Rapid Prototyping with Sketch and Framer

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Framer.js vs Framer

(free)

Framer.js

+

Framer Generator

(paid)

Framer Studio

build passing

Framer.js

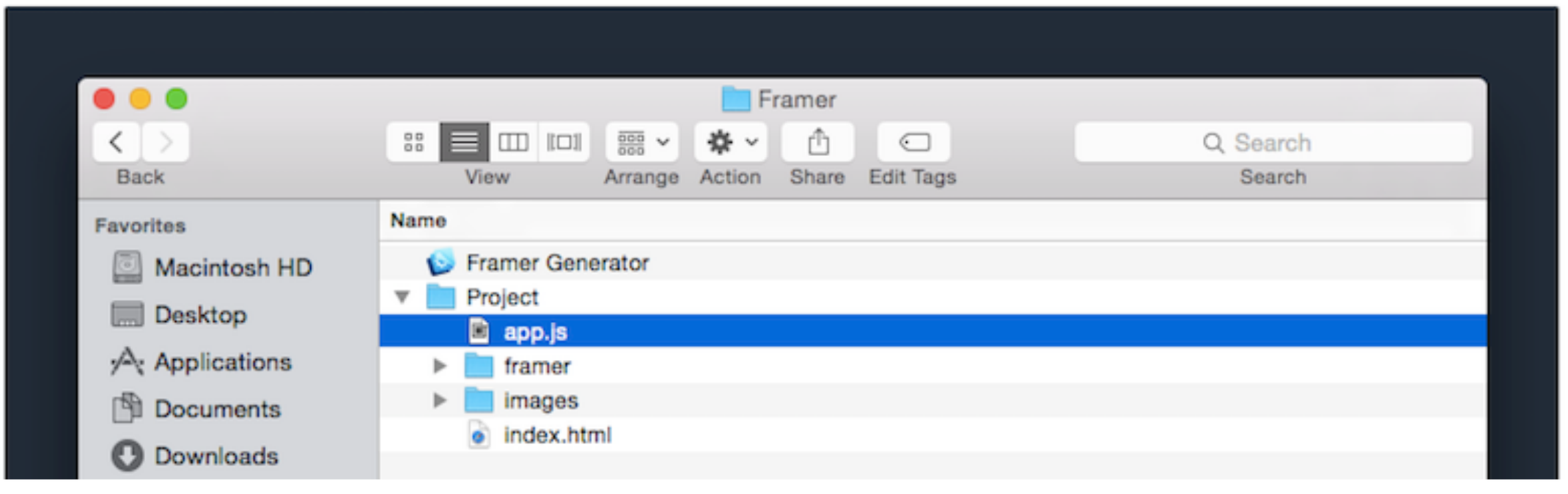
Framer.js is an open source JavaScript framework for rapid prototyping. Framer.js allows you to define animations and interactions, complete with filters, spring physics, 3D effects and more. It's bundled with **Framer Generator**, an application that allows you to import layers directly out of Photoshop and Sketch.

Framer Studio is a prototyping app for Mac, based on Framer.js. Framer Studio includes an editor based on CoffeeScript, instant visual feedback and much more.

Join the group at Facebook for help, ideas and general prototyping talk. Also feel free to post your work.

Get Started

- Download (Framer.js & Framer Generator)
- Open **index.html** in a WebKit browser and you'll see an image animate on click
- Edit the **app.js** to add interactions and animations (see example code below)



CoffeeScript - JavaScript

```coffeescript
sayHello = ->
    print "Hello!"
    print "How are you?"

sayHello()
sayHello()
sayHello()
```

```coffeescript
layerA = new Layer x: 0
layerB = new Layer x: 220
layerC = new Layer x: 440

layers = [layerA, layerB, layerC]

for layer in layers
    layer.onClick ->
        layer.backgroundColor = "blue"
```

CoffeeScript - CSS

```
layerA = new Layer
    width: 200
    height: 200
    opacity: 0.5
```

