UPDATED
Demo Script & Assets

Adobe® Touch Apps

Ideas, Collage, Photoshop Touch, Proto

Adobe Creative Cloud

Contents

Adobe® TouchApps / Creative Cloud for iOS

UPDATE to Live Demo Script for Creative Pros – August 28, 2012 – 60 minutes

Primary Audience:

Graphic designers, web designers, graphic artists, and other creative professionals.

Primary Message:

Design, edit, and elegantly present using the new Adobe Touch Apps designed for your tablet. Whether you use a stylus or just your fingertip, intuitive touchscreen features provide easy, precise control for a variety of creative tasks. Transfer files through Adobe Creative Cloud for refinement in Adobe Creative Suite software — or to view, access, and share from almost anywhere. Adobe Touch Apps are available for iOS and Android devices. This demo focuses on workflows for iOS devices (iPad and iPhone).

Tagline:

Creativity Anywhere

Length:

30 minutes

Common Demo Setup:

Each Touch App may have its own setup instructions

• Install the latest Adobe Touch apps on your iPad (Kuler Mobile for iPhone will be added to this script once released).

• Set up a Creative Cloud account (https://creative.adobe.com) and connect to it from desktop, iPad, and iPhone.

• Launch Touch Apps and accept opening dialogs. **Note:** You will only have to perform this step once after installing a new build.

• Copy the *TouchAppsCS6_DemoAssets* folder to your computer and into your Creative Cloud account.

Show iPad and iPhone display on computer / through Connect:

Use the desktop app Reflection http://www.reflectionapp.com/ (Mac only) and set up a private and password-secured wireless network. Share from your laptop to mirror your iPad or iPhone display to your laptop. Once the network and Reflections are running, double-tap the power button on your iPad and slide the control bar to see the left-most controls — then tap the Mirror button.

If you need to present over Connect, use an ethernet connection...

Before presenting this demo:

• Launch Photoshop Touch on your iPad and tap the Settings button at top right. With My Account selected, tap Get Started. In the Sign In dialog that appears next, enter your Adobe ID and password, and tap Sign In. Then tap Close at lower center to exit the My Account page.

• Launch each Touch App and tap the Settings button at top right, then tap Get Started, enter your Adobe ID and password, and tap Sign In. When complete, be sure you are signed into the Creative Cloud service on all Adobe Touch Apps before proceeding.

• Upload the complete contents of the *TouchApps_DemoAssets* folder to your account so assets will be accessible from your desktop, iPad, and iPhone during the demo.

• Launch PS Touch and tap Settings, select Preferences, and then under Screen Tips, tap the Reset button. Then exit PS Touch. This action resets coachmarks to appear when you next launch the app.

• Test the demo by running through it from start to finish at least once before presenting the demo to a public audience to familiarize yourself with file locations and the new product interface designs.

Before you Begin:

Adobe Touch Apps with Adobe Creative Cloud

Capture inspiration anywhere

Special handling of Creative Files

Complete and refine on the desktop with Creative Suite tools

View or present your designs virtually anywhere

Share file with anyone

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When rehearsing demonstrations of Adobe Touch Apps, remember that we want to always convey the concepts of mobility and spontaneity—"Explore Creative Ideas Anywhere." That means keeping yourself mobile as much as possible, within the limits of your demo situation. Move around as much as you can while you demo, cradling your iPad in the crook of one arm while you work the apps with your opposite hand. If you have a sit-down audience, move out into the crowd and even sit down with an audience member and show them the iPad up close and personal. Not only will this reinforce the themes we're introducing, it will also bring your audience into the show and help them become invested in the products. Wireless mirroring of your iPad display to the projector will be the best practice for these demos. However, in cases where this is not possible, be sure to use the longest available cable to connect the two, so that you will have the maximum mobility while tethered.

If you have a stylus with your iPad, feel free to use it intermittently, but be careful to avoid giving the impression that a stylus is required. You might say something like "you can do this with nothing more than a fingertip, but if you're used to drawing with a stylus on your computer, as you can see, you can use it here on your iPad as well." A few appropriate places to use a stylus might be when you are fine-tuning a selection in Photoshop Touch or drawing in Adobe Ideas.

Demo Storyline:

Explain to the audience that your demo will show possibilities for a complete creative workflow between Creative Cloud, Touch Apps, and Creative Suite. You'll illustrate this workflow using the story of how a design agency created a marketing campaign for The Pluralist, an apparel brand owned by fashion designer Alice Ritter.

Here's the story the demo will cover: Sitting in a café one morning, one of the designers has some ideas for the fashion show poster. She takes out her iPad, opens her Adobe Ideas app, and downloads some logo concepts and an image of a model from her Creative Cloud account. She reviews the logo sketches and tweaks one for the poster design. Then she draws on top of the image to create a sketch of a face as well as a ¾ view of a model. She saves her work to her Creative Cloud account.

Later, walking through a garden, she uses her iPhone camera and the Adobe Kuler app to capture flower colors and create a color theme for the new fashion show designs. She saves the .ASE color theme file to her Creative Cloud account. (Kuler for iPhone demo will be added once released)

As she walks past a fountain in the park, something about the way the water moves strikes her. She uses her iPhone to shoot a quick video. Then she sits on a bench and brings her sketches, color theme, and video into Adobe Collage on her iPad, where she composes an inspiring moodboard for the campaign creative. She saves the video and moodboard to Creative Cloud.

When she arrives at the office, she downloads the Adobe Ideas, Kuler, and Adobe Collage files to her desktop from Creative Cloud and shares them with the rest of the design team.

In a cab a short while later, the team's art director opens Adobe Photoshop Touch on his iPad and creates a layered mockup of the primary image for the fashion show campaign. He montages images of models, leverages the new color theme, adds text, and uses the Pen tool to hint at a painterly effect. He saves the comp to his Creative Cloud account.

Back at his desk later, he downloads the comp from Creative Cloud to Photoshop CS6 and reviews it. Then he creates the image from scratch in Photoshop, using Erodible tips and Airbrush tips to give the image a painterly feel. He also uses Scripted Patterns to create a rich background for the image.

The first designer opens the Adobe Ideas sketches and Kuler color theme in Adobe Illustrator and refines the vectors, colors, and text before building the show poster around them.

While on a coffee run, one of the designers has an idea about a new microsite for the fashion show. He opens Adobe Proto on his iPad and creates a quick wireframe of the site.

Adobe TouchApps / Creative Cloud

DEMO TRACK

TALK TRACK

Welcome to Adobe Creative Cloud

1 Launch **Adobe Creative Cloud Account** in a browser and show files stored in the cloud that were uploaded from desktop and created using Touch Apps on iPad.

1 **Welcome the audience.** Talk to how the new Creative Cloud account and Adobe Touch apps help you turn the world into your studio. Design, edit, and elegantly present using five new Adobe Touch Apps designed for your iPad, iPhone, or Android tablets. (Remind audience that today's demo will focus on iOS versions of the apps.). Whether you use a stylus or just your fingertip, intuitive touchscreen features provide easy, precise control for a variety of creative tasks. Transfer files through Adobe Creative Cloud for refinement in Adobe Creative Suite software — or to view, access, and share from virtually anywhere.

2 On your iPad, briefly show the Touch Apps icons and explain each app.

Show sync from iPad to Creative Cloud Account and show account access on desktop and integration with desktop apps.

2 **Set up the demo** by explaining that these new Touch Apps enable customers to be mobile and spontaneous in their creativity in ways that are impractical using traditional desktop and laptop computers. Now, you can capture inspiration anywhere with intuitive touchscreen tools. Create sketches, color themes, inspirational moodboards, layered image composites, and website prototypes and wireframes. Share files easily, with no conversion needed. After creating on your iOS device, sync your files to Creative Cloud, and then download them for further refinement in Creative Suite software. Work across devices and computers with the ultimate in mobility and convenience. Keep your files in sync through Creative Cloud for access from virtually anywhere.

3 Show thumbnails of files in your Creative Cloud account on iPad or desktop while explaining the storyline.

3 **Briefly talk through the storyline** to introduce The Pluralist brand and the story of Alice Ritter's design agency, using the Creative Cloud, Touch Apps and CS6 Design Segment apps.

