

OCTOBER 25TH 2020 | INTERACTIVE KIOSK

Steve Jobs

Tyson Cottam

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UNIT 4: SELECTING A TOPIC FOR AN INTERACTIVE PROJECT

STEVE JOBS

I've decided to go with Steve Jobs for my interactive kiosk course project. I really admire Steve Jobs and I feel like it would be a fun way to pay tribute and learn how to animate in a fun way. I would really like to focus the animation in an "Apple" like style. I would want the interactive kiosk to feel like it was created by Apple and has a familiar flow and style. I would want the animation to feel right at home with an Apple event.

Steve Jobs has a lot of momentous events that can be covered in this animation and I'm excited to explore different events and really focus on his biggest achievements. I would really want to focus on these key events in his life:

1. Igniting personal computers.
2. Introducing the mouse and graphical user interface.
3. Establishing portable music for everyone.
4. Pioneering computer animation.
5. Launching the smartphone revolution.
6. Unprecedented UI/UX throughout Apple's ecosystem.

I would love to find more information about the process it took to get to these milestones and how they are affecting today's world. Whether you like Steve Jobs or not, he has certainly changed the world and his company of Apple has been on the forefront of innovation and success as the #1 business of the world.

I'm really excited to dive into Pixar since Steve founded Pixar. I want to see how their animation team has come so far and how their animations looked so impressive back in the day. I want to include some of their history into this project. Pixar has been such a pioneer in the animation world and they really impressed the world with their movies such as ToyStory, Monsters Inc, Finding Nemo, Incredibles, Inside Out, Coco, and much more. A lot of the movies we love and grew up with are because of Pixar and are because of Steve Job's vision for the company. You know their movies are great because of their attention to detail and hard work.

His success with Apple and Pixar are well noted throughout the world and they are a staple and example to the rest of the industry. Companies want to emulate what Steve has created and they want to strive for his success. I'm excited to build this project and learn new ways of animation and creativity. I've included a list of wellknown photos of Steve Jobs on the next couple pages and I plan on getting more with my research and development.

