**Future of the UI**

I’m not a UI expert. I’m not creating bleeding edge UI design guidelines and tools to build the next generation of User Interfaces. What I am is just another programmer who sees the writing on the wall. I’m keeping an interested eye on the horizon.

**The client stack**

The latest evolution in the Modern Web brings performant client applications capable of running on all platforms with a single code base.

What’s next?

**The 3D UI**

I’ve been waiting for the tooling and design guidelines for building 3D UIs.  I don’t know the science behind 3D UI but it seems obvious that more information can be communicated to the user faster than can be done with a 2D UI.

Some technologies that are pushing this are **Famo.us, D3,** and **Three.js**.  The combination of these JaveScript libraries with modern Greenfield browsers makes the 3D UI possible.

It seems clear, to me, the future of UI development is JavaScript and probably some kind of 3D UI with human interfaces other than the mouse and keyboard.

**Intel Interview: Dave Fetterman Inside the Famo.us JavaScript Framework**

Dave Fetterman was a skeptic on this approach until he saw it demonstrated. Now he’s the architect of a major initiative to speed up DOM manipulation with JavaScript. New libraries for DOM manipulation with JavaScript are fast enough Dave Fretterman’s version of Facebook, using JavaScript, when compared to the native running Facebook app, you can’t distinguish the difference. Look, feel, and performance are comperable.

3 minute video  
<https://www.youtube.com/watch?v=ElVd_M8ow2s>

Famo.us works by flattening out the DOM for higher performance.  Browser standards are looking to integrate Famo.us directly into their browsers.  This will be a game changer.

**JARVIS**

In the near future well stop designing UIs imitating paper forms in favor of 3D designs that communicates more information quicker making the user more productive.

I’m not sure Jarvis is an example of a more productive interface.  It’s just cool.

<https://www.youtube.com/watch?v=ExVdnT1wqVk>

**Another 3D video**

<https://www.youtube.com/watch?v=hmNpgye-mno>

**3D design guidelines**

3D design guidelines are early in development but the end result is supposed to be the ability to create apps that makes users much more productive. The first release of 3D design guidelines should be coming from IEEE mid-2015.

<http://3dui.org/cfp-papers>