Adobe Creative Cloud demo

With Adobe Creative Cloud, you are always connected to your files. Easily move between Adobe Touch Apps and Creative Suite components. View, access, share, and present your creative work anytime, anyplace.

1   Switch to your web browser (computer or iPad), and browse to https://creative.adobe.com. Sign in with your Adobe ID and password.

1   Explain that your Creative Cloud account offers cloud-based storage and device syncing capabilities so you can access and share your work wherever you are, whether you're using a desktop computer or iPad.

2   In Files > Native Files folder, select the native Illustrator file *Flowers.ai* and InDesign *DesignerProfile.indd*. Show view of multiple artboards in the Illustrator file (not working in current CC Account) and the various pages of the InDesign file.

2   Native files are recognized and viewable within your Creative Cloud work area. You can even view within files, for example, to see the different artboards in an Illustrator file or the pages in an InDesign file!

3   Next, select *WhiteDress_Jump.psd* and show Photoshop image, file information, automatic color swatch generation, and viewable layers. Deselect the background "Original" layer to show only the Silhouette layer.

3   Within your Creative Cloud account and without opening Photoshop, you can view native Photoshop PSD files, their layers, and their file information such as when the file was uploaded, modified, and what software was used.

4   Show the Kuler theme automatically created from the PSD file, and show how you can download the theme to your desktop.

4   Point out how Creative Cloud has automatically created a Kuler theme from the colors in the file, and that you can download the theme and use it in Illustrator or Photoshop.

5   Show where you can make comments on files and share files with others. Select Share Options in the right column.

Click Share, and then click Share link via email.

Enter an email address in the To box, edit the default message a little, and click Send.

5   Mention that you can easily send links and share comments on files from your Creative Cloud account. You can also enter an optional title and file description to help others with additional information about files being shared.

Talk about how your email client is activated and an email is populated with the message and link to send to others to they can access the file(s) you have shared.

Adobe Ideas

Adobe Ideas is the ideal Touch App to use with your favorite Creative Suite software. Start designing on your iPad virtually anywhere with vector-based tools, customizable color themes, and the ability to pull in an iPad-compatible image file (such as .png or .pdf) as a photo layer you can control separately. Easily bring your sketches into Illustrator to further refine them.

1   Tap the Adobe Ideas icon on your iPad to launch the app.

Open the following logo sketch files in sequence:

MonogramP.idea
LogoSketchA.idea
LogoSketchB.idea
LogoSketchC.idea

Show concepts of logo sketching and ideation around logo designs.

Pinch to zoom in and out and pan around to show various logo ideas.

1   Introduce the benefits of Adobe Ideas. Instead of carrying around sketch pads or your laptop, now you can use Adobe Ideas on your iPad to explore new creative ideas anywhere at any time—whether you're meeting with a client or out on the go. Note that some people may already be familiar with Adobe Ideas on the iPhone and Android devices . . . now the app is available on iPad.

In our Alice Ritter storyline, an agency designer is sitting in a café one morning when she has an idea for the poster for Alice's new fashion show. The designer downloads some old logo concepts from Creative Cloud to Adobe Ideas and reviews them, and she tweaks one for her poster design. Focus on ideation while showing these logos.

Point out how sharp and crisp the artwork is, even at this high magnification. Explain that this is because you are sketching with resolution-independent vectors in Adobe Ideas, just like you do in Illustrator on the desktop. Unlike the raster images other drawing apps produce, Adobe Ideas creates true vector art that will be as sharp at billboard size as it is right here on your iPad.

Demonstrator's Note:

Adobe Ideas is a good place to show drawing with a stylus, but your fingers work just as well. Before your demo, practice smoothly pinching in and out and adjusting brush size and color as you work on fine details. It looks impressive when done well.

2 Switch to *ModelSketch_Intermediate.idea* and show the model photo on a layer with drawing beginning over the photo. Show adding Photo and Draw layers.

Zoom in to fill in color on her lips using these settings:
> Size: 10
> Opacity: 15%
> Color: select red or sample color from her fingernails
>> using the Eyedropper tool (Tap the Add Theme but-
>> ton to create a set of named colors you sampled.)

Draw over her lips in one continuous stroke starting on her
> lower lip and finishing on her upper lip. Note: drawing
> multiple lines will overlap the strokes. Show Undo/
> Redo.

Turn off the photo layer to show the sketch itself.
Close the file.

2 Note that it's easy to import a raster image—whether it's a photo taken with your iPad camera or an image imported from your Creative Cloud account—and draw on top of it in Adobe Ideas. Simply add a new layer, choose a photo to add to the layer, and then create drawing layers on top of that layer. You can then trace the photo or enhance it artistically by drawing on top of it using color and opacity. The end result can either include the photo background, or that layer can be hidden to reveal the sketch alone. Note that you can control the opacity of an entire layer independently.

Mention that with opacity, if you draw multiple lines they will overlap. Show a multiple blend mode effect. Drawing single strokes that overlap will ensure that the stroke maintains a single color.

Mention that Adobe Ideas color tools make it easy to improvise with color choices and themes as you sketch. You can create and name your own colors and themes.

3 Open *ModelSketch.idea* and show the full image, then zoom in to show detail in her hair.
Select the brush tool and choose these settings:
> Size: .5
> Opacity: 100%
> Color: solid black

Sketch tendrils of hair down her cheeks or forehead.
Zoom in to see detail and draw finer lines.

3 Explain that now you'll show the nearly finished sketch and continue drawing on it. While drawing, speak again to the ease and convenience of using Adobe Ideas for sketching and design ideation when you're on the go.

Note that you can control the size, opacity, and color of the lines you draw. Zooming in not only shows greater detail, but it also allows you to draw in finer detail.

4   Zoom in on left eye. Use the Eraser tool to remove the small dot under her eye.
Change the brush settings to:
    Size: 10
    Opacity: 15%
    Color: Bottom color green or sample from her eye.
Add eyelid shading: Starting near the nose, draw under the eyebrow toward the ear and loop back over the eyelash to make one smooth area of shading.
Select Full Screen to show the full effect.

4   Talk about how quick and easy it is to draw lines, sample colors, and shade your sketches with your finger or a stylus. You can zoom in to fine-tune your drawing, and you can zoom out to see the effect you've created. You can even tap the Full Screen button to hide the interface and draw freely across the entire iPad canvas.

5   Close file and tap the Creative Cloud button to turn on the automatic sync of files to your Creative Cloud account.

5   Note that your work is saved when you close your files. Explain that, by syncing vector-based .idea files to your Creative Cloud account, you can later download them to your desktop and open them in Illustrator. Then you can use the powerful Illustrator vector drawing toolset to add text, refine color, and take the artwork to the next level.

6   Switch to desktop and show the collection of files in your Creative Cloud Account Model

Checkmark the Sketch.idea file and show download button from desktop. If time, download file and open in Illustrator.

6   Conclude by reiterating that, with Adobe Ideas, you can explore new creative concepts no matter where you are. And with a Creative Cloud account, you can easily transfer those concepts from your iPad to your desktop to enhance or finish them in Illustrator as native vector art.

Adobe Collage

Adobe Collage is the new Adobe Touch App for gathering inspirational images, drawings, and text into modern, conceptual moodboards that help you visualize and refine concepts. Capture inspirational content. Explore, refine, and visualize concepts anywhere. Import native Photoshop, Illustrator, and InDesign files — Adobe Collage recognizes multiple pages, artboards, and layers within the files. Also import .ASE color swatch files as well as images and videos from YouTube, WebClip, and your iPhone or iPad. Draw with four customizable pen types and add text, and apply color themes from Kuler. Files can be uploaded to Creative Cloud, making it easy to share them or access them for use in Photoshop.

1   Tap the Collage icon to launch on your iPad. Then open the moodboard *MoodBoard1_Start.colz.*

    Optionally, tap the + New button at bottom center to start new collage and build from scratch.