Why Prototype?

validate an idea

communicate your vision

create a shared understanding of your product

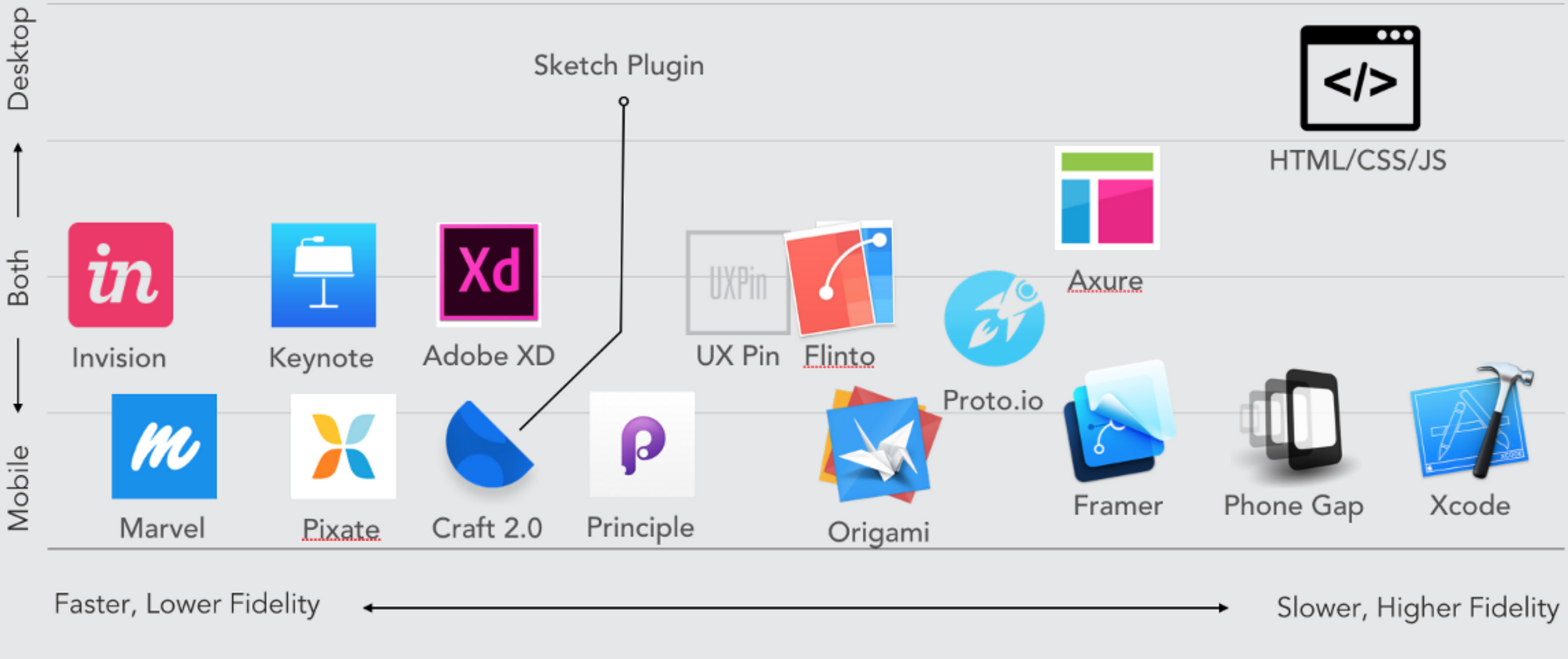
living documentation

“virtual whiteboard”

