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QUIt – Providing Extraordinary User Experience

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## Cinematic Experience on Tizen

Posted on Jun 18, 2013

Qt for Tizen project (<http://qt-project.org/wiki/Tizen>) has progressed well during the past months. This project which we dig very much, is all about bringing a top-notch Qt5 support into Tizen.



We are especially delighted how well Cinematic Experience is running on Tizen developer devices (<http://www.youtube.com/watch?v=ueijExp2dAY>) as well as other Qt5 UX demonstrations we have provided recently (<http://www.youtube.com/watch?v=TeVDVRcjfhw>).

Welcome on Qt5, Tizen!

## QUItBattery

Posted on May 12, 2013

Another day, another sample component! This time we release a Qt5 battery component which

demonstrates fluidity possibilities, literally. This component is more specific than earlier QUITIndicators, which gives more freedom to designers.

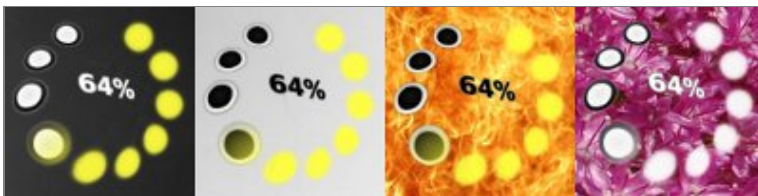


We wish also this to be useful for developers utilizing Qt5 & QML. More information and source codes are available [from here](#).

## QUitIndicators

Posted on Apr 18, 2013

Today we released a new example of dynamic Qt5 QML+GLSL components. This QUITIndicators set contains BusyIndicator and ProgressIndicator components with an example application presenting their usage.



We wish this to be useful for developers implementing their own Qt5 QML components. More information and source codes are available [from here](#).

## Qt5 Cinematic Experience @ Embedded World 2013

Posted on Mar 2, 2013

Embedded World 2013 exhibition & conference was held this year 26. - 28.2. in Nuremberg, Germany. With more than 800 exhibitors and over 20.000 visitors, Embedded World is one of the major events around embedded technologies. Naturally, Qt was also present at the show and Digia had a whole booth dedicated for Qt on various embedded operating systems.



This time our Qt5 Cinematic Experience was demoed not just on iOS and Android, but also on QNX. Being able to run the same application fluidly on Apple iPad, Asus TF300 and BlackBerry PlayBook really shows the power of Qt5. Kudos to the whole Qt community!

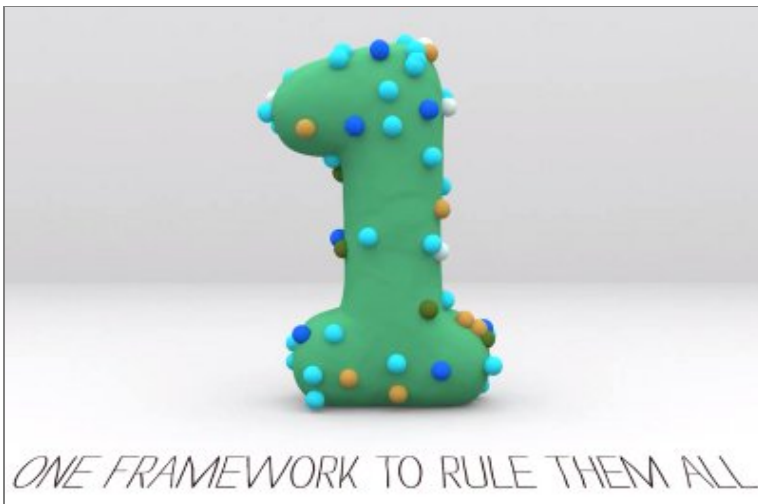
For more information about the event, see this post at the Digia Qt blog:

<http://blog.qt.digia.com/blog/2013/02/27/qt-showing-off-its-portability-power-at-embedded-world-2013/>

## Qt 5.0.0 released!

Posted on Dec 19, 2012

The first stable release of Qt5 is finally here! We want to congratulate the Qt Project and thank everyone who has participated into getting Qt5 ready for the prime time.



