Alessandro Sabatelli

The following collection represents a portion of my professional and personal work. The professional work is loosely presented in reverse chronological order and begins with my work at Apple, Inc. This work is followed by work at slinc.realtime and personal work which has recently caught my interest.

Apple, Inc.

I began my work at Apple in February of 2006 on the Quartz Composer team building a tool and technology for the creation of interactive realtime motion graphics.

In 2009 I joined the Human Interface team to work more directly for our customers. Along with a small number of talented designers we designed software for both the desktop and mobile platforms. Designated as a Directly Responsible Individual (DRI) I was given responsibility over a number of products. As a DRI my responsibilities included conception, visual, motion and interaction design, executive presentation, content production, and engineering oversight through to product shipping.

Compass
Apple, Inc.
Human Interface

iOS 7
Co-DRI

The Compass in iOS 7 redefined utilitarian software design. Clean, functional, and deliberate. Through interactive prototyping we were able to iterate quickly and take advantage of the software medium. For example, the numbers of the Compass Rose maintain orientation relative to the device during rotation.

Calibration was revisited. Through exploration of the underlying technology we determined that the existing gesture required to calibrate the magnetometer could be simplified. For this I created a simple game.
Complete the circle.

Calibrate

Tilt the screen to roll the ball around the circle

10:12 PM

100%

30
60
0
90
330
120
315
300
150
N
E
W
S
270
180
240
210

45°
NE
San Francisco
California

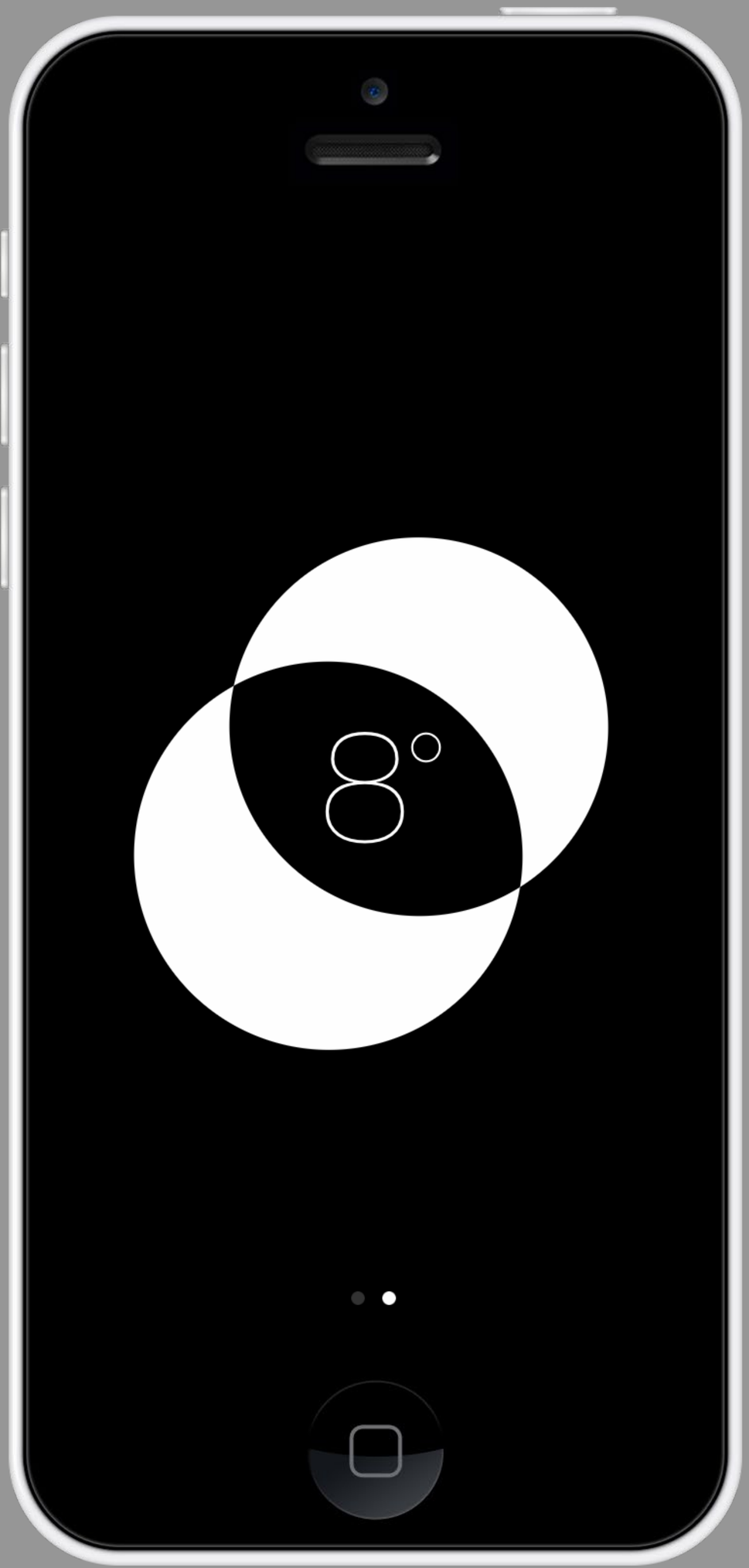
37°44′15″ N 122°24′53″ W

Level
Apple, Inc.
Human Interface

iOS 7
Co-DRI