1   Speak to the benefits of using Adobe Collage: Anytime and anywhere inspiration strikes, you can visualize and refine concepts by bringing together images, drawings, video, text, and colors in inspiring mood-boards that help you establish your design concepts.

    Returning to our Alice Ritter storyline...after having sketched some poster concepts in Adobe Ideas and created a color theme in Kuler, the agency designer is now walking past a fountain in the park when something about the way the water moves strikes her. She pulls out her iPhone and shoots a quick video. Then she sits on a bench and brings her sketches, color theme, and video into Adobe Collage on her iPad, where she composes an inspiring moodboard for the new fashion collection and related marketing creative.

2 Tap the picture button in the left toolbar and show the UI of image and video import options.

To load an image from Google, select Google from the Image tool flyout, type "fashion" in the search field, click Search, and show the results.

Then tap the Face or Photo options to limit the selection. Select the Color Search button and tap the brown circle to again limit the selection to images with brown. Tap one or more of the first hits that has a women's casual look to select it, and tap Add at bottom center to complete the import.

Also consider using iPad to take photo of someone you are presenting to and using that in the moodboard.

Pinch in and rotate the image, drag it off to the side or show the object menu option, then delete the image.

3 Tap the Picture button again and choose Creative Cloud to show the range of files in your Collage > Links folder. Add the following images from your account:

Lavendar.ase — Pinch image to scale down slightly and place under the dress sketch. See the Moodboard1.colz file for how it all should look.

WhiteDress.psd — Select the file and Click Add. Show the option to select one of the three layers with different images on them. Click Cancel.

WhiteDress_Jump.png — Place this image and scale it down to place it over the right side of the color swatches. See the Moodboard1.colz file for how it all should look.

2 Explain that Collage lets you create moodboards from Creative Suite files (PSD, AI, INDD, PDF, and ASE) accessed from Creative Cloud as well as assets gathered from Google Images, Flickr, WebClip, YouTube, and your iPad camera. You have a huge range of creative options for expressing and refining ideas. Once images are placed within Adobe Collage, it's easy to drag and move them around the artboard to find the ideal placement.

Google image search can not only locate a photo, clip art, or line drawing based on your text search criteria, but it can also help select images based on face recognition, color usage within the image, and other options shown in the UI.

If time permits, mention or replace the background image of the sunlight on the hills with the YouTube video - search YouTube for "Adobe Collage Sunny Hills"

3 Adobe Collage can import native file formats like PSD, AI, and INDD with no conversion needed, and the app can even see into these files to do things like access layers in PSD files or different artboards or pages from AI and INDD files.

Demo note: While Collage can see into Photoshop file layers, it does not yet recognize transparency, so we have the WhiteDress_Jump.png file with a transparent background to use instead.

4 Double-tap the *Model.jpg* image on the right side of the collage to move to Mask mode. Tap the Scissors button and drag out a rough selection of her head and body, eliminating the blank area to the left of her face.

Then use the Eraser tool to refine the selection. Use the Brush tool to fill back in any details that you don't want clipped. Click Done to return to the moodboard showing your clipped image.

5 Next show the various drawing tools and the Eraser in the dropdown under the Pen tool. Select the Brush tool (second from the bottom), choose a color (sample from model's dress), size (set to largest), and opacity (20%). Draw a couple of lines or swaths of color connecting different elements. Use the adjustable Eraser to refine your drawings.

Toggle Draw in Front at the bottom of the toolbar.

6 Next tap the Text tool and note the default that appears on the moodboard. Double-tap the text to enter editing mode, type in a new phrase, then hide the on-screen keyboard. Select a text color, adjust the font size, note the font and alignment options, then click Done. If necessary, drag to move the text to a new position.

Close *Moodboard1_Start* and it will save automatically. Open *Moodboard1* if you want to see what the final Collage moodboard should look like.

4 Speak to the ease of masking or clipping images, and note the Brush and Eraser tools you can use to fine-tune masks.

Note that the flowers on top and bottom right are set to display In Front. You can layer images by selecting the Object menu for each image and selecting Send to Back or Bring to Front.

Click and hold on an image to get the contextual menu to appear.

5 Drawing lines and shapes in Adobe Collage on your iPad is as easy as finger painting! Use the Pen tool and an infinite range of colors from the Color Picker or by sampling from other images with the Eyedropper. Freehand, draw lines of various thicknesses and different levels of opacity.

Talk about the flexibility of the drawing tools. You can draw in image editing mode if you want your drawing to move with an image on the canvas, or you can draw directly on top of or behind images.

6 Speak to the ease with which you can add text and edit its properties including font, size, color, and alignment. Existing text, such as the word LIVELY, can also be edited by simply double-tapping on the text and changing its attributes. You can also adjust the width of the text frame by tapping the word once and sliding the bar with three vertical dots positioned on the right of the text.

7 Open Moodboard2 to import a video the designer shot with her iPhone and place it in the moodboard.

Delete the placeholder video image on the bottom right.

Tap the image button and select YouTube. Search for:

Adobe Collage Rain on pond

Tap to select and Add the video. Position the video where the placeholder image was. Click Play to view.

8 Tap the top button in the left toolbar twice to switch between the Hand and Move tools.

Zoom out to see whole collage and click the Hand tool to see handles around the artboard. Drag to enlarge artboard.

9 Tap the Share button at the top right. Show sharing options. Close Moodboard2 and show how to sync / upload your Collage moodboard files to your Creative Cloud account.

In Creative Cloud account, show download option to convert to .PSD and open in Photoshop.

7 Videos can also be incorporated into a moodboard. Here we see a video of water droplets on a pond that the designer shot in her search for inspiring natural textures. This video was imported from YouTube, but you can also import videos from WebClip.

Like images, videos can be scaled, rotated, and sent to front or back. When played, the video will pop to the front, but the poster image remains where it was positioned.

8 The Move tool acts on the collage elements, and the Hand tool acts on the artboard itself. Pinch in to zoom into the entire artboard, and note the handles above and below for enlarging the canvas in all four directions. Note the display above the canvas that shows the current size and magnification. Note the Undo/Redo and Full Screen buttons.

9 Mention that you can share moodboards in a variety of ways: via email, Dropbox, Facebook, and Evernote as well as Creative Cloud. In this example, the designer uploaded her moodboard to her Creative Cloud account so she could download it later and share it with her team. Also mention that when you open an Adobe Collage file in Photoshop, each element of the moodboard will appear in a separate Photoshop layer.

Adobe Photoshop Touch

Adobe Photoshop Touch lets you create layered images on your iPad by combining images and text, editing them with familiar Photoshop tools, and applying filters and other effects. Quickly find images, share your creations, and view comments—all from within the app thanks to integration with Google and Facebook. Interactive tutorials help you quickly achieve great-looking results, and you can sync your files with Creative Cloud so they're easy to open and refine in Photoshop on the desktop.

1 Launch Photoshop Touch, tap the Intro thumbnail (if necessary), and note the options to start a new project or a tutorial. Tap Begin a Tutorial and show the various options.

2 Tap the return arrow at top left to return to the Photoshop Touch screen. Tap Intro again, and tap Begin a Project to show the images already stored on your iPad that you can use in Photoshop Touch.

   To begin working on the model poster comp, tap Creative Cloud to access the demo images. Or, if you have them synced already, tap the *PS Touch Demo* folder, open the file *ModelPaint_Start.psdx*, and show the layer with the background image already placed.

1 Talk about how Photoshop Touch allows you to combine images and apply filters and effects to quickly create artistic, multilayered comps and mockups when you're on the go.

   Note that the built-in tutorials offer a quick way to get up to speed on the app's features and creative possibilities.

2 Our design agency's creative director is traveling across town in a cab when he has some ideas for the Pluralist brand poster. He opens Photoshop Touch on his iPad and starts creating a layered image comp.

   Note how Photoshop Touch lets you import images from your iPad's photo albums, Creative Cloud, or Internet sources like Google or Facebook. It also enables you to bring in shots taken with your iPad's camera. When you create a new project, it's stored within Photoshop Touch on your iPad and synced to your Creative Cloud account. When you sync with Creative Cloud directly, the project files are not stored within Photoshop Touch.

