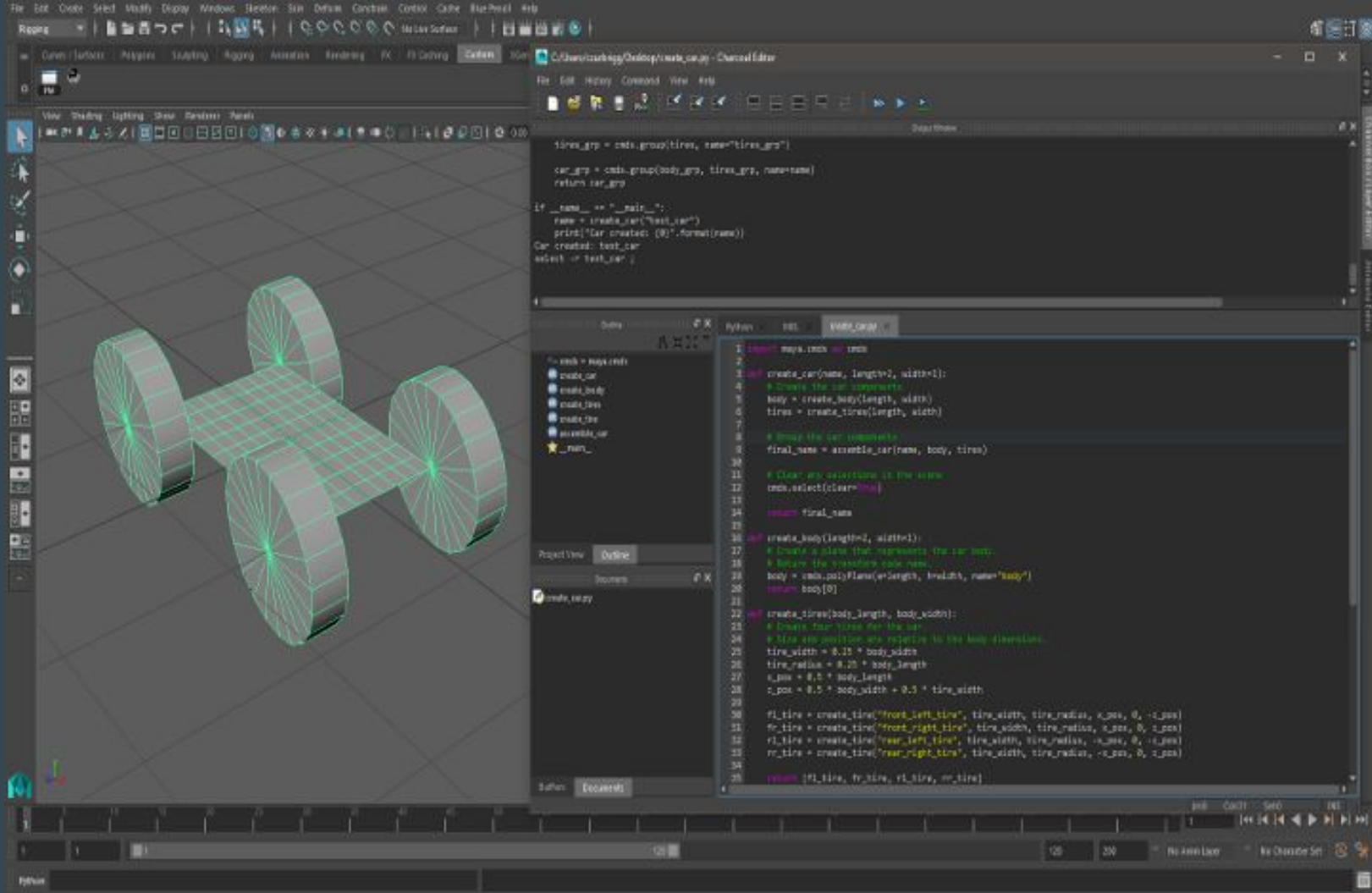


Development Environment



A Collection of Development Environments



Scene: open :: Frame: 1 :: Zoom: 100%

About OpenToonz



OpenToonz 1.1.2 (built Feb 4 2017 14:37:07)

Close

Level Strip

- No Current Level -

Scene: untitled :: ...