For the Level I combined horizontal (level) and vertical (plumb) functionality into a single interface element. The ability to continuously move between these two functions allows you to easily match orientation between objects with a simple tap.


9°


8°

Siri
Apple, Inc.
Human Interface

iOS 5, 6
Co-DRI

Siri allowed for complex actions to be specified easily and naturally through conversation. In 2010 we began to weave this technology throughout iOS while developing a new design language analogous to a note passed by a trusted assistant. The Siri button was used to convey Siri's ability to hear as well as Siri's processing state.

iPad 2

Thinner. Lighter. Faster.
FaceTime. Smart Covers. 10-hour battery.

Watch the iPad 2 video
See the iPad Smart Cover in action
iPad: Year One Watch the video

Hot News Headlines | iPad 2 Even Better Than the Original

Watch the keynote.
See the unveiling of iPad 2.

iOS 4.3 Software Update
Get all-new features free for iPhone, iPad, and iPod touch.

The new MacBook Pro.
State-of-the-art processors. All-new graphics. Breakthrough high-speed I/O.

Two is better than one.
iPhone 4 is now on AT&T and Verizon.

Shop the Apple Online Store (1-800-MY-APPLE), visit an Apple Retail Store, or find a reseller. | Site Map | Hot News | RSS Feeds | Media Info | Environment | Job Opportunities | Contact Us

 Choose your country or region

What can I help you with?

AT&T 3G 12:34 PM

Please confirm:

10

Thursday, February 2011

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28					

Meeting with Steve

Try Again

Create Event

Siri
Apple, Inc.
Human Interface

iOS 7
Animation Production Lead

Siri was redesigned for iOS 7 in order to fit the new functional aesthetic. Siri's redesign merged the old with the new. As the Animation Production Lead for iOS 7 I worked with visual designers, animators, and engineers to produce a coherent and fluid experience across iOS and our applications.

10:12 PM 100%

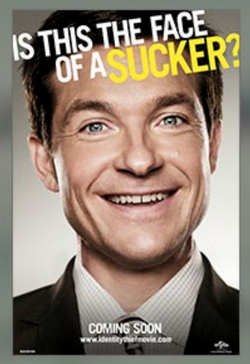
What can I help you with?

10:12 PM 100%

I found quite a number of movies playing nearby today:

Now playing

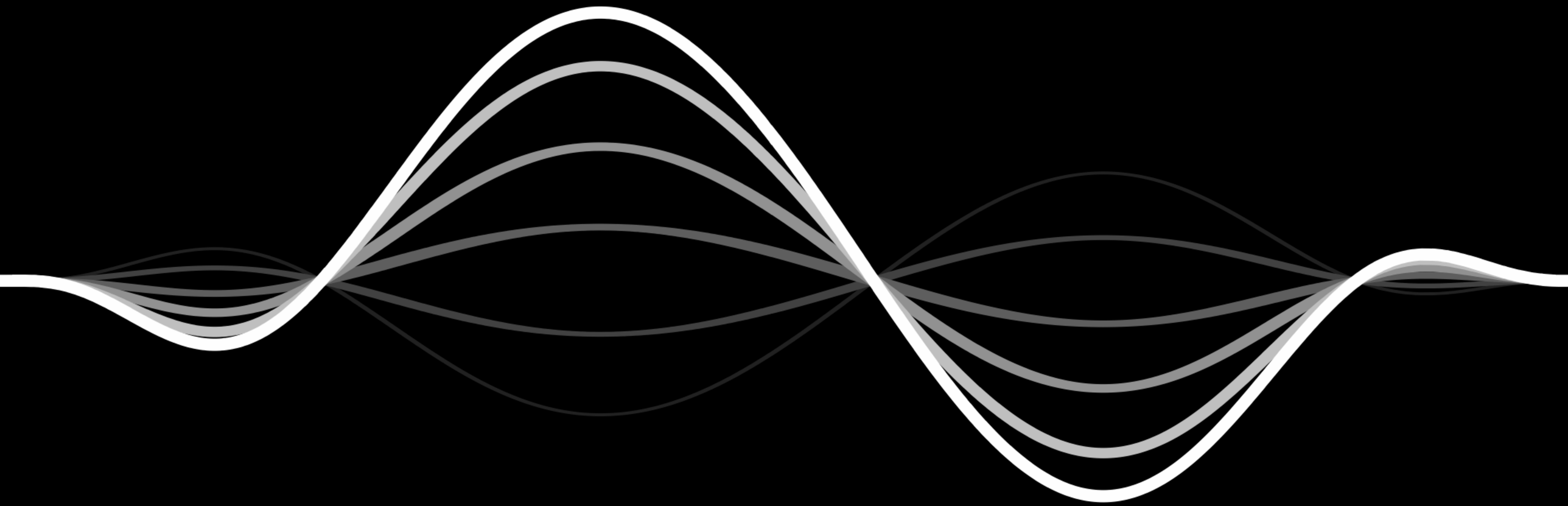
San Jose



Identity Thief
10:00 12:01

Side Effects
10:00 12:01

Bullet to the Head
12:45 1:55...



Reminders
Apple, Inc.
Human Interface

iOS 5-6
Co-DRI

OS X 10.8, 10.9
DRI

Less to remember. Less to keep afloat. Room for more important things. More human things. We designed Reminders from the ground up to work together with Siri. Complex conditions became easy to specify.

“Remind me at 6pm on Friday to call Steve”
“Remind me to pickup the cake when I leave work”

AT&T 3G 12:34 PM

Reminders Edit

Reminders

- Call Dad
- Pickup birthday cake
  Leaving: Work
- Register for class
  Thursday, October 19, 2011
- Pickup Dinner
  Wednesday, October 18, 2011
  Leaving: Work

AT&T 3G 12:34 PM

Done Lists Edit

Completed

Today

Reminders

Create New List...

Today	Tues	Wed	Thu	Fri	Sat	Sun
9	10	11	12	13	14	15

Reminders
Apple, Inc.
Human Interface

iOS 7
DRI

For iOS 7 I combined the Card View and the List View into a single List Detail View. With the addition of color I was able to remove the cognitive load imposed by the discreet views and make it easier to jump between a large number of cards.

10:12 PM

New List +

Reminders
1 item

Home
2 items

Work
1 item

Groceries
2 items

- [ ] Milk
- [ ] Cheese

10:12 PM

Home
2 items — Edit

- [ ] Meet with architect
- [ ] Update floor plan

Weather
Apple, Inc.
Human Interface

iOS 7
Animation Production Lead

Based on early particle based sketches we decided to make Weather as realistic as possible. By working closely with engineering we were able to create the tools and technology to allow for the creation of 47 discreet weather conditions many of which were particle based.


