

tokopedia

Texture (Async Display Kit)

Making UI Great Again

iOS Team



Texture

Keeps the most complex iOS user interfaces smooth and responsive

What is Texture?

- Formerly called Async Display Kit
- iOS UI Framework built on top of UI Kit
- Build to make Facebook's Paper and Pinterest possible
- Performance oriented, made to achieve 60 fps interaction possible

Who's using Texture?

If you're curious to see what can be accomplished with Texture, check out these apps.



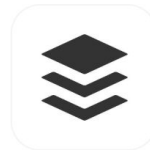
Facebook

[Introducing AsyncDisplayKit: For smooth and responsive apps on iOS](#)



Pinterest

[Re-architecting Pinterest's iOS app](#)



Buffer

[Smooth Scrolling in Buffer for iOS: How \(and Why\) We Implemented AsyncDisplayKit](#)

[Texture: What, Why and How](#)



Auxy

[2016 Apple Design Award Winner](#)



NYT

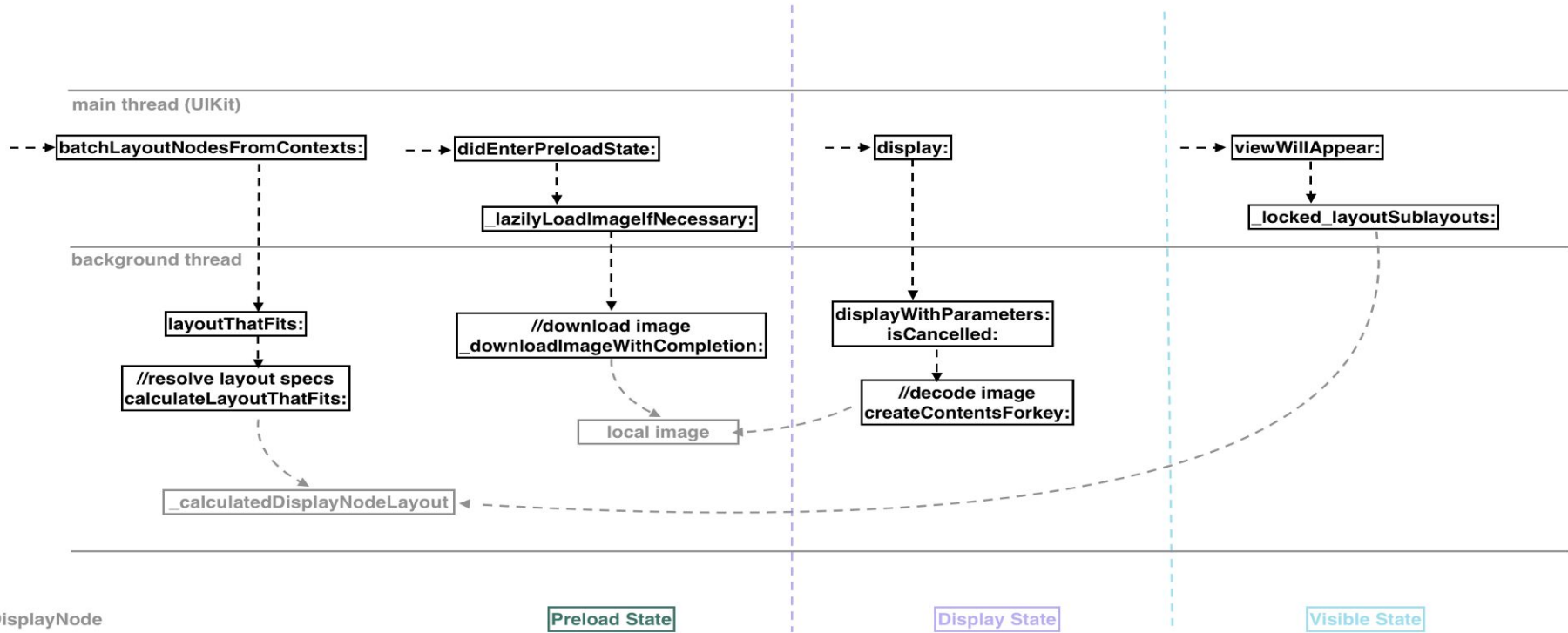


NFL

Asynchronous!!!

Layouting UI in async way!??

What can goes to background thread



Let's Code!!!

<https://github.com/ferico55/texture-tutorial>

THANK YOU