   Explain that this image has been started in Photoshop Touch, with the background layer already added. Next we'll bring in more images and layer together a beautiful composite image of our poster design.

Presentation Mode:

Shows a red dot onscreen wherever you are tapping on the iPad while doing demo. Turn on under Settings > Preferences.

3   Add a photo on its own layer: Tap the Add + Layer button at bottom right, and then tap Photo Layer. Tap Creative Cloud at left if necessary, tap PS Touch Demo folder > Assets, select *Model1380.jpg*, and then tap Add. Show how the model image is placed as its own layer on top of the background image layer.

3   Now we'll add this model image. Note the transform handles, which will be familiar to Photoshop users. Drag the corner or side handles to resize, and drag the additional transform buttons at left, right, and top to rotate or skew left to right or up and down.

Mention that Photoshop Touch now supports images of up to 12 megapixels, and it also offers support for Retina Display on iPad 3.)

4   Mask the model image to remove its background:
Be sure the model image layer is selected, and then tap the button at the top of the left toolbar to reveal the full toolset. Tap and hold the *Magic Wand* icon to reveal the tool flyout, and then slide your finger over to select the Scribble Select tool.

4   Next we'll remove the background of this image so we can add the nature background behind the model. It's easy with the Scribble Select tool!

5   With the Keep option selected, simply drag your finger inside the model image. Draw a single green line through her body and head /hair without making it appear you're being too careful about it.

5   The Scribble Select tools allows you to simply identify what you want to keep and what you want to erase. Emphasize that you can just draw a fairly rough line to indicate the area you want to keep.

6   Next tap Remove, and then drag a red line around the outside of the model image, marking the background to remove. If time allows, show the Refine Edge and Feather features from the Selection menu in the top menubar.

6   Note that the initial result is very good, but you can refine it further if you want, either by drawing additional "keep" and "remove" lines or by using the Refine Edge and Feather features.

7   Next, tap to open the Edit menu in the top menubar and tap Extract. Tap the Selection tool and deselect the image when finished.

7   Note how just that easily you've composited the figure on the new background.

8 **Add Fade effect:** With the top layer still selected, tap to open the Ampersand menu, select Add Fade, and show the various fade presets. Select the left-most fade preset.

Drag the handles on the image to change the direction and blend of the fade, then finish by having the top fade handle near the top left edge of her hair and the lower handle at her temple. This will create a short fade on her hair without exposing too much of the background branches behind her shoulder. Tap Done, tap to open the Selection menu in the top menubar, and tap Deselect.

8 Notice that the model's hair is too sharply cut off on the left side. Adding a Fade creates a nice vertical gradient fade to blend the hair into the background layer. Point out the additional controls in the bottom toolbar.

You can use fades and other effects on an entire image, or you can use them on select portions of an image by creating a selection marquee and using Fade within your selection.

9 **Use Clone and Healing Brush tools to clean up model image:** Use the Healing Brush tool (under the Clone tool in the Tools panel on the left) to remove some of the blemishes on the model's face layer. Adjust brush size and hardness, etc., and select the source area. Then brush away the blemishes.

9 Just like Photoshop on your desktop, Photoshop Touch makes it easy to touch up images using the Clone Stamp and Healing Brush tools.

10 **Add opacity and blend modes:** Next create a new photo layer and load the *RedLeaves.png* image. Scale the leaves down and position them in bottom left corner of the image, over the model's left shoulder.

With the leaves layer selected, tap the Layers button and experiment with the Opacity slider and Blend Mode options. End with 75% opacity and the Screen blend mode, and then tap anywhere in the image to dismiss the Layer Options and see the results. Duplicate (under + Add Layer) the leaves layers around the bottom of the image using different effects and fade it into the background behind the model's head. Tap Layers again to adjust the layer effects.

10 Opacity and blend modes allow you to blend the images that are stacked in layers. The top layer with the opacity or blend mode on it visually interacts with the layers beneath for interesting visual effects

We'll stack up a bunch of these leaves and use the tools to rotate, scale, and skew them to get the image into position. Then we'll add the effects of blend modes and opacity to make the leaves interact with the model image layer.

Talk through other options like Merge Down, etc. that are familiar to Photoshop users.

11 **Drawing and painting with effects and filters:**

Paint wisps of highlighted hair by sampling from the colors in her hair and then using the Brush tool to draw the hair.

Add an empty layer on top of other layers.
Use these settings:

> **Brush Size:** 1 (minimum size)
> **Hardness:** 35
> **Flow:** 70%
> **Opacity:** 35%
> **Mode:** Paint

Change the layer opacity to 75% to tone down the sharp effect of the wisps of hair.

Paint droplets create a splatter effect in the background on a new layer behind the model, above the background layer.
Sample a medium brown color of the model's hair then select the **Brush tool** using these settings:

> **Brush Size:** 80
> **Flow:** 80%
> **Opacity:** 80%
> **Mode:** Paint

Draw a large swath of color around the top of the model's head then choose **Effects > Artistic > Color Drops**. Choose a density of 65% and a scale of 50%. Erase any unwanted portions of the splatters that cover the model's hair.

11 Drawing and painting alone are powerful ways to add detail and illustrative effects to your image. Paint with Effects to adjust an existing image, for example by adding illustrative effects like painting in wisps of hair, adding a splatter effect in the background, or by adding color Saturation on her face.

Note that you created splatter in the background on its own layer by sampling the medium brown color from the model's hair and using a brush with the settings (listed in the demo track). By first painting a large swatch of color, the Color Drops Effect transforms the brush-strokes into colored droplets, which can then be modified further to fit into the painted image.

The yellow watercolor splash to the left of model's head is image *splash04.png* on its own layer, with opacity 75% and using a Lighten Blend Mode

Talk to how Color Saturation was added to the model's face and lips by selecting that layer and using the Spray tool with these settings:

> **Brush Size:** 75
> **Mode:** Effect using Saturation (Settings 75%)

12 **Add Text**: Tap the *Ampersand* menu and tap *Add Text*. Drag the default text block to the top left corner, resize it with the handles, and then tap the Color circle in the lower toolbar and select a brighter color or white.

Tap the Font field and then tap *Myriad Pro* to select it. Then tap the Keyboard button to bring up the soft keyboard, delete the default text, and type "Insert Logo." When you're done, tap the Commit check button at lower right.

12 Next we'll add some text to this image. Text is added on its own layer above the other layers in the image.

Note the variety of color and font options. Our creative director wants to add The Pluralist logo later in Photoshop, so he'll use the words "Insert Logo" as a reminder.

13 **Add photo from camera**: Tap the bottom background layer to select it, tap the top of the left toolbar, and return to the Selection tools to select the Circle tool in the Marquee tool flyout. Drag out a roughly circular selection near the top right corner of the image. Then tap to open the *Ampersand* menu and tap Add Camera Fill and view the live camera feed within the marquee!

Pick up your iPad and point it at the face of someone in the audience. Note that the Camera Fill option will use the Pad's camera to fill in any selection of the image. Tap the Camera button, then tap Keep to return to the image.

13 Note that your iPad has a built-in camera, and it would be a shame if you couldn't do something smart with it in Photoshop Touch.

Note how, just that easily, we've added something new to our image: the live camera feed within the marquee! Note that you could even replace the entire background by creating a new layer with a camera shot.

Note: If the bottom popup toolbar obscures the screen, just pinch to zoom in and out.

14 Show upload/autosync to Creative Cloud and point out other saving options. Show additional steps covering:
- Download of the file from Creative Cloud to Photoshop on the desktop.
- A step or two showing how the user might begin to update the file in Photoshop (i.e., show Erodible Brush steps or whichever features we use at the beginning of the new PS demo).

14 Note that by selecting Upload to Creative Cloud, the creative director can save the image to his Creative Cloud account and then easily transfer it to Photoshop on his desktop as a layered PSD file. He could also save it to the camera roll on his iPad or share it through social networking sites or email.

Adobe Proto

Adobe Proto lets you create interactive wireframes and prototypes of websites and mobile apps on your iPad. Communicate and share ideas with teams and clients using a touch-based interface.

