FLYER CREATOR

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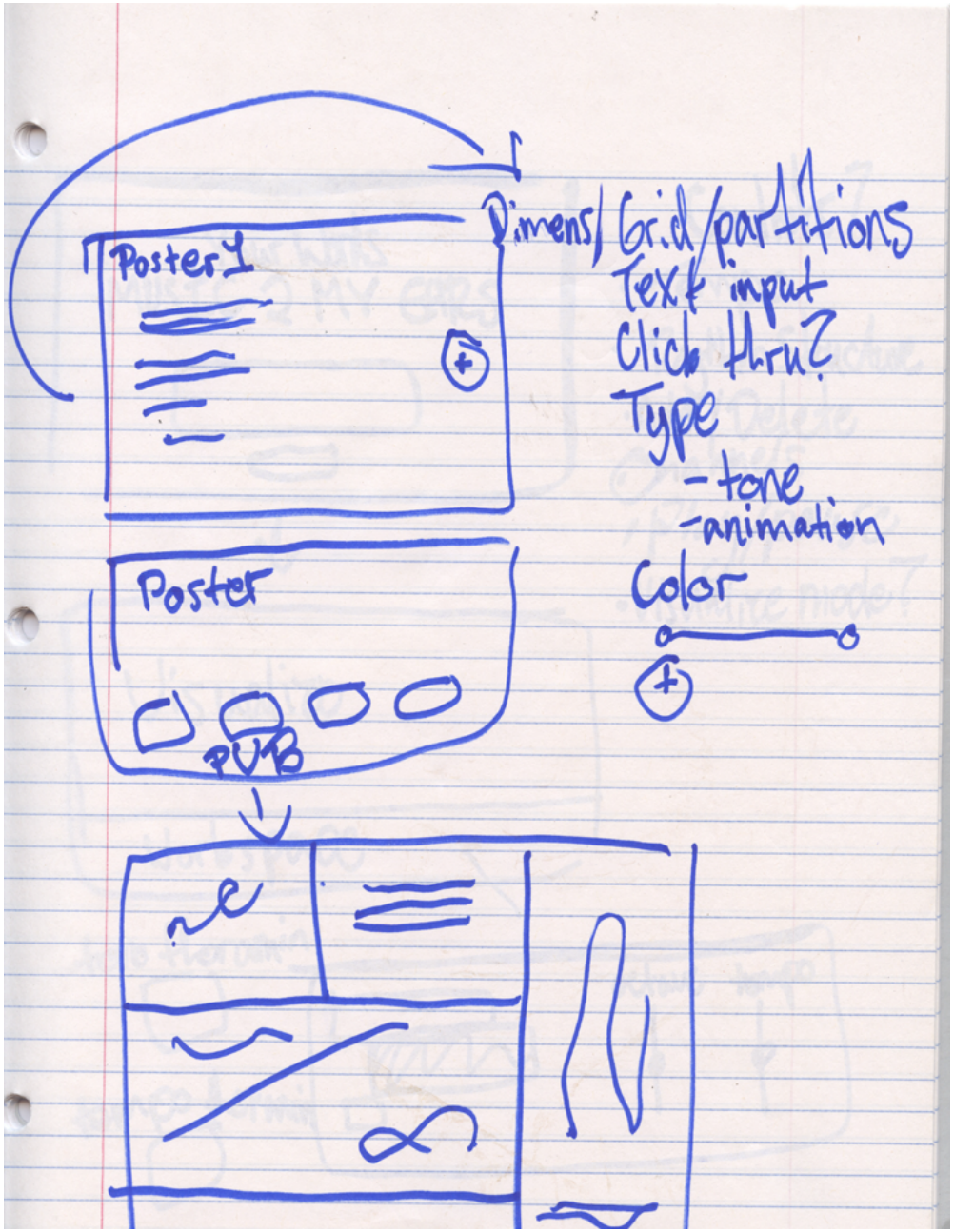
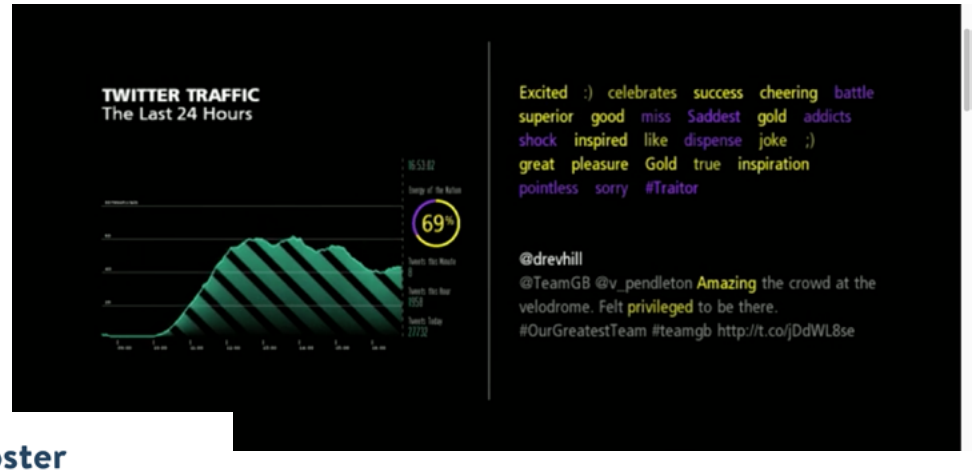
FINAL PROJECT