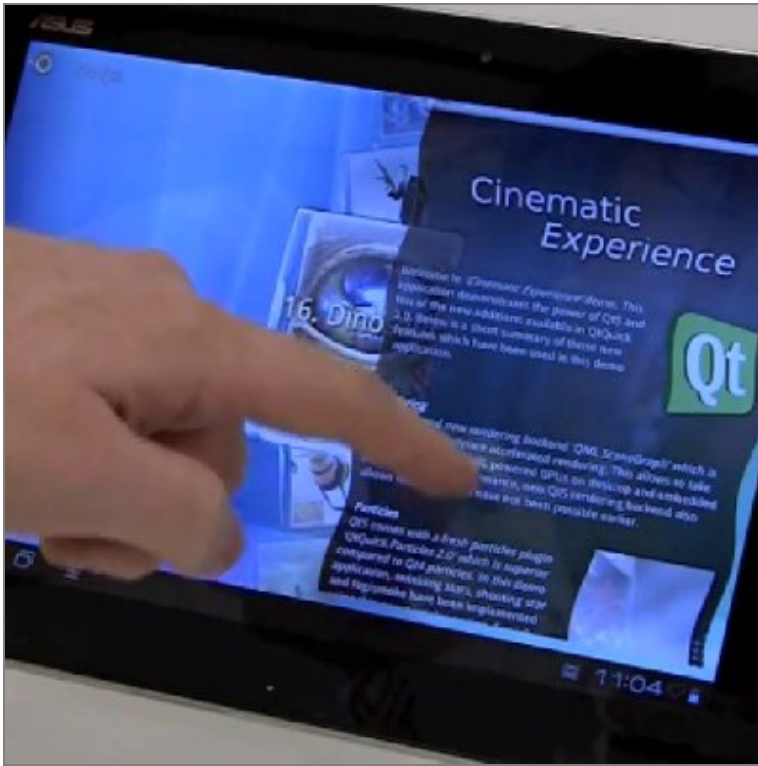
To try Qt5 for yourself, head [over here](#) and download the latest Qt5 SDK.

## Qt5 Cinematic Experience @ QtDD2012

Posted on Nov 15, 2012

Qt Developer Days were held this year in Berlin (Europe) and Santa Clara (North America). During the developer days, Digia demonstrated Qt5 on both Android and iOS using our Qt5 Cinematic Experience application. Digia has released a video of these demos which can be found [from here](#).

We are very happy to see Qt5 progressing and getting supported on new platforms!

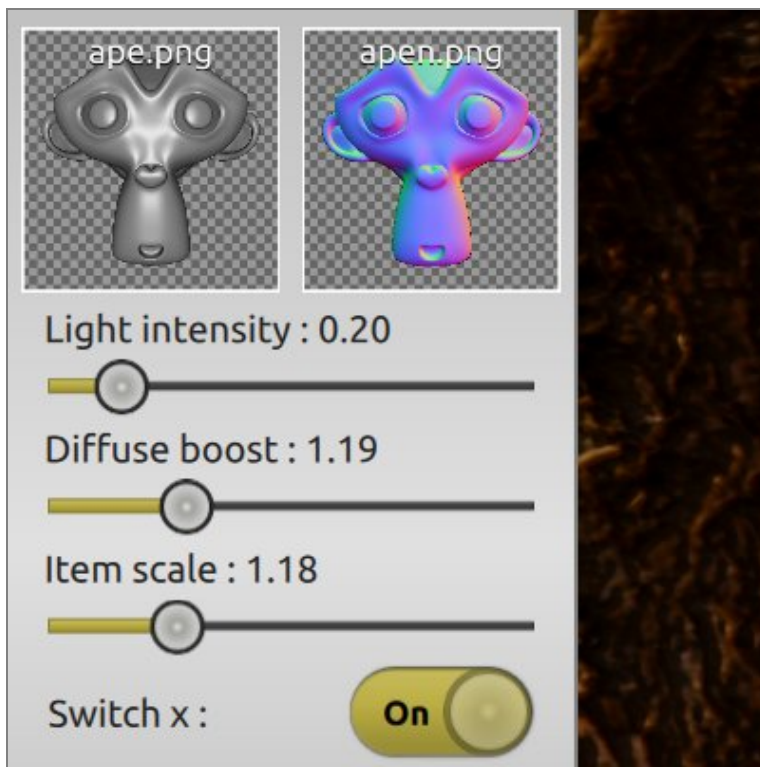


## Qt5 NMapper

Posted on Oct 12, 2012

NMapper application is demonstrating the normal mapping technique using Qt5. With this application it's possible to test different texture images and adjust the lighting conditions. More information and source codes are available [from here](#).