UNIT 5: CREATING A DESIGN SYSTEM FOR INTERACTION

COLOR SWATCHES

RGB and Hex Color
scheme for text,
graphics, and
interface



NAV BACKGROUND

RGB: 58,58,58
Hex: #3A3A3A



NAV HOVER

RGB: 89,89,89
Hex: #595959



NAV CLICKED

RGB: 140,140,140
Hex: #8C8C8C



BLUE

RGB: 107,172,211
Hex: #6BACD3



WHITE

RGB: 255,255,255
Hex: #FFFFFF



BLACK

RGB: 96,86,63
Hex: #000000

UNIT 5: CREATING A DESIGN SYSTEM FOR INTERACTION

TYPOGRAPHY

SF PRO LIGHT

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

SF PRO REGULAR

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

SF PRO SEMI BOLD

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

SF PRO BOLD

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

UNIT 5: CREATING A DESIGN SYSTEM FOR INTERACTION

TYPOGRAPHY

MYRIAD PRO REGULAR

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

MYRIAD PRO ITALIC

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

MYRIAD PRO BOLD

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

MYRIAD PRO BOLD ITALIC

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789

UNIT 5: CREATING A DESIGN SYSTEM FOR INTERACTION

MOOD BOARD

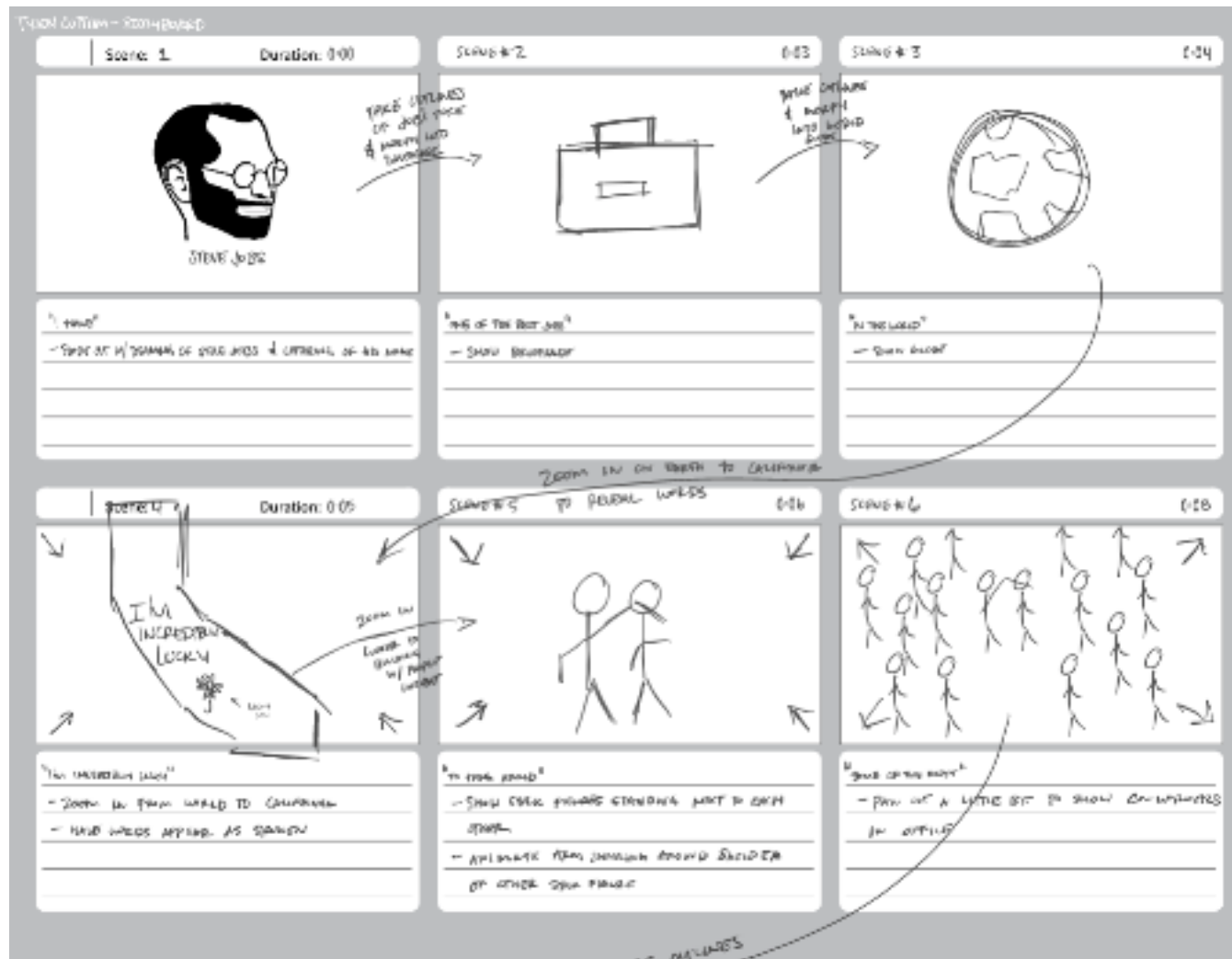


UNIT 5: CREATING A DESIGN SYSTEM FOR INTERACTION

NAVIGATION BAR



UNIT 6: STORYBOARDING A MOTION-GRAPHICS SEQUENCE



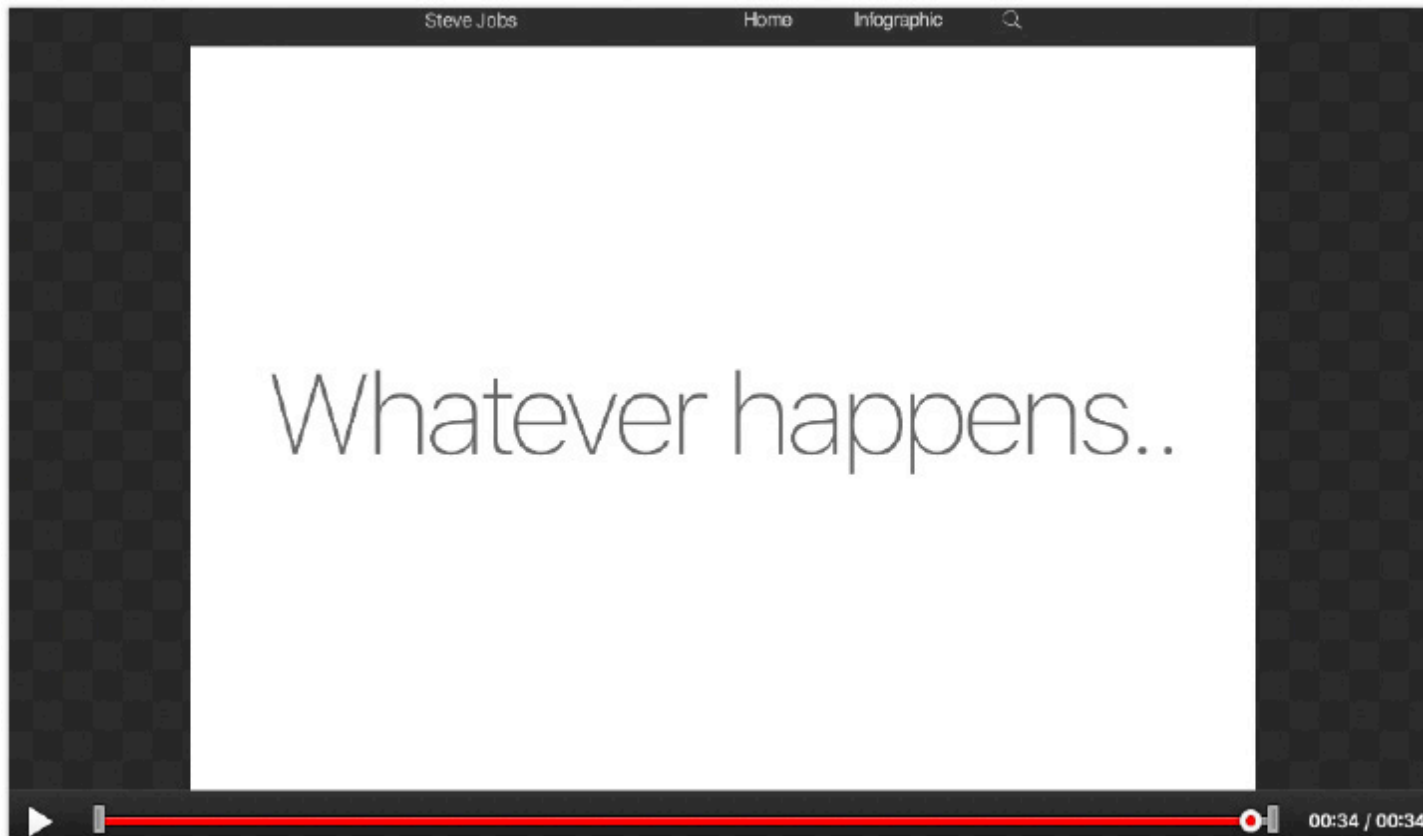
UNIT 7: SEQUENCING ANIMATION AND AUDIO

Worked on about 10 seconds of the attraction loop. Really rough layout of what I wanted. Realized that my storyboarding would have to be changed to make the transitions easier and so the user can read and understand how the audio connects.



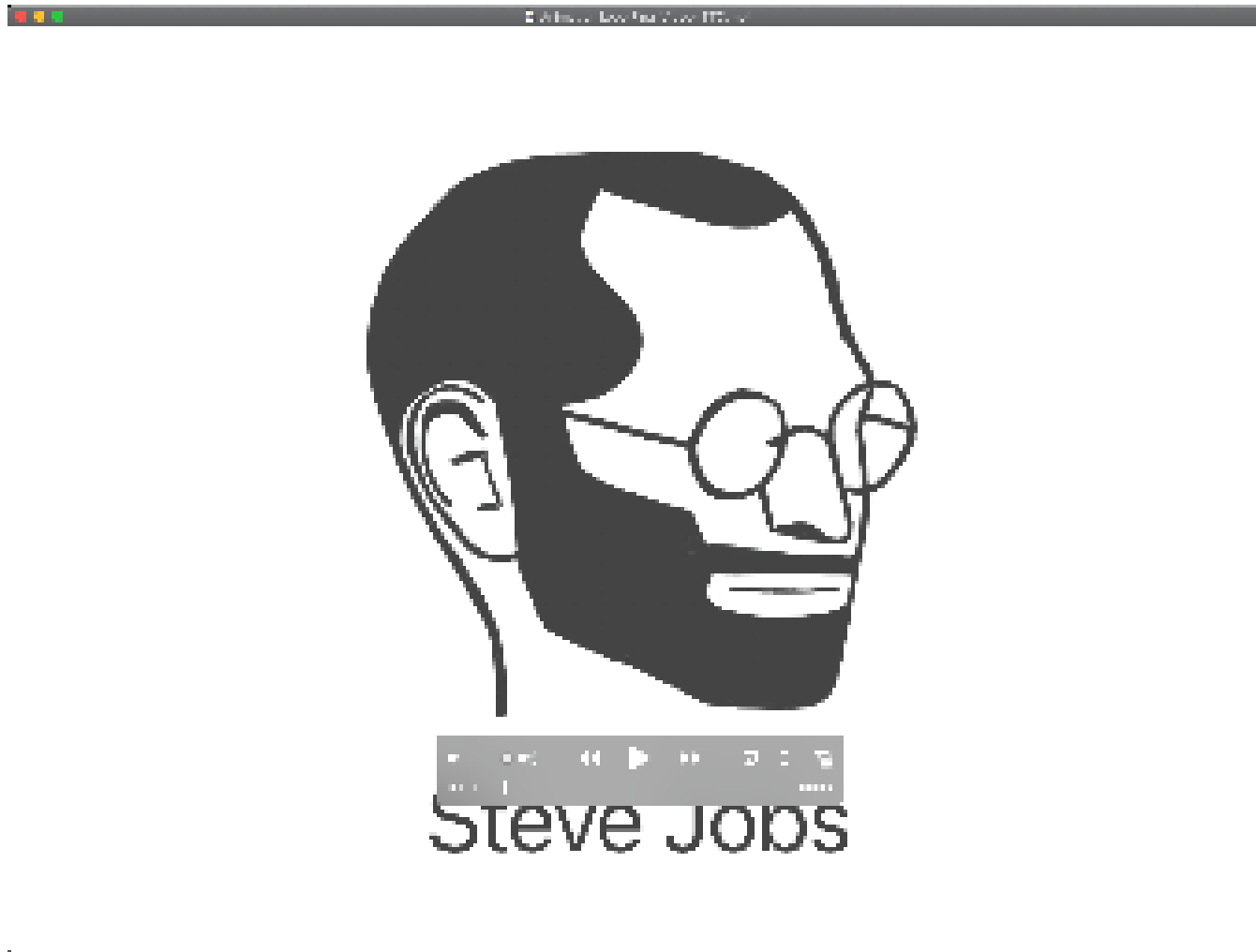
UNIT 8: AUDIO AND VIDEO POST PRODUCTION

Finished the rest of the clip but still a very rough draft. I basically had the placeholders where I wanted them but I still needed to go through and polish them off. The images and icons were not .svg files so they didn't scale properly. The beginning of the clip was still too fast.