Create a platform for designing and producing simple flyers. Include text inputs, various controls for text, color and animation. Output to JPEGs, PNGs for GIFs, and a UI-free web location. Consider it as a really weird digital equivalent to Globe .


Poster 1
Dimens/ Grid/partitions
Text input
Click thru?
Type
-tone
-animation
Color
Poster
PUB

FINAL PROJECT

INSPIRATION



How to make a poster

1. **Pick the right size**
   When you open the Spark Post web app, you'll see a range of size options at the bottom of the screen. Choose a graphic size that is perfectly designed for printed posters or for posting on Instagram, Facebook or Twitter, or select "More Sizes" to view additional options.

2. **What is your mood?**
   Next, you need to choose a theme, which determines the layout and overall appearance of your own poster. Scroll through the options and choose one that suits the mood of your poster.

3. **Choose an eye-catching visual**
   Choose a background image for your own poster by selecting "Background" and then "Replace Photo." You can import an image from Facebook, Google Photos, Dropbox, Lightroom or Creative Cloud, upload an image from your computer, or search through thousands of royalty-free images.

4. **Let your poster speak**
   Next, select "Text" and use the options to alter the font, shape, color, spacing and alignment of the text on your poster. Once you've created a strong headline for your poster, you can add more text boxes or leave your poster with a minimalist style.

5. **Share or download**
   Once you've made your poster, you can download it, print it, or share it to social media at the touch of a button. Simply select "Share" and then choose which social networks you want to add your poster to.