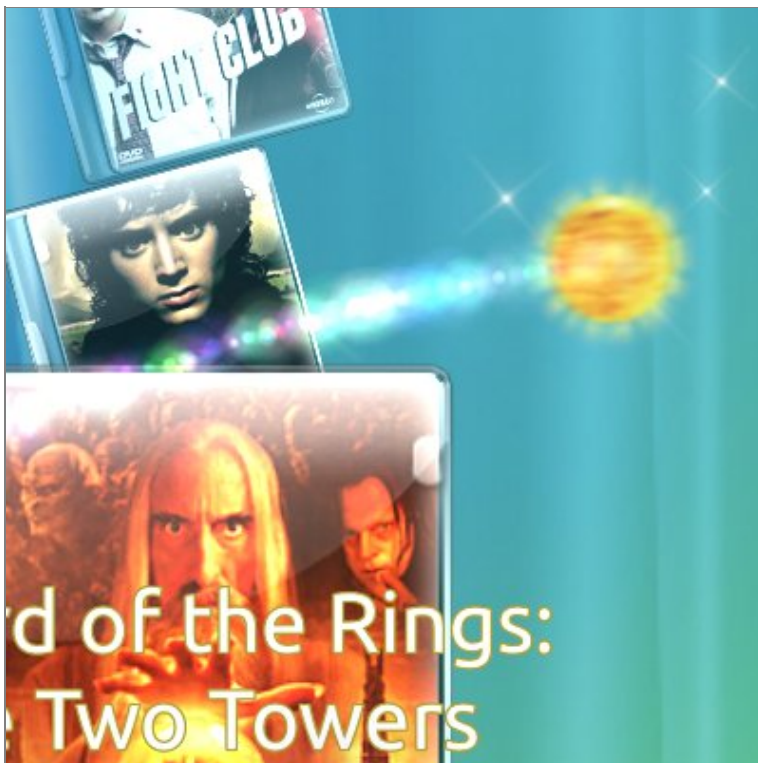




## Qt5 Cinematic Experience – Raspberry Pi Edition

Posted on Sep 21, 2012

The Cinematic Experience is available now also for [Raspberry Pi](#), a credit-card sized computer with an affordable \$25/\$35 price. This version is optimized to perform well with the RPi hardware and with high 1080p resolutions. More information and source codes are available [from here](#).



## Qt5 Cinematic Experience

Posted on Aug 16, 2012

'Cinematic Experience' collects many of the new Qt5 QtQuick 2.0 features into the same UX demo application. It uses particles, sprites, path animation, custom shaders etc. new features which Qt5 introduces for QML UIs. More information, video and source codes are available [from here](#).



## Qt5 LedScreen component

Posted on Jun 9, 2012

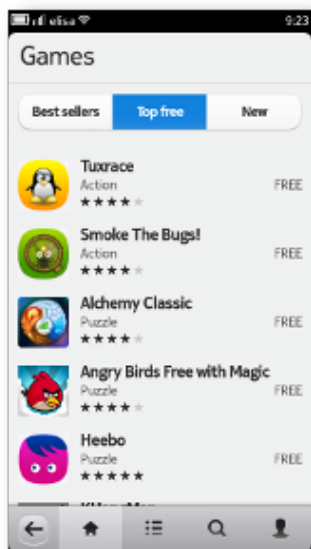
As the Qt5 beta is approaching steadily we decided to publish a small example again, showing the Qt5 QML + GLSL shader power. This time outcome is a LedScreen component which can "ledify" any QML content.



Video and sources with few examples are available [from here](#). Feel free to use it in any imaginative ways!

Smoking success in Nokia store!

Posted on May 1, 2012



We released Smoke the Bugs game about 6 weeks ago and have since received very positive feedback from users all around the world.

As you can see from the screenshot, Smoke the Bugs is currently listed being the #2 most popular free game for [Nokia N9](#)! Symbian version for [Anna & Belle](#) devices hasn't yet reached similar success, but download numbers are growing steadily.