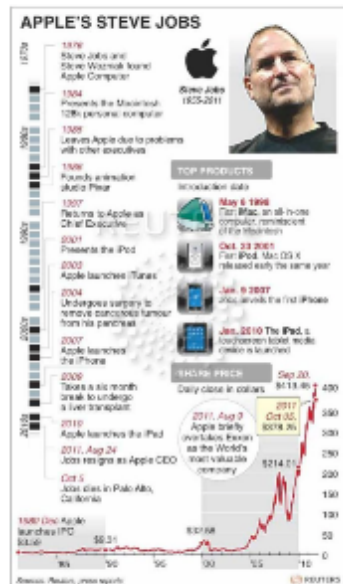


UNIT 9: PRESENTATION OF PROJECT 1: ATTRACTION LOOP

Finished the Attraction Loop. Polished off the problems that I had in the last couple submissions. Made .svg files of the icons and necessary images. Slowed down the beginning and made the whole video flow easier.



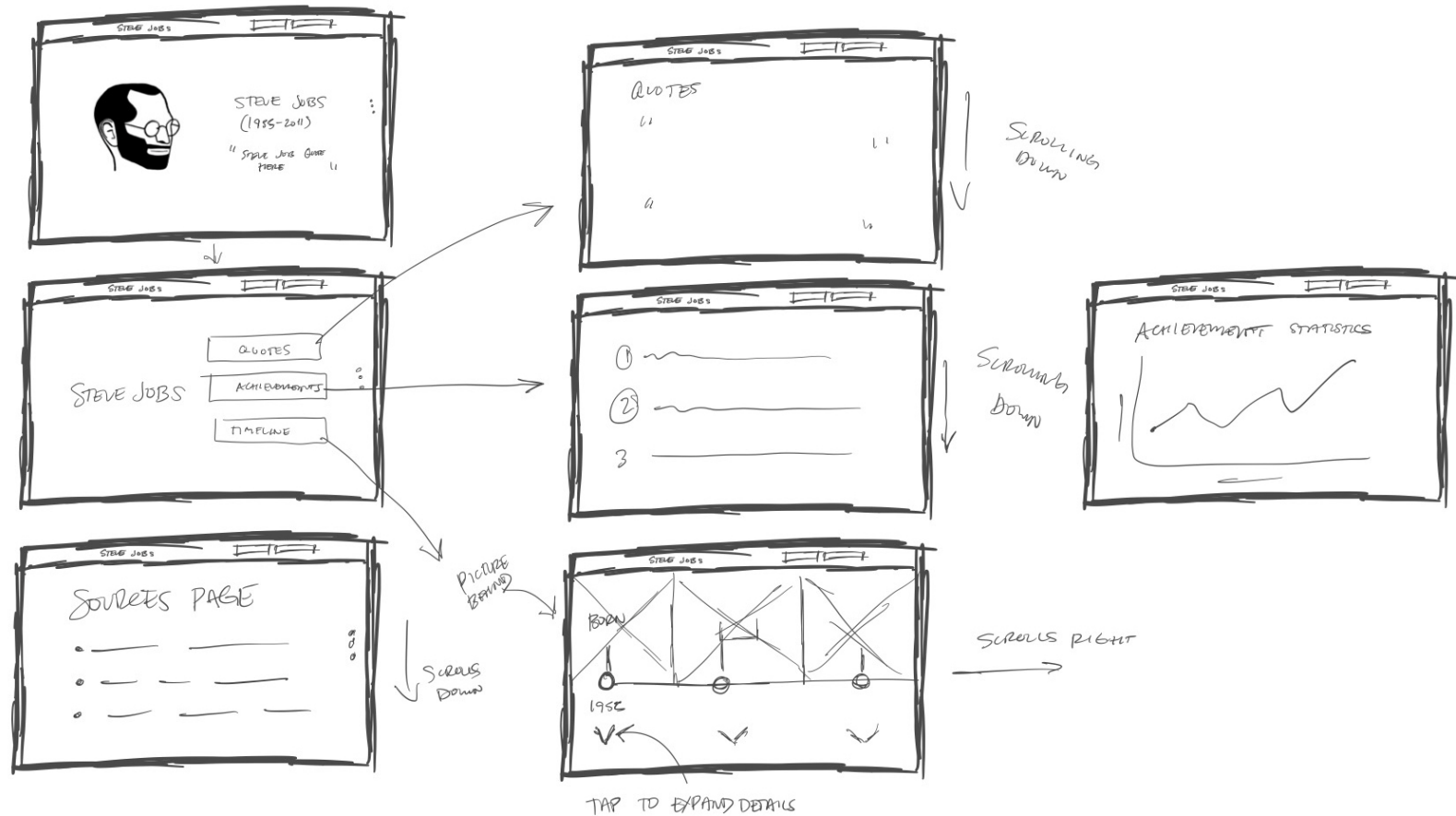
<https://www.pinterest.de/pin/165366617537049547/>



