Prototype Interactive FZ LLC

Matthew Huang

Learning Axure RP Interactive Prototypes John Henry Krahenbuhl,2015 About This Book Understand the fundamentals and the architecture of Axure RP Build fascinating and interactive prototypes without writing a single line of code Familiarize yourself with effective time-saving methods you can use to construct and annotate wireframes, interactive prototypes, and UX specifications Who This Book Is For If you are a user experience professional, designer, information architect, or business analyst who wants to gain interactive prototyping skills with Axure, then this book is ideal for you. Some familiarity with Axure is preferred but not essential.

Virtual Prototyping J. Rix,S. Haas,J. Teixeira,2016-01-09 A virtual prototype is a major interim step towards the creation of a virtual environment. This book explores the simulation, interaction, concepts and tools of virtual prototypes and environments. It provides a mixture of state-of-the-art, advanced research and industrial papers.

<u>Effective Prototyping for Software Makers</u> Jonathan Arnowitz,Michael Arent,Nevin Berger,2010-07-19 Effective Prototyping for Software Makers is a practical, informative resource that will help anyone—whether or not one has artistic talent, access to special tools, or programming ability—to use good prototyping style, methods, and tools to build prototypes and manage for effective prototyping. This book features a prototyping process with guidelines, templates, and worksheets; overviews and step-by-step guides for nine common prototyping techniques; an introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; templates and other resources used in the book available on the Web for reuse; clearly-explained concepts and guidelines; and full-color illustrations and examples from a wide variety of prototyping processes, methods, and tools. This book is an ideal resource for usability professionals and interaction designers; software developers, web application designers, web designers, information architects, information and industrial designers. * A prototyping process with guidelines, templates, and worksheets; * Overviews and step-by-step guides for 9 common prototyping techniques; * An introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; * Templates and other resources used in the book available on the Web for reuse; * Clearly-explained concepts and guidelines; * Full-color illustrations, and examples from a wide variety of prototyping processes, methods, and tools. * www.mkp.com/prototyping

<u>Introduction to Game Design, Prototyping, and Development</u> Jeremy Gibson,2015 This hands-on guide covers both game development and design, and both Unity and C♯. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.

Axure RP 6 Prototyping Essentials Ezra Schwartz,2012-01-24 2. Axure Basics-the User Interface; Getting started; Working with multiple project files; The Axure workspace; Customizing the workspace; The Sitemap pane; Wireframe pages; Flow pages; The Page Properties pane; Page notes; Managing notes; Page interactions; Page formatting; Sketch effects; The Widgets pane; Wireframe Widgets; Flow widgets; Creating your own widget library; Third party widget libraries; The Widget Properties pane; Annotation tab; Annotation fields; Annotation views; Interactions tab; Interactions; Events; Cases; Actions; Formatting tab; Location and size; Font.

Introduction to Game Design, Prototyping, and Development Jeremy Gibson Bond,2017-08-17 Master the Unity Game Engine to Design and Develop Games for Web, Mobile, Windows, macOS, and More! If you want to design and develop games, there's no substitute for strong hands-on experience with modern techniques and tools—and that is exactly what this book provides. The first edition was frequently the top-selling game design book on Amazon, with more than 70% of the reviews being 5 stars. In a testament to the iterative process of design, this new edition includes hundreds of improvements throughout the text, all designed to make the book easier to understand and even more useful. This book was written with Unity 2017; the book.prototools.net website will cover changes for later versions of the software. Award-winning game designer and professor Jeremy Gibson Bond has spent more than a decade teaching game design and building great games. In that time, his most successful students have been those who combine knowledge of three critical disciplines: game design theory, rapid iterative prototyping, and practical programming. In this book, Bond distills the most important aspects of all three disciplines into one place. Part I: Game Design and Paper Prototyping • The Layered Tetrad framework: a synthesis of 50 years of game design theory • Proven practices for brainstorming and refining game designs through the iterative process of design • Methods and tools to manage game projects and small teams • Processes to make playtesting and feedback easier Part II: Digital Prototyping with Unity and C# • Chapters that guide you through learning C# the right way • Instruction that takes you from no prior programming knowledge through object-oriented programming • Deep exploration of Unity, today's most popular game engine on both macOS and Windows • Methods for understanding and debugging code issues you encounter Part III: Game Prototype Examples and Tutorials • In-depth tutorials for seven different game prototypes, including a simple action game, a space shooter, a solitaire card game, a word game, and a top-down adventure • Instructions to compile these games for PC, web, or any of the dozens of other release platforms supported by Unity • Improved structure and layout that makes the steps of each tutorial easier to follow • A completely new Dungeon Delver prototype not present in the first edition

Prototyping Todd Zaki Warfel,2009 Prototyping is a great way to communicate the intent of a design both clearly and effectively. Prototypes help you to flesh out design ideas, test assumptions, and gather real-time feedback from users. With this book, Todd Zaki Warfel shows how prototypes are more than just a design tool by demonstrating how they can help you market a product, gain internal buy-in, and test feasibility with your development team.