ORIGINAL SCHEDULE

W1

finalize resource estimation

proof of concept

wireframe/userflow and visual design

W2

break down needs for code and build components

attain necessary resources and educate on use

consider any changes to plan before sticking it out

define context of use

W3

keep building, start putting things together

plan for implementation

W4

refine

prepare for implementation

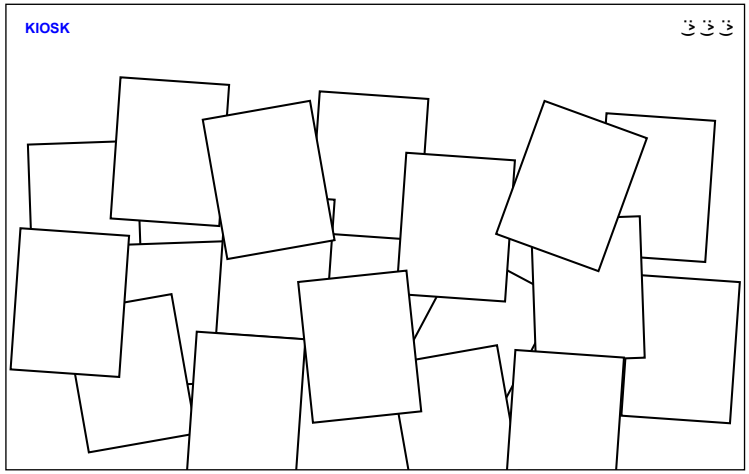
W5