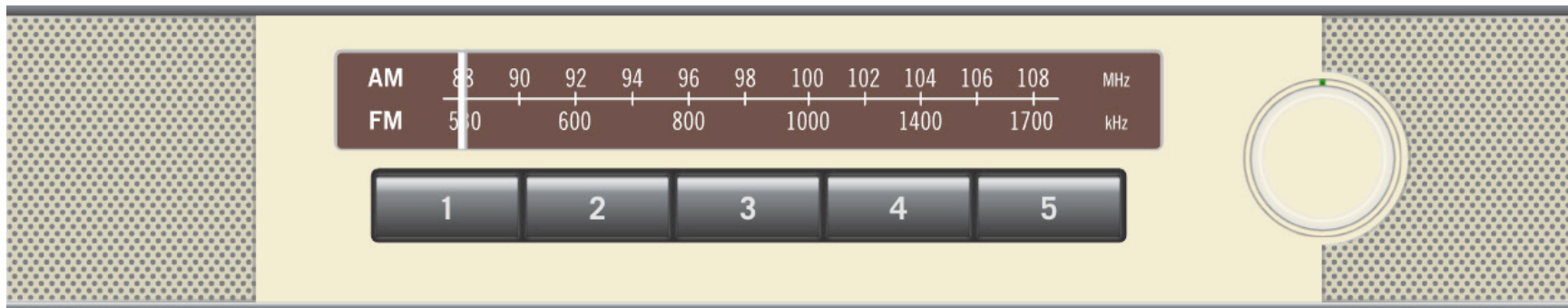
<https://www.pinterest.de/pin/165366617537049547/>



SKETCHES FOR INFOGRAPHIC



UNIT 10: SUBMIT COMPLETED 10.2 DEMO AS HTML5 FOLDER



UNIT 11: COLLECTING AND PREPARING DATA FOR VISUALIZATION

Qualitative & Quantitative Data
Tyson Cottam

Steve Jobs

I wanted to do my interactive infographic project as a timeline for the events of Steve Job's life. I researched a variety of timelines that have been created about Steve Jobs and a lot of them focus on similar points. Steve had accomplished a lot in his 56 years of living and I think it would be nice to stylize the timeline in a similar Apple style. Here are the main points I'd like to focus on:

- Birth (24 Feb 1955)
- Steve meets Steve Wozniak
- Attending Reed College & Dropping out after 1 semester (1973)
 - Still audits classes including a Calligraphy class which was really important for typefaces on the mac.
- First job at Atari (1974)
- Apple Computer is established by Steve Jobs, Steve Wozniak, and Ron Wayne (Apr 1 1976)
- West Coast Computer Faire - Shows off Apple 2 computer (Apr 17 1977)
- Steve's daughter Lisa is born - Refuses to acknowledge he is the father (1978)
- Apple 3 launches and flops (1980)
- Apple stock goes public - increasing Job's value to over 200 million (1980)
- Launch of Lisa (1983)
- John Sculley becomes CEO of Apple (1983)
- Macintosh is launched (1984)
- Steve leaves Apple (1985)
- Steve creates Pixar (1986)
- NeXT cube introduction (1988)
- Married Laurene Powell (1991)
- Toy story is released - Pixar goes public - Steve is worth 1.5 billion (1995)
- Apple buys NeXT for 400 million (1996)
- Steve introduces iMac (1998)
- Steve becomes CEO of apple (2000)
- iPod is released (2001)
- iTunes is launched (2003)
- Steve is diagnosed with Pancreatic cancer (2003)
- Disney buys Pixar for 7.4 billion (2006)
- iPhone is released (2007)

PROJECT 12: GRAPHICS FOR INTERACTIVITY



STEVE JOBS
(1985 - 2011)

*"Stay hungry
Stay foolish"*



QUOTES

ACHIEVEMENTS

TIMELINE

SOURCES:

- Multiple free icons inspired by: <https://icons.com usage>
 - World icon inspired by: <https://in.pinterest.com/jan19/575338943081458/>
 - Stock figure icons by: <https://www.vectorstock.com/royalty-free-vector/stock-figure-icon-set-vector-1143365>
 - Heart icon by: <https://icons-for-free.com/icon-131965017458786724/>
 - Light Bulb icon inspired by: <https://in.pinterest.com/jan19/4864723518731253/>
 - Checklist icon inspired by: <https://icons-for-free.com/checklist-131964743786700139/>
 - Handshake icon by: <https://theounionproject.com/item/handshake6023/>
 - Apple Store empty picture by: <https://adsign.co/jan-you-make-my-wishes-more-like-apple-2746c98a2359>
 - Apple Store Night by: <https://unsplash.com/photos/1VW4Z3F24E>
 - Gift with phone by: <https://unsplash.com/photos/5e0M53uRIM>
 - Steve Jobs Audio Clip by: <https://youtu.be/ERU-Rm7nc7I>
 - Steve Jobs Quotes: <https://www.goeast.com/2016/07/22/top-12-mos/>
 - Inspiring Steve Jobs quotes

