Design

What *is* it?

What is design?

- We know it when we see it
  - Some terms are difficult to define
    - Consider ethics
  - Even so, we know them when we see them
    - Ethical / Unethical
    - Good design / poor design
  - Their innate, inherent, multiple characteristics are why we have trouble formally defining them
  - The issue arises from individual tastes, which makes definitions difficult to apply

What is design?

Full Definition of *DESIGN (Merriam Webster)*

transitive verb

1 **:** to create, fashion, execute, or construct according to plan **:** devise, contrive

2 *a* **:** to conceive and plan out in the mind <he *designed* the perfect crime>

b **:** to have as a purpose **:** intend <she *designed* to excel in her studies>

c **:** to devise for a specific function or end <a book *designed* primarily as a college textbook>

4 *a* **:** to make a drawing, pattern, or sketch of

b **:** to draw the plans for <*design* a building>

What is design?

- Oxford English Dictionary (noun)
  - A plan conceived in the mind, and related senses
  - That which is aimed at; an end in view; an ultimate goal or purpose
  - An artistic sketch, and related senses
  - The art of drawing or sketching; (hence) the process, practice, or art of devising, planning, or constructing something (as a work of art, structure, device, etc.) according to aesthetic or functional criteria; (also) this as a subject of study or examination.
  - The completed product or result of this process; the arrangement of features in something planned or produced according to aesthetic or functional criteria; a particular shape, style, or model.

What is design

- Oxford English Dictionary (noun)
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  - The completed product or result of this process; the arrangement of features in something planned or produced according to aesthetic or functional criteria; a particular shape, style, or model.

What is design?

“The process of selecting and organizing elements or components in order to fulfill a specific purpose” – Charlotte Jirousek, former Cornell professor of human ecology

In HCI and systems and software development, it is the structured creation of something functionally and aesthetically pleasing

What is design?

- Let’s consider some characteristics
  - Creative / Conventional
  - Functional
  - Visual
  - Aesthetic
  - Organized
  - Subjective
  - Purposeful
  - A process

What is design?

- There are many industries whose products or output hinge on design
  - Fashion design
  - Interior design
  - Systems design
  - Game design
  - Automotive design
  - Structural design
  - Product design
  - Industrial design
  - You can even have designs ‘on’ something (another person, a job, a place; it’s a process by which you will achieve that thing)

What is design?

- There are many industries whose products or output hinge on design
  - Fashion design

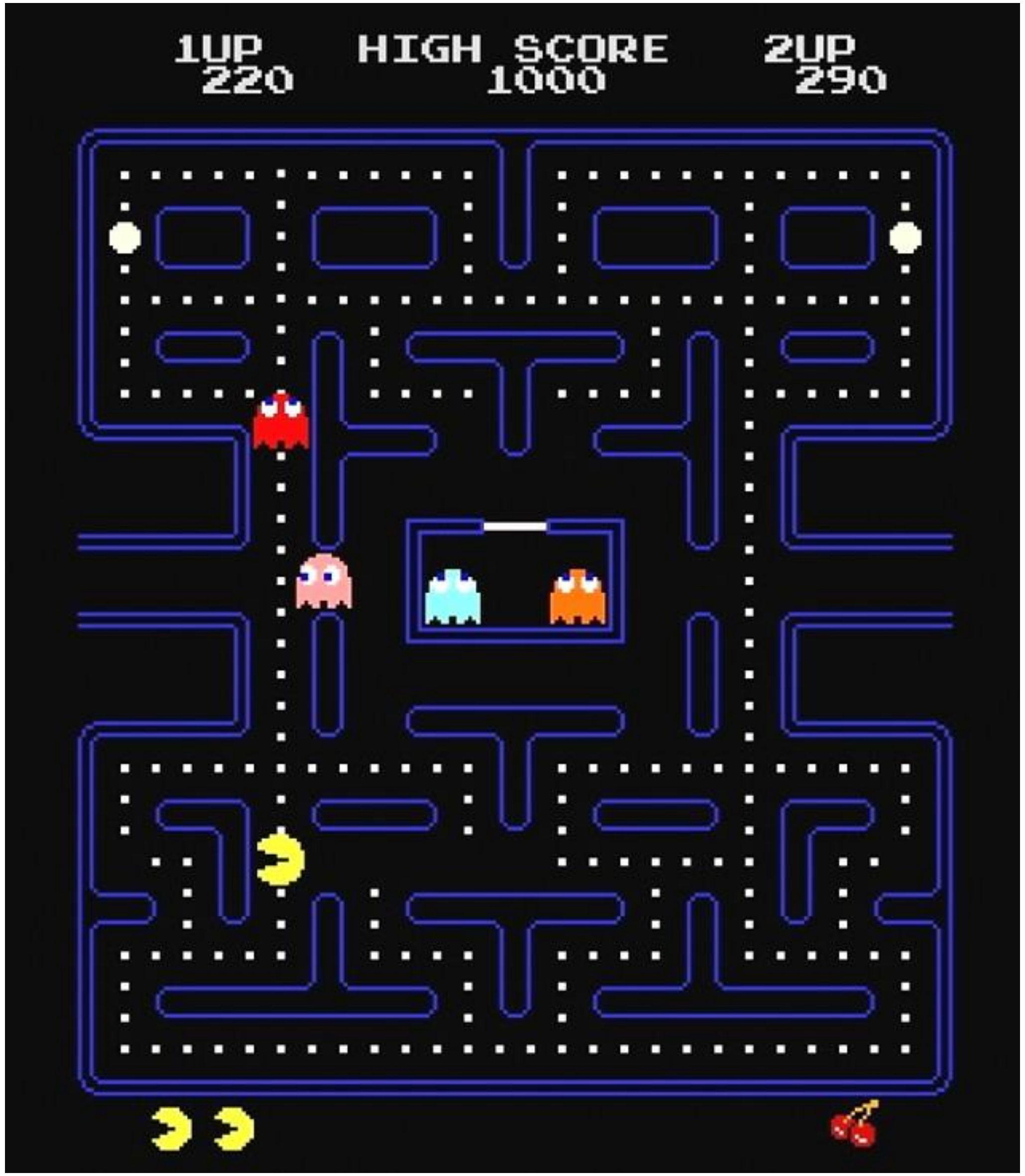
RFW
RFW

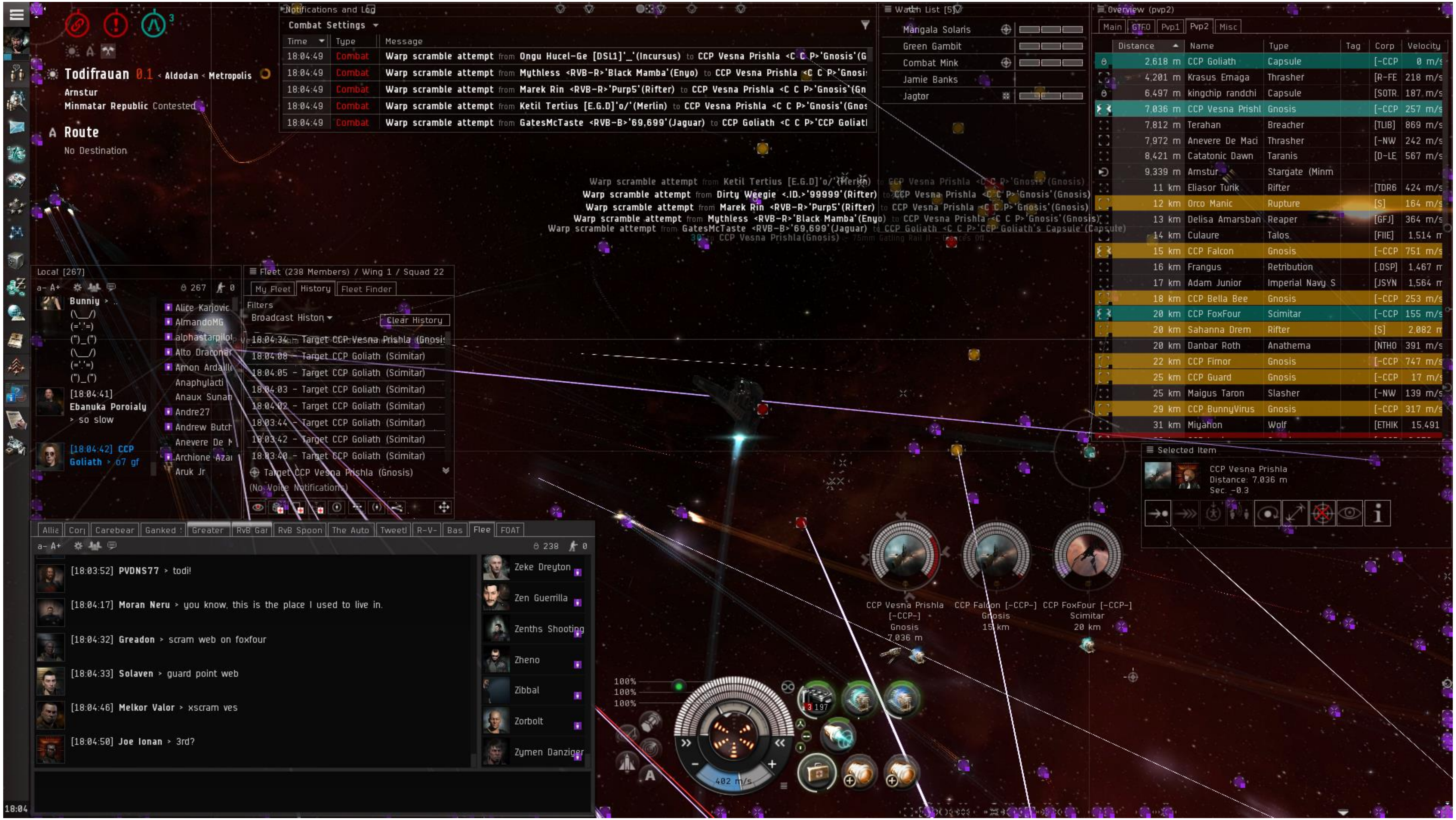
What is design?

- There are many industries whose products or output hinge on design
    - Fashion design
    - Interior design

What is design?

- There are many industries whose products or output hinge on design
  - Fashion design
  - Interior design
  - Systems design
  - Game design


1UP
220
HIGH SCORE
1000
2UP
290



Todifrauan 0.1 < Aldodan < Metropolis
Arnstur
Minmatar Republic Contested

Route
No Destination

Notifications and Log
Combat Settings

Time	Type	Message
18:04:49	Combat	Warp scramble attempt from Ongu Hucel-Ge [DSL1]'_'(Incursus) to CCP Vesna Prishla <C C P>'Gnosis'(G
18:04:49	Combat	Warp scramble attempt from Mythless <RVB-R>'Black Mamba'(Enyo) to CCP Vesna Prishla <C C P>'Gnosi
18:04:49	Combat	Warp scramble attempt from Marek Rin <RVB-R>'Purp5'(Rifter) to CCP Vesna Prishla <C C P>'Gnosis'(Gn
18:04:49	Combat	Warp scramble attempt from Ketil Tertius [E.G.D]'o/'(Merlin) to CCP Vesna Prishla <C C P>'Gnosis'(Gnos
18:04:49	Combat	Warp scramble attempt from GatesMcTaste <RVB-B>'69,699'(Jaguar) to CCP Goliath <C C P>'CCP Goliatl

```
Warp scramble attempt from Ketil Tertius [E.G.D]'o/'(Merlin) to CCP Vesna Prishla <C C P>'Gnosis'(Gnosis)
Warp scramble attempt from Dirty Weegie <.ID.>'99999'(Rifter) to CCP Vesna Prishla <C C P>'Gnosis'(Gnosis)
Warp scramble attempt from Marek Rin <RVB-R>'Purp5'(Rifter) to CCP Vesna Prishla <C C P>'Gnosis'(Gnosis)
Warp scramble attempt from Mythless <RVB-R>'Black Mamba'(Enyo) to CCP Vesna Prishla <C C P>'Gnosis'(Gnosis)
Warp scramble attempt from GatesMcTaste <RVB-B>'69,699'(Jaguar) to CCP Goliath <C C P>'CCP Goliath's Capsule'(Capsule)
30 to CCP Vesna Prishla(Gnosis) - 75mm Gatling Rail II - Glances Off
```

Watch List [5]
Mangala Solaris
Green Gambit
Combat Mink
Jamie Banks
Jagtor

Overview (pvp2)

Distance	Name	Type	Tag	Corp	Velocity
2,618 m	CCP Goliath	Capsule		[-CCP	0 m/s
4,201 m	Krasus Emaga	Thrasher		[R-FE	218 m/s
6,497 m	kingchip randchi	Capsule		[SOTR.	187 m/s
7,036 m	CCP Vesna Prishl	Gnosis		[-CCP	257 m/s
7,812 m	Terahan	Breacher		[TLIB]	869 m/s
7,972 m	Anevere De Maci	Thrasher		[-NW	242 m/s
8,421 m	Catatonic Dawn	Taranis		[D-LE	567 m/s
9,339 m	Arnstur	Stargate (Minm			
11 km	Eliasor Turik	Rifter		[TDR6	424 m/s
12 km	Orco Manic	Rupture		[S]	164 m/s
13 km	Delisa Amarsban	Reaper		[GFJ]	364 m/s
14 km	Culaure	Talos		[FIIE]	1,514 m
15 km	CCP Falcon	Gnosis		[-CCP	751 m/s
16 km	Frangus	Retribution		[.DSP]	1,467 m
17 km	Adam Junior	Imperial Navy S		[JSYN	1,564 m
18 km	CCP Bella Bee	Gnosis		[-CCP	253 m/s
20 km	CCP FoxFour	Scimitar		[-CCP	155 m/s
20 km	Sahanna Drem	Rifter		[S]	2,082 m
20 km	Danbar Roth	Anathema		[NTHO	391 m/s
22 km	CCP Fimor	Gnosis		[-CCP	747 m/s
25 km	CCP Guard	Gnosis		[-CCP	17 m/s
25 km	Maigus Taron	Slasher		[-NW	139 m/s
29 km	CCP BunnyVirus	Gnosis		[-CCP	317 m/s
31 km	Miyahon	Wolf		[ETHIK	15,491

