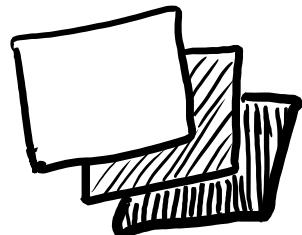
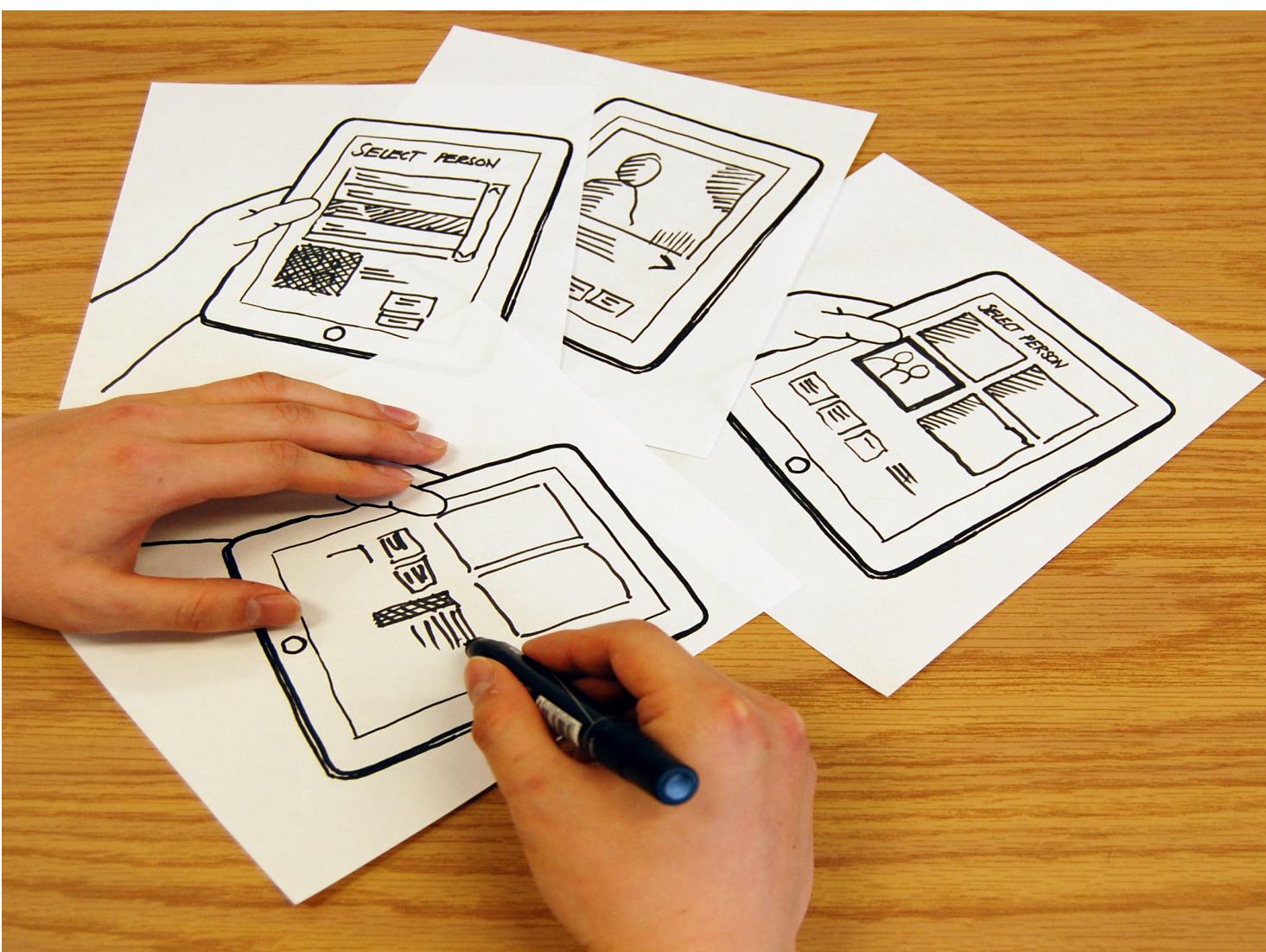