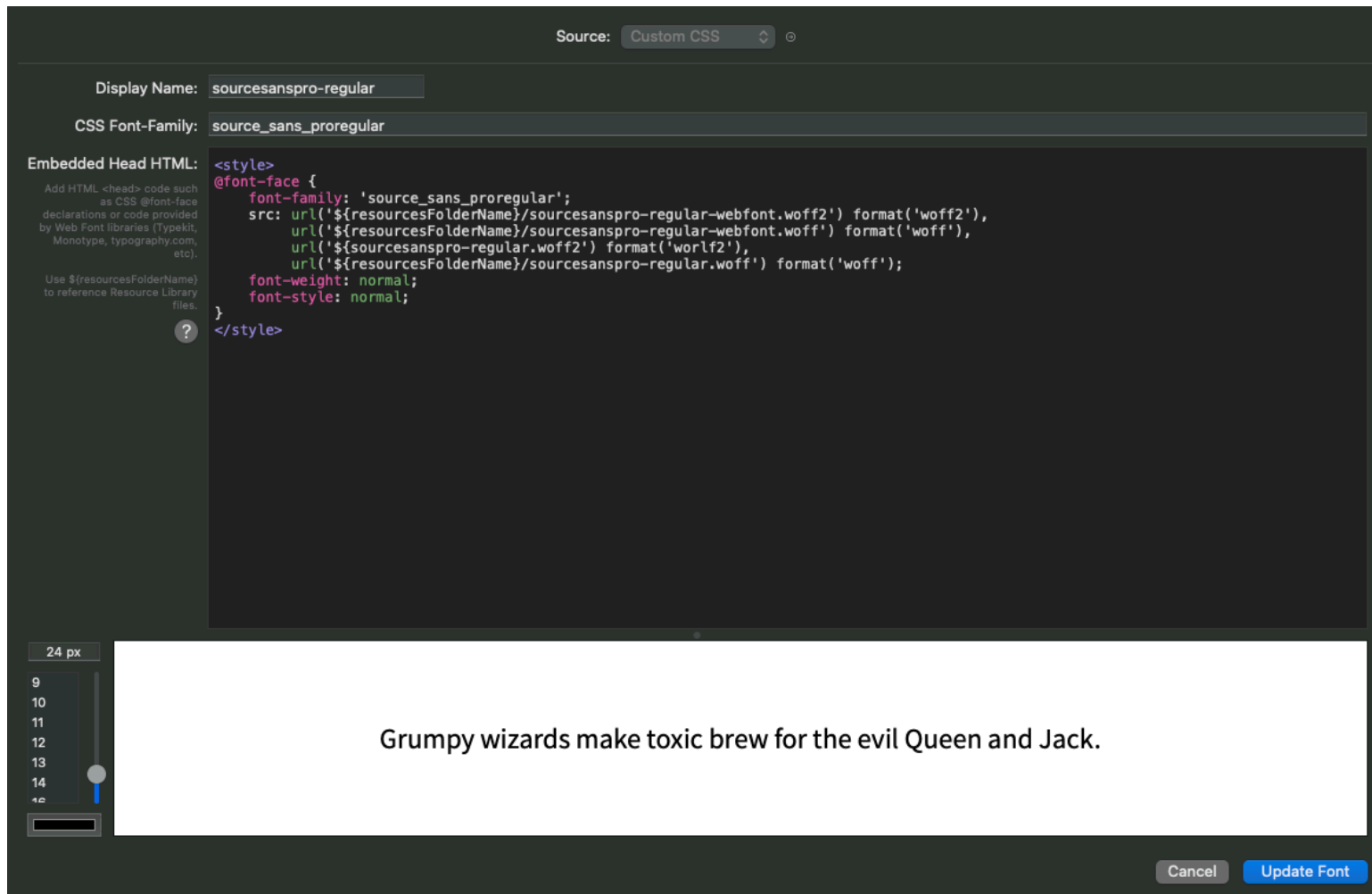
QUOTES:

"Don't let the noise of others' opinions drown out your own inner voice."
"Being the richest man in the cemetery doesn't matter to me. Going to bed at night saying we've done something wonderful... that's what matters to me."
"Creativity is just connecting things."
"Have the courage to follow your heart and intuition. They somehow already know what you truly want to become. Everything else is secondary."
"You can't connect the dots looking forward; you can only connect them looking backwards. So you have to trust that the dots will somehow connect in your future."
"Sometimes when you innovate, you make mistakes. It is best to admit them quickly and get on with improving your other innovations."

