

OBJETIVOS

Dotar os formandos de conhecimentos e competências para a utilização do SketchFlow, no desenvolvimento de protótipos interativos de interfaces.

DESTINATÁRIOS

Profissionais e estudantes de Design, Web Design e Web Development.

PRÉ-REQUISITOS

Conhecimentos do sistema operativo na ótica do utilizador.

CONTEÚDOS PROGRAMÁTICOS

Introducing SketchFlow

- › Understanding SketchFlow
- › Starting a new project
- › Investigating a project
- › Using the SketchFlow Map

Adding Navigation Screens in SketchFlow

- › Creating Navigation Screens
- › Working with connections

Building a Basic Layout in SketchFlow

- › Adding images
- › Using drawing tools

Adding SketchStyle Controls to Enhance a SketchFlow Layout

- › Adding online controls
- › Adding text and combo boxes
- › Simulating a form

Working with Components

- › The purpose of Components
- › How to convert an object to a Component
- › Adding components to Navigation screens

Adding Navigation to Buttons in SketchFlow

- › Using the navigate To command
- › Adding navigation to buttons
- › Adding navigation to components

Working with States in SketchFlow

- › Working with the States panel
- › Creating State Groups
- › Using state transitions

Working with SketchFlow Animation

- › Working with the SketchFlow Animation Panel
- › Adding frames to create animation
- › Modifying the animation's timing

Working with Behaviors

- › Adding behaviors to buttons
- › Adding a behavior to trigger an animation upon pageload

Using Sample Data in SketchFlow

- › Adding live data to elements in SketchFlow
- › Modifying the appearance of data-driven controls

Using SketchFlow and SketchFlow Player to Track Feedback

- › Adding Feedback in SketchFlow Player
- › Exporting Feedback from SketchFlowPlayer
- › Importing feedback into Blend

Exporting a SketchFlow Project