SKETCHING USER EXPERIENCES

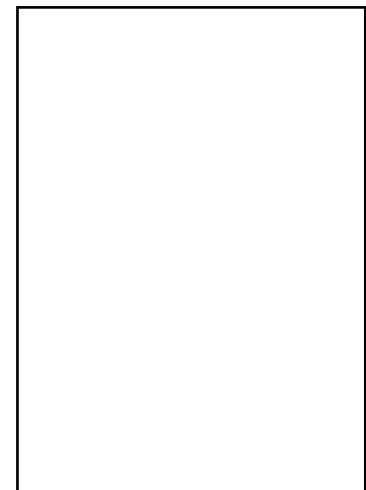
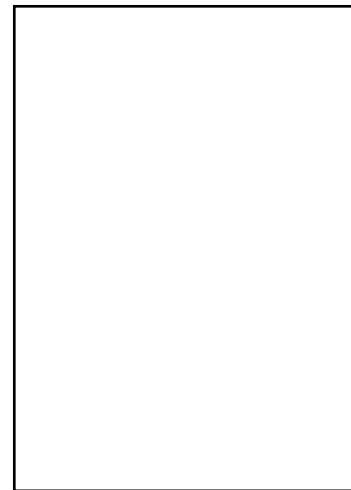
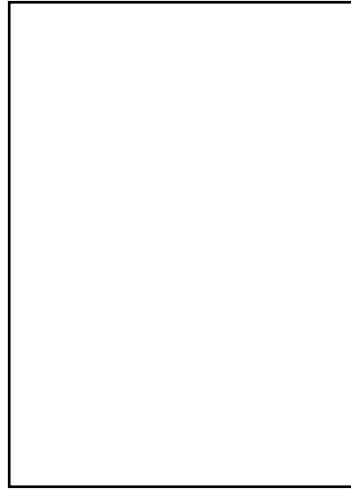
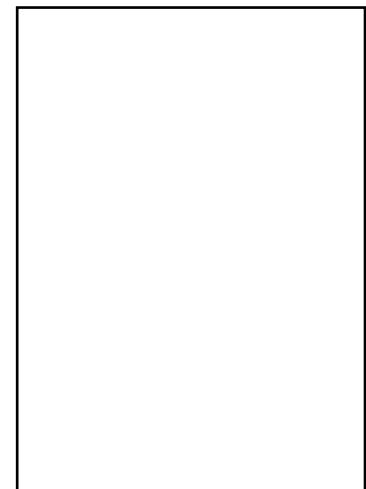
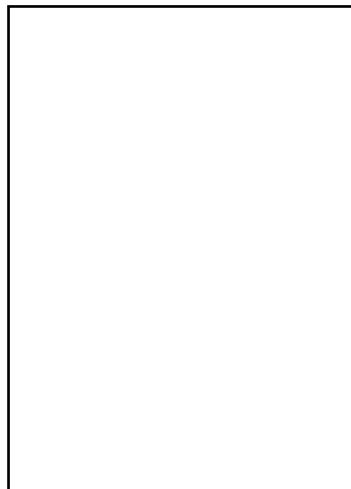
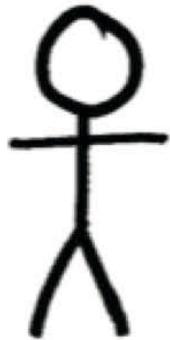