Col1

Frame

- 1
- 2
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Style Editor

Plain Settings

he IS at G

H A
S A
V A
M OFF
H A
G A
R A

Auto
Apply

Apply

[CLEANUP] Palette: | #1 : c

Studio Palette

- Global Palettes
- Project Palettes

Level Palette:

- No Styles -

- No Styles -

Nitrous.IO

https://www.nitrous.io/app#/boxes/21609/ide

File Edit View Collaborate Connect Preview Help BETA - Read Me Invites Boxes Public Keys fortuity

ruby-uswest

workspace

- myapp
 - app
 - bin
 - config
 - db
 - lib
 - log
 - public
 - test
 - tmp
 - vendor
- config.ru
- Gemfile
- Gemfile.lock
- Rakefile
- README.rdoc

Save Q Find Ruby Soft Tabs: 2 Collab Mode

```
1 source 'https://rubygems.org'
2
3 # Bundle edge Rails instead: gem 'rails', github: 'rails/rails'
4 gem 'rails', '4.0.0'
5
6 # Use sqlite3 as the database for Active Record
7 gem 'sqlite3'
8
9 # Use SCSS for stylesheets
10 gem 'sass-rails', '~> 4.0.0'
11
12 # Use Uglifier as compressor for JavaScript assets
13 gem 'uglifier', '>= 1.3.0'
14
15 # Use CoffeeScript for .js.coffee assets and views
16 gem 'coffee-rails', '~> 4.0.0'
17
18 # See https://github.com/sstephenson/execjs#readme for more supported runtimes
19 # gem 'therubyracer', platforms: :ruby
20
```

Upload Files Show Hidden

Console

```
action@ruby-uswest-21609:~/workspace/myapp$ rails server
=> Booting WEBrick
=> Rails 4.0.0 application starting in development on http://0.0.0.0:3000
=> Run 'rails server -h' for more startup options
=> Ctrl-C to shutdown server
[2013-08-06 02:48:47] INFO WEBrick 1.3.1
[2013-08-06 02:48:47] INFO ruby 2.0.0 (2013-06-27) [x86_64-linux]
[2013-08-06 02:48:47] INFO WEBrick::HTTPServer#start: pid=2846 port=3000
```

Markup Language

- Markdown
- HTML
- Vs. Programming Language (Javascript; Python; Ruby; C)
- Vs. Stylesheet Language (CSS)

Frameworks

- Web Application MVC Frameworks (Ruby on Rails; Python + Django)
- CSS Frameworks - Bootstrap; Pure.CSS
- Video Frameworks - Video JS - <https://videojs.com/>
- “A software framework is a universal, reusable software environment that provides particular functionality as part of a larger software platform to facilitate development of software applications, products and solutions. Software frameworks may include support programs, compilers, code libraries, tool sets, and application programming interfaces (APIs) that bring together all the different components to enable development of a project or system.” - WIKIPEDIA
- There is only Software:
<http://manovich.net/index.php/projects/there-is-only-software>

On Our **Boilerplate** Today

- “boilerplate refers to sections of code that have to be included in many places with little or no alteration.” -

https://en.wikipedia.org/wiki/Boilerplate_code#HTML

> Lab2 (folder)

> home.html

> style.css

> pure-min.css

Responsive Design / Mobile First

- Stylesheet Framework's purpose in part is to allow for conventional usage of css layout patterns across devices, resolutions, and browsers.

-

CONTENT IS LIKE WATER



“ You put water into a cup it becomes the cup.
You put water into a bottle it becomes the bottle.
You put it in a teapot, it becomes the teapot. ”

Josh Clark (originally Bruce Lee) - Seven deadly mobile myths

Illustration by Stéphanie Walter

But what about **UX/UI**?

- UX/UI approaches can be very different depending on the type of professional you talk to (Agile Developer, Graphic Designer/Artist, Editor/Manager).
- An agile approach
<https://developers.google.com/web/fundamentals/design-and-ux/ux-basics/>
- UX is not UI: <https://www.mockplus.com/blog/post/ux-is-not-ui/?r=trista>
- Unpopular Opinion(?): Avoid Adobe; “Free” UX/UI software, not open source -
<https://www.adobe.com/products/xd.html>
- A great selection of **Open Source** alternatives to Adobe Suite and more:
<https://uxplanet.org/open-design-freeware-tools-for-designers-f7bdde99f2e0>

Agile Development

- “Agile software development is an approach to software development under which requirements and solutions evolve through the collaborative effort of self-organizing and cross-functional teams and their customer(s)/end user(s). It advocates adaptive planning, evolutionary development, early delivery, and continual improvement, and it encourages rapid and flexible response to change.”
- Wikipedia
- Can you be an agile developer of one? Yes. YOU are the developer & YOU are the stakeholder.