Selected Item
CCP Vesna Prishla
Distance: 7,036 m
Sec. -0.3

CCP Vesna Prishla [-CCP-] Gnosis 7,036 m
CCP Falcon [-CCP-] Gnosis 15 km
CCP FoxFour [-CCP-] Scimitar 20 km
100%
100%
100%
402 m/s

Local [267]

```
Bunniy > ..
(\__/)
(='.'=)
(")_(")
(\__/)
(='.'=)
(")_(")
[18:04:41] Ebanuka Poroialy > so slow
[18:04:42] CCP Goliath > o7 gf
```

Alice Karjovic
AlmandoMG
alphastarpilol
Alto Draconar
Amon Ardaille
Anaphylacti
Anaux Sunan
Andre27
Andrew Butch
Anevere De M
Archione Azai
Aruk Jr

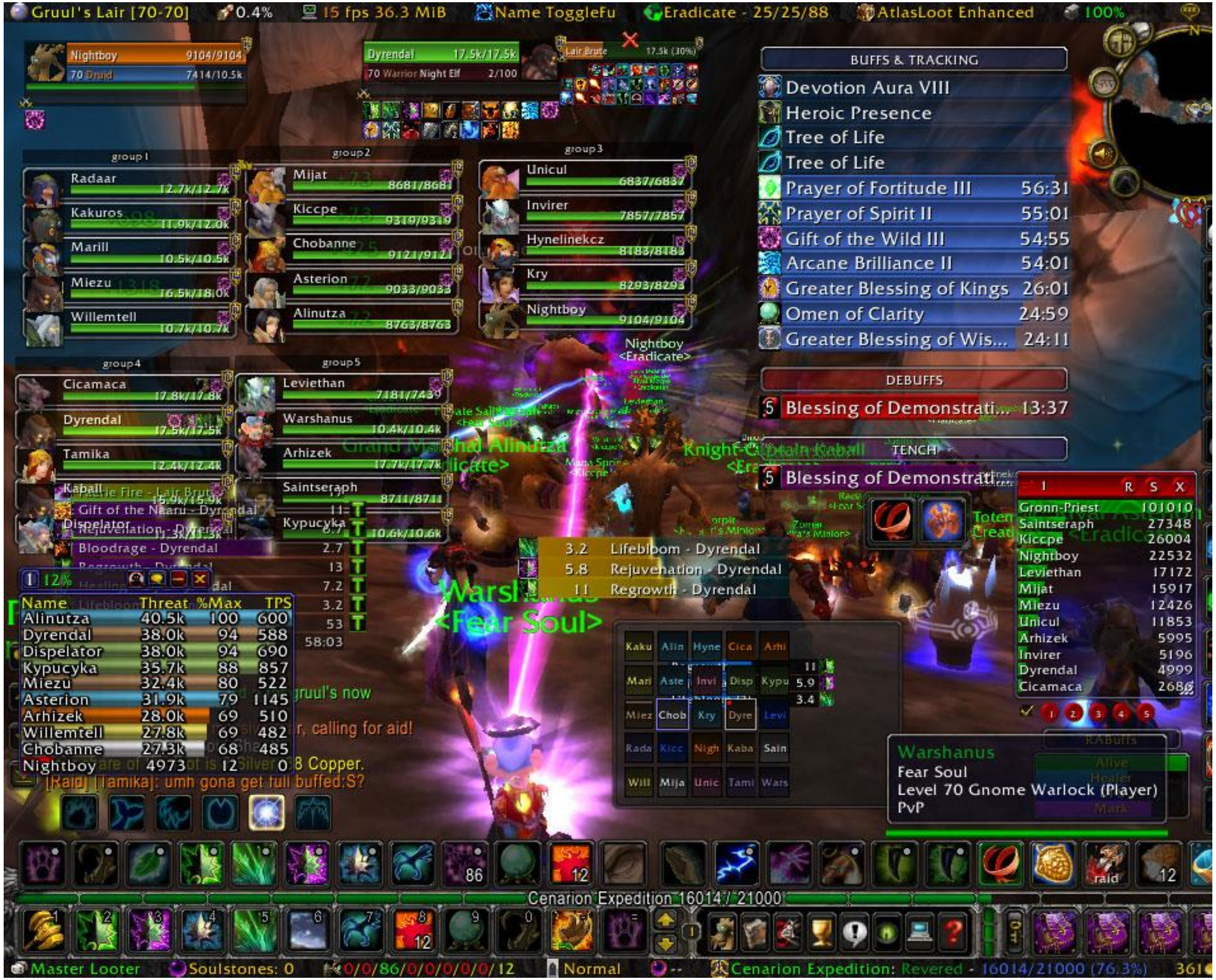
Fleet (238 Members) / Wing 1 / Squad 22

```
18:04:34 - Target CCP Vesna Prishla (Gnosis
18:04:08 - Target CCP Goliath (Scimitar)
18:04:05 - Target CCP Goliath (Scimitar)
18:04:03 - Target CCP Goliath (Scimitar)
18:04:02 - Target CCP Goliath (Scimitar)
18:03:44 - Target CCP Goliath (Scimitar)
18:03:42 - Target CCP Goliath (Scimitar)
18:03:40 - Target CCP Goliath (Scimitar)
```

Target CCP Vesna Prishla (Gnosis)
(No Voice Notifications)

```
[18:03:52] PVDNS77 > todi!
[18:04:17] Moran Neru > you know, this is the place I used to live in.
[18:04:32] Greadon > scram web on foxfour
[18:04:33] Solaven > guard point web
[18:04:46] Melkor Valor > xscram ves
[18:04:50] Joe Ionan > 3rd?
```

Zeke Dreyton
Zen Guerrilla
Zenths Shooting
Zheno
Zibbal
Zorbolt
Zymen Danziger



Gruul's Lair [70-70] 0.4% 15 fps 36.3 MiB Name ToggleFu Eradicate - 25/25/88 AtlasLoot Enhanced 100%

BUFFS & TRACKING

Devotion Aura VIII	
Heroic Presence	
Tree of Life	
Tree of Life	
Prayer of Fortitude III	56:31
Prayer of Spirit II	55:01
Gift of the Wild III	54:55
Arcane Brilliance II	54:01
Greater Blessing of Kings	26:01
Omen of Clarity	24:59
Greater Blessing of Wis...	24:11

DEBUFFS

5 Blessing of Demonstrati... 13:37

TENCH

5 Blessing of Demonstrati...

Name	Threat	%Max	TPS
Alinutza	40.5k	100	600
Dyrendal	38.0k	94	588
Dispelator	38.0k	94	690
Kypucyka	35.7k	88	857
Miezu	32.4k	80	522
Asterion	31.9k	79	1145
Arhizek	28.0k	69	510
Willemtell	27.8k	69	482
Chobanne	27.3k	68	485
Nightboy	4973	12	0

Gronn-Priest	101010
Saintseraph	27348
Kiccpe	26004
Nightboy	22532
Leviethan	17172
Mijat	15917
Miezu	12426
Unicul	11853
Arhizek	5995
Invirer	5196
Dyrendal	4999
Cicamaca	2680

3.2 Lifebloom - Dyrendal
5.8 Rejuvenation - Dyrendal
11 Regrowth - Dyrendal

Gift of the Naaru - Dyrendal
Rejuvenation - Dyrendal
Bloodrage - Dyrendal
Regrowth - Dyrendal

ruul's now
r, calling for aid!
8 Copper.
[Raid] [Tamika]: umh gona get full buffed:S?

Warshanus
Fear Soul
Level 70 Gnome Warlock (Player)
PvP

Cenarion Expedition 16014 / 21000

Master Looter Soulstones: 0 0/0/86/0/0/0/0/0/12 Normal Cenarion Expedition: Revered - 16014/21000 (76.3%) 361

Nightboy 9104/9104
70 Druid 7414/10.5k
Dyrendal 17.5k/17.5k
70 Warrior Night Elf 2/100
Lair Brute 17.5k (30%)
group1
Radaar 12.7k/12.7k
Kakuros 11.9k/12.0k
Marill 10.5k/10.5k
Miezu 16.5k/18.0k
Willemtell 10.7k/10.7k
group2
Mijat 8681/8681
Kiccpe 9319/9319
Chobanne 9121/9121
Asterion 9033/9033
Alinutza 8763/8763
group3
Unicul 6837/6837
Invirer 7857/7857
Hynelinekcz 8183/8183
Kry 8293/8293
Nightboy 9104/9104
group4
Cicamaca 17.8k/17.8k
Dyrendal 17.5k/17.5k
Tamika 12.4k/12.4k
Kaball 15.9k/15.9k
Dispelator 11.3k/11.3k
group5
Leviethan 7181/7439
Warshanus 10.4k/10.4k
Arhizek 17.7k/17.7k
Saintseraph 8711/8711
Kypucyka 10.6k/10.6k
Nightboy
<Eradicate>
Grand Marshal Alinutza
Knight-Captain Kaball
Warshanus
<Fear Soul>
Kaku Alin Hyne Cica Arhi
Mari Aste Invi Disp Kypu
Miez Chob Kry Dyre Levi
Rada Kicc Nigh Kaba Sain
Will Mija Unic Tami Wars
RABuffs
58:03
86
12
raid
12

What is design?

- There are many industries whose products or output hinge on design
    - Fashion design
    - Interior design
    - Systems design
    - Game design
    - Automotive design

Gremlin X

MyRideisMe.com

What is design?

- There are many industries whose products or output hinge on design
  - Fashion design
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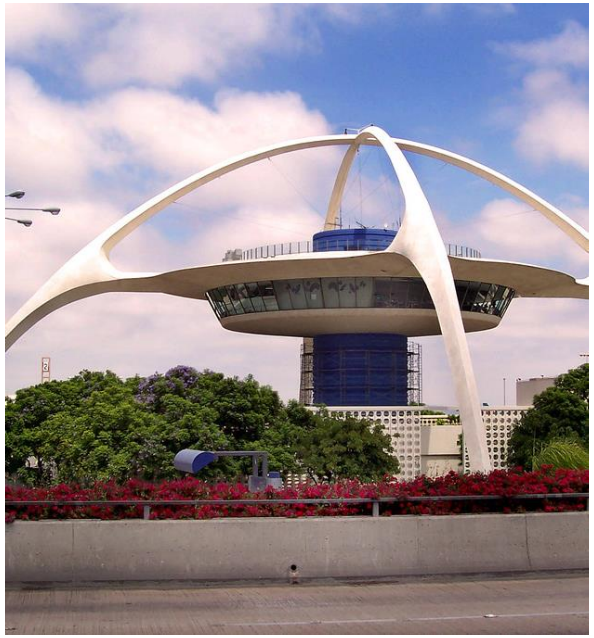
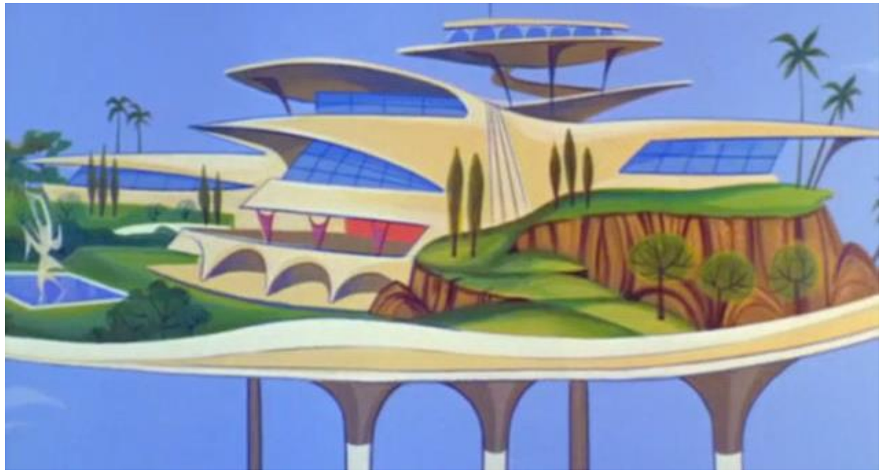
  - Automotive design
  - Structural design

MARKET CENTER
Cleveland Clinic
Lou Ruvo Center for Brain Health
888

76
92
Self Serve





Googie Architecture

©Palace Tours

What is design?