LTE
9:41 AM
Gotham City
Fire and Brimstone
72°
Last updated 10:24 AM
Sunday Today 75 52
Now 11AM 12PM 1PM 2PM 3PM
50% 60% 60%
72 73 74 74 74 75
Monday 76 54
Tuesday 73 52
Wednesday 73 55
Thursday 81 53
Friday 84 58


LTE
9:41 AM
Gotham City
Fire and Brimstone
72°
Last updated 10:24 AM
Sunday Today 75 52
Now 11AM 12PM 1PM 2PM 3PM
50% 60% 60%
72 73 74 74 74 75
Monday 76 54
Tuesday 73 52
Wednesday 73 55
Thursday 81 53
Friday 84 58

Mission Control
Apple, Inc.
Human Interface

OS X 10.7
Co-DRI

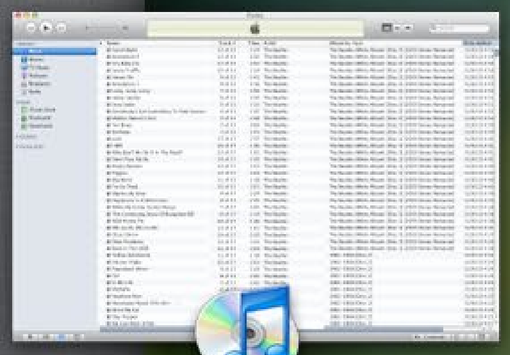
Tasked with the new fullscreen experience in OS X 10.7 it quickly became apparent that we would need a way to manage fullscreen applications. What we didn't want was another place to go to do this.

A Grand Unified Theory. Combining Exposé, Spaces and the new Fullscreen experience. Then Steve wryly added Dashboard and created the Theory of Everything.