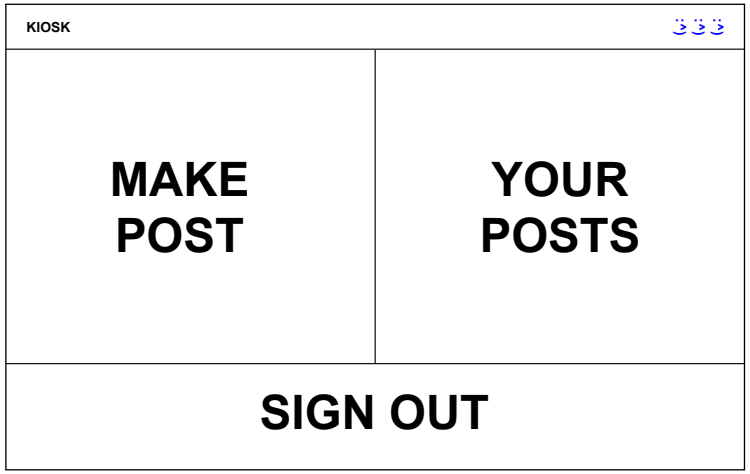
resolve

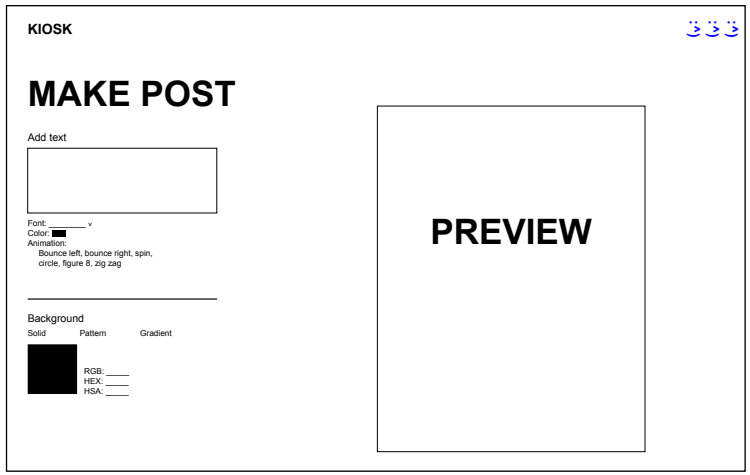
implement

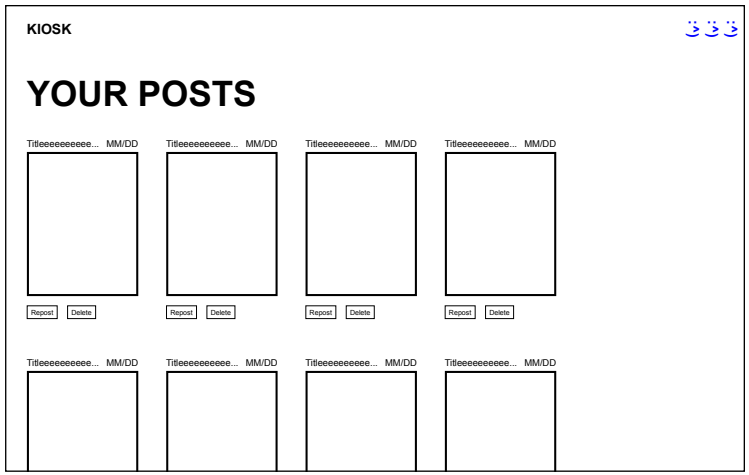
document and present

WIREFRAMES


KIOSK

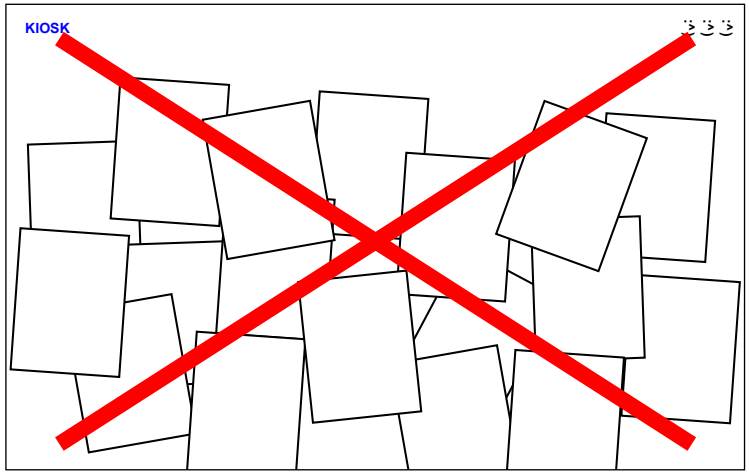

KIOSK
MAKE POST
YOUR POSTS
SIGN OUT

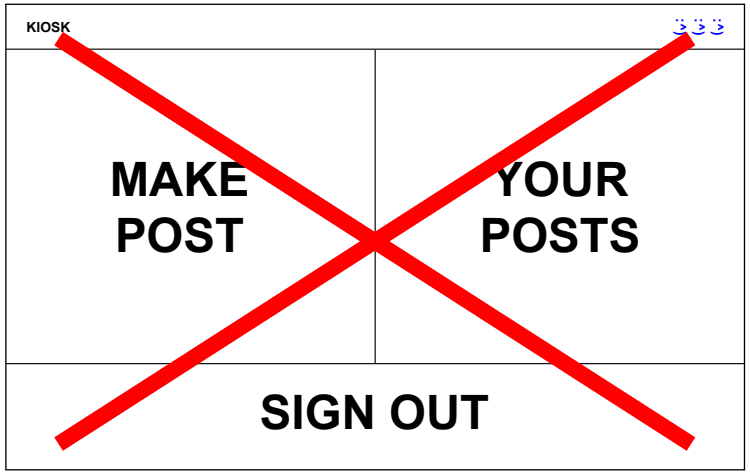

KIOSK
MAKE POST
Add text
Font:
Color:
Animation:
Bounce left, bounce right, spin, circle, figure 8, zig zag
Background
Solid
Pattern
Gradient
RGB:
HEX:
HSA:
PREVIEW