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  - Fashion design
  - Interior design
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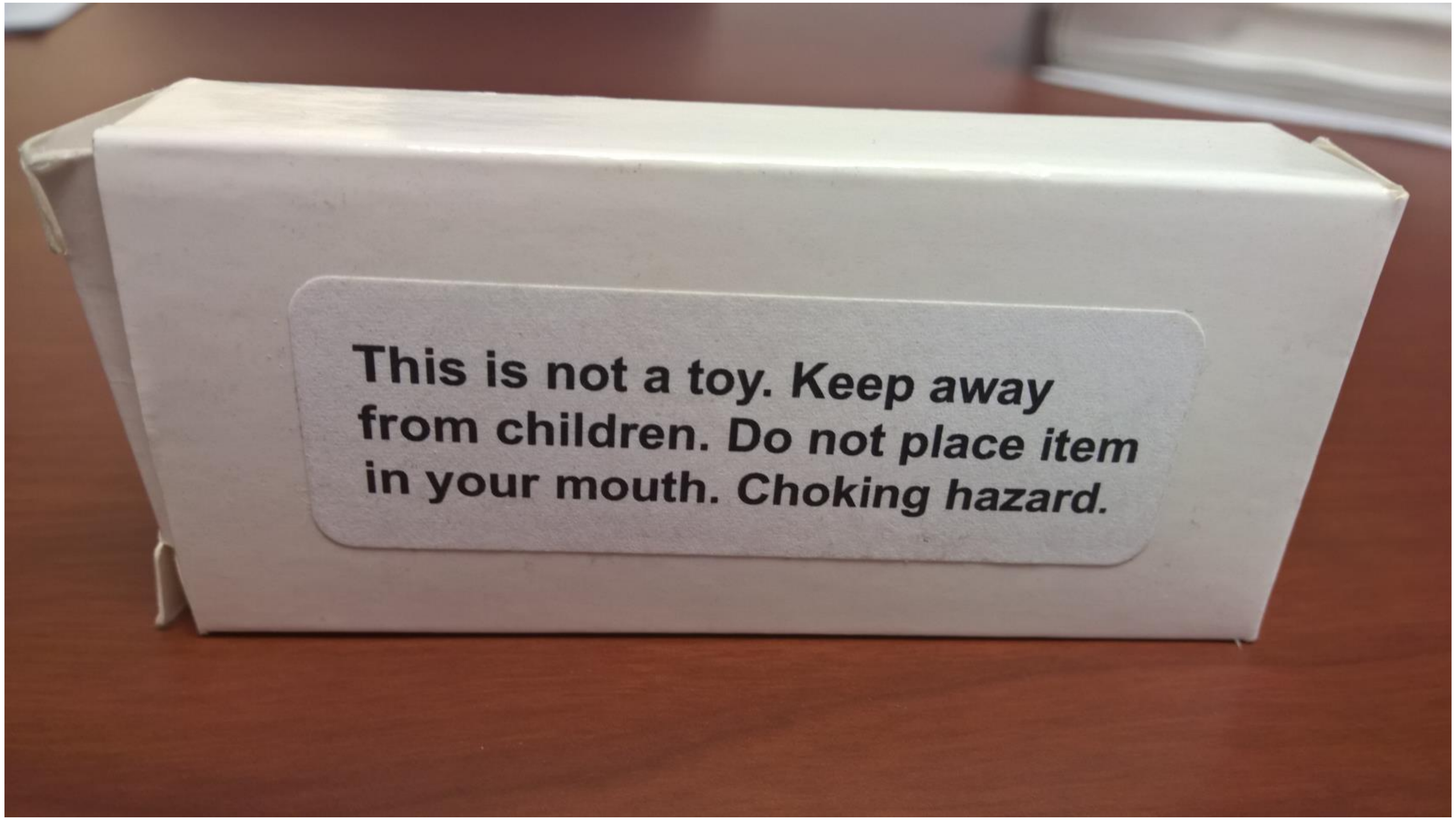
  - Game design
  - Automotive design
  - Structural design
  - Product design
  - Industrial design

baby
mine

baby
URmine
healthy me, healthy baby
Call 2-1-1

bab

baby
UR mine
healthy me, healthy
Call 2-1-1



This is not a toy. Keep away from children. Do not place item in your mouth. Choking hazard.

What is design?

- There are many industries whose products or output hinge on design
  - Fashion design
  - Interior design
  - Systems design
  - Product design
  - Game design
  - Automotive design
  - Structural design
  - Product design
  - Industrial design

music
videos
pictures
radio
settings
bitter:sweet
Dirty Laundry
Bitter:Sweet
The Mating Game

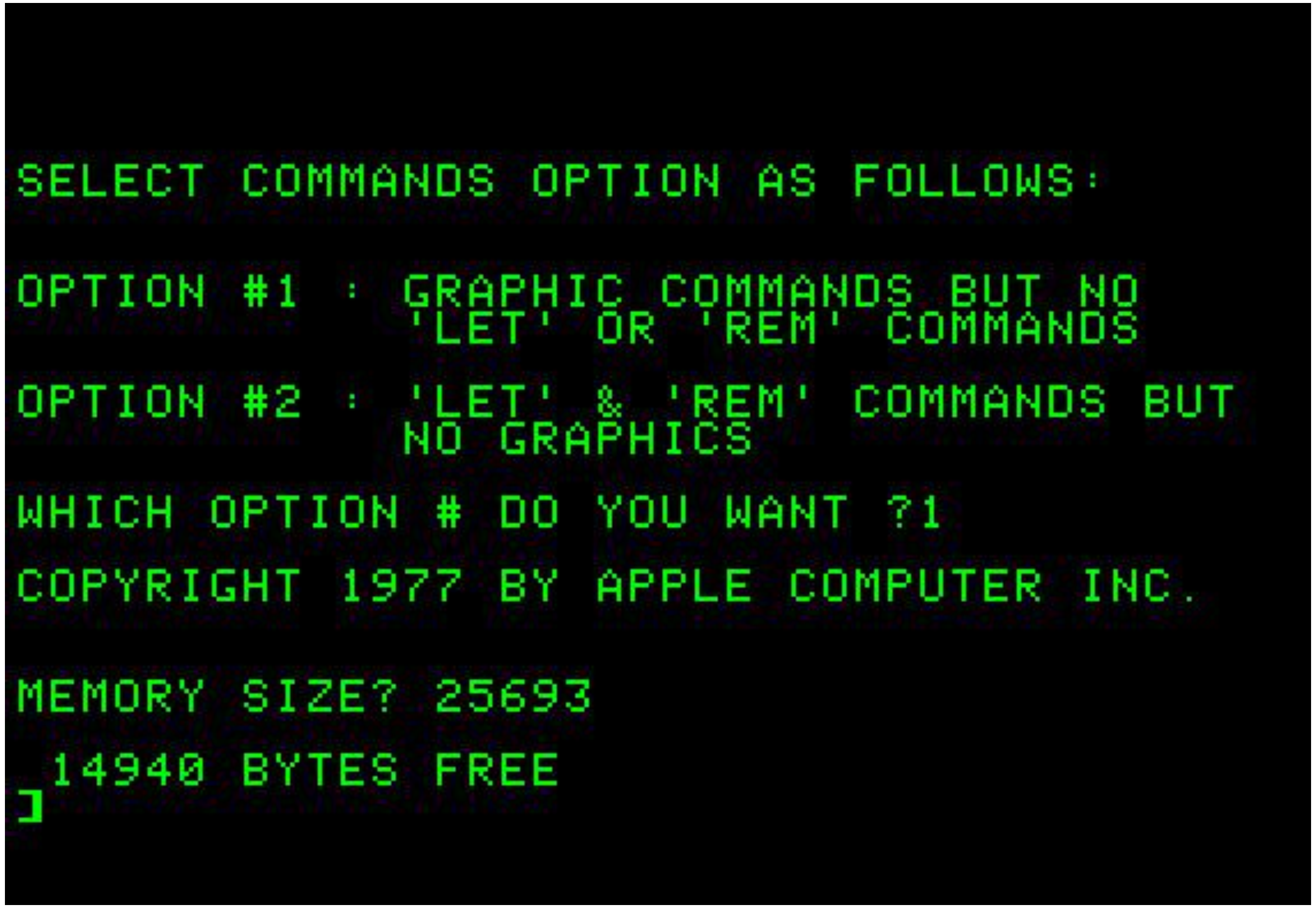
POKER FACE LADY GAGA
LADY GAGA
THE NEW FRESH FM
94.7 1 HD
HD1 HD2
It's Not Me, It's You
LILY ALLEN
Pins
ALTERNATIVE & PUNK
music
videos
pictures
radio
social
internet
107.1 2 HD
History
music
ARTISTS PLAYLISTS SONGS GENRES ALBUMS
videos
TV OTHER ALL
pictures
BY FOLDER BY DATE
radio
marketplace
social
FRIENDS INBOX
internet
12:33
zune
hello from seattle

iPod
iPod
iPod
iPod
8GB
8GB
8GB
8GB
DATAROCK
INTERPOL
C'Mere
Plenty of Music
New York Dolls
MENU

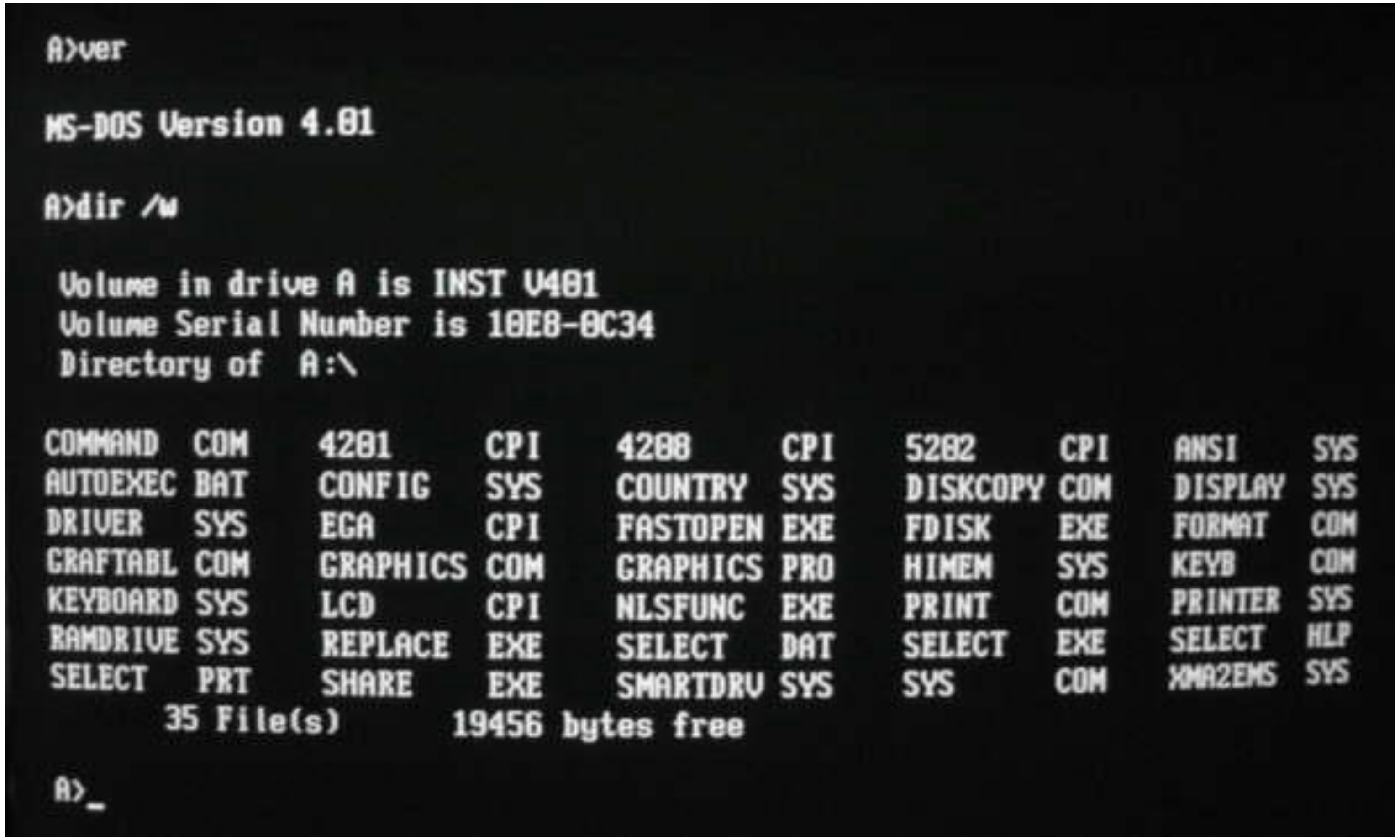
iPod
9:41 AM
Nas
Reach Out (feat. Mary J. B
Life Is Good
NAS
life is good
Emeli Sande
Next to Me
EMELI SAND
Passion Pit
Take a Walk
Gossamer
PASSION PIT
Motion City Soundtra
True Romance
Go
MOTION C
SOUNDTRA
Lucy & The Cloud Parade
Feel Lucky
Cloud 9
LUCY & THE CLOUD PARADE
CLOUD 9

What is design?