SKETCHING TEMPLATES



SKETCHING PEOPLE

3 different postures and expressions



SKETCHING OBJECTS & DEVICES

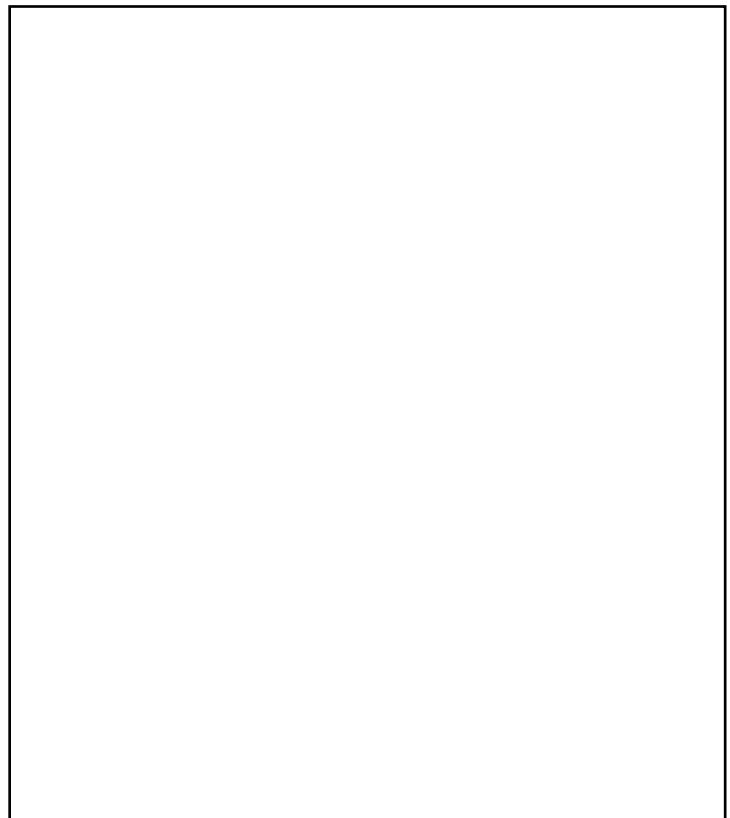
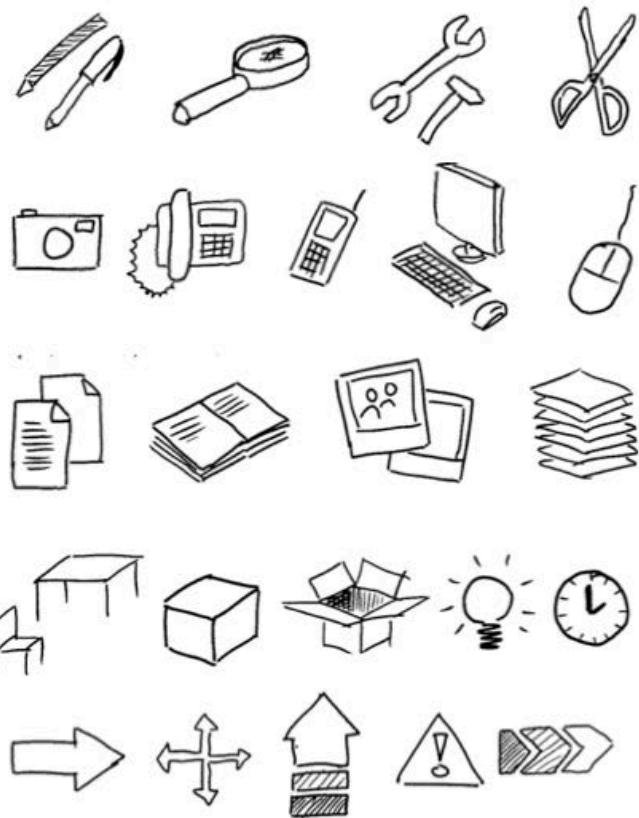
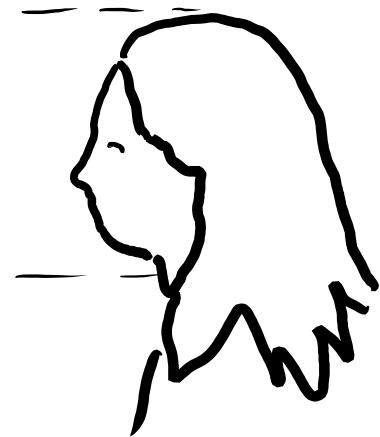


