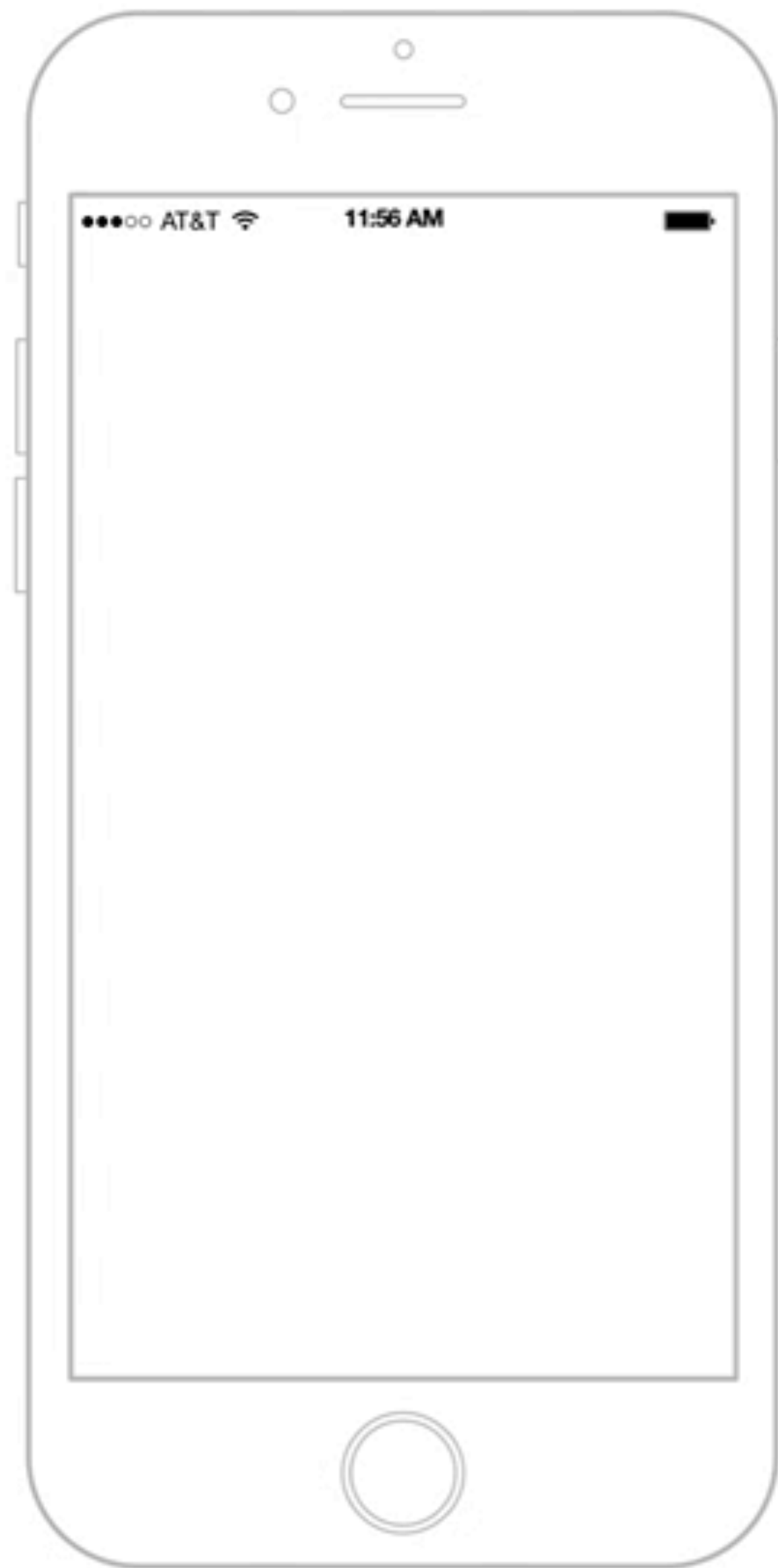


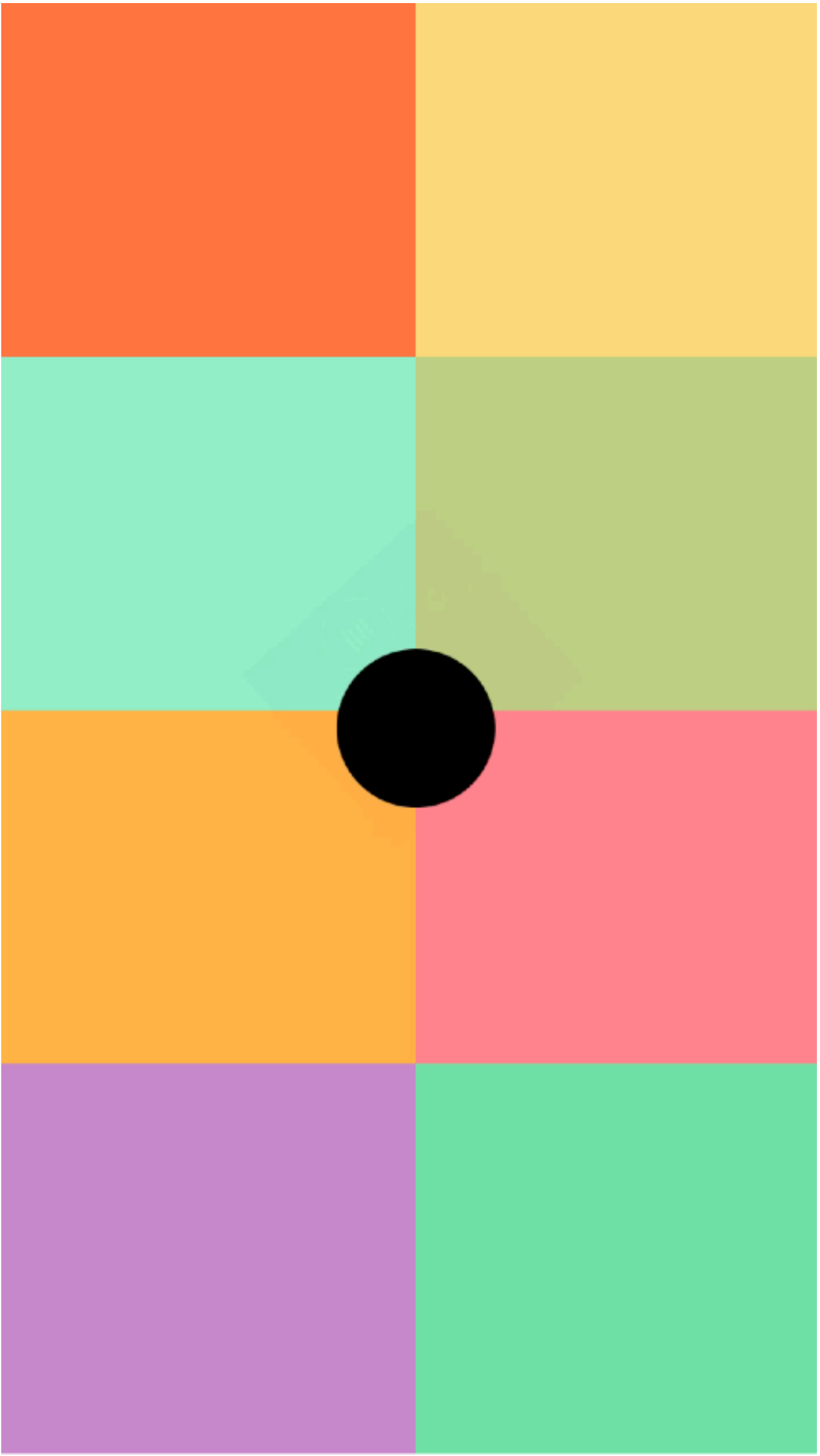