Primary Audience

The target audience includes interactive designers who want to stay on top of the current technology trends while authoring interactive wireframes.

Primary Message

Adobe Proto provides the ability to create interactive wireframes and prototypes for websites and mobile apps with the convenience of a touchscreen tablet.

Sketch wireframes with simple finger gesture strokes. Use CSS grid systems to lay out and align project elements.

Insert interactive components into your wireframe including menu navigations, tabs, accordion, buttons, dropdowns, text fields and video.

View and interact with your designs in your web browser in preview mode. Take advantage of the latest WebKit and JQuery support while previewing your interactive wireframe.

With the Creative Cloud, you can sync your projects between tablet and desktop. You can also share interactive wireframes with your team for virtual team collaboration, allowing team members to post comments.

Download files from the Creative Cloud and open them in Dreamweaver to edit and customize the HTML and CSS code.

Tagline

Adobe Proto is the only authoring tool that provides the ability to create interactive wireframes with the convenience of a touchscreen tablet.

Length

[20] minutes

Proto Demo Setup

Installation - on your computer:

- Install Dreamweaver CS6.

- Navigate to http://www.adobe.com/support/dreamweaver/ downloads_updaters.html in your browser. Download and install the Dreamweaver CS6 12.0.1 update. This allows you to open Adobe Proto project files in Dreamweaver.

- Copy the *Proto_Demo_Assets.zip file* to your Desktop and un-zip it. In this folder, you should find the *Proto_Demo_Pluralist_Wireframe* and the *Proto_Demo_Pluralist_Prototype* folders and the *Proto_HomepageCopy.txt* file. You will use these files in the steps for the demo.

- In a browser navigate to the Creative Cloud site: https://creative.adobe.com/ and login using your Adobe ID. If you don't have an active Creative Cloud account, then sign up for one.

- In Creative Cloud, in the top menu, select the Add Folder icon and create a folder named *Proto Demo*. Select this folder and drag the *Proto_Demo_Pluralist_Wireframe/ Proto_Demo_Partial.pro* and *Proto_Demo_Final.pro* files into it.

- If you have run this demo before, then delete the *HD>Users>(user)>Documents>Proto>Proto_Demo_Final* Dreamweaver workspace folder.

Installation - on your iPad:

- On your iPad, open the iTunes store and install Adobe Proto for the iPad. This demo was written for Adobe Proto version 1.0.

- In the top menu of Adobe Proto, select the Creative Cloud icon. Set the slider for Sync files to ON.

- When the Proto Demo Wireframes folder has been added to your Adobe Proto main screen, then tap the Creative Cloud icon and turn Sync OFF. You are turning it off here so that you can turn it on later as part of the demo steps.

Mobile devices:

- iPad2 or later. iOS v4.3 or later installed.

Before presenting this demo:

- Be sure to run through the complete demo at least once to familiarize yourself with file locations and the product interfaces.

- Enable the *Do Not Show Again* check boxes for any dialogs you run into that will interrupt the flow of the live demo.

- Be sure to start each demo with a fresh copy of the *Proto_Demo_Assets* folder to ensure all files are in their pre-edited condition.

Proto Demo

Welcome:

1   On your tablet, navigate to the apps screen. Tap the Adobe Proto icon to launch **Adobe Proto.**

> 💡 **Note:** This demonstration is for the iPad only.

Gestures:

1   On your tablet, return to Adobe Proto.

2   In top menu, tap Preferences (gear). Tap Preferences. Make sure the checkbox "*Show Gesture guide while sketching*" is selected.

3   At the bottom, tap Close.

1   Welcome audience. Adobe Proto is a standalone touch app sold in the app store for the iPad. With it, you can quickly create interactive wireframes and complex designs for both mobile and web applications by using the touchscreen on your iPad.

We are tasked with building an interactive wireframe for a website for the Pluralist brand. They would like to showcase their latest designs in women's clothing and provide an e-commerce function in the site. We will focus on the home page and the product detail page as we build the wireframe in Adobe Proto. We will then upload the project to the Creative Cloud where we can share it for team collaboration. From the Creative Cloud, we will download the project file and edit it in Dreamweaver CS6. In Dreamweaver, we will add images and actual text from the client to make a highly stylized prototype for the Pluralist site.

With simple finger gesture strokes, you can build a website or mobile application wireframe. With gestures, you can add components such as Div sections, images, headers, paragraphs, navigation bar, text areas and tables. Now you can quickly create interactive wireframes from your tablet.

1   One of the features in Adobe Proto is the ability to use finger gesture strokes to add components to your wireframe projects. This makes it easy to build interactive wireframes using your tablet's touchscreen. We will use simple finger gesture strokes to create a wireframe for the Pluralist website.

2   First, we want to ensure the Gesture Guide will display when editing our wireframe. Let's look in Preferences and make sure the check box to "Show Gesture guide while sketching" is selected.

3

	DEMO TRACK		TALK TRACK
4	Navigate to the *Proto Demo* folder.	4	We will build our wireframe in the project folder. Let's navigate to the Proto Demo Wireframes folder.
5	At the bottom, center of the screen, tap the Add (plus) button to create a new wireframe.	5	Now, we will create a new wireframe project by tapping on the Add button at the bottom.
6	Expand the Template dropdown.	6	Notice the different templates available. These help you to create prototypes for mobile devices as well as desktop applications.
7	Select the Web layout (960px) template.	7	Since we are building a wireframe for the Pluralist website, we'll use a template layout that is 960px in width.
8	Expand the "# of Columns" dropdown and select 16.	8	We'll also choose a 16-column grid layout to assist with positioning and aligning wireframe elements.
9	Tap Create.	9	Now, we're ready to create our wireframe.
10	Review the hints that appear.	10	Notice the hints that appear. This shows us how to Preview and Manage Pages, Switch between Select & Pan/Zoom modes, Insert Form Elements and Insert Widgets.
11	Tap the screen to hide these hints.	11	We can hide these hints by tapping anywhere on the screen.
12	Point out the grid.	12	Notice the grid columns appear in the new project to help lay out and align wireframe components.
13	In the Gesture Guide, swipe left to view the available gestures.	13	The Gesture Guide provides a list of objects that you can create using finger gesture strokes.
14	Review the component toolbar.	14	You can also use the toolbar to add wireframe components.
15	In top left, draw an X to create an image box for the company logo.	15	First let's create a header for the website which will contain the Pluralist logo, a navigation menu and a shopping cart button. Let's start by creating an image box to hold our company logo. We will draw an X in the top left corner to create an image box.
16	Tap the image box to display the transform buttons to scale it.	16	We will use the transform function to scale the image box. Let's increase the width and height.
17	Touch the center of the image box and use the smart guides to position it.	17	We will use the smart guides to position the image box, lining it up with the grid layout.
18	To the right of the image box, draw 4 vertical lines to create a nav bar.	18	Next, let's add a nav bar. To the right of the image box we will draw 4 vertical lines to create a navigation bar with 4 elements.

