

Our job is to give the clients, on time and cost, not what he wants, but what he never dreamed he wanted; and when he gets it, he recognises it as something he wanted all the time.
—Dewys Landon

UX2DAY

Pointers and starters to the latest happenings in the field of design, user experience and ultra-modern technologies.

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LATE EDITION

SUNDAY FEATURED

Kumar Ahir talks at IDF meet on designing for Virtual Reality



Kumar Ahir, an IDC alumnus and serial entrepreneur introduced virtual reality during an IDF designer's meet at Nutanix Bangalore on Saturday.

Starting the talk with an engaging activity of seeing a finger with one eye open at a time, he helped designers understand Binocular disparity. Introducing the buzzword VR, he clarified the differences between other analogous terms like AR, MR and XR. Explaining about the technology, he highlighted the four important factors for designing a VR app - Field of view, Latency, Degree of freedom and Input or interaction controls.

Kumar explained about the units for designing, typography, hover, user point of reference and other technical terms essential to be understood prior to design for a VR app. The choice of designing for real space or for a digital space was left open to the participants.

Nutanix Designer Niramayee talks about One Click

Talking about the famous one-click-firmware-upgrade, Niramayee from Nutanix revealed the secret sauce for designing enterprise apps. She pointed out the challenges of designing enterprise applications as well as highlighted the different innovative practices, like co-creation, ask-me-anything and usability conferences, Nutanix designers are following to take on those challenges.

DID YOU KNOW

First Emoji's were designed by a DoCoMo employee Shigetaka Kurita in 1999

NTT DoCoMo tasked a 25-year-old employee named Shigetaka Kurita with sketching icons and he took inspiration from manga and kanji for his drawings, but he was not a designer. In fact, he only spent about four to six weeks on the icons and created 176 emoji's of 12 by 12 pixels size.

Read more at <https://www.fastcodesign.com/90168415/the-untold-design-story-of-the-original-emoji>

Apple's Next Big Thing - VR & AR Headset Coded T288



According to a new report from CNET, Apple (NASDAQ:AAPL) is working on a stand-alone headset that can be used for both virtual reality (VR) and augmented reality (AR) applications. CNET cites a "person familiar with Apple's plans," which, given that the product is still a ways off, is probably an Apple employee.

The headset, CNET claims, goes by the code-name T288 internally and will feature a very high-resolution 8K display in each eye. Moreover, the headset won't depend on a personal computer or a smartphone to handle the heavy computational lifting. Instead, the headset will reportedly connect to a "dedicated box using a high-speed, short-range wireless technology." That box, per the report, will have a "custom Apple processor more powerful than anything currently available."

So, could this be Apple's next big thing, or will it wind up being a niche product? Let's dive in.

The market for virtual reality and augmented reality technology is still quite small, despite high-profile pushes from major consumer electronics companies as well as from smaller start-ups.

However, Apple has made it clear in both its public statements as well as in its job listings that it's investing heavily in both augmented and virtual reality technology. Apple is a company that's uniquely positioned to not just become a participant in this new computing paradigm (should it actually take off), but be a thought -- and market -- leader.

Excerpted from a story at <https://www.fool.com/investing/2018/05/05/report-apple-is-working-on-virtual-and-augmented-r.aspx>