*prototype*

*samples*

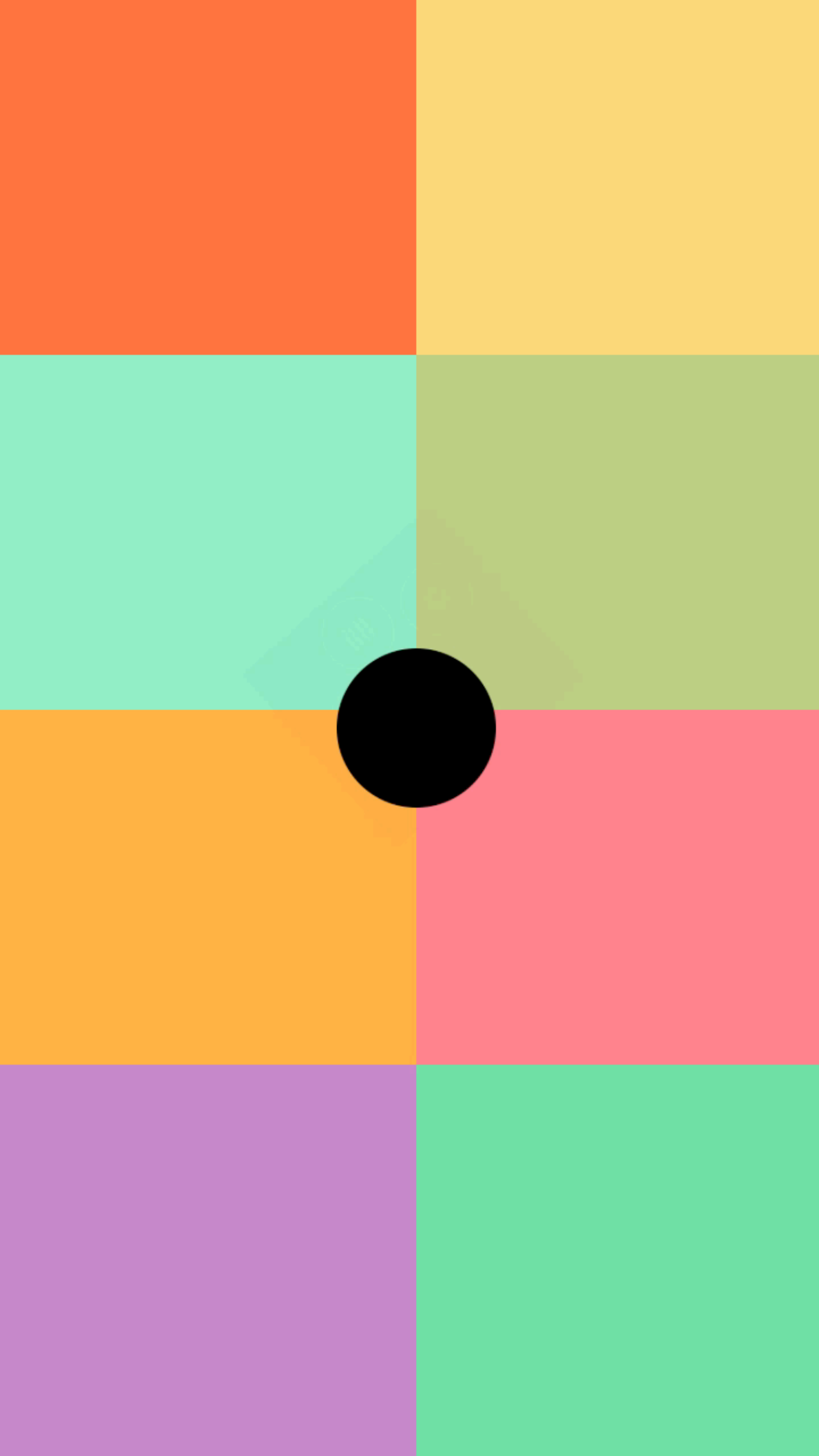


The following pages contain animations and may take time to load.



