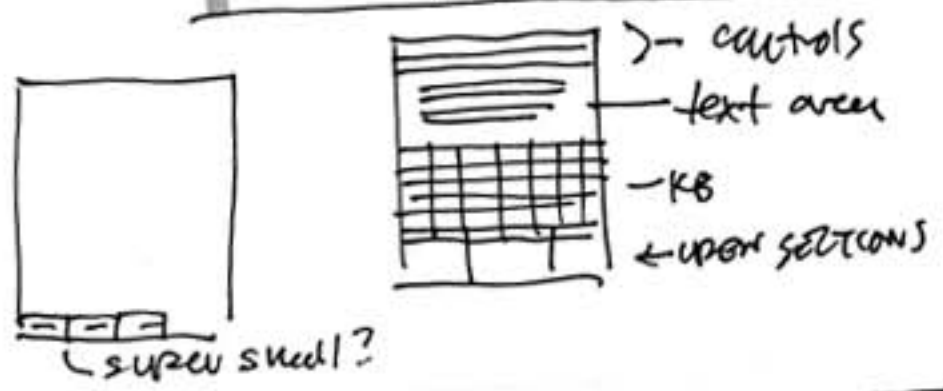
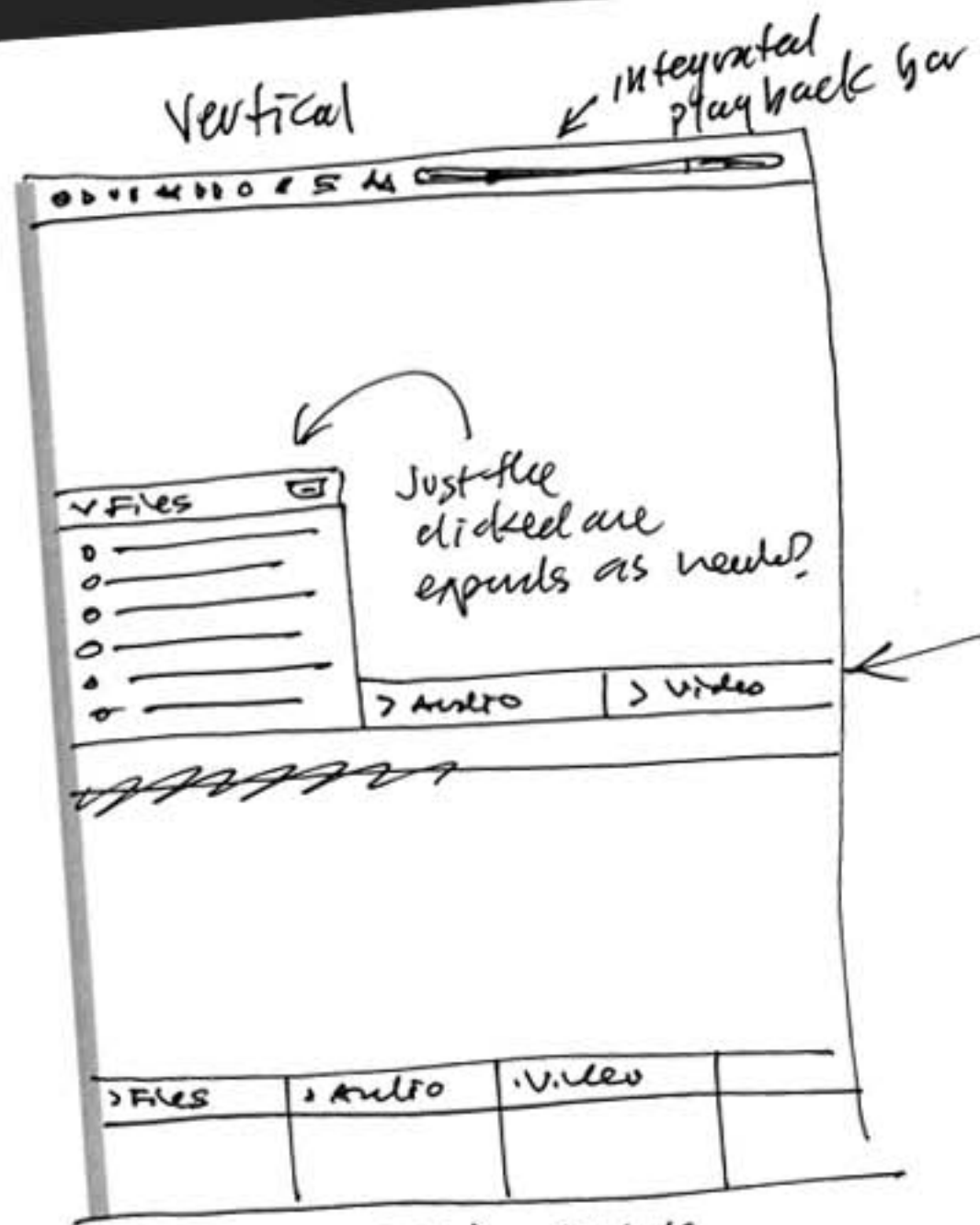