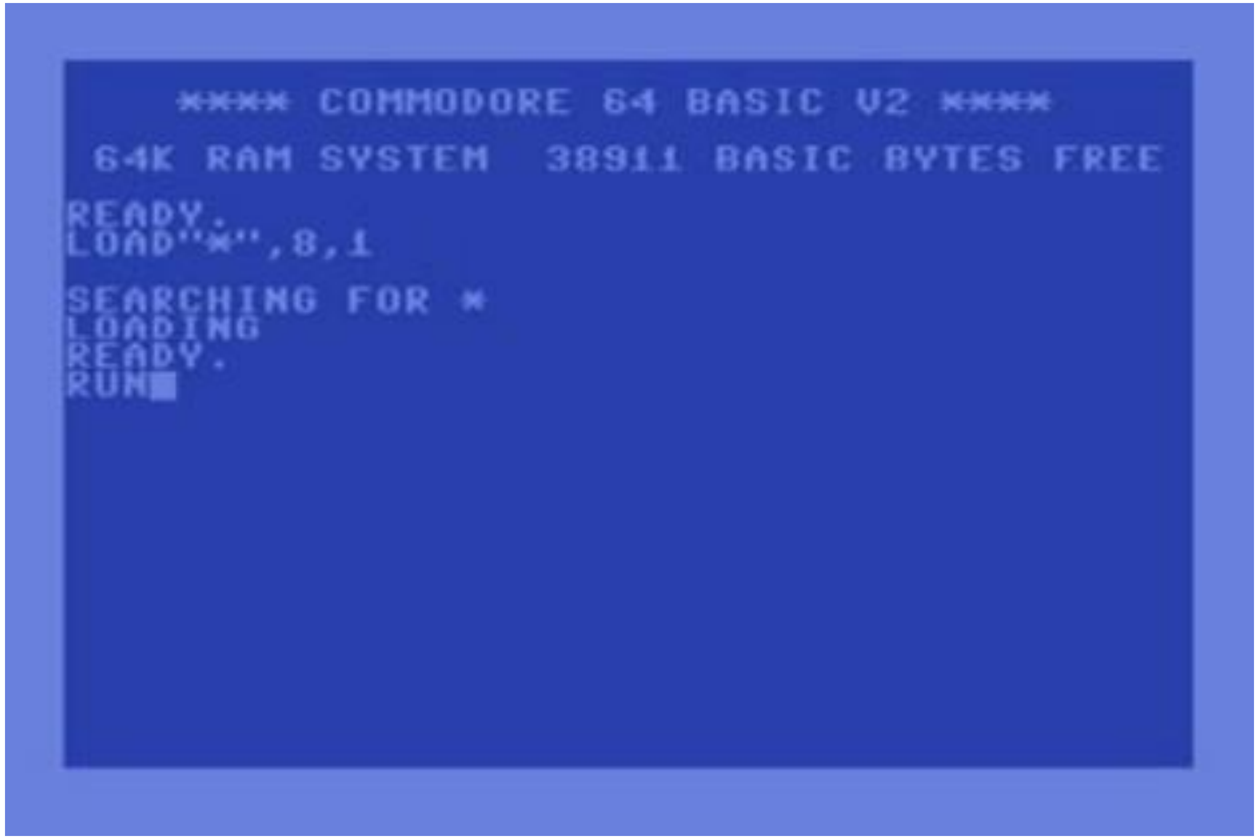
- There are many industries whose products or output hinge on design
  - Interface design



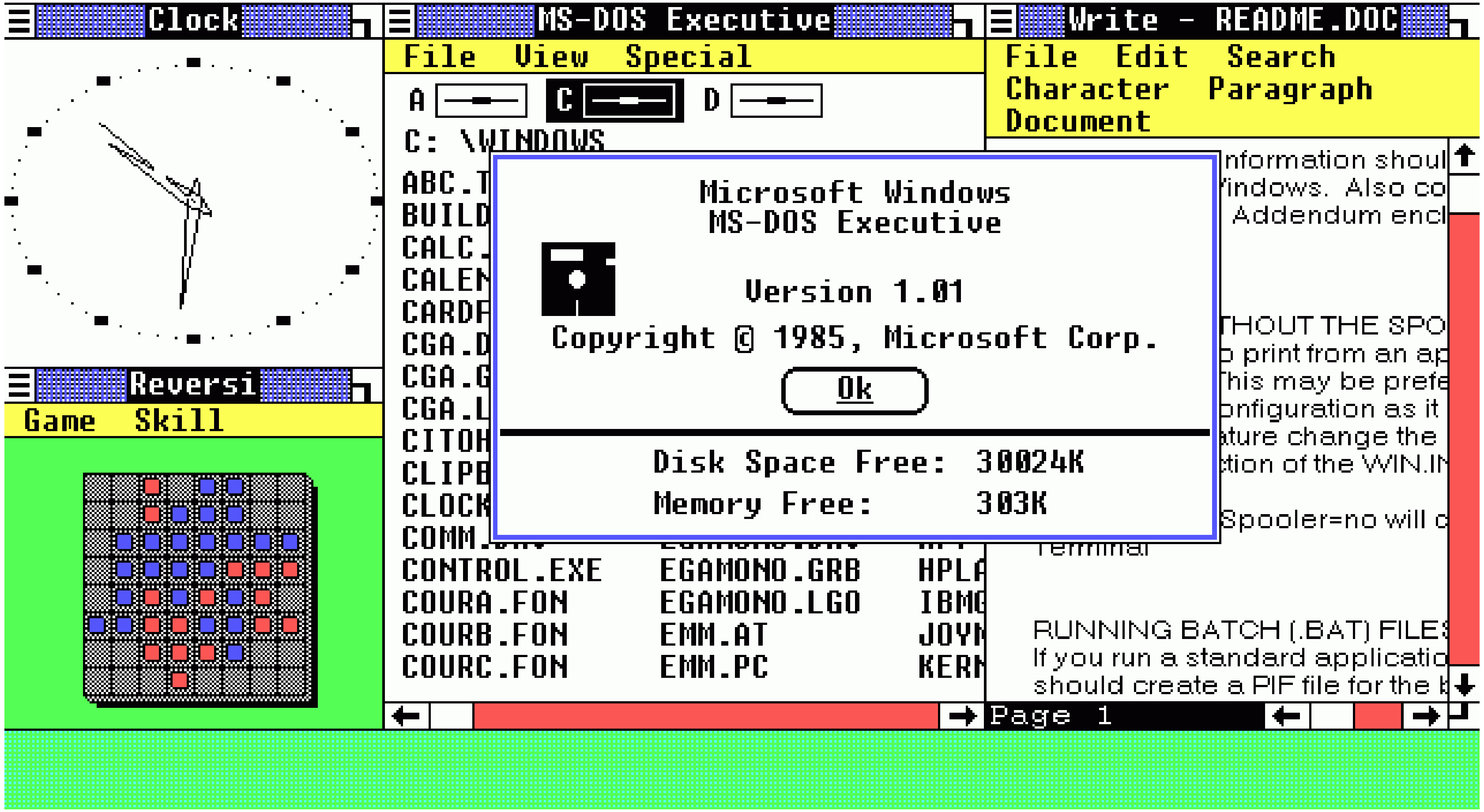
```
SELECT COMMANDS OPTION AS FOLLOWS:

OPTION #1 : GRAPHIC COMMANDS BUT NO
            'LET' OR 'REM' COMMANDS

OPTION #2 : 'LET' & 'REM' COMMANDS BUT
            NO GRAPHICS

WHICH OPTION # DO YOU WANT ?1

COPYRIGHT 1977 BY APPLE COMPUTER INC.

MEMORY SIZE? 25693

 14940 BYTES FREE
]
```



```
A>ver

MS-DOS Version 4.01

A>dir /w

 Volume in drive A is INST V401
 Volume Serial Number is 10E8-0C34
 Directory of  A:\

COMMAND  COM    4201     CPI    4208     CPI    5202     CPI    ANSI     SYS
AUTOEXEC BAT    CONFIG   SYS    COUNTRY  SYS    DISKCOPY COM    DISPLAY  SYS
DRIVER   SYS    EGA      CPI    FASTOPEN EXE    FDISK    EXE    FORMAT   COM
GRAFTABL COM    GRAPHICS COM    GRAPHICS PRO    HIMEM    SYS    KEYB     COM
KEYBOARD SYS    LCD      CPI    NLSFUNC  EXE    PRINT    COM    PRINTER  SYS
RAMDRIVE SYS    REPLACE  EXE    SELECT   DAT    SELECT   EXE    SELECT   HLP
SELECT   PRT    SHARE    EXE    SMARTDRV SYS    SYS      COM    XMA2EMS  SYS
       35 File(s)      19456 bytes free

A>_
```



```
    **** COMMODORE 64 BASIC V2 ****

 64K RAM SYSTEM  38911 BASIC BYTES FREE

READY.
LOAD"*",8,1

SEARCHING FOR *
LOADING
READY.
RUN
```

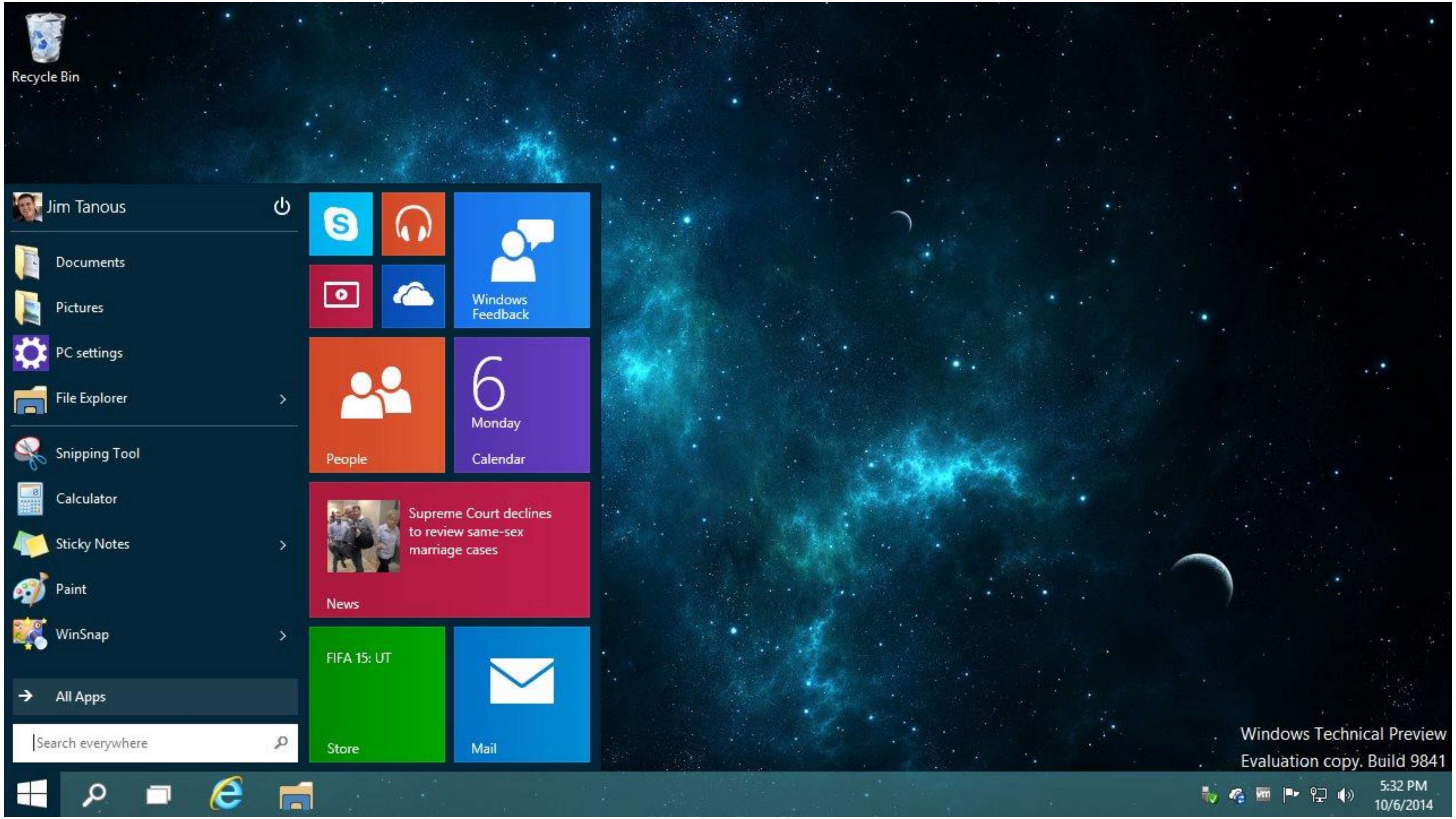

Clock
MS-DOS Executive
Write - README.DOC
File View Special
A C D
C: \WINDOWS
ABC.T
BUILD
CALC.
CALEN
CARDF
CGA.D
CGA.G
CGA.L
CITOH
CLIPB
CLOCK
COMM.
CONTROL.EXE
COURA.FON
COURB.FON
COURC.FON
EGAMONO.GRB
EGAMONO.LGO
EMM.AT
EMM.PC
HPLA
IBMG
JOYM
KERN
File Edit Search
Character Paragraph
Document
nformation shoul
indows. Also co
Addendum encl
THOUT THE SPO
o print from an ap
This may be prefe
onfiguration as it
ature change the
ction of the WIN.IN
Spooler=no will c
Terminal
RUNNING BATCH (.BAT) FILES
If you run a standard applicatio
should create a PIF file for the b
Page 1
Reversi
Game Skill
Ok