	DEMO TRACK		TALK TRACK
19	Scale and position the nav bar.	19	Let's scale the nav bar to make it the same height as the image box, and position it so that it lines up with the image box.
20	Double tap the canvas to zoom in.	20	We can easily zoom in by double tapping in the canvas area.
21	In the nav bar, double tap the "Menu 1" text and change the name to "Shop". Tap Done.	21	In the nav bar, we will double tap the "Menu 1" text, and change it to "Shop".
22	Change the "Menu 2" text to "Designers".	22	We'll change the second menu tab to "Designers".
23	In the left toolbar, tap the Insert Form Elements icon and select the button icon. Tap in the layout to add the button to the right of the nav bar. Increase the size and position the button.	23	Every shopping site needs a cart. Let's make sure we have one on our home page. Next, we will use the Insert Form Elements icon in the left toolbar to add a button to the right of the nav bar. This button will be used to go to the shopping cart. We will scale and position the button. Notice the property inspector appears at the bottom when the button is selected.
24	Double tap the button and change the text to "cart". Tap Done.	24	We will double tap the button text and change it to "cart".
25	Below the nav bar, use the gesture tool to draw an X to add an image.	25	Below the navigation bar, let's add a big picture for the Pluralist website. Below the nav bar, we will draw an X to add an image box.
26	Use the transform tool to scale the image so that it fills the width of the grid.	26	We'll use the transform tool to scale the image box so that it fills the entire width of the grid.
27	Below this image, use the gesture tool to draw a header gesture and change the text to "Make your move".	27	Next, let's add some text on top of the Pluralist image. Below the image, we will use gestures to create a header object. We will change the text to "Make your move".
28	Tap the header object to display the property inspector. Change the font size to 32 px.	28	We will tap the header object to display the property inspector at the bottom. We will use this to change the font size to 32 px.
29	Position header object to the lower left corner of image box.	29	Now, let's position the header object so that it is on top of the lower left corner of the image box.
30	Below the last image, use the gesture tool and draw a paragraph. Use the transform circles and smart guides to scale the text box so that it fills the width of the layout grid.	30	Below this image, let's add a paragraph of text to highlight a promotional sale. We will select the gesture tool and draw the paragraph gesture. Now, we can use the transform circles and smart guides to scale the text box so that it fills the entire width of the layout grid.
31	Below the text box, use the gesture tool to draw an HR Rule object.	31	Below the text box, we will use the gesture tool to draw an HR Rule object. This is a horizontal line which is used as a visual separator.

32 Use the hand tool to scroll down the layout page

33 Below the horizontal line, use the gesture tool to create a header.

34 Double tap the header, and change the text to "Featured Products".

35 Change the font size to 18 px.

36 Below the Featured Products header, use the gesture tool to create an image box.

37 Use the transform tabs to resize the image box.

38 In the left toolbar, select a button and add it within the lower part of the Featured Product image box.

39 Double tap the button and rename the text to "Product name".

40 Change the font size to 16 px.

32 We will use the hand tool to scroll down the layout page.

33 We want users to experience the products as soon as they step into the site. So, let's create a row of product images, which when selected, will take the user to the product detail page for a shopping experience. Below the horizontal line, we will use the gesture tool to create a header.

34 Let's double tap the header text and change it to "Featured Products".

35 We will change the font size to 18 px.

36 Below this header, we will create 4 Featured Product images. First, we will select the gesture tool and create an image box.

37 Next, we will transform and scale the image box.

38 Since an image box is not clickable in Proto, we will add a button to the bottom of the image box. We can change this and make the entire image clickable when we edit the wireframe in Dreamweaver. In the left toolbar, we will select a button and tap and drag it so that it fits in the bottom of the Featured Product image box.

39 Let's double tap the button text and change it to "Product name".

40 We will also change the font size to 16 px.

41 Next, we will group and duplicate the Featured Product image box with its button to create 3 more objects.

Group and Duplicate:

It is easy to group several components together and then duplicate that group of objects. This saves time from having to re-create a complex element.

1   In Adobe Proto, return to the wireframe project.

2   In the top menu, tap the Group Objects icon.

3   Tap the Featured Image box and the Product name button to select them. Tap Group(2).

4   Tap the Featured Image box and tap the context menu button to display options.

5   Tap Duplicate and position to the right of original object.

6   Tap and hold second Feature Product group with one hand and tap in canvas with the other hand to duplicate. Repeat.

7   Tap the first Feature Product group. Tap and hold the top transform button so that the top guide line appears. With the other hand, tap each of the other product group objects to align them vertically with the first.

1   The next feature allows you to group elements and duplicate them. This provides an easy way to replicate complex wireframe objects. We will take the Featured Product image box and button, group them together as one complex object and duplicate it three times.

2   In the top menu, we will tap the Group Objects icon.

3   Next, we will tap the Featured Product image box and the Product name button. Then we will tap Group(2) to create the group.

4   Now, we can duplicate this complex object. We will tap the Featured Product image box to see the context menu button to the left of the object. Let's open that menu to see the options.

5   We will tap Duplicate and drag the new object to the right of the first.

6   Let's look at another way to quickly duplicate an object. We will tap and hold the second Featured Product group with one hand and tap in the canvas with the other hand. Notice how it creates another Featured Product object. Let's tap in the canvas again to create a fourth Product Feature group.

7   We can also quickly align all of our Featured Product objects. We will tap the first Feature Product group to select it. Then, we will tap and hold the top transform button so that only the top guide line appears. With the other hand we will tap each of the other product image boxes so that they all align vertically with the first object.

Link Pages:

Link wireframe pages with the navigation bar and buttons in your layout. As a designer, you can show exactly how the page flow should work.

1   In Adobe Proto, return to the wireframe project.

1   The Link pages feature provides the ability to quickly make a wireframe interactive. Navigation menus and buttons can be linked to any page in your wireframe. We will add functionality to the index page so that selecting the Product name button will take you to the Product Detail page.

2   In the top menu, tap the Manage Page icon.

2   We will tap the Manage Page icon to display a list of pages in our site. Notice the context menu button to the left of the index page.

3   Tap the context menu button for the index page and select Duplicate.

3   We will tap the context menu button and select Duplicate. With the duplicate function we can quickly create a copy of our index page with all of its objects.

4   Tap the context menu button for the index Copy page and select Rename. Change name to *Product Detail*.

4   Let's rename the index Copy page to Product Detail. We will tap the index Copy page to show the context menu. Then we will select Rename and change the name to Product Detail.

5   Tap the trash can in top menu to delete selected objects.

5   In the Product page, we will delete all unneeded objects. We will tap on the garbage icon in the top menu.

6   In the Product Detail page tap all objects below the nav bar to select and delete them.

6   Then we will tap on all the objects below the navigation menu to select and delete them.

7   In the new page, add a header and rename it *Product Detail Page*.

7   Let's use the gestures tool to add a header and rename the header text to "Product Page".

8   Use the Manage Page icon to switch back to the index page.

8   We will use the Manage Page icon to switch back to the index page.

9   Tap on the first Product group, expand the context help button and select Ungroup.

9   To change the properties for the Product name button, we must first ungroup it. We will tap on the first Product group and expand the context menu. We will select Ungroup.

10 Tap on the first Product name button to display the property inspector.

10 Tap the first Product name button to display the property inspector.

11 Expand the Link to dropdown and select Product Detail.

11 Now, we can link this button to the Product Detail page.

12 In the top menu, select the Preview icon.

12 Let's preview our wireframe and check the link.

13 Tap on the first Product name button to go to the Product Detail page.

13 Our wireframe is now interactive. When I tap the first Product name button, we are taken to the Product Detail page. The preview is based on your tablet's browser and uses webkit to render your wireframe pages.

Video Component:

The video component places a temporary video player and file in your wireframe that can then be replaced with the actual video content in Dreamweaver.

1   In Adobe Proto, return to the index page in the wireframe project.

1   The video component allows you to add video placeholders within your wireframe. On the homepage for our Pluralist wireframe, we'd like to highlight a particular designer each week. This will include a video montage of their work and a short write-up.

2   Below the first Featured Product image on the left, use the gesture tool to add a header object and rename it "Designer Spotlight".

2   Below the first Featured Product images, let's use the gesture tool to add a header object. We will double click the text to change it to "Designer Spotlight".

3   For this new header, use the property inspector to change the font size to 32px.

3   We will use the header object's property inspector to change the font size to 32px.

4   Use the gesture tool to add a Div object below the Designer Spotlight header.

4   Below this header, let's use the gesture tool to add a Div object.

5   Scale the Div object so that it is as wide as the Product name object.

5   We will scale the Div object to be as wide as the Featured Product image.

6   In the left toolbar, tap the video icon and tap in the layout to add a video object.

6   In the left toolbar, we will tap the video icon and then tap within the Div object to add a video component.

7   Use the hand tool to position the video object in the top half of the Div object.

7   We will use the hand tool to position the video component in the top half of the Div object.

8   Use the gesture tool to add a Paragraph object.

8   Next, we will use the gesture tool to create a Paragraph object.

9   Position and scale the Paragraph object in the lower half of the Div object.

9   We will use the hand tool to position the Paragraph object in the lower half of the Div object. We will use the transform circles and smart guides to scale the Paragraph object.