PHOTO TRACING TECHNIQUE



LINE TRACING:
ONLY MAJOR
OUTLINES,
IGNORE DETAILS

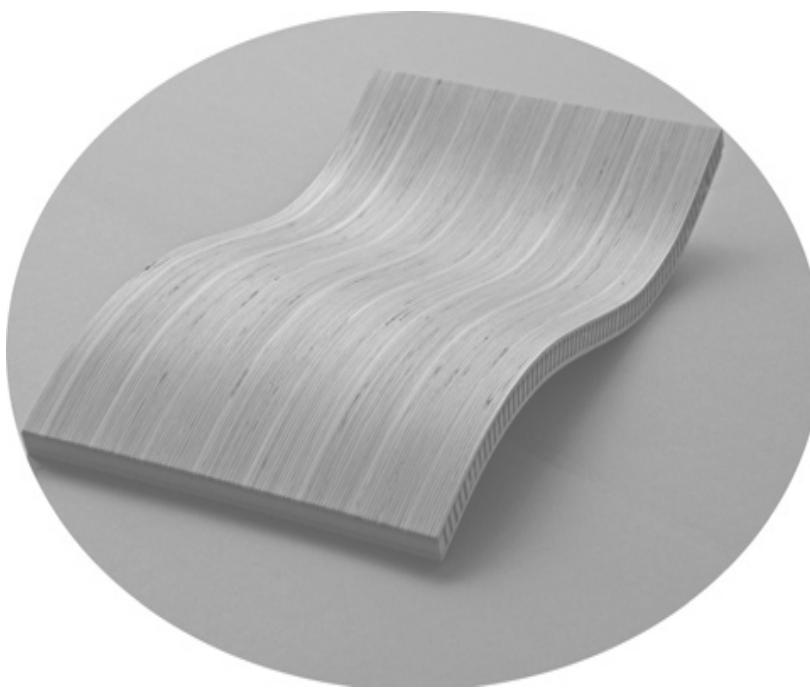
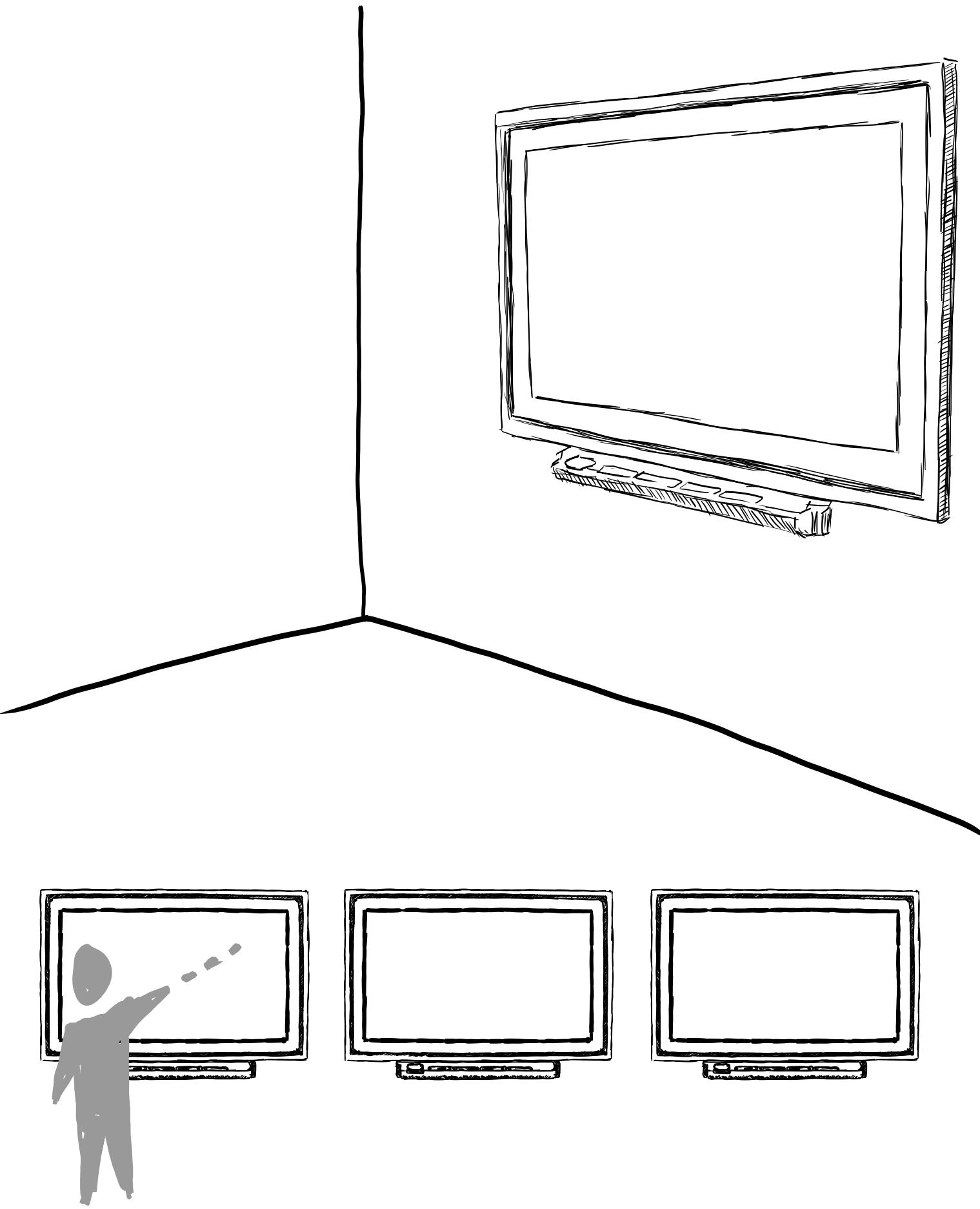