Microsoft Windows
MS-DOS Executive

Version 1.01

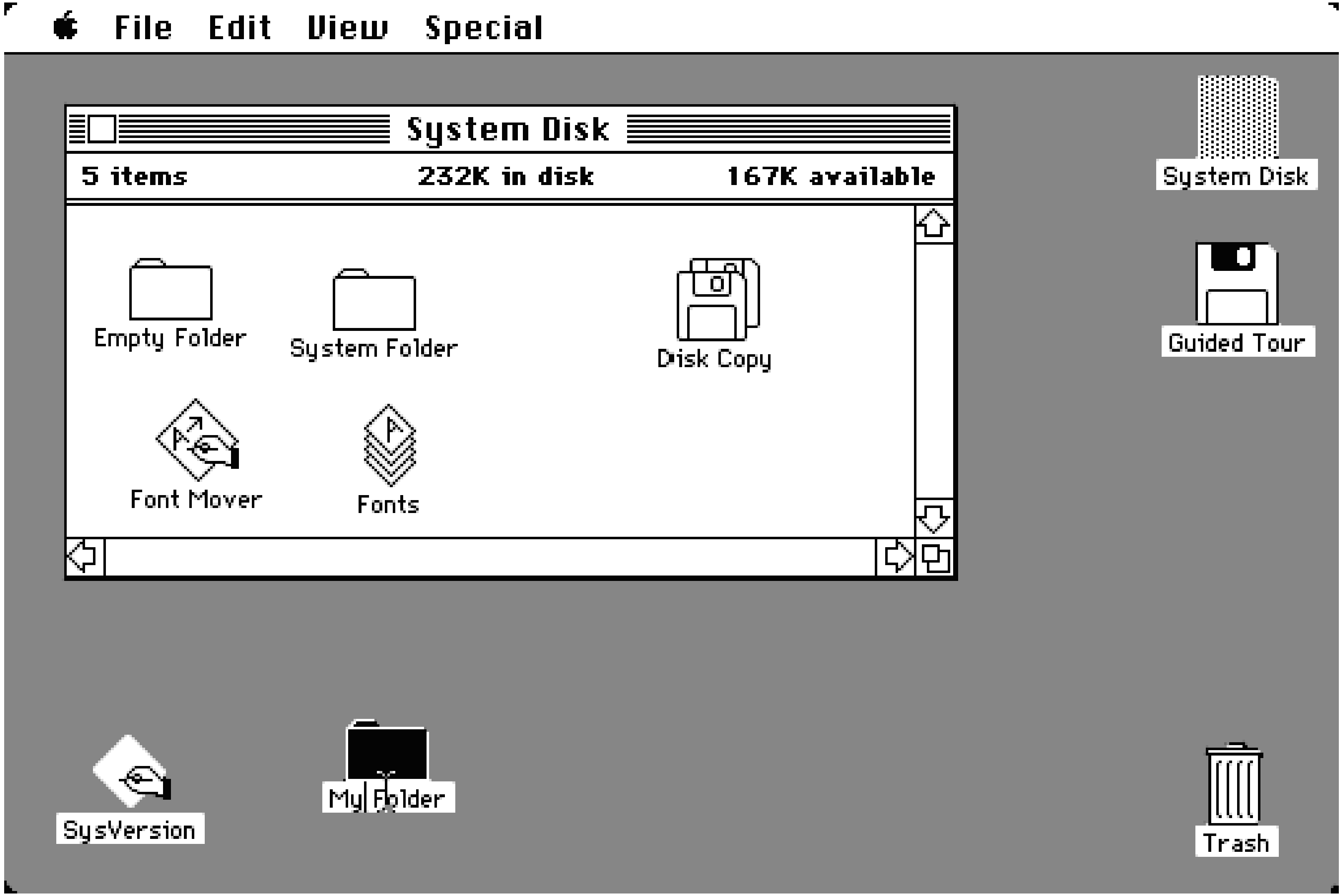
Copyright © 1985, Microsoft Corp.

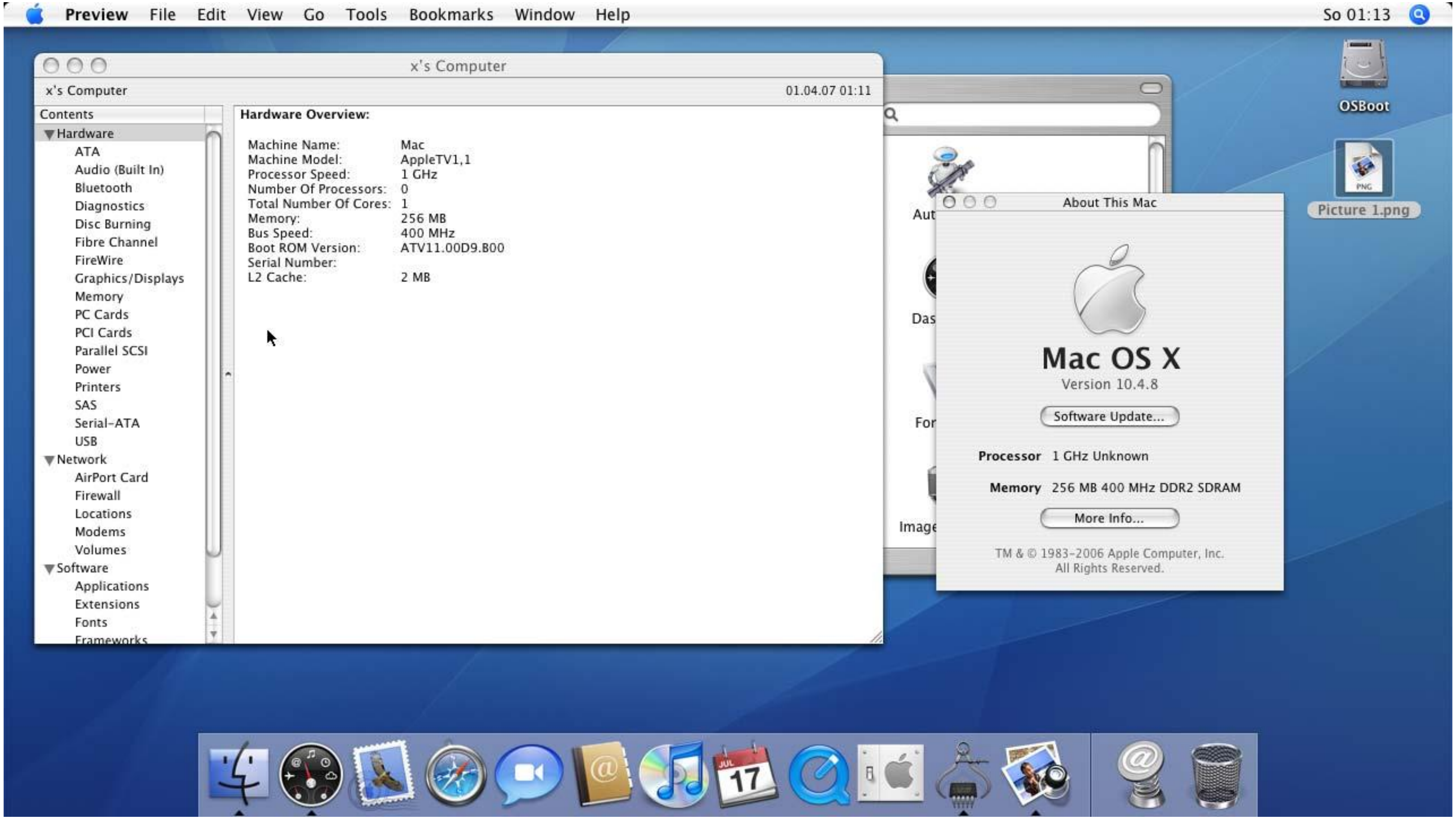
Disk Space Free: 30024K
Memory Free: 303K


Recycle Bin
Jim Tanous
Documents
Pictures
PC settings
File Explorer
Snipping Tool
Calculator
Sticky Notes
Paint
WinSnap
All Apps
Search everywhere
Windows Feedback
People
6
Monday
Calendar
News
FIFA 15: UT
Store
Mail
5:32 PM
10/6/2014

Supreme Court declines to review same-sex marriage cases

Windows Technical Preview
Evaluation copy. Build 9841


File
Edit
View
Special
System Disk
5 items
232K in disk
167K available
Empty Folder
System Folder
Disk Copy
Font Mover
Fonts
System Disk
Guided Tour
SysVersion
My Folder
Trash


Preview
File
Edit
View
Go
Tools
Bookmarks
Window
Help
So 01:13
OSBoot
Picture 1.png
x's Computer
Contents
Hardware
ATA
Audio (Built In)
Bluetooth
Diagnostics
Disc Burning
Fibre Channel
FireWire
Graphics/Displays
Memory
PC Cards
PCI Cards
Parallel SCSI
Power
Printers
SAS
Serial-ATA
USB
Network
AirPort Card
Firewall
Locations
Modems
Volumes
Software
Applications
Extensions
Fonts
Frameworks
About This Mac
Software Update...
More Info...
JUL
17

x's Computer 01.04.07 01:11

Hardware Overview:

Machine Name: Mac
Machine Model: AppleTV1,1
Processor Speed: 1 GHz
Number Of Processors: 0
Total Number Of Cores: 1
Memory: 256 MB
Bus Speed: 400 MHz
Boot ROM Version: ATV11.00D9.B00
Serial Number:
L2 Cache: 2 MB

Mac OS X
Version 10.4.8

Processor 1 GHz Unknown

Memory 256 MB 400 MHz DDR2 SDRAM

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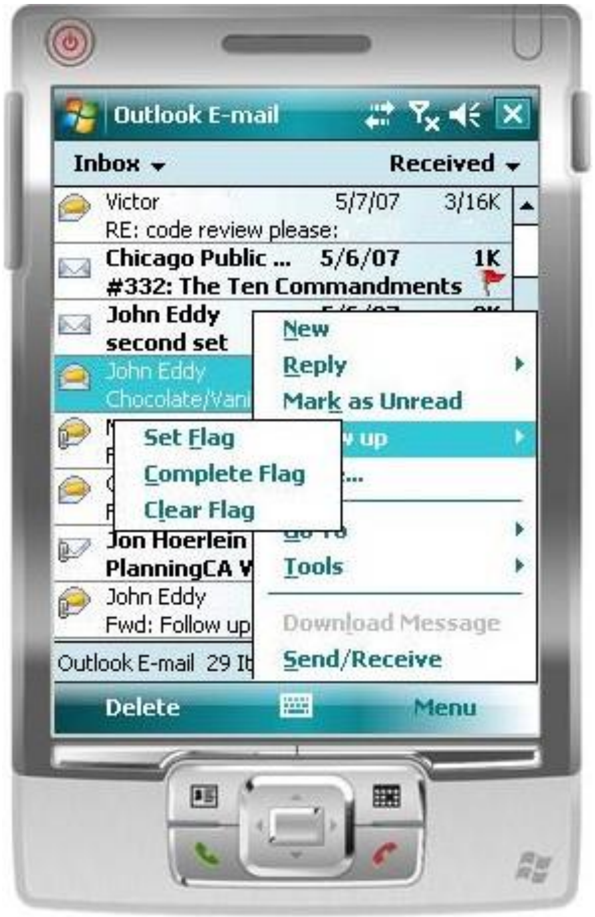

Outlook E-mail
Inbox
Received
New
Reply
Mark as Unread
v up
...
Tools
Download Message
Send/Receive
Set Flag
Complete Flag
Clear Flag
Delete
Menu

Victor 5/7/07 3/16K
RE: code review please:

Chicago Public ... 5/6/07 1K
#332: The Ten Commandments

John Eddy
second set

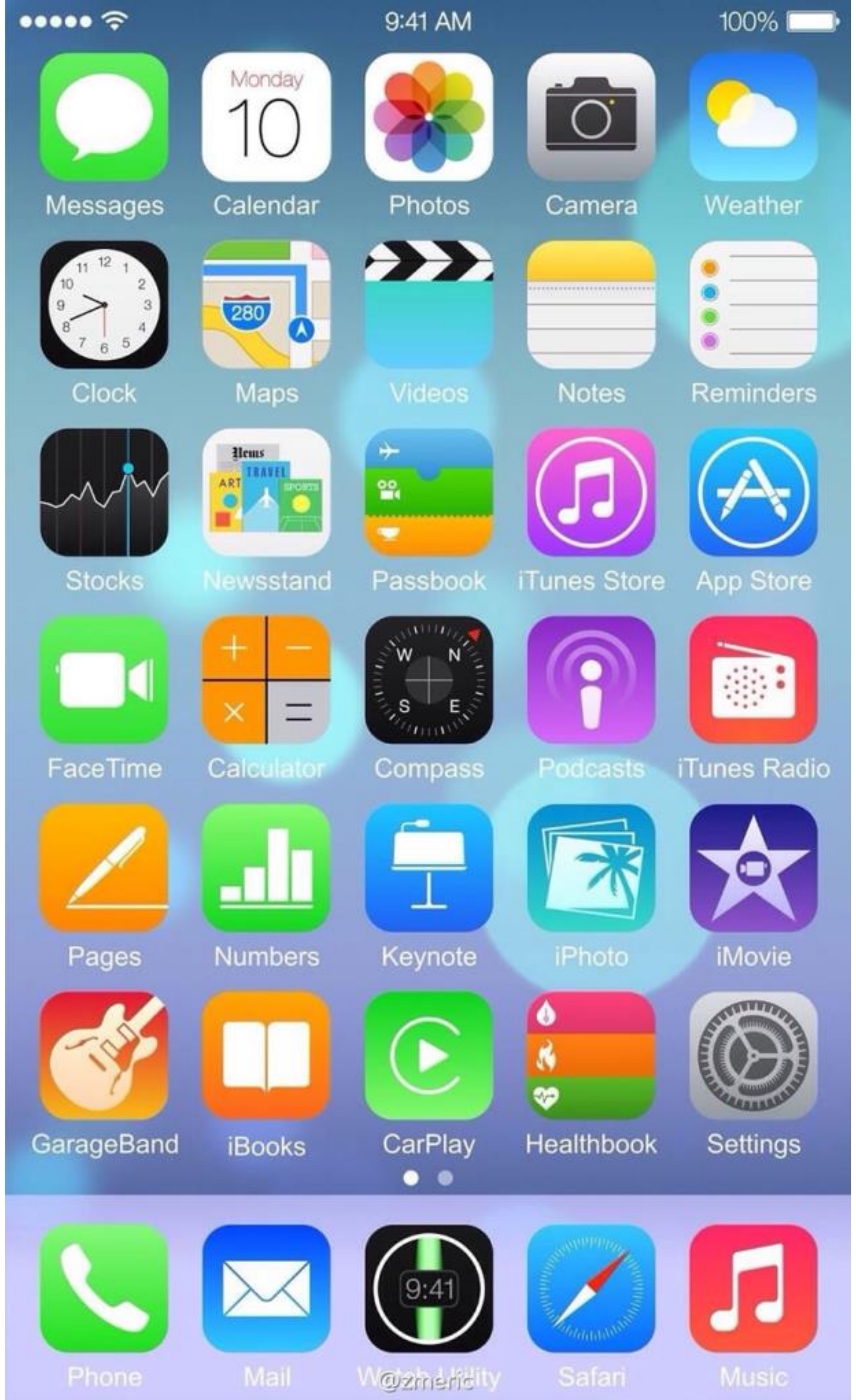
John Eddy
Chocolate/Van

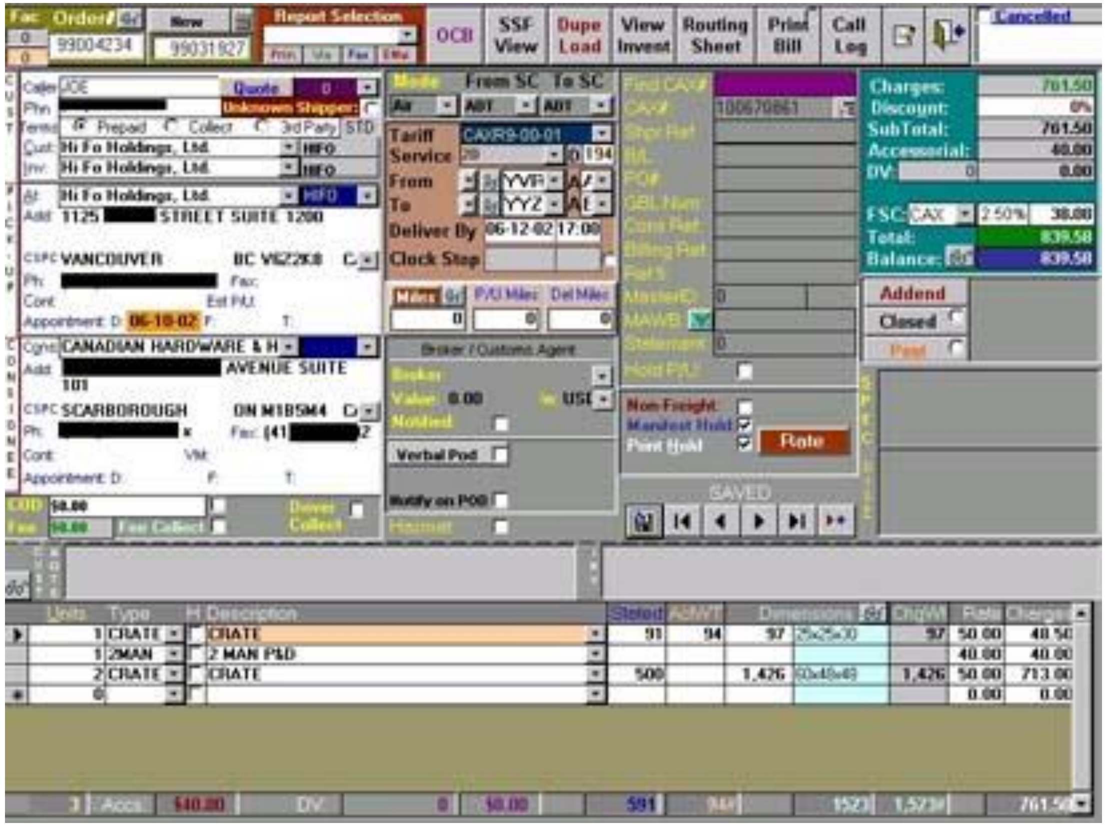
Jon Hoerlein
PlanningCA W

John Eddy
Fwd: Follow up

Outlook E-mail 29 It

BlackBerry
MON, OCT 20
3:51 PM
T-Mobile - PCLABS-APEx
UMA
Options
SPACE
SYM
T · · Mobile ·


9:41 AM
100%
Monday
10
Messages
Calendar
Photos
Camera
Weather
Clock
Maps
280
Videos
Notes
Reminders
Stocks
Newsstand
Passbook
iTunes Store
App Store
FaceTime
Calculator
Compass
Podcasts
iTunes Radio
Pages
Numbers
Keynote
iPhoto
iMovie
GarageBand
iBooks
CarPlay
Healthbook
Settings
9:41
Phone
Mail
Watch Utility
Safari
Music
@zmeric


Fac
Order#
New
Report Selection
Prin
Vw
Fax
EMa
OCB
SSF View
Dupe Load
View Invent
Routing Sheet
Print Bill
Call Log
Cancelled
Quote
Unknown Shipper:
Addend
Closed
Rate
SAVED
Miles
P/U Miles
Del Miles
Broker / Customs Agent
Verbal Pod
Notify on POD
Hazmat
Non Freight
Manifest Hold
Print Hold

Fac: 0 / 0
Order#: 99004234
New: 99031927

Caller: JOE
Quote: 0
Phn: [redacted]
Terms: ● Prepaid ○ Collect ○ 3rd Party STD
Cust: Hi Fo Holdings, Ltd. HIFO
Inv: Hi Fo Holdings, Ltd. HIFO

At: Hi Fo Holdings, Ltd. HIFO
Add: 1125 [redacted] STREET SUITE 1200
CSPC VANCOUVER BC V6Z2K8 C
Ph: [redacted] Fax:
Cont: Est P/U:
Appointment: D: 06-10-02 F: T:

Cgne: CANADIAN HARDWARE & H
Add: [redacted] AVENUE SUITE 101
CSPC SCARBOROUGH ON M1B5M4 C
Ph: [redacted] x Fax: (41 [redacted] 2
Cont: VM:
Appointment: D: F: T:

COD $0.00
Fee $0.00 Fee Collect ☐
Driver Collect ☐

Mode: Air From SC: ADT To SC: ADT
Tariff: CAXR9-00-01
Service: 20 0 194
From: YVR A
To: YYZ A
Deliver By: 06-12-02 17:00
Clock Stop:
Miles: 0 P/U Miles: 0 Del Miles: 0

Broker:
Value: 0.00 in USD
Notified ☐
Verbal Pod ☐
Notify on POD ☐
Hazmat ☐

Find CAX#:
CAX#: 100670061
Shpr Ref:
B/L:
PO#:
GBL Num:
Cons Ref:
Billing Ref:
Ref 5:
MasterID: 0
MAWB:
Statement: 0
Hold P/U ☐

Non Freight ☐
Manifest Hold ☑
Print Hold ☑

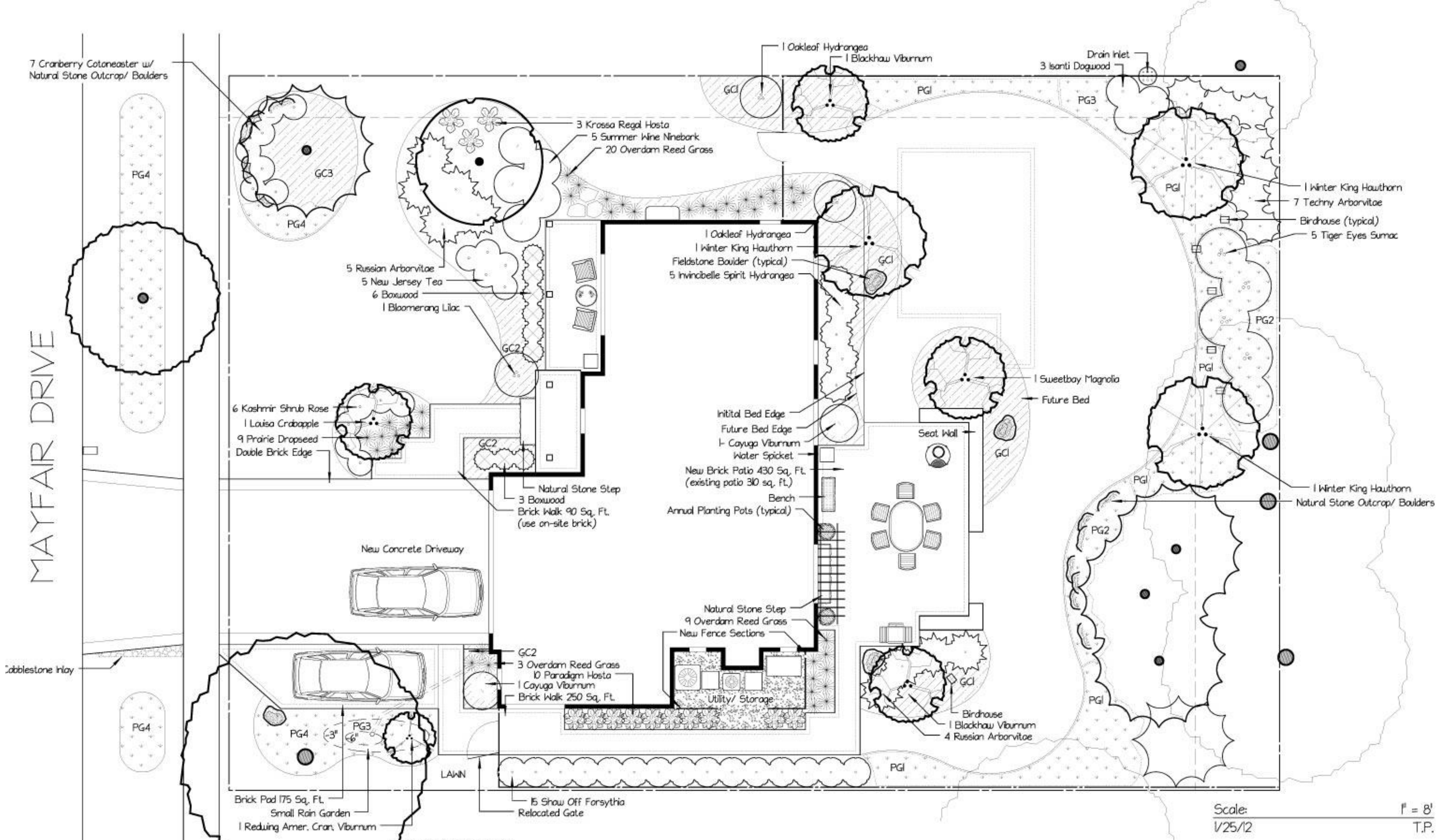
Charges: 761.50
Discount: 0%
SubTotal: 761.50
Accessorial: 40.00
DV: 0 0.00
FSC: CAX 2.50% 38.08
Total: 839.58
Balance: 839.58

Closed ○
Paid ○

Units	Type	H	Description	Stated	ASWT		Dimensions	ChgWt	Rate	Charges
1	CRATE	☐	CRATE	91	94	97	25x25x30	97	50.00	48.50
1	2MAN	☐	2 MAN P&D						40.00	40.00
2	CRATE	☐	CRATE	500		1,426	60x48x48	1,426	50.00	713.00
0		☐							0.00	0.00
3	Accs:		$40.00 DV: 0 $0.00	591	94#	1523		1,523#		761.50

What is design?

- A noun
  - The conceptual representation of something before it is produced


MAYFAIR DRIVE
7 Cranberry Cotoneaster w/ Natural Stone Outcrop/ Boulders
PG4
GC3
PG4
3 Krossa Regal Hosta
5 Summer Wine Ninebark
20 Overdam Reed Grass
5 Russian Arborvitae
5 New Jersey Tea
6 Boxwood
1 Bloomerang Lilac
GC2
6 Kashmir Shrub Rose
1 Louisa Crabapple
9 Prairie Dropseed
Double Brick Edge
GC2
Natural Stone Step
3 Boxwood
Brick Walk 90 Sq. Ft. (use on-site brick)
New Concrete Driveway
Cobblestone Inlay
GC2
3 Overdam Reed Grass
10 Paradigm Hosta
1 Cayuga Viburnum
Brick Walk 250 Sq. Ft.
PG4
PG4
-3"
PG3
-6"
LAWN
Brick Pad 175 Sq. Ft.
Small Rain Garden
1 Redwing Amer. Cran. Viburnum
15 Show Off Forsythia
Relocated Gate
1 Oakleaf Hydrangea
1 Blackhaw Viburnum
GC1
PG1
Drain Inlet
3 Isanti Dogwood
PG3
1 Oakleaf Hydrangea
1 Winter King Hawthorn
Fieldstone Boulder (typical)
5 Invincibelle Spirit Hydrangea
GC1
Initial Bed Edge
Future Bed Edge
1- Cayuga Viburnum
Water Spicket
New Brick Patio 430 Sq. Ft. (existing patio 310 sq. ft.)
Bench
Annual Planting Pots (typical)
Natural Stone Step
9 Overdam Reed Grass
New Fence Sections
Utility/ Storage
1 Sweetbay Magnolia
Future Bed
Seat Wall
GC1
GC1
Birdhouse
1 Blackhaw Viburnum
4 Russian Arborvitae
PG1
1 Winter King Hawthorn
7 Techny Arborvitae
Birdhouse (typical)
5 Tiger Eyes Sumac
PG1
PG2
PG1
PG1
1 Winter King Hawthorn
Natural Stone Outcrop/ Boulders
PG2
PG1
PG1