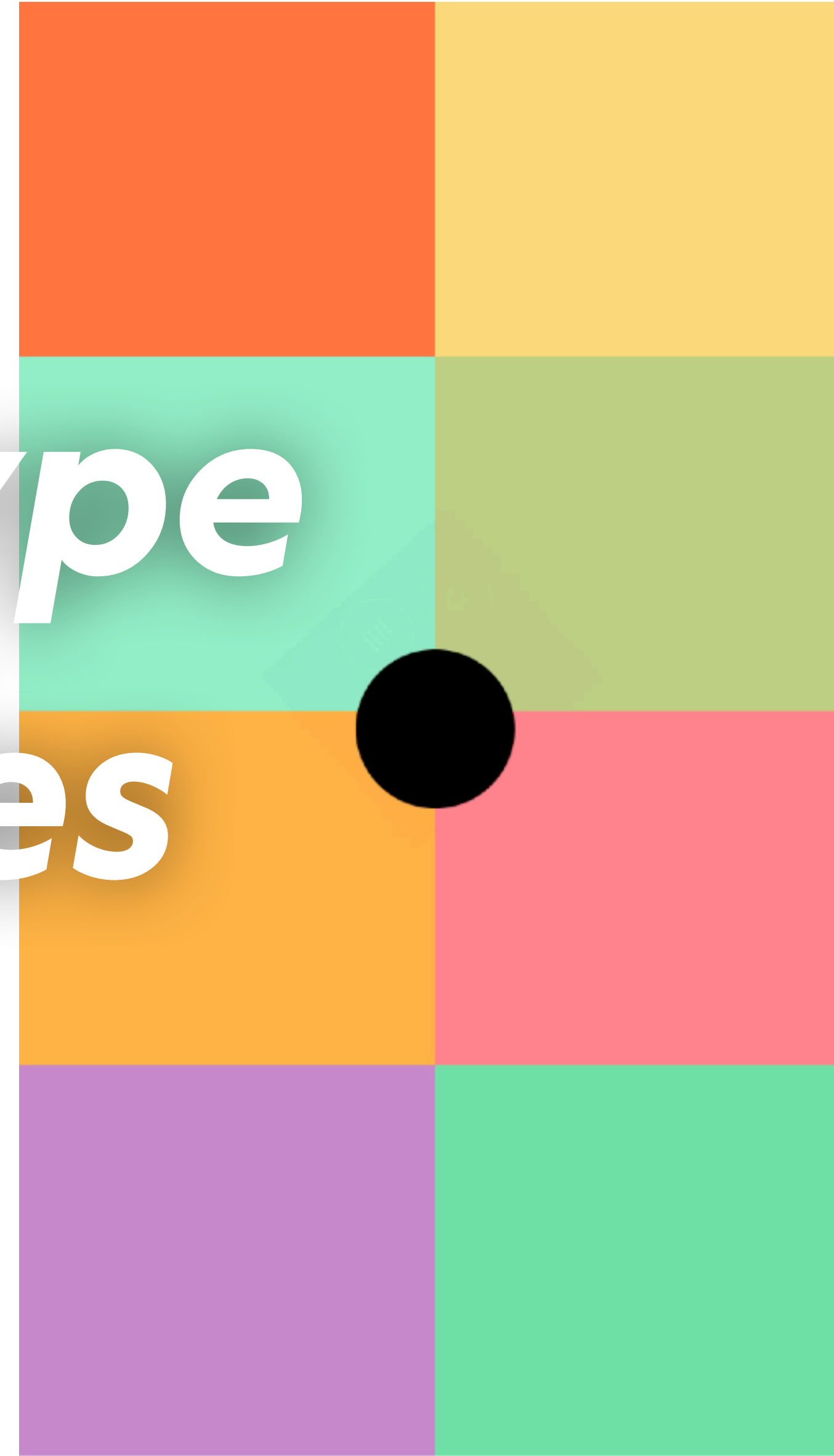








# *prototype samples*



# Prototyping new yet familiar interactions

My thought on interaction design is that it still benefits from metaphors of the physical world.

Tools these days are getting so good too! To train my teams and students on the various kinds out there I get to see who doing what.