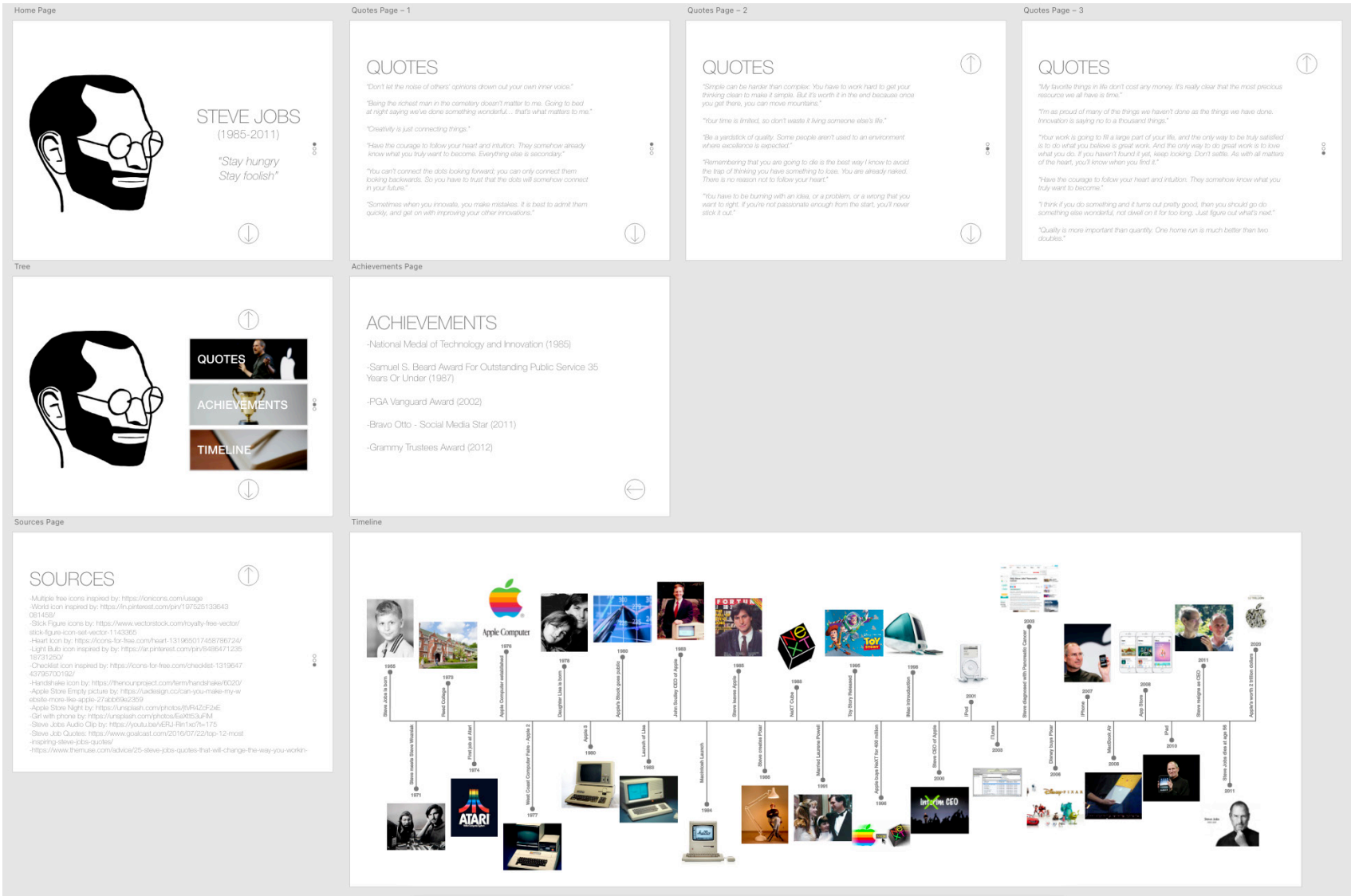
QUOTES:

"Simple can be harder than complex. You have to work hard to get your thinking clean to make it simple. But it's worth it at the end because once you get there, you can move mountains."
"Your time is limited, so don't waste it living someone else's life."
"It's a yardstick of quality. Some people aren't used to an environment where excellence is expected."
"Remembering that you are going to die is the best way I know to avoid the trap of thinking you have something to lose. You are already naked. There is no reason not to follow your heart."
"You have to be burning with an idea, or a problem, or a passion that you want to right. If you're not passionate enough from the start, you'll never stick it out."