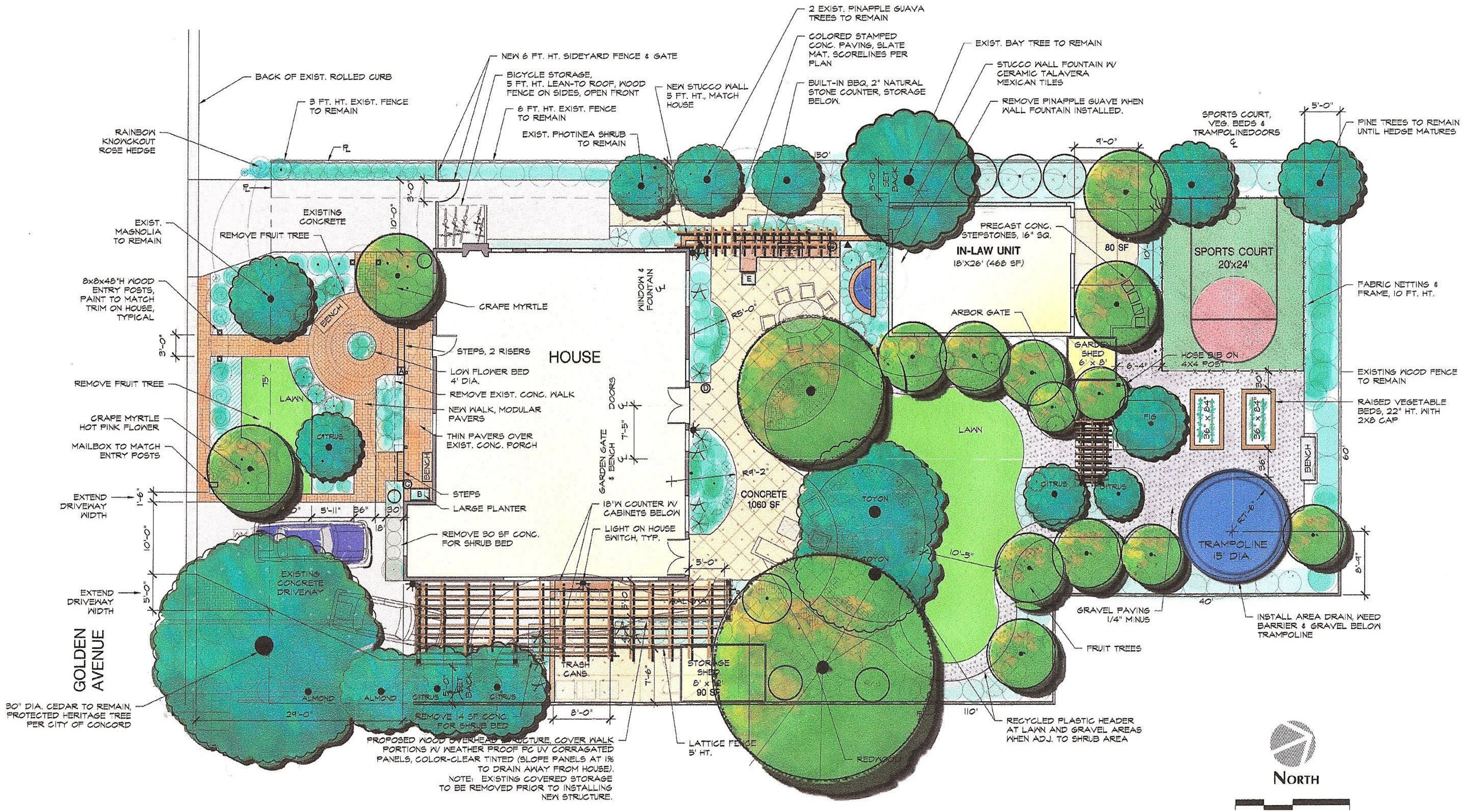
Scale: 1" = 8'
1/25/12 T.P.

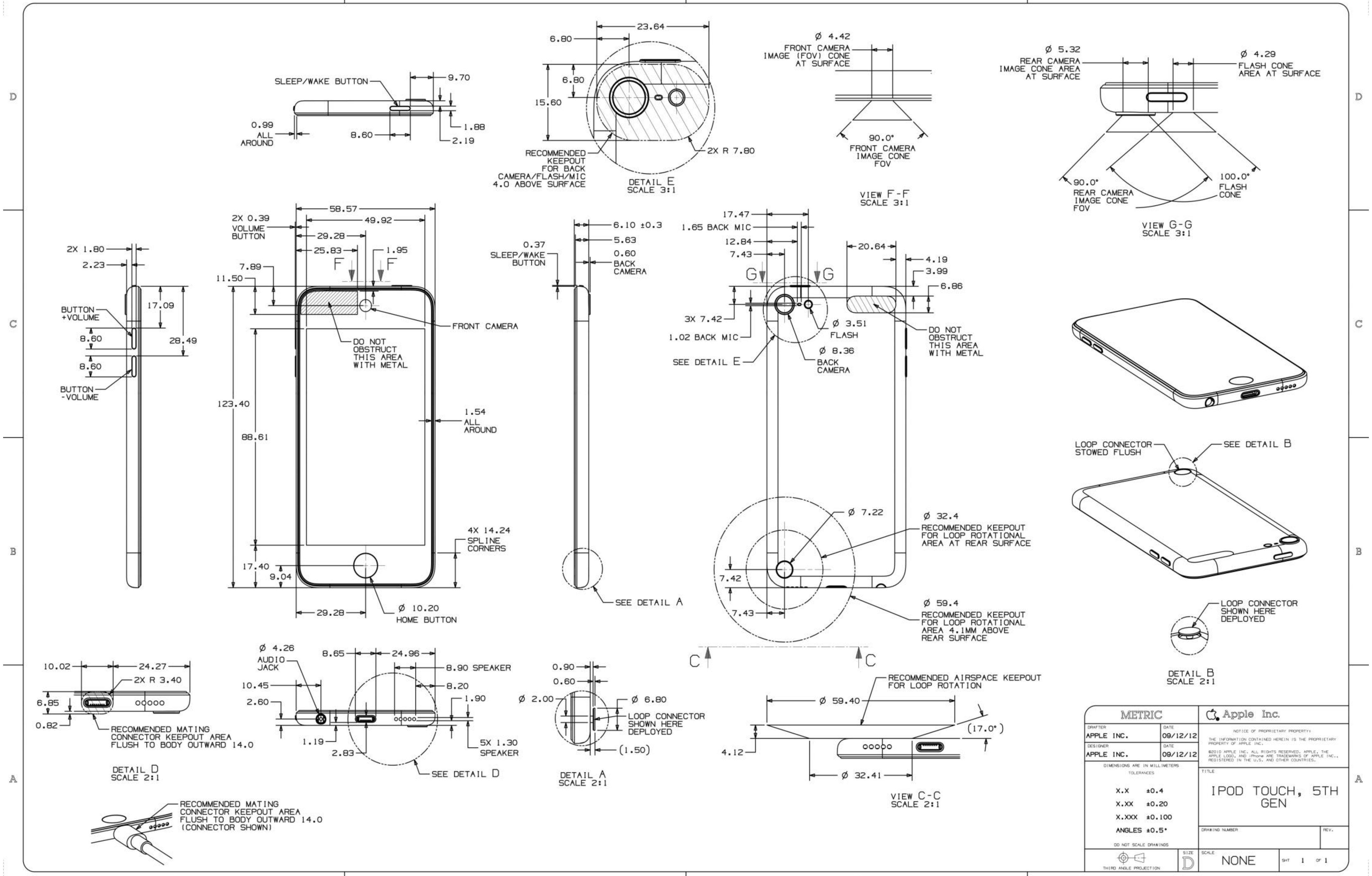
PERENNIAL GROUP KEY

⁘	PG1	Perennial Group 1:	50% Autumn Moor Grass, 25% Hummelo Betony, 25% Wesuwe Salvia
	PG2	Perennial Group 2:	50% Praire Dropseed, 25% Early Bird Nepeta, 25% Summer Beauty Allium
	PG3	Perennial Group 3:	50% Autumn Moor Grass, 25% Swamp Milkweed, 25% Deutschland Astilbe
	PG4	Perennial Group 4:	50% Prairie Dropseed, 25% Carousel Bluestem, 25% Pale Purple Coneflower

GROUNDCOVER KEY

▨	GC1	GroundCover 1:	Pachysandra
	GC2	GroundCover 2:	Bronze Beauty Ajuga
	GC3	GroundCover 3:	Florentinum Lamiastrum

BACK OF EXIST. ROLLED CURB
3 FT. HT. EXIST. FENCE TO REMAIN
RAINBOW KNOCKOUT ROSE HEDGE
NEW 6 FT. HT. SIDEYARD FENCE & GATE
BICYCLE STORAGE, 5 FT. HT. LEAN-TO ROOF, WOOD FENCE ON SIDES, OPEN FRONT
6 FT. HT. EXIST. FENCE TO REMAIN
EXIST. PHOTINEA SHRUB TO REMAIN
NEW STUCCO WALL 5 FT. HT., MATCH HOUSE
2 EXIST. PINAPPLE GUAVA TREES TO REMAIN
COLORED STAMPED CONC. PAVING, SLATE MAT. SCORELINES PER PLAN
BUILT-IN BBQ, 2" NATURAL STONE COUNTER, STORAGE BELOW.
EXIST. BAY TREE TO REMAIN
STUCCO WALL FOUNTAIN W/ CERAMIC TALAVERA MEXICAN TILES
REMOVE PINAPPLE GUAVE WHEN WALL FOUNTAIN INSTALLED.
SPORTS COURT, VEG. BEDS & TRAMPOLINEDOORS
5'-0"
PINE TREES TO REMAIN UNTIL HEDGE MATURES
PL
150'
EXISTING CONCRETE
3'-0"
10'-0"
REMOVE FRUIT TREE
EXIST. MAGNOLIA TO REMAIN
8x8x48"H WOOD ENTRY POSTS, PAINT TO MATCH TRIM ON HOUSE, TYPICAL
3'-0"
BENCH
CRAPE MYRTLE
WINDOW & FOUNTAIN
HOUSE
STEPS, 2 RISERS
LOW FLOWER BED 4' DIA.
REMOVE EXIST. CONC. WALK
NEW WALK, MODULAR PAVERS
THIN PAVERS OVER EXIST. CONC. PORCH
REMOVE FRUIT TREE
75'
LAWN
CITRUS
CRAPE MYRTLE HOT PINK FLOWER
MAILBOX TO MATCH ENTRY POSTS
BENCH
STEPS
LARGE PLANTER
EXTEND DRIVEWAY WIDTH
1'-6"
5'-11"
36"
30
18"
10'-0"
DOORS
7'-5"
GARDEN GATE & BENCH
18"W COUNTER W/ CABINETS BELOW
LIGHT ON HOUSE SWITCH, TYP.
REMOVE 30 SF CONC. FOR SHRUB BED
EXISTING CONCRETE DRIVEWAY
EXTEND DRIVEWAY WIDTH
5'-0"
GOLDEN AVENUE
30" DIA. CEDAR TO REMAIN, PROTECTED HERITAGE TREE PER CITY OF CONCORD
ALMOND
ALMOND
CITRUS
CITRUS
5'-0" SET BACK
29'-0"
REMOVE 14 SF CONC. FOR SHRUB BED
TRASH CANS.
8'-0"
7'-6"
STORAGE SHED 8' x 12' 90 SF
PROPOSED WOOD OVERHEAD STRUCTURE, COVER WALK PORTIONS W/ WEATHER PROOF PC UV CORRAGATED PANELS, COLOR-CLEAR TINTED (SLOPE PANELS AT 1% TO DRAIN AWAY FROM HOUSE).
NOTE: EXISTING COVERED STORAGE TO BE REMOVED PRIOR TO INSTALLING NEW STRUCTURE.
LATTICE FENCE 5' HT.
R5'-0"
R9'-2"
CONCRETE 1,060 SF
5'-0"
TOYON
TOYON
REDWOOD
5'-0" SET BACK
IN-LAW UNIT 18'x26' (468 SF)
PRECAST CONC. STEPSTONES, 16" SQ.
80 SF
10'
ARBOR GATE
GARDEN SHED 6' x 8'
LAWN
10'-5"
FIG
CITRUS
CITRUS
FRUIT TREES
GRAVEL PAVING 1/4" MINUS
RECYCLED PLASTIC HEADER AT LAWN AND GRAVEL AREAS WHEN ADJ. TO SHRUB AREA
110'
9'-0"
SPORTS COURT 20'x24'
FABRIC NETTING & FRAME, 10 FT. HT.
6'-4"
HOSE BIB ON 4X4 POST
EXISTING WOOD FENCE TO REMAIN
30"
36" x 84"
36" x 84"
36"
RAISED VEGETABLE BEDS, 22" HT. WITH 2X8 CAP
BENCH
60'
R7'-6"
TRAMPOLINE 15' DIA.
8'-9"
40'
INSTALL AREA DRAIN, WEED BARRIER & GRAVEL BELOW TRAMPOLINE
NORTH