Story of Designing Google's PixelBook



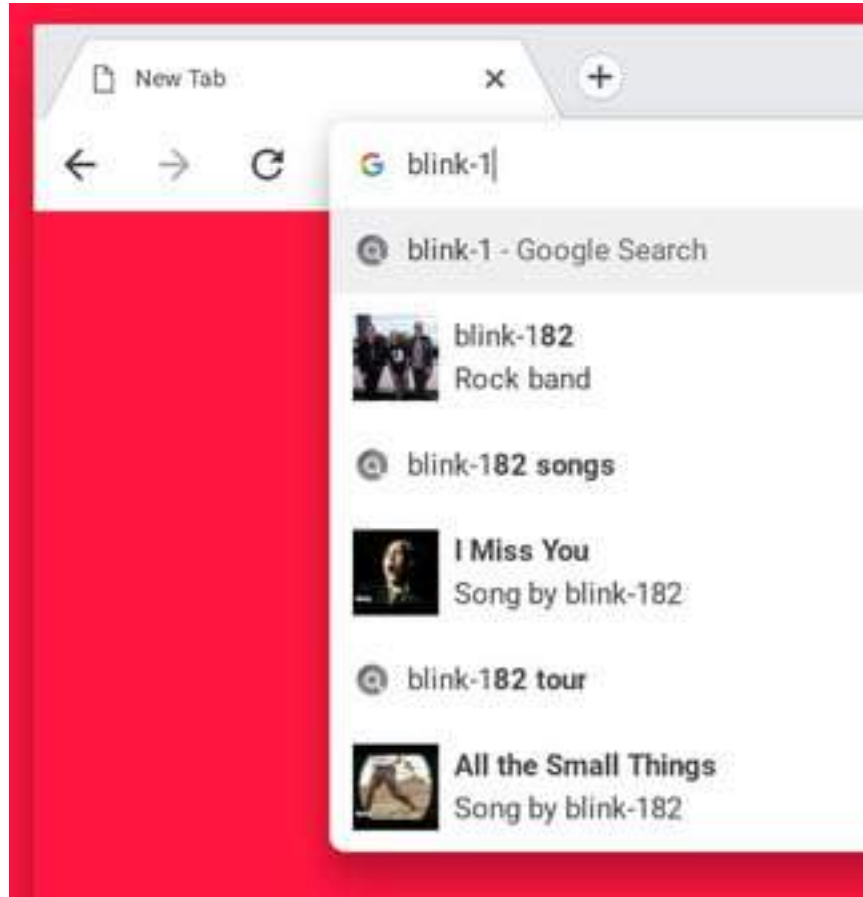
The lead designer of the Pixelbook — and the Pixel phones before it — is Alberto Villareal. He described the contours and design features of the Pixelbook more like a sculptor and less like a laptop manufacturer. Hailing from Mexico City and learning design in Sweden, Villareal's approach was to make the Pixelbook fit in with the world around us.

"We took influences from interior design or fashion or furniture — we're applying it to the entire color portfolio of the product," said Villareal, holding the laptop in his hand. "We very intentionally wanted something that was bright and light in terms of color, so that we have a more positive and happy view when you open the laptop, and you're looking at the keyboard and trackpad." He adds, "We could have taken the whole product in the same sort of grey and aluminum. But we wanted to make it in a more visual way, so that when you see this product from a distance, you can immediately tell which product this is."

Read more at <https://www.digitaltrends.com/computing/how-and-why-google-made-the-pixelbook/>

TOP 5 QUICK BYTES

Chrome's search bar may soon display pictures for your browsing pleasure



Read more at <https://www.digitaltrends.com/computing/chrome-descriptive-search-bar/>

Ambient Intelligence Market Foreseen to Grow Exponentially over 2025

Ambient Intelligence is a part of pervasive computing environment that aids in interacting with and respond to humans in that environment. Moreover, its features includes activity recognition, reasoning, and decision making. For instance, sensor networks are utilized for data collection; and human computer interaction enables natural interfaces.

<http://www.coherentchronicle.com/ambient-intelligence-market-foreseen-to-grow-exponentially-over-2025-2/>

Design Logo for Bharatnet to Win ₹50k

BharatNet Logo” Design Contest is an initiative of the Department of Telecommunication/ BBNL to make the citizens participate in this development process by giving them an opportunity to design a logo for BharatNet.

Read more at <https://www.mygov.in/task/bharatnet-logo-design-contest/>

Use GBoard to play with your own GIFs

Google is allowing you to create your own GIFs using its third-party Gboard keyboard app. The Gboard beta version now shows the Make a GIF button that allows you to create reaction GIFs.

Read more at <http://www.dnaindia.com/technology/report-you-can-now-create-your-own-gif-using-google-gboard-2611851>

Nemeth Art Center launches new art, live music events

Read more at <https://www.fastcodesign.com/90170653/what-to-watch-for-at-googles-design-focused-i-o>