10   Preview the project to play a temporary video file.

10   Now, let's preview the wireframe. Notice the temporary video file that we can play.

Dropdown Component:

Dropdown components are easy to add to your wireframe either by using finger stroke gestures or from the toolbar.

1   In Adobe Proto, open the Proto Demo Wireframes/ Proto_Demo_Partial file.

1   We will now add components to the Product Detail page. The Pluralist site is an e-commerce site and this page is where users can customize an item and add it to their cart for purchase. We will use a wireframe which has most of the elements built for the Product Detail page. Let's open the Proto_Demo_Partial file.

2   Use the Page Manager to switch to the Product Detail page.

3   Under the price, use the gesture tool to draw a dropdown component.

4   Change the text to "select size".

5   In the property inspector, expand the Edit item dropdown and select Item 2.

6   Double tap the dropdown text and change to "Large".

7   In the property inspector, expand the Edit item dropdown and select Item 3. Change text to "Small".

8   Preview the project. Expand and select an item in the dropdown component.

2   Let's navigate to the Product Detail page.

3   First, we will add a dropdown component where the user can select the size of the item. Under the price, we will use the gesture tool to draw a dropdown component.

4   We will double tap the dropdown text and change it to "select size".

5   Now, let's change the text for the other two dropdown options. In the property inspector, we will expand the Edit item dropdown and select Item 2.

6   We will double tap the dropdown text and change it to "Large".

7   Next, we will change the text for dropdown Item 3 to "Small".

8   Let's preview the wireframe. Notice the dropdown component is functional and interactive.

Text Field and Accordion Components:

1 In Adobe Proto, return to the Product page in the Proto_Demo_Partial file.

2 Below the color selection, use the gesture tool to draw a Text field component.

3 Double tap the Text Field and change the text to "0".

4 Tap the Insert Form Elements icon and select Button.

5 Tap and drag the button to the right of the Text field.

6 Double tap the button text and change it to "Add to Cart".

7 In the Properties panel, change the font size to 12 px.

8 In the left menu, tap the Widget icon and select the Accordion Menu.

9 Below the Reviews header, tap and drag the accordion.

10 Double tap the Section 1 text and change it to "Paul".

11 Use gesture tool to add a Paragraph component.

12 Use the hand tool to position the Paragraph object.

13 Tap the Paragraph object and resize it.

14 Preview the project.

15 In Adobe Proto, open the Proto Demo Wireframes/Proto_Demo_Final file.

16 Preview the project.

The Text field and Accordion components add interaction to wireframes to more clearly communicate design features with your team.

1 Two other built-in components include the Text field and the accordion. First, we will add a Text field for the number of items the customer would like to add to their shopping cart.

2 Below the color selection, we will use the gesture tool to draw a Text field component.

3 Let's change the Text field's initial value to "0".

4 Next, let's add a button component to the right of the Text field. In the left toolbar, we will tap on the Insert Form Elements icon and select the Button component.

5 We will tap and drag the button to the right of the Text field.

6 Let's double tap the button text and change it to "Add to cart".

7 We will set the font size to 12 pixels.

8 Now, we will build an accordion type menu to navigate between the customer reviews. In the left menu, we will tap the Widget icon and select Accordion Menu.

9 Tap and drag the accordion to position it below the Reviews header.

10 We will double tap the Section 1 text and change it to "Paul".

11 For the customer's review text, we will add a Paragraph component to the open accordion section. To do this, we will use the gesture tool to add a Paragraph component.

12 We will use the hand tool to position the Paragraph object in the open accordion area.

13 We will tap the Paragraph and resize it.

14 When we preview the wireframe, we can enter a value in the Text field and open each section of the accordion component.

15 Let's open the final wireframe file, so we can preview it.

16 Notice all the elements included in our final wireframe. Select the Product name button to go to the Product Detail page. We will use this file to sync with our Creative Cloud account.

Sync Project to the Creative Cloud:

When you are ready to share your wireframe project with your team, you can quickly sync your projects with the Creative Cloud.

1   In Adobe Proto, return to the Proto_Demo_Final file and the index page.

1   Now that we have finished creating our wireframe, an important feature is the ability to share the project with our team. The Creative Cloud not only lets you share your wireframe project but also allows for team collaboration.

2   In upper left, tap the back arrow to go to Files view.

2   In the top menu, we will tap on the back arrow to return to the Files view.

3   In the top menu, tap the Creative Cloud icon.

3   To share our projects, we will sync them to the Creative Cloud. In the top menu, we will tap the Creative Cloud icon.

4   Set Sync files on.

4   We will set the slider to Sync files to ON.

5   If sync has not been set up, sign in to the Creative Cloud.

5   If the Creative Cloud sync has not been set up, sign in with your Adobe ID. Enter your date of birth. Accept the Terms of Use.

6   Notice progress bar.

6   Notice the progress bar at the bottom of the project icon.

7   Tap the Creative Cloud icon at top and notice Sync Process.

7   Let's tap on the Creative Cloud icon at the top and look at the Sync Process to see if it has completed.

Share Projects in the Creative Cloud:

With your wireframe projects in the Creative Cloud, your can share it with your team members. Everyone can add comments to your project for team collaboration. You can then download your project so that you can edit the file in Dreamweaver to customize the HTML and CSS code.

1   Once your wireframe project has been synced to the Creative Cloud, your team can view the project and add comments. Let's navigate to the Creative Cloud login in the browser.

1   In your browser, navigate to the https://creative.adobe.com site.

2   We will login using our Adobe Id. From the home screen we can see all of the projects in our account. We will open the Proto Demo Wireframes folder.

2   Login to your account. Open the Proto Demo Wireframes folder.

3   Select the Proto_Demo_Final.pro file to open it.

4   Discuss the column to the right of the wireframe.

5   Select the zoom icon under the project file to open the interactive wireframe in a new browser tab. Select Product name button to go to the Product Detail page. Select the Designer Spotlight title to go to that page.

6   Right click in browser and select View Page Source.

7   Close the preview tab and return to the file page.

8   In the top, right menu, select the download icon to download the Proto_Demo_Final.pro project file.

Modify Project in Dreamweaver:

1   On your computer, locate the Proto_Demo_Final.pro Proto project file that you downloaded from Creative Cloud.

2   Open it with Dreamweaver CS6.

3   We will preview the first page of the wireframe by selecting the Proto_Demo_Final.pro project.

4   Notice the column to the right of the project. It has three icons. One to show file information, one where you can view and add comments for team collaboration, and one to share the project via a link sent by email.

5   To see a live preview of the wireframe, we will select the zoom icon under the project file. Notice the preview opens in a new browser tab. The elements are interactive, so we can navigate to the Product Detail page and the Designer Spotlight page.

6   Here is the HTML code for the wireframe. Notice the <p>, <img> and <button> tags. The button tags have on-click properties to make them interactive.

7   Let's go back to the file page in the Creative Cloud.

8   In the top menu, we will select the Download icon to download the project file.

You can edit your Proto wireframe project in Dreamweaver CS6 to create a high fidelity prototype that will be close to your final website.

1   Once the wireframe is approved, then we are ready to build on it, adding branding elements, final text copy and brand colors. With Dreamweaver CS6, we can open our wireframe project and edit it to create a high fidelity prototype that will be close to the final website.

2   Let's navigate to the Proto project file and open it with Dreamweaver CS6. Notice the index.html file opens in Split view. As we select images and text in Design mode, the cursor is placed at that spot in the code.

3   In the Source Code view, navigate to and select the opening <body> tag.

4   In the Properties panel, select the Page Properties button.

5   In the Page Properties panel, change the Background color to #A89A9A (you can copy paste this from *Proto_HomepageCopy. txt* file in *Proto_Demo_Assets* folder).

6   Select OK.

7   On your computer, navigate to the *HD>Users>(user)>Documents>Proto>Proto_Demo_Final* workspace folder.

8   On your computer, copy the *Proto_Demo_Assets / Proto_Demo_Pluralist_Prototype/Images* folder and paste it into the workspace folder.