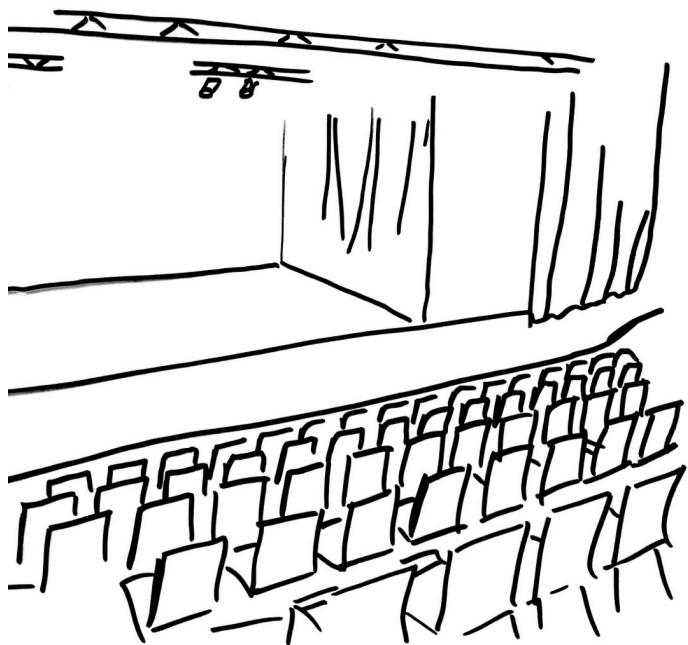
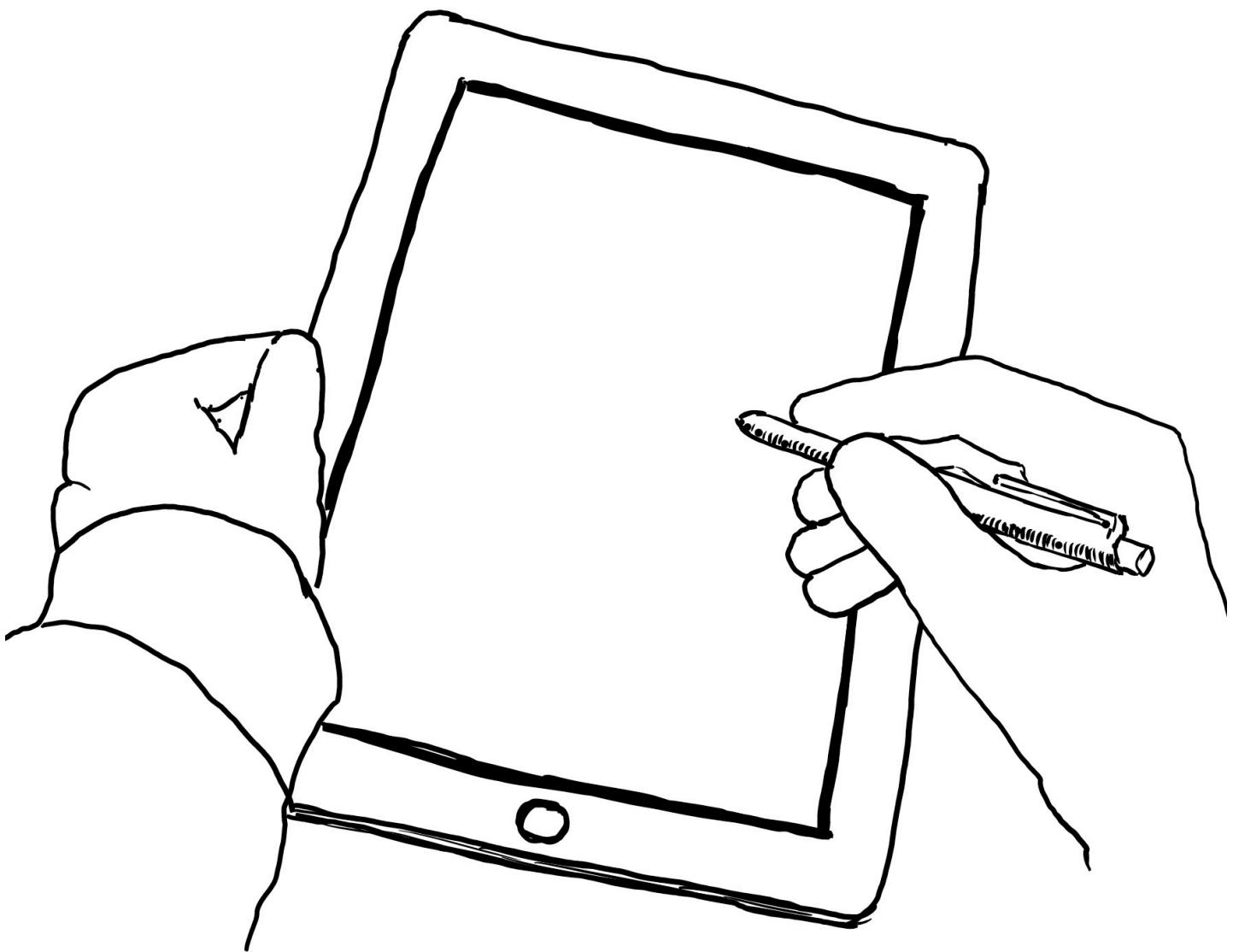
PHOTO TRACING TECHNIQUE



