

Thursday 52

Go from storyboard to realistic prototype

• create illusion like a facade

1. You can prototype anything
2. Prototypes are disposable
3. Build just enough to learn not know
4. Prototype must appear real

Prototype

1. Pick the right tools
2. divide and conquer
3. stitch it together
4. trial Run

Keynote is great for prototyping  
work

Markers 2 or more

Stitcher (1)

Writer (1)

Asset collector (1)

Fontviewer (1)