9   Return to Dreamweaver CS6.

10 In Design view on the right, select the top left image placeholder. In Code view, select the associated <img> tag.

11 In the Properties panel for the <img> tag, locate the src property.

12 Select the "Browse for File" icon and select the *images/logo_pluralist.png* file.

13 In Design view on the right, select the large image placeholder for "Make Your Move".

3   First, let's change the Background color for the page. We will navigate to and select the opening <body> tag in the Source Code View. Notice the Properties panel.

4   In the Properties panel, we will select the Page Properties button.

5   In the Page Properties panel, we will change the Background color value to #A89A9A.

6   Notice the background color has changed for this page.

7   Now, we want to add some assets to our project workspace. Here is the workspace folder that was created when we opened our Proto project in Dreamweaver.

8   We want to replace some of the placeholder images and text with real assets from the client. To do that, we will copy the images folder and paste it into our Dreamweaver workspace folder.

9   Let's return to our Proto project in Dreamweaver.

10 The client has provided us with a company logo, so we will add this to the left of the navigation bar. As I select the top left image place-holder, notice that the associated <img> tag is highlighted in the Code view on the left. When I select the <img> code tag, values appear in the Properties panel at the bottom.

11 In the Properties panel for the <img> tag, let's change the src value.

12 To the right of the src property, we will select the "Browse for File" icon, navigate to the images/logo_pluralist.png file and select Open. Notice the image placeholder is replaced with the logo image.

13 Next, let's replace the main Hero image on the page. We will select the main image placeholder, and then the <img> tag in the Code view panel.

14 In the Properties panel, for the src value, browse to the *images/hero.png* file.

14 In the Properties panel, for the src field, we will select the "Browse for File" icon, navigate to the images/hero.png file and select Open. Notice the image behind the "Make Your Move" text.

15 Select the paragraph text below the Hero image.

15 The client has also provided us with the final copy text for the site. First, we will update the paragraph text below the Hero image. We will select the text in the Design view, to locate the paragraph <p> tag in the Code view.

16 On your computer, open the *Proto_Demo_Assets /Proto_HomepageCopy.txt file in a text editor* and copy the first paragraph.

16 Then, we will navigate to the actual text from the client. We will open the Proto_HomepageCopy.txt file in an editor and copy the first paragraph to our clipboard.

17 Paste the first paragraph text within the <p> tags of the Code View in Dreamweaver.

17 Now, we will paste the paragraph text within the <p> tags in the Code view.

18 In the top menu, select the Refresh icon.

18 In the top menu, we will select the Refresh icon to update the text in the Design view.

19 Select the paragraph text in the Designer Spotlight box.

19 Next, we will update the text in the Designer Spotlight box. As I select the text in the Design view, notice the associated paragraph <p> tag in the Code view.

20 In the *Proto_HomepageCopy.txt* file, copy the second paragraph.

20 We will copy the second paragraph from our client text file.

21 Paste text between <p> tags.

21 Then, we will paste the text within the <p> tags in the Code view.

22 In the top menu, select the Refresh icon.

22 When we select the Refresh icon, we see the updated text in the Design view.

23 Save the file. In the top menu, select Preview/Debug in browser > Preview in Safari.

23 Now, let's save the file and preview the project in the browser. In the top menu, we will select Preview/Debug in browser > Preview in Safari.

24 Point out changes made to the project.

24 Notice the changes that we made to replace images and text as well as the new background color. We can click on the links to navigate to the Product Detail page and the Designer Spotlight page.

View Final Prototype and Completed Website:

The final prototype file contains all images and text from the designer. The completed web site shows the finished product.

1 In Dreamweaver CS6, open the *Proto_Demo_Assets / Proto_Demo_Pluralist_Prototype/Proto_Demo_v3/index.html* file.

1 With Adobe Proto, our designers were able to quickly create an interactive wireframe for the Pluralist e-commerce site. With Creative Cloud, our entire team was able to provide comments and feedback about the wireframe. With assets from our client, we were able to update the wireframe project in Dreamweaver and create a high fidelity prototype. Let's open the final version of the Pluralist site prototype.

2 In the top menu, select Preview/Debug in browser > Preview in Safari.

2 We will view the completed prototype in the browser. In the top menu, we will select Preview/Debug in browser > Preview in Safari.

3 Point out the images, text, background color, rollover transitions on the product images and linking to the Product page from the product images, then back to index page using the Pluralist logo on top left.

3 Notice the image placeholders have been replaced and the paragraph text has been updated. CSS transitions added using Dreamweaver help make the interaction richer and gives the client a better understanding of the navigation in the final website.

4 In your browser, navigate to the www.pluralistdesign.com site.

4 Our developers were then able to build this responsive and beautiful website that included all of the features the client had asked for and approved. We will open the completed Pluralist website in our browser. Notice the transition as we mouse over each Featured Product name. Also, notice that the entire Feature Product image is clickable.

Proto Conclusion:

We have now seen some of the new features in Adobe Proto. With this new Adobe touch app, you can create interactive wireframes and prototypes of websites and mobile apps. This is done quickly and easily by using finger gesture strokes on your tablet touchscreen. With Creative Cloud, you can share your projects with your team for collaboration. You can then download the wireframe project from the Creative Cloud and open it in Dreamweaver CS6, where you can add client assets to create a highly stylized prototype.

Proto System Requirements:

Mac iOS
• iOS 4.3
• iPad 2

Android
• Android 3.1
• 8.9-inch display
• 1280X800 display resolution
• Camera recommended

Touch Apps Demo Conclusion

1   In preparation to answer questions, re-open or have ready the files that you presented during the demo.

Spend a good amount of time interacting with Q & A.

1   Thank audience and summarize. Adobe Touch apps help you turn the world into your studio. Design, edit, and elegantly present using new Adobe Touch apps for your tablet. Whether you use a stylus or just your fingertip, intuitive touchscreen features provide easy, precise control for a variety of creative tasks.

Summarize for the audience how today they saw rich possibilities for a complete creative workflow between the Touch Apps, Creative Suite, and Creative Cloud. Alice Ritter and her team used the Touch Apps to capture inspiration on the go using their iOS devices, and then they used Creative Cloud to easily save their work to the cloud and download it later to their desktops for further refinement in Creative Suite software. They could also save files from Creative Suite to Creative Cloud and later present, edit, collage, and do more with them in the Touch Apps. The could work more productively, spontaneously, and creatively across their tablets, smartphones, and computers with ultimate mobility and convenience.

Work the way you want, when and where you want, with cutting-edge creative tools from Adobe.

Appendix: Tablet Commands / Gestures:

The following tablet-specific commands are used throughout this demo outline, with their analogous Mac/PC commands following in parentheses. Note the availability of these gestures depends on the device and what is displayed on it at the time.

- Tap—Tap the screen once lightly with one finger (mouse click).
- Double-tap—Tap the screen twice in rapid succession with one finger (double-click).
- Drag (left, right, up, down)—Drag one finger horizontally or vertically across the screen, generally to move from screen to screen or to scroll the display (scroll bars).
- Swipe (left, right, up, down)—Flick horizontally or vertically across the screen with one finger, generally to move from screen to screen or to scroll the display more coarsely than by dragging.
- Pinch (in, out)—Place thumb and index finger on the screen and pinch them together, or place thumb and finger together on the screen and expand them away from each other to zoom in and out.
- Rotate—Place two fingers (generally thumb and index) on the screen and twist them in a circular motion left or right to rotate the image or display under your finger.
- Press and hold—Place one finger on the screen and hold until a menu or other interface item appears (Control/right-click).

System Requirements

iOS / iPad / iPhone

- iOS 3.1 or higher
- iPad, iPhone, or iPod Touch
-

Adobe Creative Cloud

- Most operating systems and popular web browsers.
- Multiple-file selection for upload not supported on Internet
- Explorer 9 or earlier

Android Tablet

- • Android™ 3.1 or higher
- • 8.9" diagonal or larger display with 1280x800 resolution
- • Built-in camera