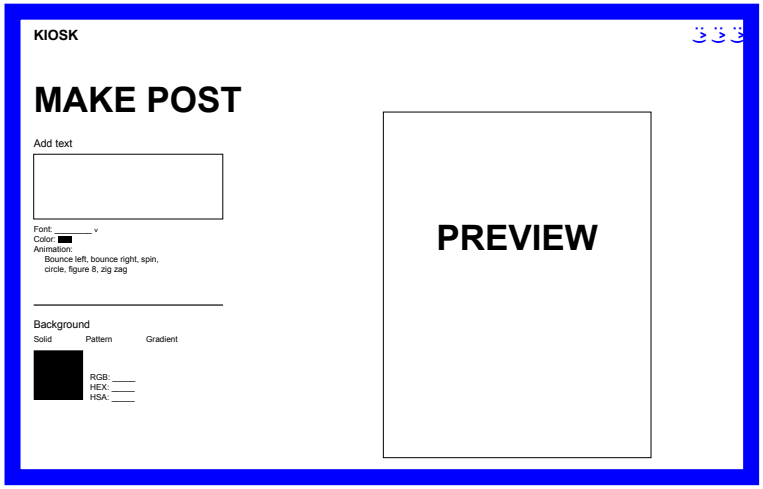

KIOSK
YOUR POSTS
Titleeeeeeeeee... MM/DD
Repost
Delete

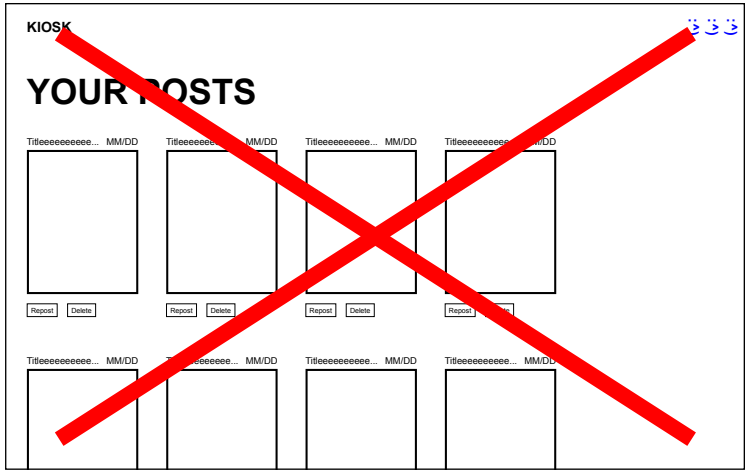
THEN THINGS GOT WEIRD

“REVISED” WIREFRAMES









“REVISED” SCHEDULE

W1
finalize resource estimation

proof of concept

wireframe/userflow and visual design

W2
break down needs for code and build components

attain necessary resources and educate on use

consider any changes to plan before sticking it out

define context of use

W3
keep building, start putting things together

plan for implementation

W4
refine

prepare for implementation

W5
resolve

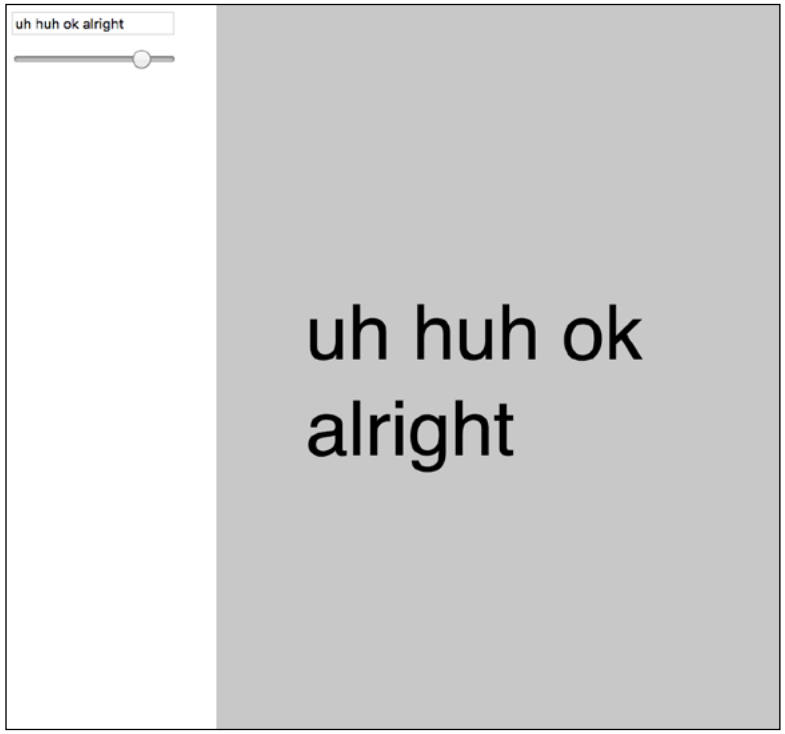
implement

document and present

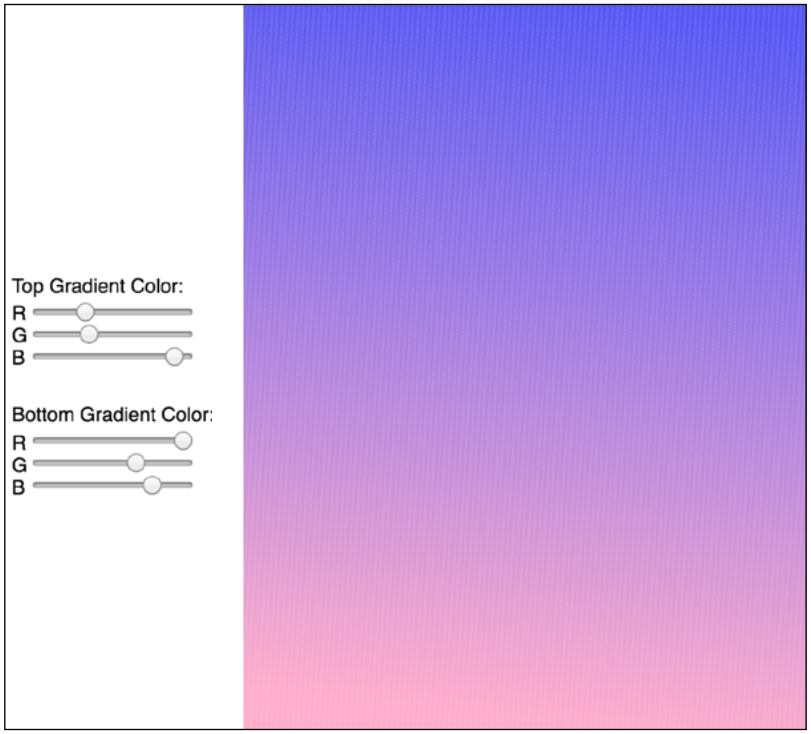
- kinda did it
- basically just happened every week and was chaotic