<u>Rapid Prototyping and Engineering Applications</u> Frank W. Liou,2007-09-26 More quality, more flexibility, and less costs seem to be the key to meeting the demands of the global marketplace. The secret to success in this arena lies in the expert execution of the critical tasks in the product definition stage. Prototyping is an essential part of this stage, yet can be very expensive. It must be planned well and use state-o

Phaser III Game Prototyping Stephen Gose,2017-02-07 This workbook is the new hands-on guide for Game Prototype creations using Micro-services and component object programming with an emphasis on the Phaser III JavaScript Gaming Frameworks. Its examples are from the Phaser's official, v3.15+ JavaScript Game Framework for making online games. It provides Game Recipes(TM) - step-by-step instructions - to master those important skills and techniques you need when working in Phaser III and using our unique Component Object Programming. This book delves into many of the great classic game mechanisms and design mechanics techniques. All written in a fun and friendly style with completed projects and open-ended exercises that encourage you to build your own game projects. You'll also download supporting tools to classify the book's snippets and add your own modification.Phaser III Game

Prototyping Part I demonstrates basic game mechanisms and components from the Phaser3 JavaScript Game Framework using OLOO paradigm. It starts by showing you how you to build game mechanisms in Phaser v3.15+ versions! By the end of Part I, you'll have a complete, fully-functional Game Prototypes, reusable components and the supporting tools to manage further bespoke game production. You'll learn about game character's visual and metadata descriptions, how to control your avatar through the keyboard, mouse, or touch-screen interfaces, develop game environments, create scene migrations and then learn how to use physics and collision detection within a single-player game loop, build dynamic menu responses for your interactive game world. Phaser III Game Prototyping Part II demonstrates how to connect all your new game prototypes and components into various Game Mechanics using the raw power of native JavaScript OLOO. What I show you opens a pathway to construct games within a month or even 7-days! This is not hipe; I eat my own dog food and have pushed game prototypes out for final artwork in 7 days. You'll learn to make mazes, code 6 different combat systems, develop heads-up displays (HUD) that are both internal to and outside of the Phaser canvas, apply 6 different artificial intelligence systems, create tiled-maps with the newest Phaser3 features, and other fast-paced actions that cover all the popular game perspective of 2.5D gaming. I'll reveal what I'm doing with Phaser in 3D games too. You'll discover how to develop games and multi-level isometric scenes using special Phaser3 features. All these techniques and supporting source code are explained in an easy-to-understand manner for game designers to gain new skills or simply update their skills in version v3.15+.You'll find detailed working examples on the book's supporting website with dozens of illustrations and many concepts you can freely apply to your own bespoke projects. All the source code annotations enhance the book's explanations. What you'll learn: By the end of this workbook, you'll have integrated into your own bespoke game designs: Adopted processes for business project management and agile software development.Organized a standard file structure for developing games in general;Used a blank game template to scaffold further game projects;Imported resources and game assets;Displayed, animated and moved game avatars on various screen renderings;Managed groups of game objects;Deployed heads-up display (HUD) on game scenes both inside and outside the canvas;Used customized web fonts;Incorporated multiple game-inputs (touch, multi-touch, accelerometer, mouse, and keyboard);Rendered several physics systems;Included graphics effects (gfx) (particle systems, rotations, fades, shaders and more);Created and managed game state-phases;Managed permanent game assets across state-phases;Optimized your game for various mobile devices;Integrated 3rd-party scripts and services;Deploy single-player games.Web Sockets demystified for scalable Massive Multi-Player Online Game (MMoG) deployment.