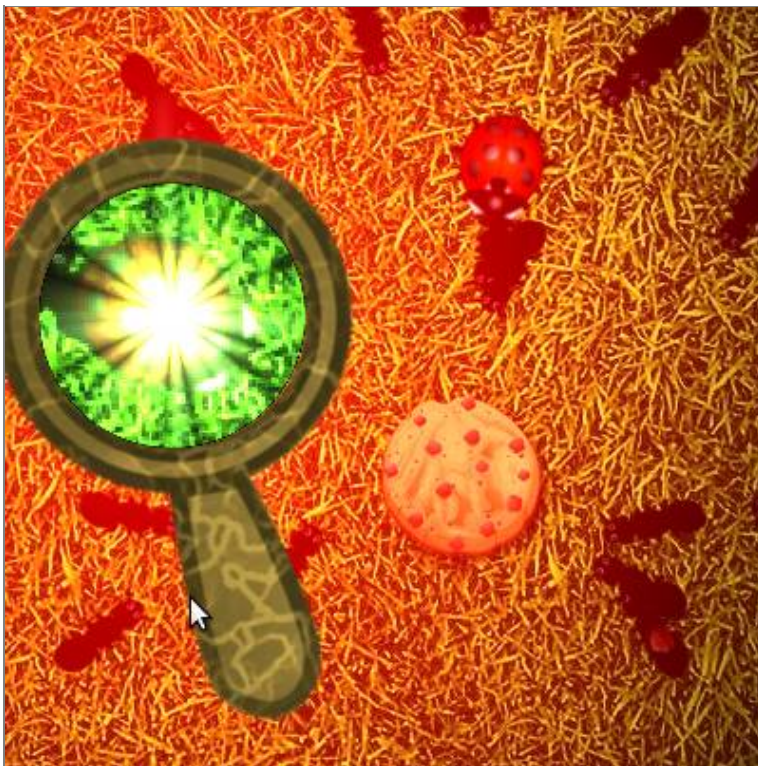
We love hearing comments from users so keep 'em coming! For more information about Smoke the Bugs, please check [here](#).

## Smoke the Bugs! released

Posted on Mar 19, 2012



Today we released Smoke the Bugs! game for [Nokia N9](#) and [Anna & Belle](#) devices. The development has been done using Qt Quick with shader effects to boost the action. Game is freely available from Nokia Store so please give it a try! For more information check [here](#).



## Five now for Anna & Belle!

Posted on Jan 16, 2012



Five In a Row is now also available for most of the Symbian Anna and Belle devices from Nokia Store!

Our favourite user comment so far states "One of the best games I have seen in recent times in the Store. Both the single player and two player modes are fun to play. Simple and enjoyable.". Feedback like that makes us very happy and

humble, thanks!

## Five In a Row for N9 available!

Posted on Oct 11, 2011



We are pleased to announce that Five In a Row game is now available for Nokia N9 & N950 from Nokia Store.

This game is free and contains no ads, just straightforward gameplaying. New features include one player game with three different levels of challenge: Easy, Medium and Hard. Which ones can you beat?!

For more information check [here](#).

## QUitDistFieldFX Demo Released

Posted on Aug 21, 2011

Freshly from our release queue comes this new example of distance field technique using Qt5 and Qt Quick 2.0. More information and source codes are available from [here](#).

## Success of Qt Quick Game Programming tutorial

Posted on Jun 22, 2011

We placed our [Qt Quick Game Programming](#) tutorial freely available about 8 months ago. During this time, it has been downloaded over 17.700 times and we have received very positive feedbacks from users!

With the recent release of Qt-powered [Nokia N9](#) MeeGo device, we hope that even more people will start enjoying the easiness and power of Qt Quick. So if you haven't done that already, please grab Qt Quick Game Programming tutorial from [here](#) and start preparing your own applications!

## Metaballs Demo Released

Posted on May 6, 2011

Today we released a new minimal example of combining Qt Quick QML and OpenGL shaders, in the form of metaballs. More information and source codes are available from [here](#).



## QML Scene Graph Demo

Posted on Jan 16, 2011

When it comes to Qt and user interfaces, we have tried to be pioneers in using the latest and greatest technologies. One example of these is the QML scenegraph, which enables combining QML animations with OpenGL shader effects. To visualize some possibilities this new backend enables, we implemented a small demo running in Nokia N900:

## Qt Quick Game Programming

Posted on Oct 22, 2010

QUIt Coding crew has been working with Qt Quick for some time already in different projects and environments. Today we have released one of those projects openly available, to share the Qt Quick knowledge and to give something back to Qt community. This release contains:

- 5-in-a-row game for Nokia N900, written with Qt Quick
- Full sources of this game
- "Qt Quick Game Programming" tutorial which describes how the game is implemented

Please download the game and tutorial from [here](#).

## We are Qt Ambassadors

Posted on May 5, 2010

QUIt Coding has today been accepted as one of the first members into new [Qt Ambassador Program](#). As ambassadors, we are committed to continue providing extraordinary user experience with Qt.

For more information about Qt Development Framework please visit <http://qt.nokia.com>



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QUIt Coding is a small group of talented individuals enjoying software development with cutting edge technologies. We are official members of Qt Ambassador Program.



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