Dashboard

Desktop

iPhoto

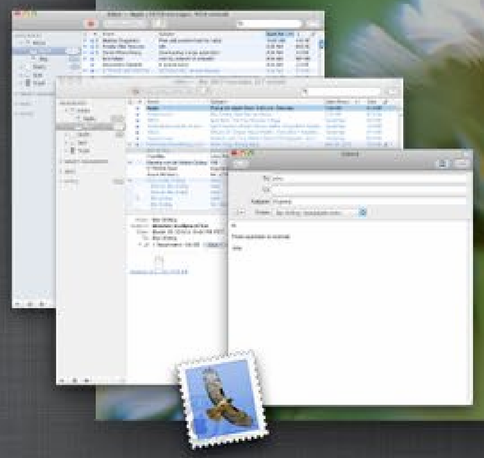


iTunes

Safari

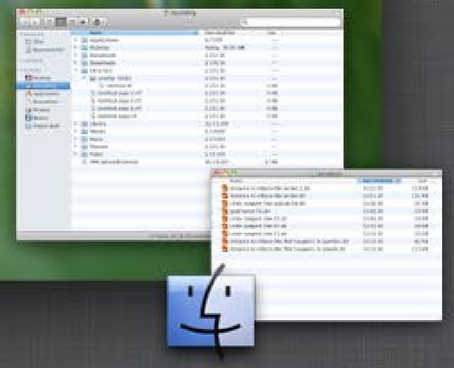
iCal

System Preferences



Mail

Director

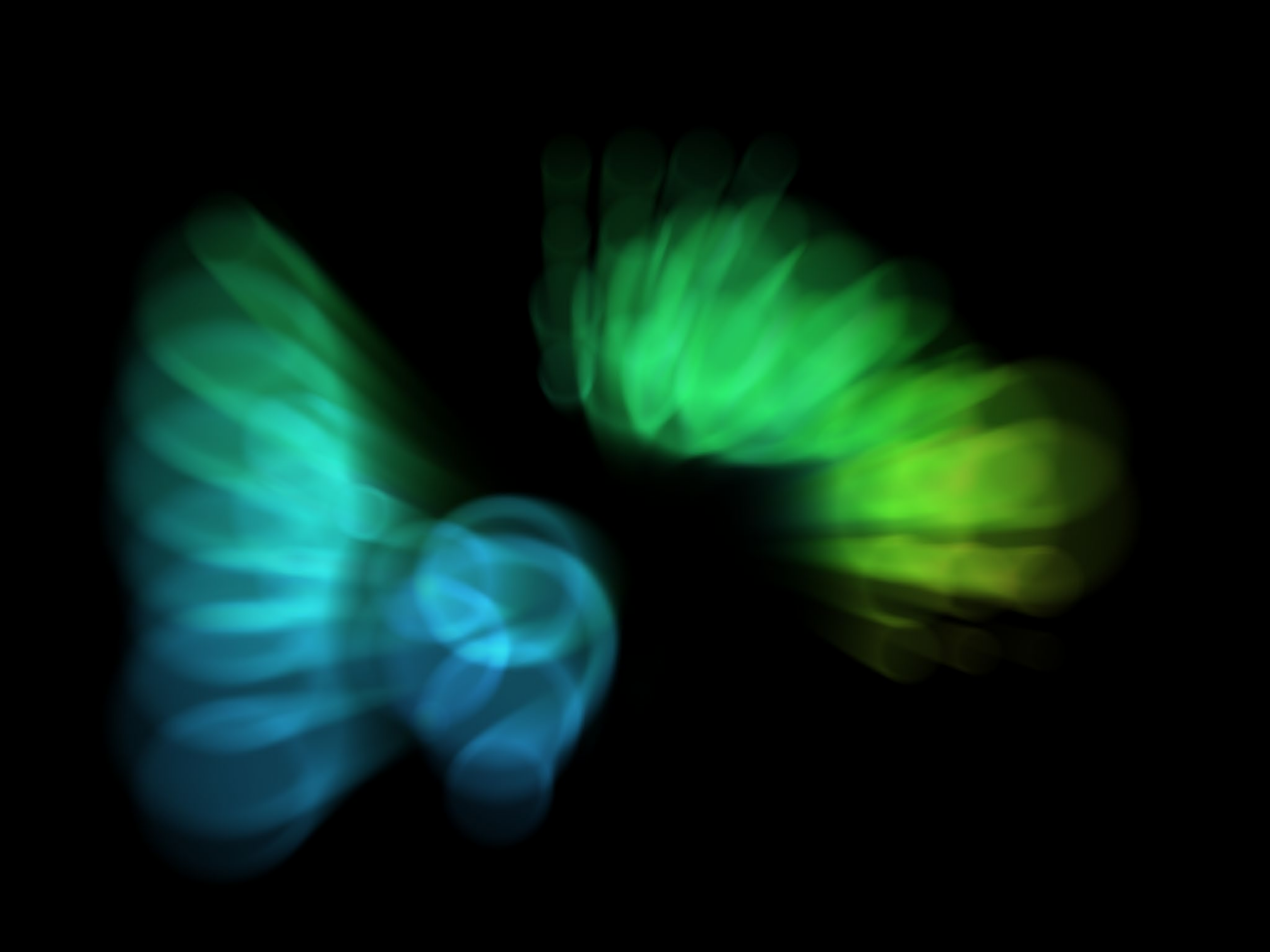


Finder

Arabesque Screen Saver
Apple, Inc.
Quartz Composer

OS X 10.5
Design
Engineering

While on the Quartz Composer team one of my responsibilities was to create content for OS X. This included Screen Savers, Music Visualizers, and Effects. Arabesque emerged through exploration into realtime abstract character animation and effects processing.