Prototyping for Designers Kathryn McElroy,2017 Prototyping and user testing is the best way to create successful products, but many designers skip this important step and use gut instinct instead. By explaining the goals and methodologies behind prototyping--and demonstrating how to prototype for both physical and digital products--this practical guide helps beginning and intermediate designers become more comfortable with creating and testing prototypes early and often in the process. Author Kathryn McElroy explains various prototyping methods, from fast and dirty to high fidelity and refined, and reveals ways to test your prototypes with users. You'll gain valuable insights for improving your product, whether it's a smartphone app or a new electronic gadget. Learn similarities and differences between prototyping for physical and digital products Know what fidelity level is needed for different prototypes Get best practices for prototyping in a variety of mediums, and choose which prototyping software or components to use Learn electronics prototyping basics and resources for getting started Write basic pseudocode and translate it into usable code for Arduino Conduct user tests to gain insights from prototypes

Op Amps for Everyone Ron Mancini,2003 The operational amplifier (op amp) is the most versatile and widely used type of analog IC, used in audio and voltage amplifiers, signal conditioners, signal converters, oscillators, and analog computing systems. Almost every electronic device uses at least one op amp. This book is Texas Instruments' complete professional-level tutorial and reference to operational amplifier theory and applications. Among the topics covered are basic op amp physics (including reviews of current and voltage division, Thevenin's theorem, and transistor models), idealized op amp operation and configuration, feedback theory and methods, single and dual supply operation, understanding op amp parameters, minimizing noise in op amp circuits, and practical applications such as instrumentation amplifiers, signal conditioning, oscillators, active filters, load and level conversions, and analog computing. There is also extensive coverage of circuit construction techniques, including circuit board design, grounding, input and output isolation, using decoupling capacitors, and frequency characteristics of passive components. The material in this book is applicable to all op amp ICs from all manufacturers, not just TI. Unlike textbook treatments of op amp theory that tend to focus on idealized op amp models and configuration, this title uses idealized models only when necessary to explain op amp theory. The bulk of this book is on real-world op amps and their applications; considerations such as thermal effects, circuit noise, circuit buffering, selection of appropriate op amps for a given application, and unexpected effects in passive components are all discussed in detail. *Published in conjunction with Texas Instruments *A single volume, professional-level guide to op amp theory and applications *Covers circuit board layout techniques for manufacturing op amp circuits.

Remote Instrumentation and Virtual Laboratories Franco Davoli,Norbert Meyer,Roberto Pugliese,Sandro Zappatore,2010-03-10 Accessing remote instrumentation worldwide is one of the goals of e-Science. The task of enabling the execution of complex experiments that involve the use of distributed scientific instruments must be supported by a number of different architectural domains, which inter-work in a coordinated fashion to provide the necessary functionality. These domains embrace the physical instruments, the communication network interconnecting the distributed systems, the service oriented abstractions and their middleware. The Grid paradigm (or, more generally, the Service Oriented Architecture -- SOA), viewed as a tool for the integration of distributed resources, plays a significant role, not only to manage computational aspects, but increasingly as an aggregator of measurement instrumentation and pervasive large-scale data acquisition platforms. In this context, the functionality of a SOA allows managing, maintaining and exploiting heterogeneous instrumentation and acquisition devices in a unified way, by providing standardized interfaces and common working environments to their users, but the peculiar aspects of dealing with real instruments of widely different categories may add new functional requirements to this scenario. On the other hand, the growing transport capacity of core and access networks allows data transfer at unprecedented speed, but new challenges arise from wireless access, wireless sensor networks, and the traversal of heterogeneous network domains. The book focuses on all aspects related to the effective exploitation of remote instrumentation and to the building complex virtual laboratories on top of real devices and infrastructures. These include SOA and related middleware, high-speed networking in support of Grid applications, wireless Grids for acquisition devices and sensor networks, Quality of Service (QoS) provisioning for real-time control, measurement instrumentation and methodology, as well as metrology issues in distributed

systems.

Acronyms Abbreviations & Terms - A Capability Assurance Job Aid ,2005 The FAAT List is not designed to be an authoritative source, merely a handy reference. Inclusion recognizes terminology existence, not legitimacy. Entries known to be obsolete are included bacause they may still appear in extant publications and correspondence.

Automatic Control Systems Benjamin C. Kuo,1995-01 This introduction to automatic control systems has been updated to reflect the increasing use of computer-aided learning and design. Aiming at a more accessible approach, this edition demonstrates the solution of complex problems with the aid of computer software; integrates several real world applications; provides a discussion of steady-state error analysis, including nonunity feedback systems; discusses circuit-realization of controller transfer functions; offers a treatment of Nyquist criterion on systems with nonminimum-phase transfer functions; explores time-domain and frequency domain designs side-by-side in one chapter; and adds a chapter on Design of Discrete-Data Control Systems.