PROCESS

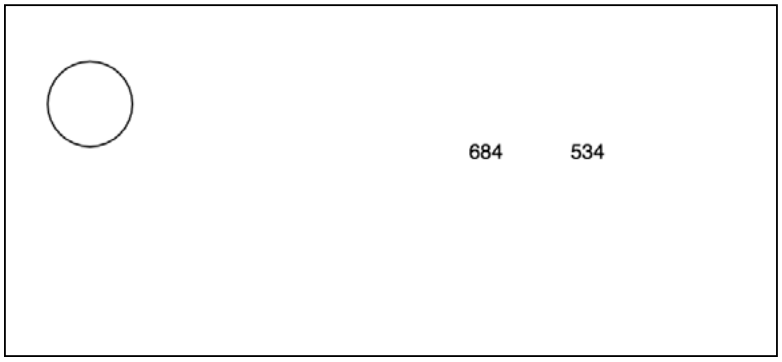
TEXT INPUT



GRADIENT EDITING

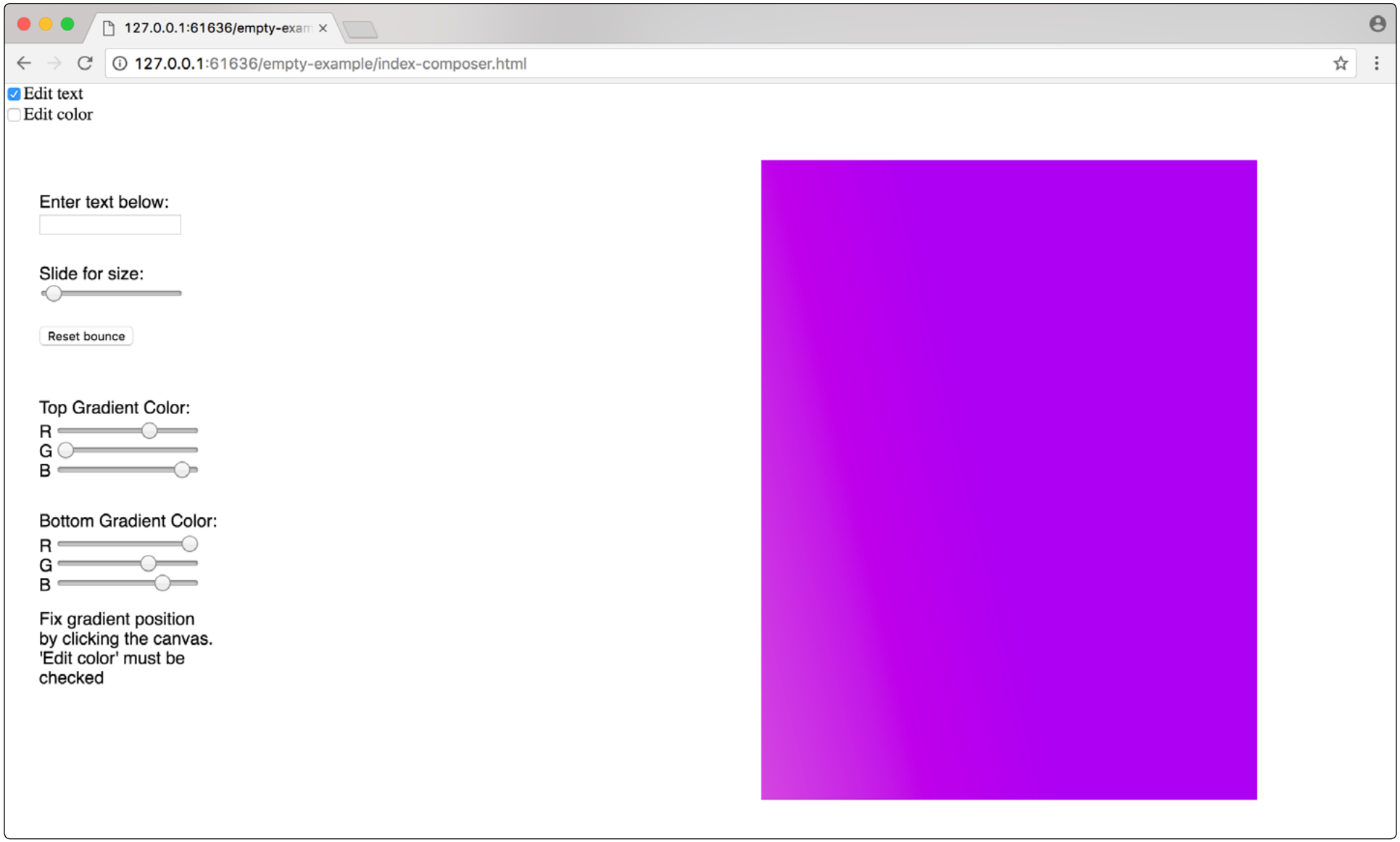


BOUNCE EDITING



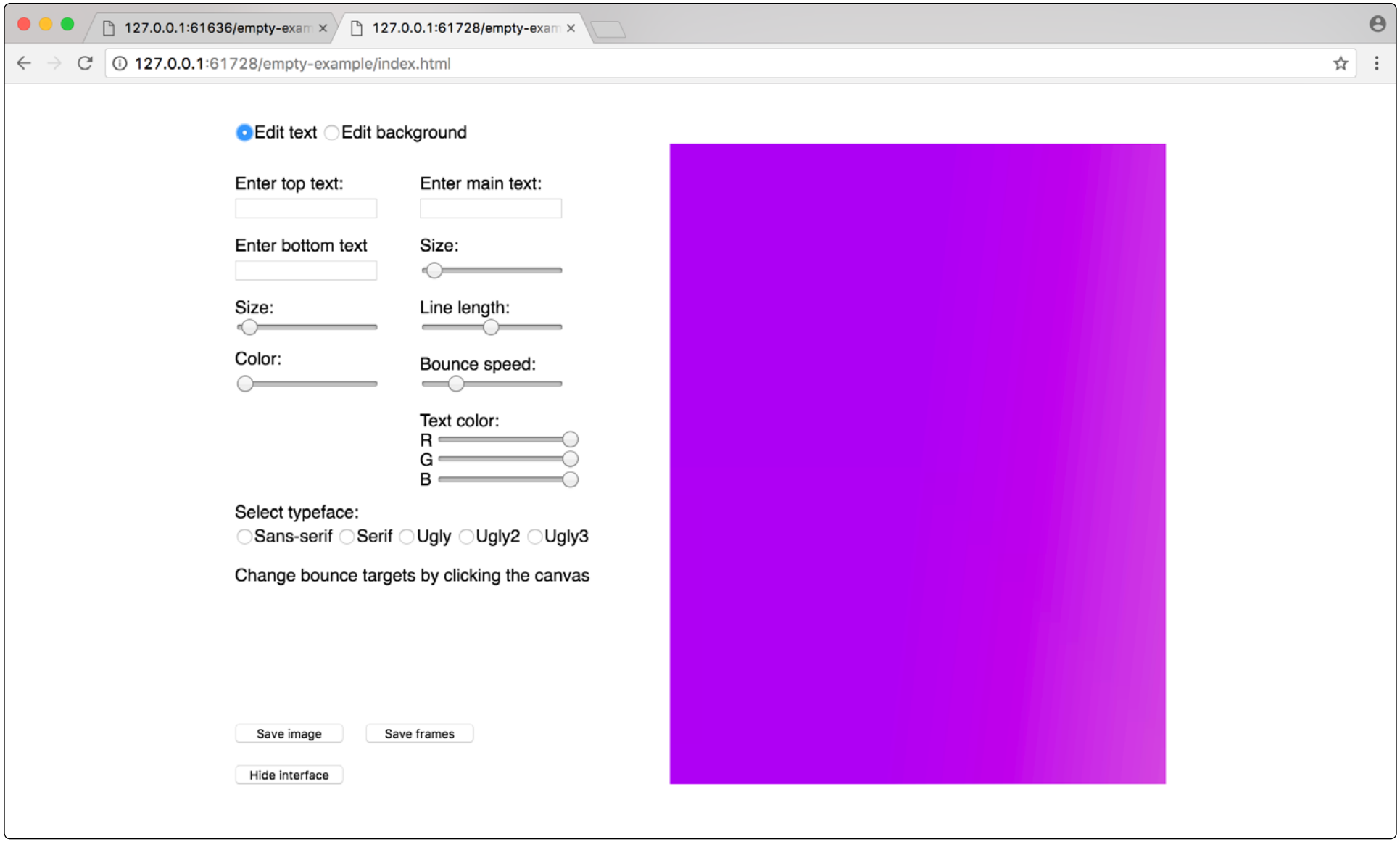
PROCESS: ASSEMBLY

W3 - W4



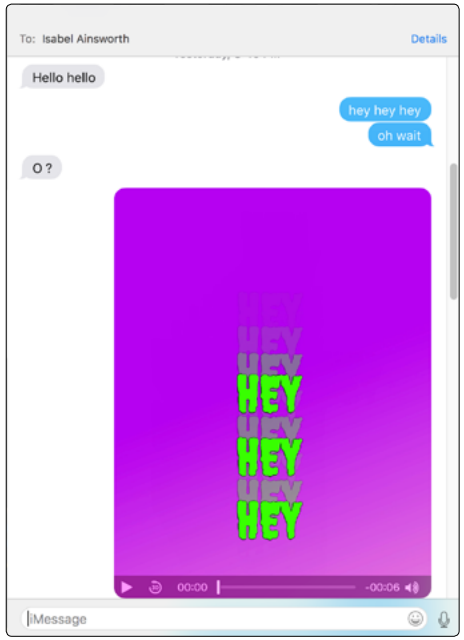
PROCESS: RESOLUTION