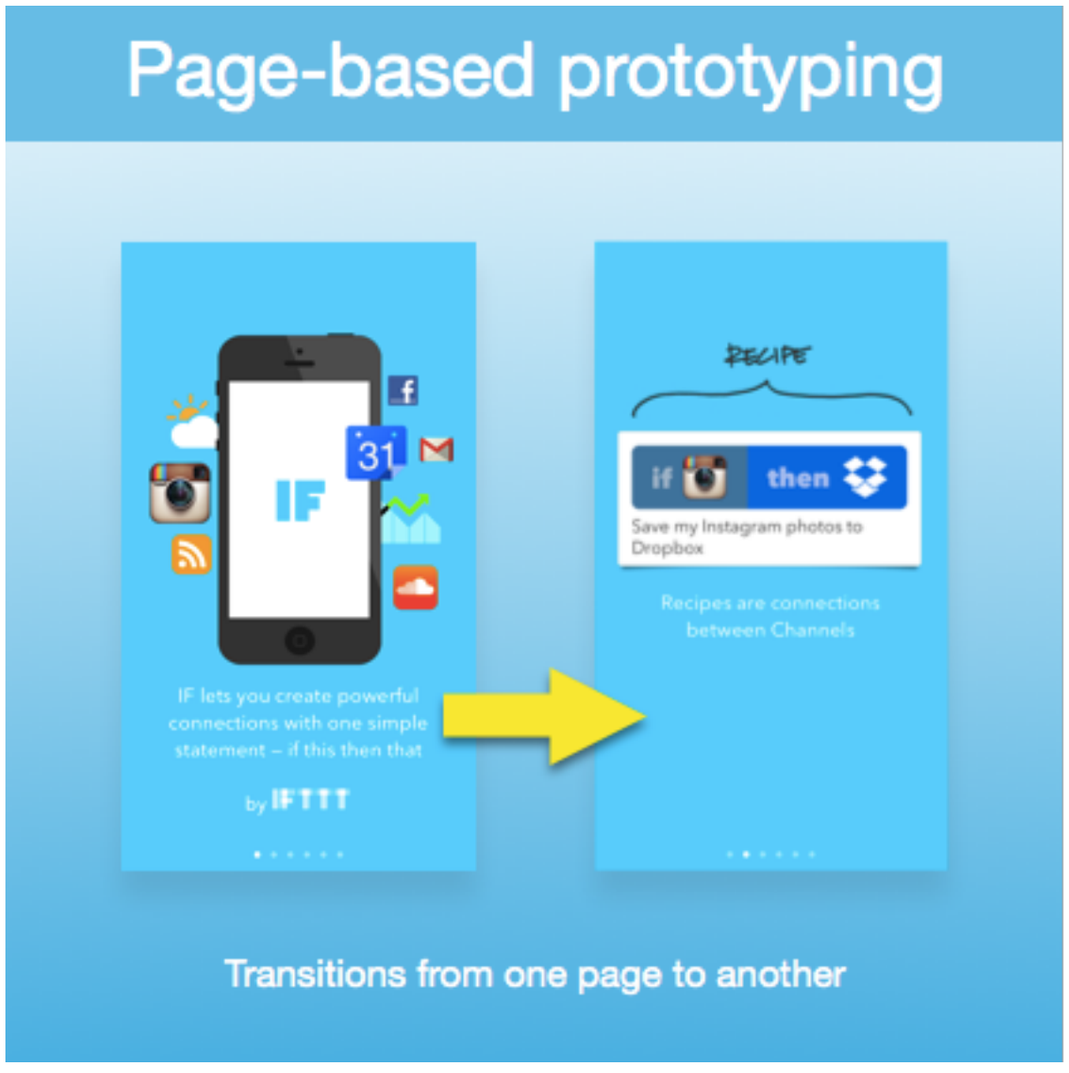
"You don't see things as they are, you see things as you are."