Horizontal



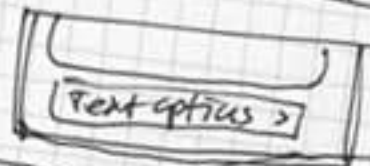




→ Heading / List / Highlight



PAGES



(together)
LIST + TAB



Color GRID SELECTION?

pages
(would we show this many colors?)

Simple

PEAR NOTE iOS ICON CONCEPTS



— move vertical equalized circle shapes make up the pear
possibly the golden ratio for these circles?
crop for bottom and top



darker background to pop the pear out

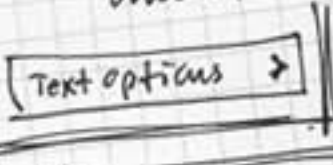


PEAR NOTE iOS FORMATTING MENU WIREFRAMES



maybe just set headers?

is this too much for v1.0?



indent / outdent buttons (toggle)

List style selector

LIST VIEW



"Custom"?

Custom Selector

Pre-selected colors?



Sunday Sermon - Down from the Mountain

Scripture: Exodus 24:12-18 & Matthew 17:1-9

Mountaintop experiences can be tempting to hang on to.

We want to press pause, avoid going back to the real world, and just live in that moment.

Similar reaction to Peter on the mountain. He just wants to camp out and stay a while.

But they couldn't stay on the mountain, they had a journey to take.

We have to face the challenges of the hard stuff, not just stay on the mountaintop.

Can't fast forward from one mountaintop to another, we have to go through the valley.

Life is not a DVR, we have to go through it all.

And that's good. The mountaintop doesn't mean anything without the valley.

Jesus's resurrection is meaningless without the crucifixion.