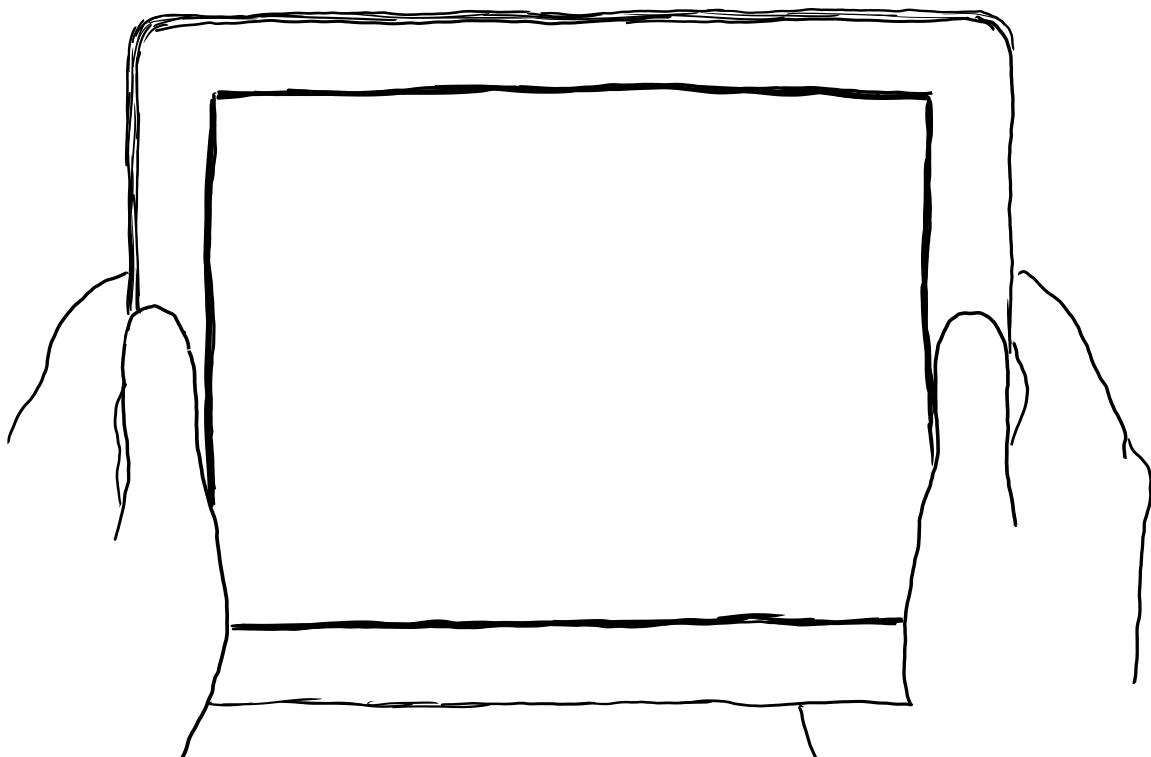
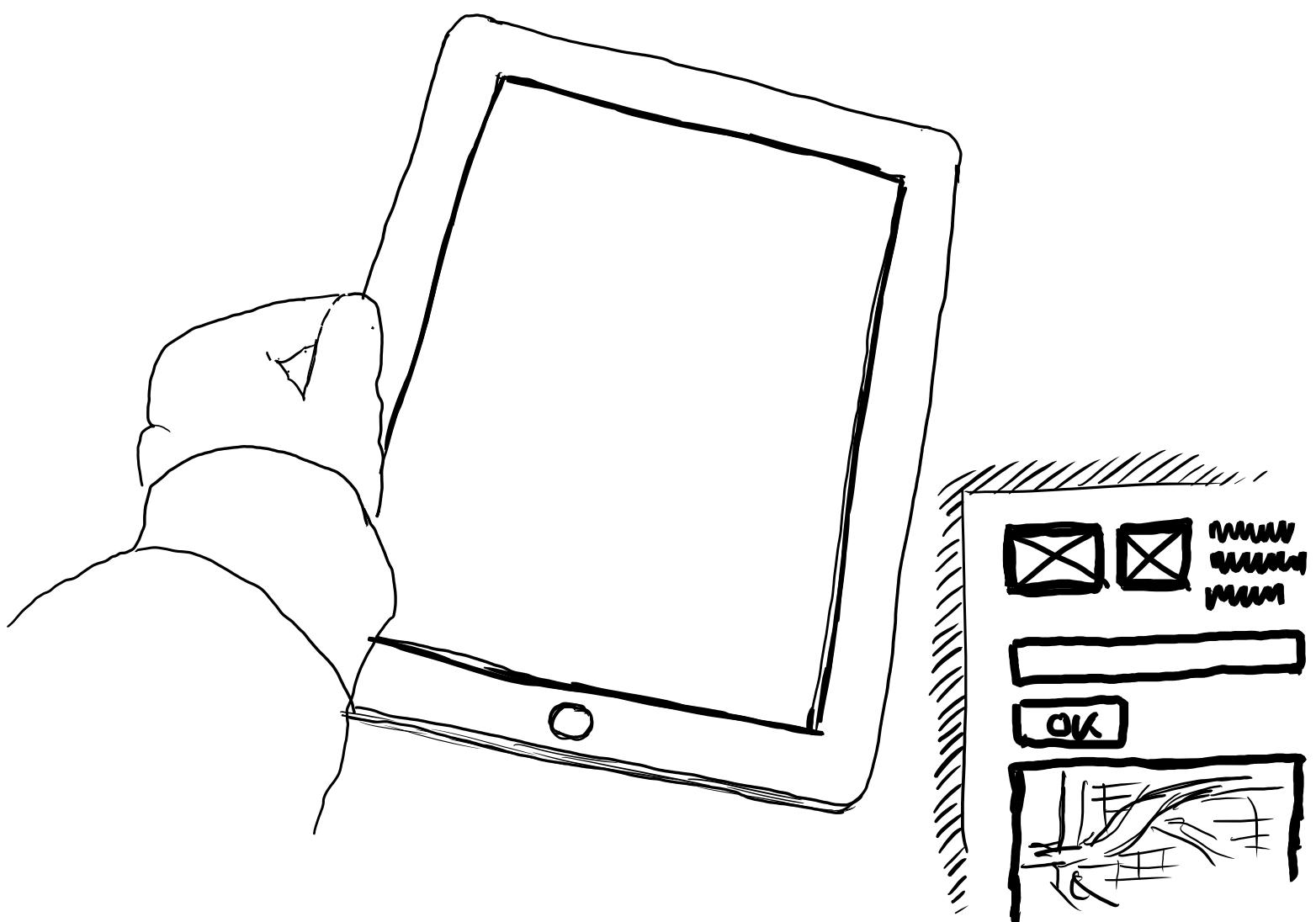
SKETCHING INTERACTIONS