4
3
2
1
D
C
B
A
SLEEP/WAKE BUTTON
9.70
0.99
ALL
AROUND
8.60
1.88
2.19
6.80
23.64
6.80
15.60
RECOMMENDED
KEEPOUT
FOR BACK
CAMERA/FLASH/MIC
4.0 ABOVE SURFACE
2X R 7.80
DETAIL E
SCALE 3:1
Ø 4.42
FRONT CAMERA
IMAGE (FOV) CONE
AT SURFACE
90.0°
FRONT CAMERA
IMAGE CONE
FOV
VIEW F-F
SCALE 3:1
Ø 5.32
REAR CAMERA
IMAGE CONE AREA
AT SURFACE
Ø 4.29
FLASH CONE
AREA AT SURFACE
90.0°
REAR CAMERA
IMAGE CONE
FOV
100.0°
FLASH
CONE
VIEW G-G
SCALE 3:1
2X 1.80
2.23
BUTTON
+VOLUME
17.09
8.60
28.49
8.60
BUTTON
-VOLUME
2X 0.39
VOLUME
BUTTON
58.57
49.92
29.28
25.83
1.95
F
F
7.89
11.50
FRONT CAMERA
DO NOT
OBSTRUCT
THIS AREA
WITH METAL
123.40
88.61
1.54
ALL
AROUND
4X 14.24
SPLINE
CORNERS
17.40
9.04
29.28
Ø 10.20
HOME BUTTON
0.37
SLEEP/WAKE
BUTTON
6.10 ±0.3
5.63
0.60
BACK
CAMERA
SEE DETAIL A
17.47
1.65 BACK MIC
12.84
7.43
G
G
3X 7.42
1.02 BACK MIC
SEE DETAIL E
Ø 3.51
FLASH
Ø 8.36
BACK
CAMERA
20.64
4.19
3.99
6.86
DO NOT
OBSTRUCT
THIS AREA
WITH METAL
Ø 7.22
Ø 32.4
RECOMMENDED KEEPOUT
FOR LOOP ROTATIONAL
AREA AT REAR SURFACE
7.42
7.43
Ø 59.4
RECOMMENDED KEEPOUT
FOR LOOP ROTATIONAL
AREA 4.1MM ABOVE
REAR SURFACE
C
C
LOOP CONNECTOR
STOWED FLUSH
SEE DETAIL B
LOOP CONNECTOR
SHOWN HERE
DEPLOYED
DETAIL B
SCALE 2:1
10.02
24.27
2X R 3.40
6.85
0.82
RECOMMENDED MATING
CONNECTOR KEEPOUT AREA
FLUSH TO BODY OUTWARD 14.0
DETAIL D
SCALE 2:1
RECOMMENDED MATING
CONNECTOR KEEPOUT AREA
FLUSH TO BODY OUTWARD 14.0
(CONNECTOR SHOWN)
Ø 4.26
AUDIO
JACK
8.65
24.96
8.90 SPEAKER
10.45
8.20
2.60
1.90
1.19
2.83
5X 1.30
SPEAKER
SEE DETAIL D
0.90
0.60
Ø 2.00
Ø 6.80
LOOP CONNECTOR
SHOWN HERE
DEPLOYED
(1.50)
DETAIL A
SCALE 2:1
RECOMMENDED AIRSPACE KEEPOUT
FOR LOOP ROTATION
Ø 59.40
(17.0°)
4.12
Ø 32.41
VIEW C-C
SCALE 2:1

METRIC

Apple Inc.

DRAFTER
APPLE INC.
DATE
09/12/12

DESIGNER
APPLE INC.
DATE
09/12/12

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DIMENSIONS ARE IN MILLIMETERS

TOLERANCES

X.X ±0.4
X.XX ±0.20
X.XXX ±0.100
ANGLES ±0.5°

DO NOT SCALE DRAWINGS

THIRD ANGLE PROJECTION

SIZE
D

TITLE

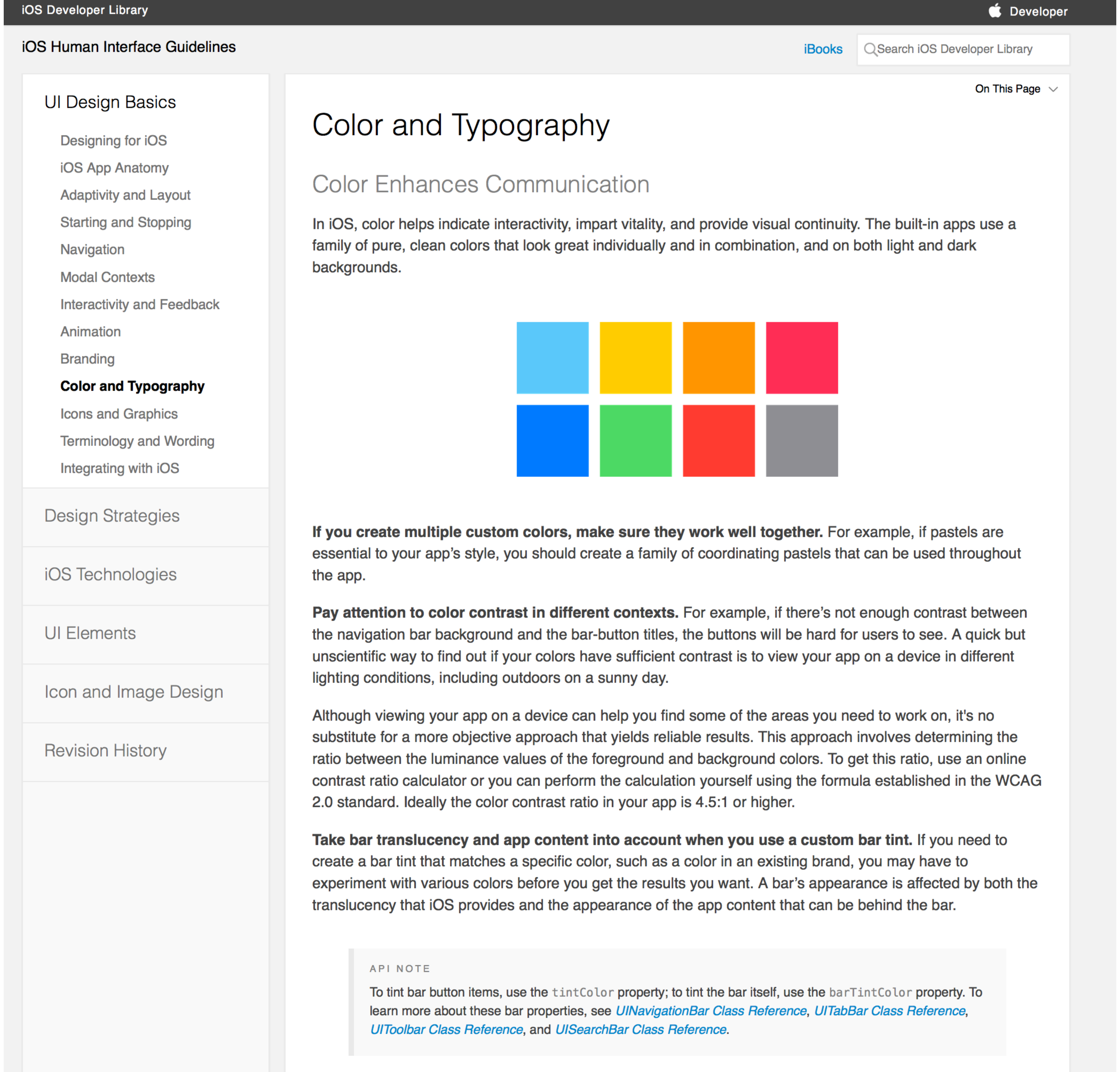
IPOD TOUCH, 5TH GEN

DRAWING NUMBER

REV.

SCALE
NONE

SHT 1 OF 1



UI Design Basics

- Designing for iOS
- iOS App Anatomy
- Adaptivity and Layout
- Starting and Stopping
- Navigation
- Modal Contexts
- Interactivity and Feedback
- Animation
- Branding
- **Color and Typography**
- Icons and Graphics
- Terminology and Wording
- Integrating with iOS

Design Strategies

iOS Technologies

UI Elements

Icon and Image Design

Revision History

Color and Typography

Color Enhances Communication

In iOS, color helps indicate interactivity, impart vitality, and provide visual continuity. The built-in apps use a family of pure, clean colors that look great individually and in combination, and on both light and dark backgrounds.

If you create multiple custom colors, make sure they work well together. For example, if pastels are essential to your app's style, you should create a family of coordinating pastels that can be used throughout the app.

Pay attention to color contrast in different contexts. For example, if there's not enough contrast between the navigation bar background and the bar-button titles, the buttons will be hard for users to see. A quick but unscientific way to find out if your colors have sufficient contrast is to view your app on a device in different lighting conditions, including outdoors on a sunny day.

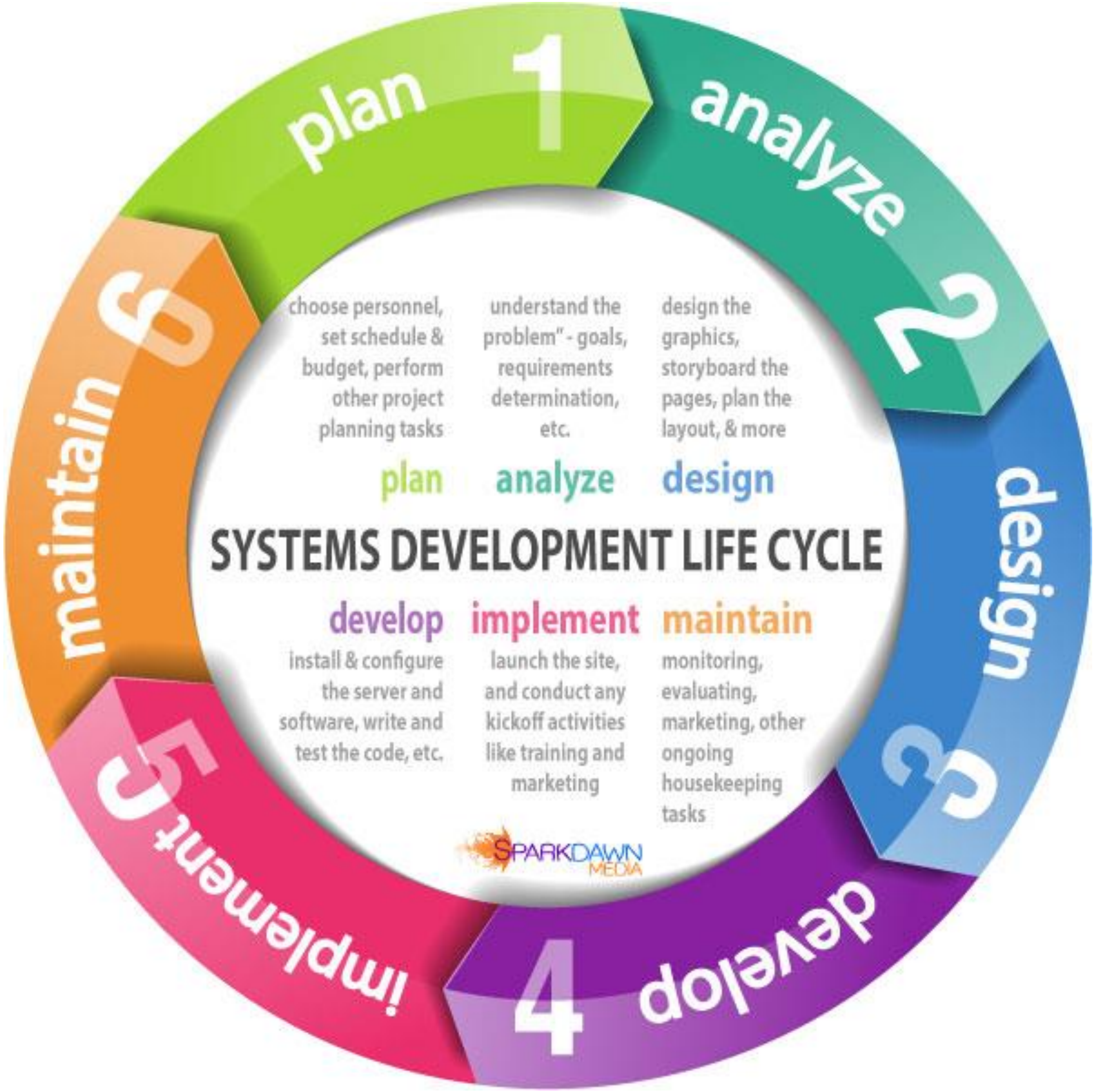
Although viewing your app on a device can help you find some of the areas you need to work on, it's no substitute for a more objective approach that yields reliable results. This approach involves determining the ratio between the luminance values of the foreground and background colors. To get this ratio, use an online contrast ratio calculator or you can perform the calculation yourself using the formula established in the WCAG 2.0 standard. Ideally the color contrast ratio in your app is 4.5:1 or higher.

Take bar translucency and app content into account when you use a custom bar tint. If you need to create a bar tint that matches a specific color, such as a color in an existing brand, you may have to experiment with various colors before you get the results you want. A bar's appearance is affected by both the translucency that iOS provides and the appearance of the app content that can be behind the bar.

> API NOTE
>
> To tint bar button items, use the `tintColor` property; to tint the bar itself, use the `barTintColor` property. To learn more about these bar properties, see *UINavigationBar Class Reference*, *UITabBar Class Reference*, *UIToolbar Class Reference*, and *UISearchBar Class Reference*.

What is design?

- A noun
  - The conceptual representation of something before it is produced
- A verb
  - The process by which something is conceptualized and built
  - Or part of a larger process



SYSTEMS DEVELOPMENT LIFE CYCLE

plan

choose personnel, set schedule & budget, perform other project planning tasks

analyze

understand the problem" - goals, requirements determination, etc.

design

design the graphics, storyboard the pages, plan the layout, & more

develop

install & configure the server and software, write and test the code, etc.

implement

launch the site, and conduct any kickoff activities like training and marketing

maintain

monitoring, evaluating, marketing, other ongoing housekeeping tasks

plan 1
analyze 2
design 3
develop 4
implement 5
maintain 6
SPARKDAWN MEDIA

What is design?

- A noun
  - The conceptual representation of something before it is produced
- A verb
  - The process by which something is conceptualized and built
- An adjective
  - “This phone has bad design”

NOKIA
NOKIA

Image credit: cybershack.com.au

What is design?

- What it needs to be
- Many things to many people
- No right or wrong, rather an evaluation of needs, form, and function
- The bringing together of elements into a final, cohesive form