00:00:00



00:00:09

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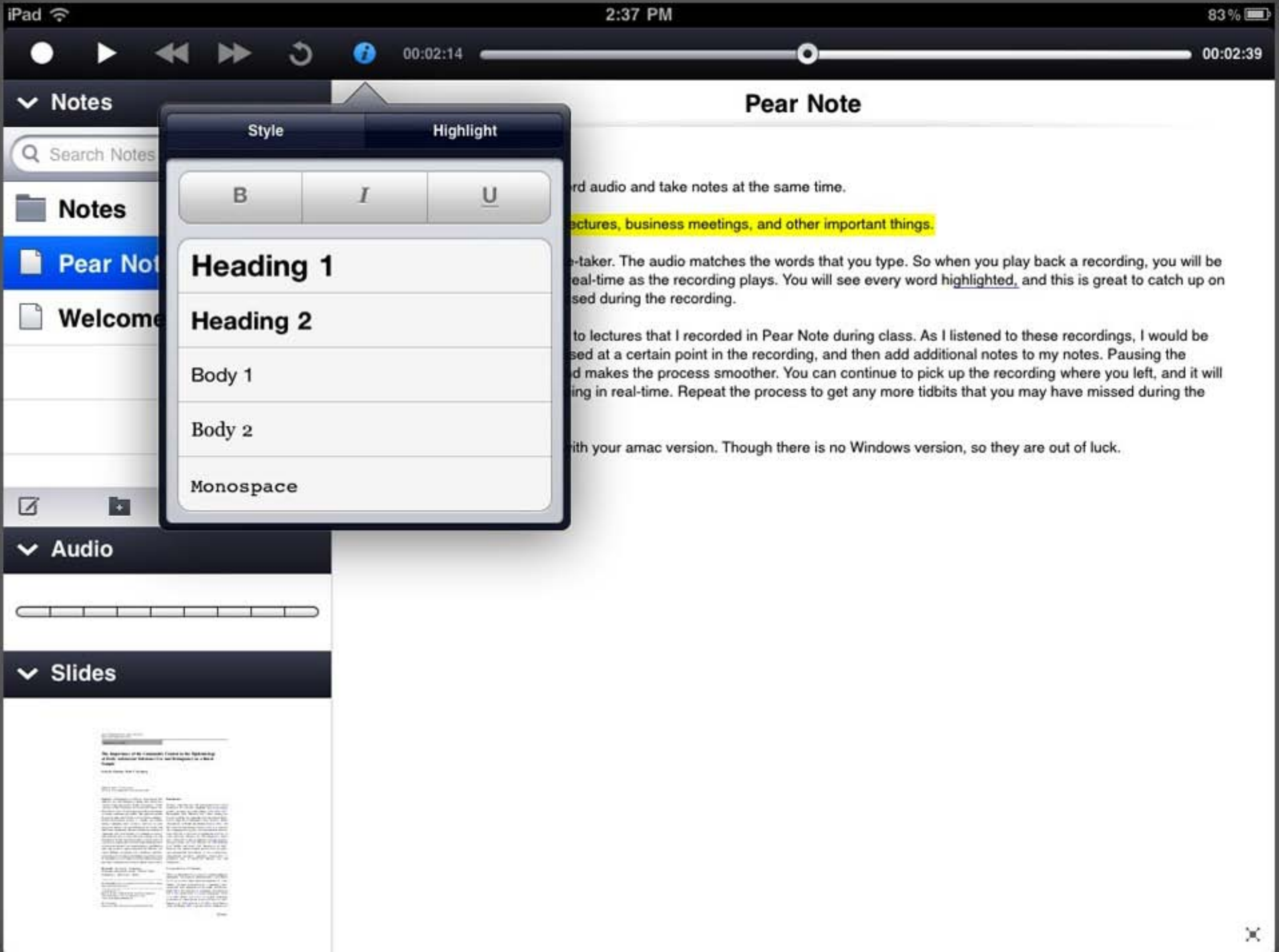
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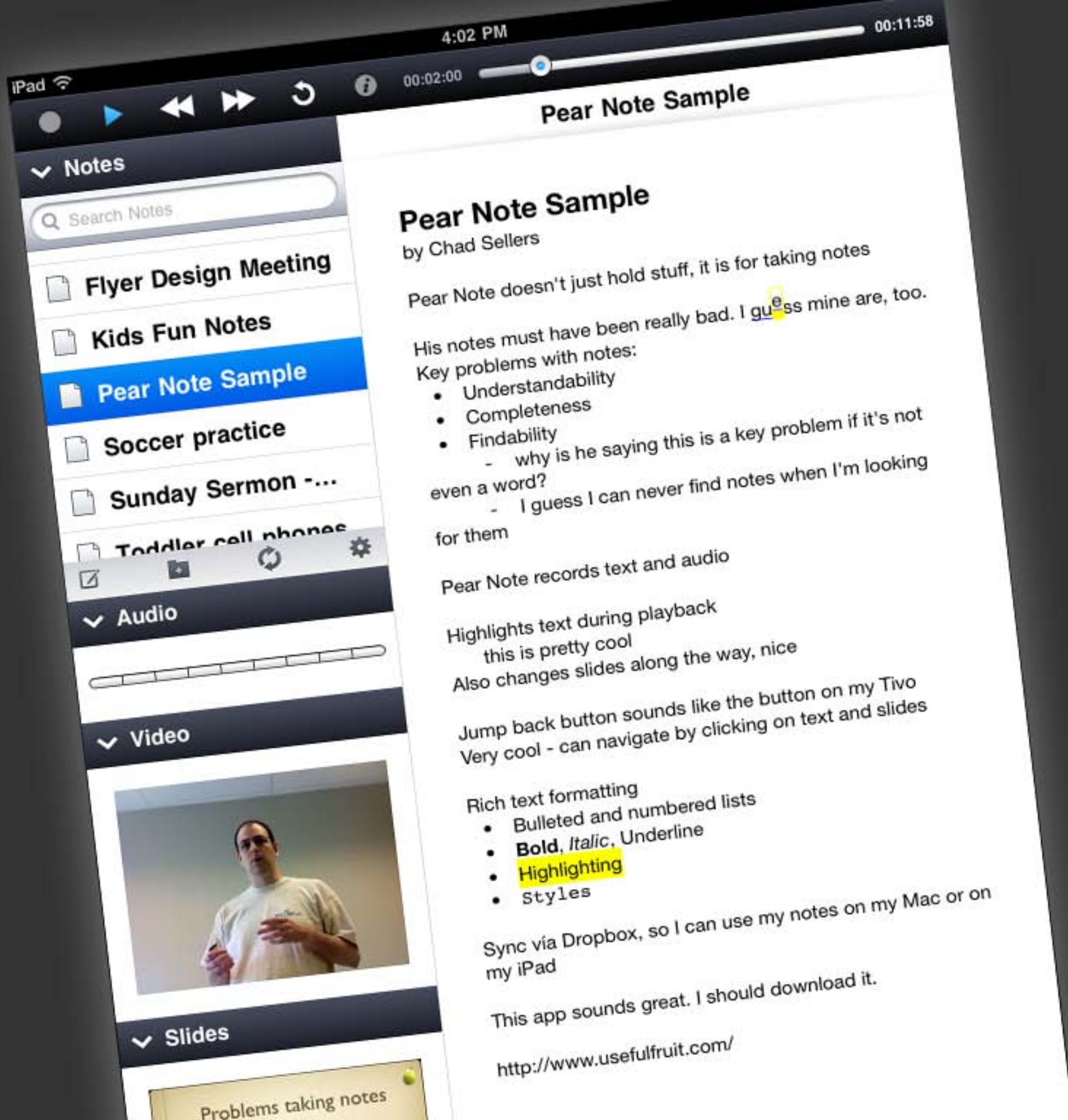