Vehicle Crash Mechanics Matthew Huang,2002-06-19 Governed by strict regulations and the intricate balance of complex interactions among variables, the application of mechanics to vehicle crashworthiness is not a simple task. It demands a solid understanding of the fundamentals, careful analysis, and practical knowledge of the tools and techniques of that analysis. Vehicle Crash Mechanics s

C in a Nutshell Peter Prinz,Tony Crawford,2005-12-16 Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

Fundamentals of Multimedia Ze-Nian Li,Mark S. Drew,Jiangchuan Liu,2014-04-09 This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Recommender Systems Handbook Francesco Ricci,Lior Rokach,Bracha Shapira,2015-11-17 This second edition of a well-received text, with 20 new chapters, presents a coherent and unified repository of recommender systems' major concepts, theories, methodologies, trends, and challenges. A variety of real-world applications and detailed case studies are included. In addition to wholesale revision of the existing chapters, this edition includes new topics including: decision making and recommender systems, reciprocal recommender systems, recommender systems in social networks, mobile recommender systems, explanations for recommender systems, music recommender systems, cross-domain recommendations, privacy in recommender systems, and semantic-based recommender systems. This multi-disciplinary handbook involves world-wide experts from diverse fields such as artificial intelligence, human-computer interaction, information retrieval, data mining, mathematics, statistics, adaptive user interfaces, decision support systems, psychology, marketing, and consumer behavior. Theoreticians and practitioners from these fields will find this reference to be an invaluable source of ideas, methods and techniques for developing more efficient, cost-effective and accurate recommender systems.

Logistics 4.0 Turan Paksoy,Cigdem Gonul Kochan,Sadia Samar Ali,2020-12-18 Industrial revolutions have impacted both, manufacturing and service. From the steam engine to digital automated production, the industrial revolutions have conduced significant changes in operations and supply chain management (SCM) processes. Swift changes in manufacturing and service systems have led to phenomenal improvements in productivity. The fast-paced environment brings new challenges and opportunities for the companies that are associated with the adaptation to the new concepts such as Internet of Things (IoT) and Cyber Physical Systems, artificial intelligence (AI), robotics, cyber security, data analytics, block chain and cloud technology. These emerging technologies facilitated and expedited the birth of Logistics 4.0. Industrial Revolution 4.0 initiatives in SCM has attracted stakeholders' attentions due to it is ability to empower using a set of technologies together that helps to execute more efficient production and distribution systems. This initiative has been called Logistics 4.0 of the fourth Industrial Revolution in SCM due to its high potential. Connecting entities, machines, physical items and enterprise resources to each other by using sensors, devices and the internet along the supply chains are the main attributes of Logistics 4.0. IoT enables customers to make more suitable and valuable decisions due to the data-driven structure of the Industry 4.0 paradigm. Besides that, the system's ability of gathering and analyzing information about the environment at any given time and adapting itself to the rapid changes add significant value to the SCM processes. In this peer-reviewed book, experts from all over the world, in the field present a conceptual framework for Logistics 4.0 and provide examples for usage of Industry 4.0 tools in SCM. This book is a work that will be beneficial for both practitioners and students and academicians, as it covers the theoretical

framework, on the one hand, and includes examples of practice and real world.

Detection Systems in Lung Cancer and Imaging, Volume 1 Ayman El-Baz,Jasjit S. Suri,2022-01-20 This book focuses on major trends and challenges in the detection of lung cancer, presenting work aimed at identifying new techniques and their use in biomedical analysis. This volume covers recent advancements in lung cancer and imaging detection and classification, examining the main applications of Computer aided diagnosis (CAD) relating to lung cancer: lung nodule segmentation, lung nodule classification, and Big Data in lung cancer. Ideal for academics working in lung cancer, data-mining, machine learning, deep learning and reinforcement learning, as well as industry professionals working in the areas of healthcare, lung cancer imaging, machine learning, deep learning and reinforcement learning, this edited collection comprises an essential reference for researchers at the forefront of the field, and provides a high-level entry point for more advanced students. Key Features: -Unique focus on advance work in detection system and classification systems. -An updated reference for lung cancer detection via imaging. -Focus on progressive deep learning and machine learning applications for more effective detection.

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