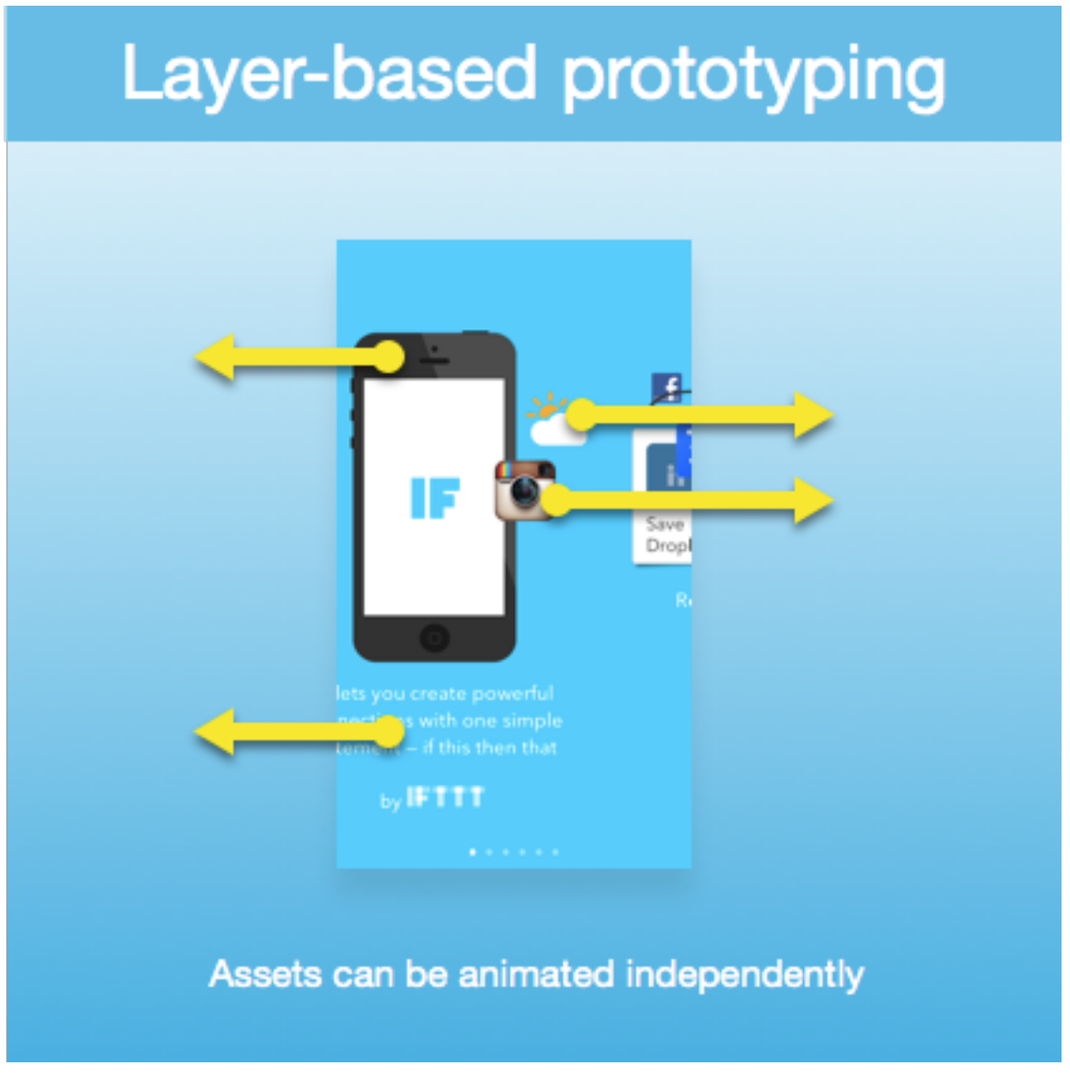
-Anais Nin

The Prototyping Landscape is Crowded



Source: https://blog.prototypr.io/14-prototyping-tools-how-each-can-be-used-1c804fab33a6#.c4cdgmv6w





Source: http://cptv8.com/post/121276126300/five-app-prototyping-tools-compared-form-framer

Framer Examples

framer.com/examples/featured/

Demos

THANK YOU!