Developer Conference

- Bindings can be problematic
- Ways to reduce coupling (in priority order)
 1. Delegates
 2. Notifications
 3. Key-Value Observing

Spelunking OS X

- Static analysis
 - HexEdit - oldie but a goodie
 - HexFiend
 - file - standard command-line tool
 - strings - understands Mach-O and will only look in the text segment
 - otool
 - -L - print linked libraries
 - -ov - print _OBJC section verbosely
 - likely not use much as class-dump gives the same info
 - -tv - print __TEXT,__text section verbosely
 - otx - otool post processor
 - otx-bblm - BBEdit plugin (works on TextWrangler as well)
 - class-dump
 - -H splits out separate headers
 - MagicHat - older app, class-dump higher-level GUI
 - MagicHat 2 - coming soon
- Runtime analysis
 - gdb
 - can attach to running processes
 - F-Script - everyone should give it a shot
 - F-Script Object Browser
 - cool thing - Select View allows you to click on a view and see what class it is
- Code injection



4:02 PM

00:11:58

iPad

Notes

Search Notes

Flyer Design Meeting

Kids Fun Notes

Pear Note Sample

Soccer practice

Sunday Sermon -...

Toddler cell phones

Audio



Video



Slides



Pear Note Sample

by Chad Sellers

Pear Note doesn't just hold stuff, it is for taking notes

His notes must have been really bad. I guess mine are, too.

Key problems with notes:

- Understandability
- Completeness
- Findability
 - why is he saying this is a key problem if it's not even a word?
 - I guess I can never find notes when I'm looking for them

Pear Note records text and audio

Highlights text during playback
this is pretty cool

Also changes slides along the way, nice

Jump back button sounds like the button on my Tivo
Very cool - can navigate by clicking on text and slides

Rich text formatting

- Bulleted and numbered lists
- **Bold**, *Italic*, Underline
- Highlighting
- Styles

Sync via Dropbox, so I can use my notes on my Mac or on my iPad

This app sounds great. I should download it.