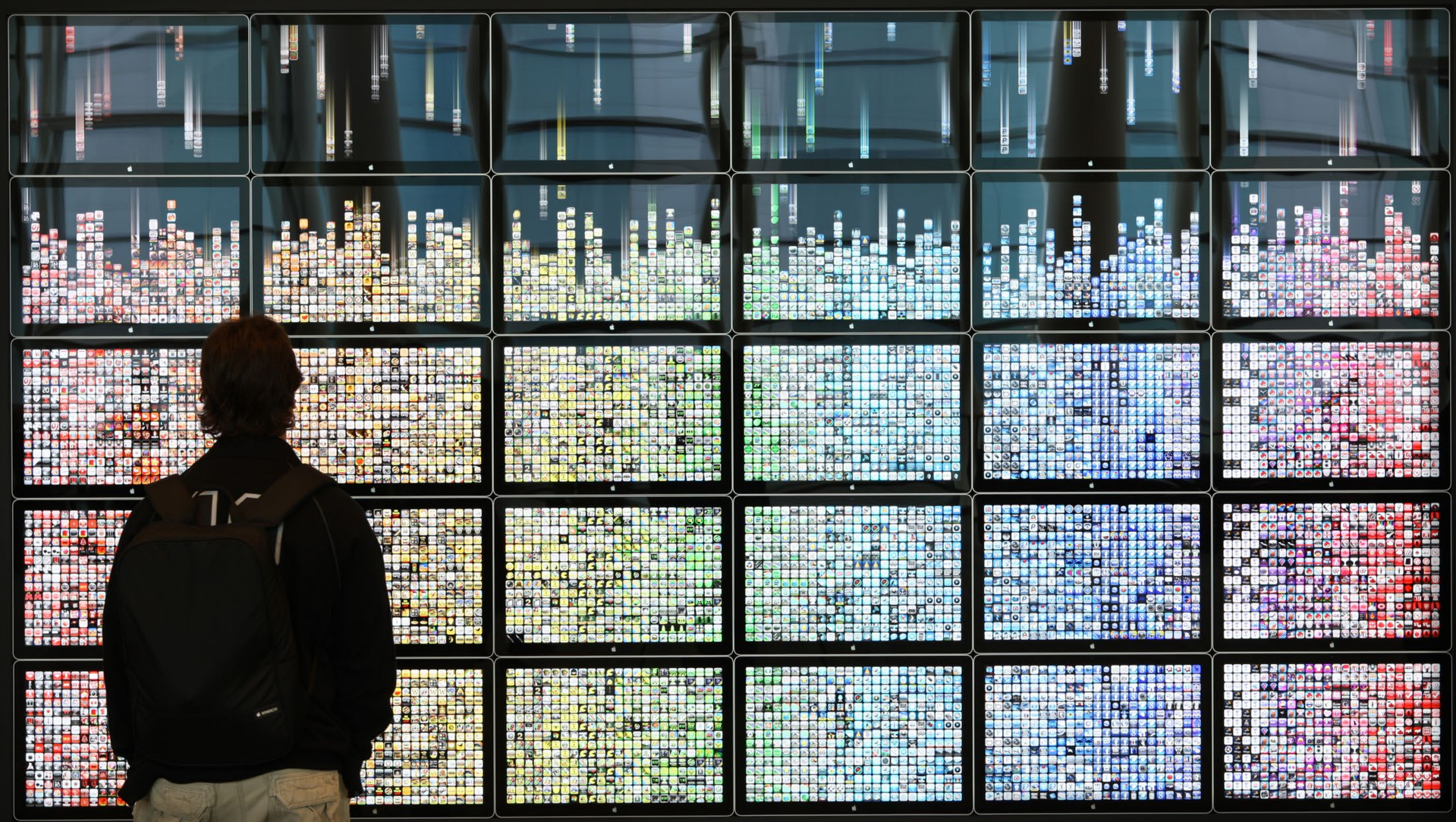


App Wall
Apple, Inc.

Visual Design
Engineering Lead

More and more apps are being downloaded every day. Which apps? When? What color? In order to give our developers some insight into these questions we created large scale visualizations of the App Store for WWDC 2009-2010. Some of the answers were surprising.

5 Billion apps downloaded. And counting.



What you're seeing:
This visualization shows the activity of the 50,000 most popular App Store apps on 30 synchronized 24-inch LED Cinema Displays. Each app falls when downloaded and is sorted based on the color of its icon. It takes 10,800 apps to fill the displays completely.

slinc.realtime

I founded slinc.realtime in 2004 to experiment with communication using realtime motion graphics. Together with artists and engineers we created a number of installations ranging from Tonic, an iconic music venue on New York’s Lower East Side to the Museum of Modern Art.

MoMA

slinc.realtime
Visual Design Lead
Engineering Lead

In November of 2004 the Museum of Modern Art in New York City was reimagined. In order to greet visitors and provide contextual and time sensitive information we built a large scale distributed display system with screens located throughout the museum. A content management system was also created to allow different departments within the museum to manage their own content. The system is responsible for scheduling this content based on assigned priority and immediacy.