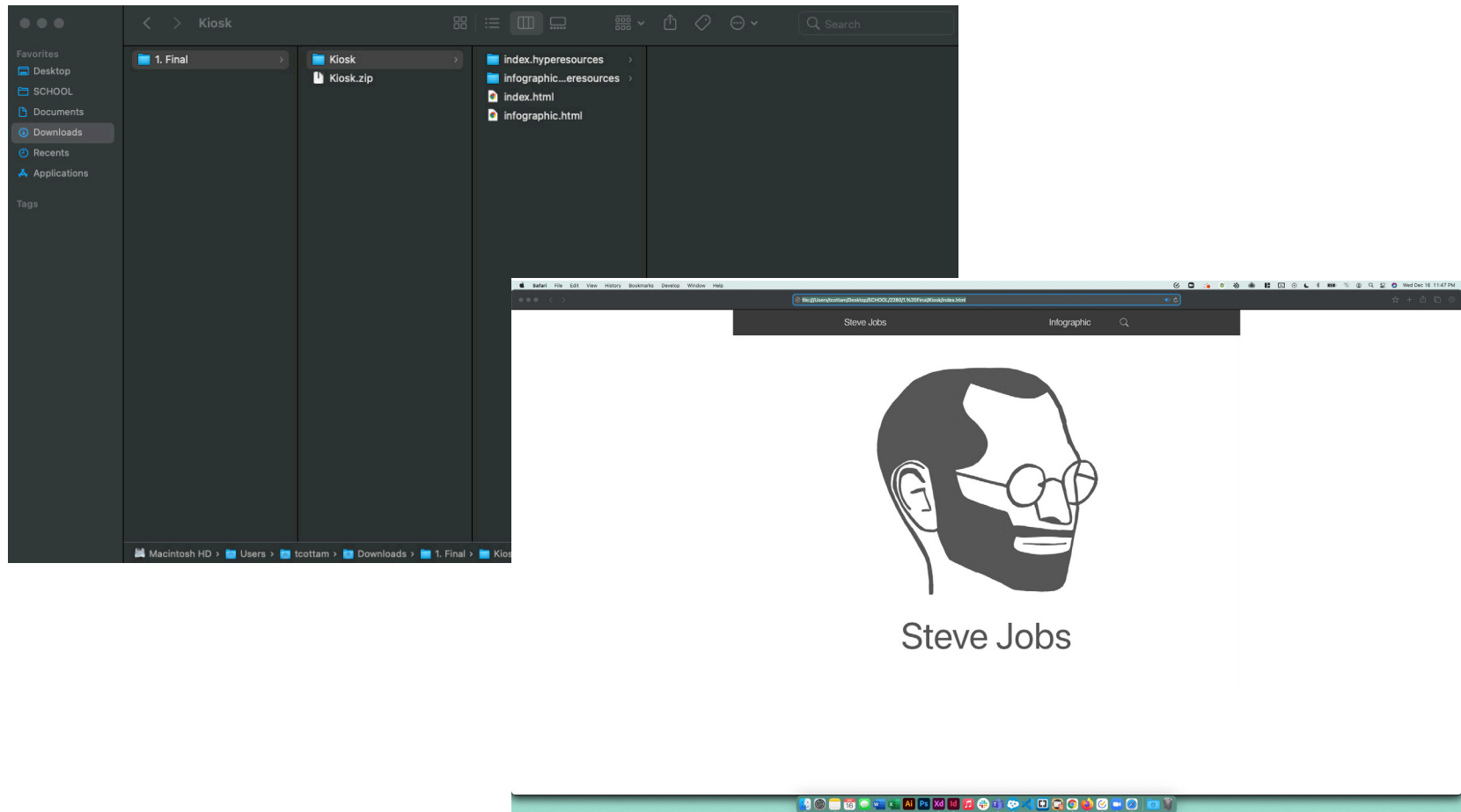
UNIT 14: EMBEDDING FONTS INTO AN INTERACTIVE PROJECT



PROJECT 2: INTERACTIVE INFOGRAPHIC



PROJECT 3: FINAL PROJECT: INTERACTIVE KIOSK



REFERENCES:

- Multiple free icons inspired by: <https://ionicons.com/usage>
- World icon inspired by: <https://in.pinterest.com/pin/197525133643081458/>
- Stick Figure icons by: <https://www.vectorstock.com/royalty-free-vector/stick-figure-icon-set-vector-1143365>
- Heart Icon by: <https://icons-for-free.com/heart-131965017458786724/>
- Light Bulb icon inspired by by: <https://ar.pinterest.com/pin/848647123518731250/>
- Checklist icon inspired by: <https://icons-for-free.com/checklist-131964743795700192/>
- Handshake icon by: <https://thenounproject.com/term/handshake/6020/>
- Apple Store Empty picture by: <https://uxdesign.cc/can-you-make-my-website-more-like-apple-27abb69e2359>
- Apple Store Night by: <https://unsplash.com/photos/jtVR4ZcF2xE>
- Girl with phone by: <https://unsplash.com/photos/EeXtt53uFIM>
- Steve Jobs Audio Clip by: <https://youtu.be/vERJ-Rin1xo?t=175>
- Steve Job Quotes: <https://www.goalcast.com/2016/07/22/top-12-most-inspiring-steve-jobs-quotes/>
- <https://www.themuse.com/advice/25-steve-jobs-quotes-that-will-change-the-way-you-workin-the-best-way-possible>