<http://www.usefulfruit.com/>

SKETCHING IDEAS FOR
INDIE
DEVELOPERS
THAT MEANS YOU

GO
BUY A



SKETCHBOOK
AND A
PENCIL

SKETCHBOOK IDEAS



MOLESKINE

RHODIA

BEHANCE DOT
GRID

MIQUELRIUS

QUATTRO

PENCIL AND TOOL IDEAS



MECHANICAL

SOFT HB B 2B

THICK 07MM

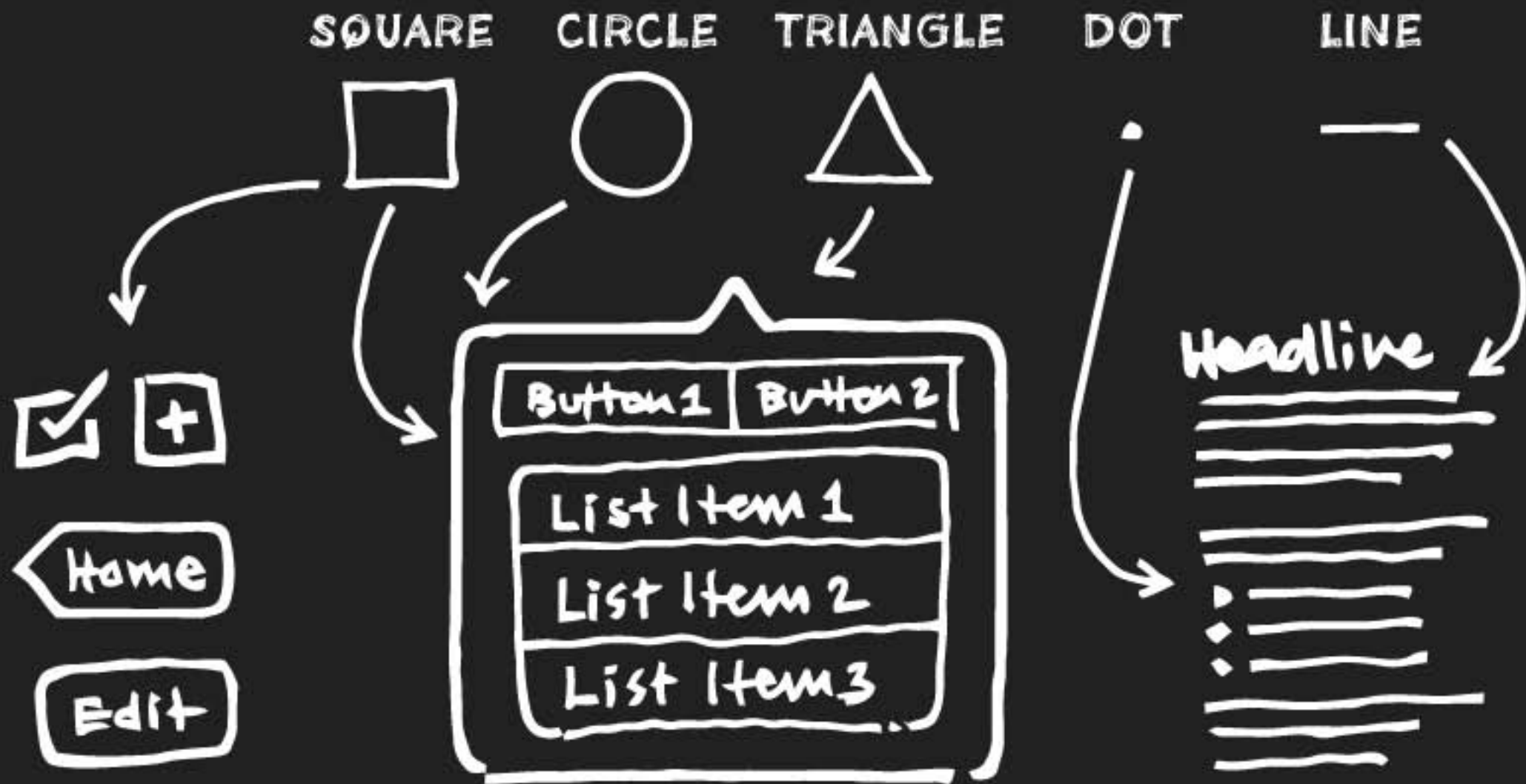
TRIANGLE

KNEADABLE ERASER

SKETCH
PRACTICES
AND
TECHNIQUES

STAY
LOOSE
AND
RELAXED

DRAW SIMPLE SHAPES!



REMEMBER!
QUALITY
IDEAS
NOT ART

Q AND A

THANKS!

@ROHDESIGN