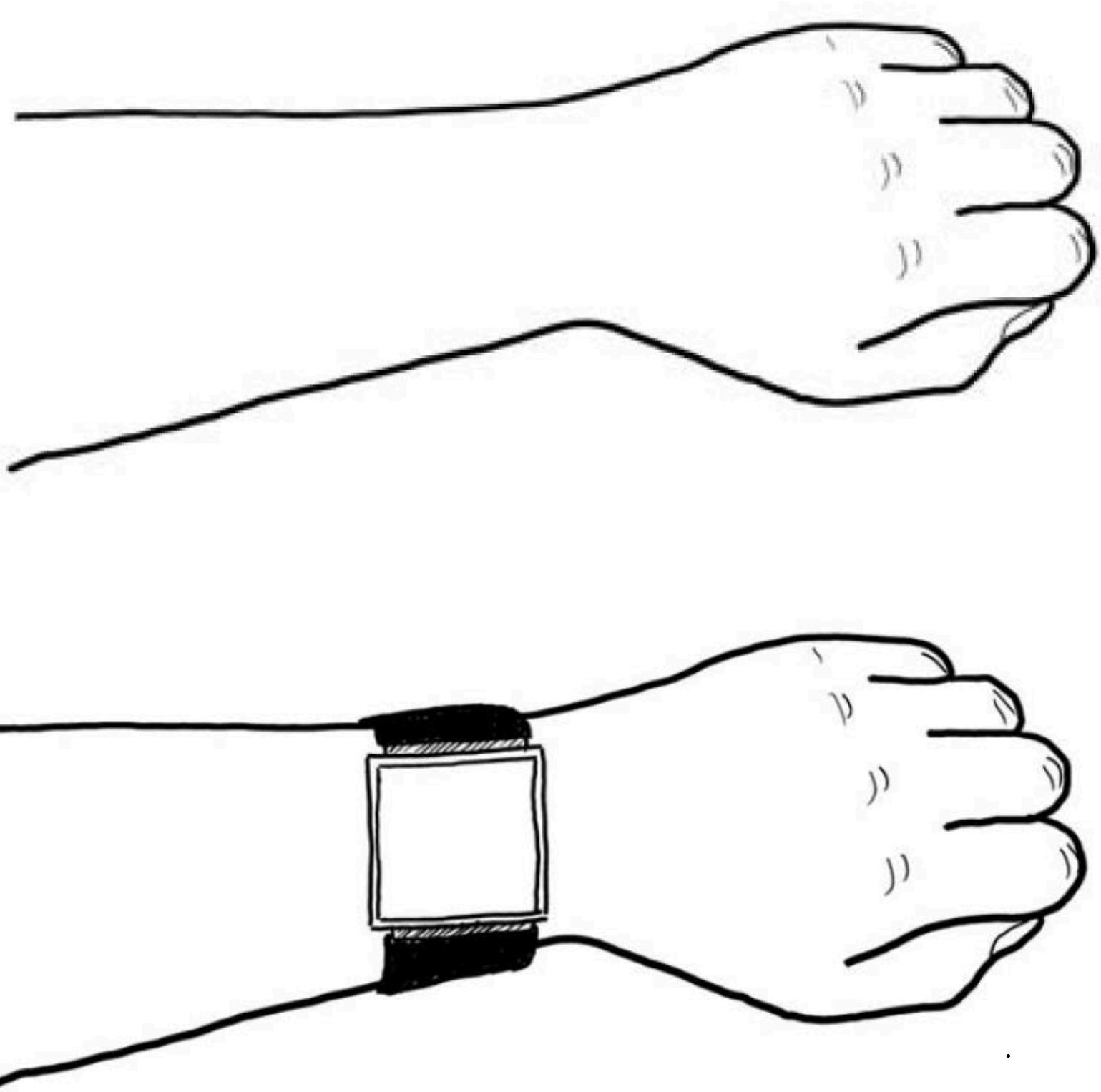
SKETCHING INTERACTIONS



WIREFRAMING / GUI SKETCHES

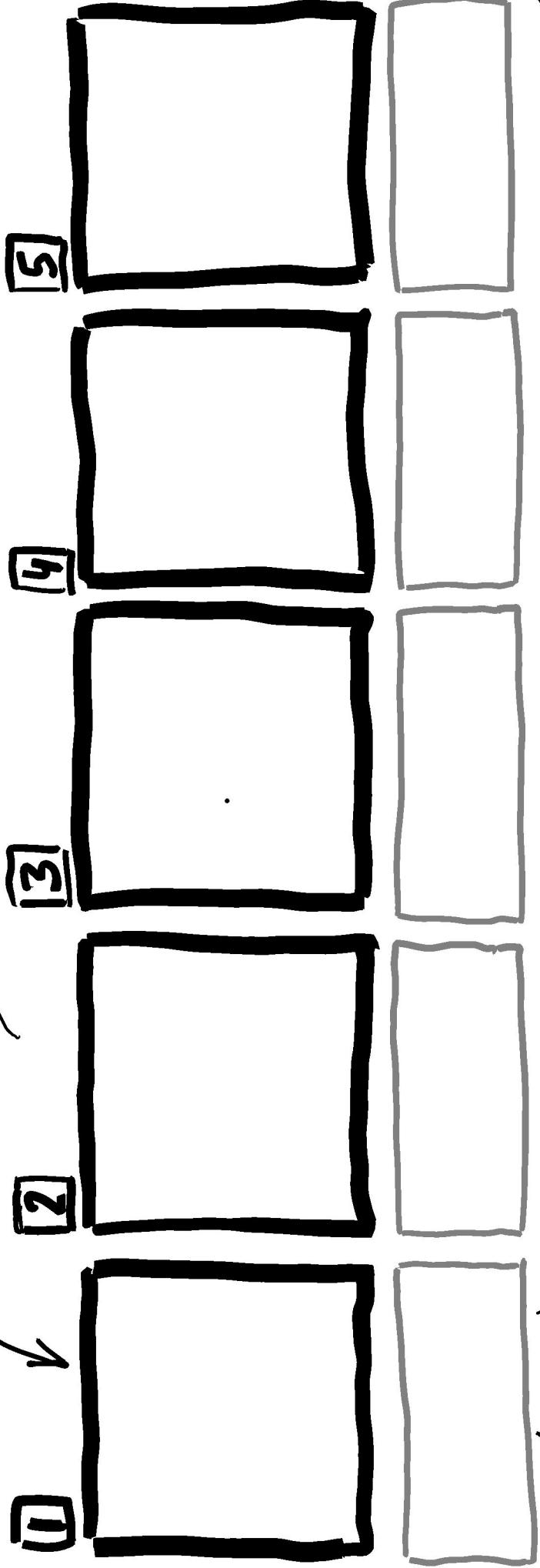


INTERACTION WITH MOBILE DEVICES



STORYBOARDS

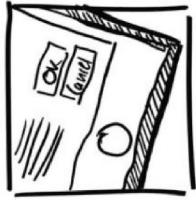
C
START WITH AN
ESTABLISHING SHOT



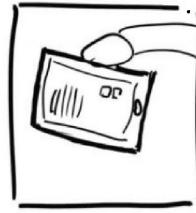
D
DEVELOP YOUR STORY

b
USE DIFFERENT PERSPECTIVES
IN THE STORYBOARD FRAMES

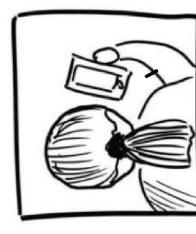
a
SUMMARIZE YOUR KEY SCENES FROM
YOUR SCENARIO IN THESE 5 TEXTBOXES



Close-up
such as showing details of a user interface a device the person is holding.



Point of view shot (POV)
Seeing everything that a person sees themselves.



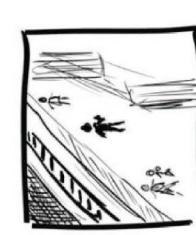
Over-the-shoulder shot
Looking over the shoulder of a person.



Medium shot
Shows a person's head and shoulders.



Long shot
Showing the full height of a person.



Extreme long shot (wide shot)
A view showing details of the setting, location, etc.