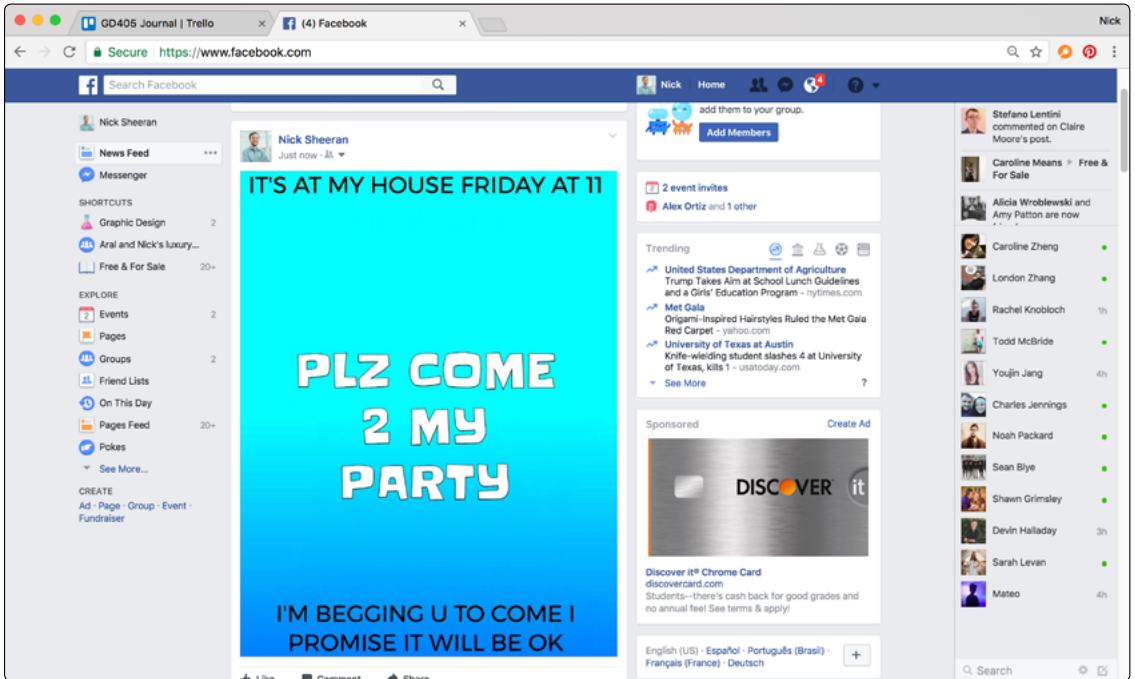
W4 - W5



CONTEXT OF USE?

W2 - W5





DRAWBACKS

Jumping off with a traditional UX approach and obsession with clear/direct/prescripted UI led to:

- lots of compromise that didn't adapt
- lack of experimentation
- constant need to change schedule

BENEFITS

Jumping off with a traditional UX approach and obsession with clear/direct/prescripted UI led to:

- learning the basics of uniting HTML/CSS/JS
- clearer methods for structuring code from start to finish
- easily observed needs for refinement

THANK U!

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