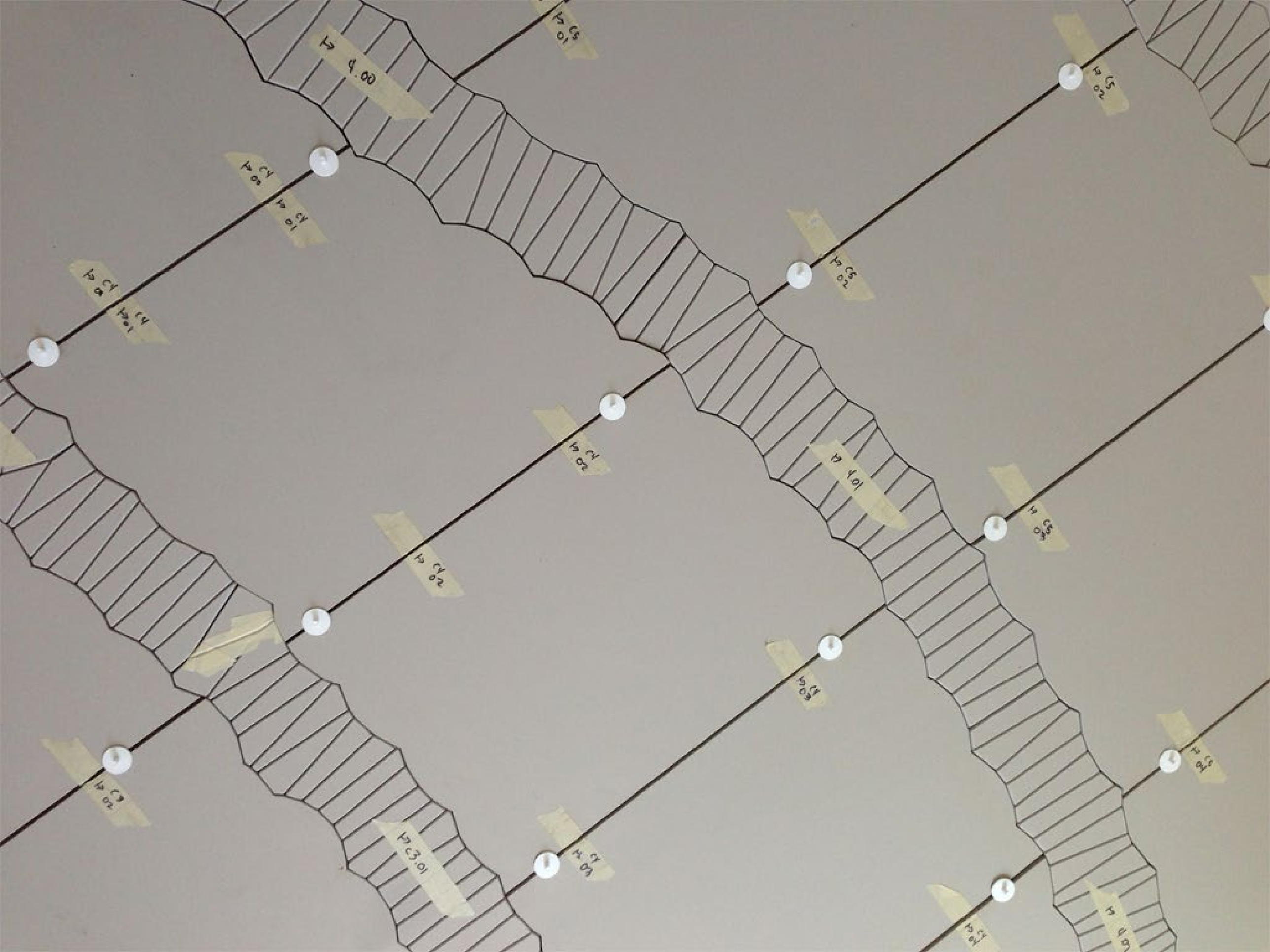

Contemporary Voices
Works from The UBS Art Collection
Special Exhibitions, 4th floor
Through April 23
The Modern

Personal Work

My recent personal work has focused on the use of software for the design and production of physical objects. From electroluminescent wire and LEDs to porcelain tile and wood.

Tile Mural

Inspired by custom details in Frank Lloyd Wright's home in Oak Park, Illinois I began looking for ways in which I could add my own sense of design to our newly remodeled home. Through experimentation with porcelain tile on a CNC waterjet I began work on a mural. Using custom software, I created a design reminiscent of the kelp forests off of the California coast. My wife approved. I then cut and etched the tiles on the waterjet. The tiles were installed by a professional.


P 4.00
P 3.01

Wood Experiments

I have recently begun experiments with wood carving using CNC routers. My latest experiments build off of work originated by Alan Turning on the Reaction Diffusion model, Peter Gray and Stephen K. Scott of the Gray-Scott model and Karl Sims.