

iPhone After Effects Template

Dave Wooldridge,Michael Schneider

Video Made on a Mac Richard Harrington,Robbie Carman,2010 Richard Harrington and Robbie Carman show you how to create professional video on the Mac. In this series, they share videos and project files using real world examples in Final Cut Studio and Adobe Creative Suite. From pre-production to post, and accomplishing it all within a tight schedule, this podcast series gives you a sample of what you can learn using their book, Video Made on the a Mac.--Publisher description.

iPhone OS Development Richard Wentk,2011-05-09 iPhone OS Development: Your visual blueprint for developing apps for Apple's mobile devices provides essential tips, tricks, and techniques for developing for the iPad, iPhone, or iPod touch. This book covers everything from the key features of the Objective-C language, to hands-on tips for getting the most from the Apple SDK, to inside information about programming the touch screen, accelerometer, GPS, graphics, sound, and connectivity. It includes all of the information a new developer needs to create her first application, and references facts for more experienced developers who need distilled information about the most important iPad, iPhone, and iPod touch technologies. Also included is a step by step guide to uploading products to the App Store, and designing projects that maximize buyer interest and sales potential. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Abduzeedo Inspiration Guide for Designers Fabio Sasso,2011-05-19 Brazilian designer Fábio Sasso, who has wildly popular design blog Abduzeedo, has created the definitive guide to design. This book features interviews with designers and offers tutorials on various design styles, an extension of what he does with his site abduzeedo.com. Each chapter addresses a particular style, e.g., Vintage, Neo-surrealism, Retro 80s, Light Effects, Collage, Vector, and starts off with an explanation about the style and techniques that go into that style. Next, the Abduzeedo Design Guide shows images from different visual artists illustrating each style. Fábio interviews a master of each style, such as, in the case of Retro Art, James White. Then he wraps up the chapter with a tutorial showing the elements and techniques for creating that style in Photoshop. Meant for beginning to intermediate designers as well as more experienced designers looking for inspiration, the book focuses on styles that can be applied both to web or print.

Beginning iOS 6 Development David Mark,Jack Nutting,Jeff LaMarche,Fredrik Olsson,2013-05-30 The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 6 Development, bringing this definitive

guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 6 Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers *Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective* Written in an accessible, easy-to-follow style

Learning iPad Programming Kirby Turner, Tom Harrington, 2012 *Learning iPad Programming* walks you through the process of building PhotoWheel (free on the App Store), a photo management and sharing app that leverages every aspect of iOS 5. With PhotoWheel, you can organize your favorite photos into albums, share photos with family and friends, view them on your TV using AirPlay and an Apple TV, and most importantly, gain hands-on experience with building an iPad app. As you build PhotoWheel, you'll learn how to take advantage of the latest features in iOS 5 and Xcode, including Storyboarding, Automatic Reference Counting (ARC), and iCloud. Best of all, you'll learn how to extend the boundaries of your app by communicating with web services. If you want to build apps for the iPad, *Learning iPad Programming* is the one book to get. As you build PhotoWheel, you'll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective-C, and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode's new Storyboard feature to quickly prototype a functional UI, and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views, and use view controllers to perform custom view transitions Add AirPrint, email, and AirPlay capabilities to your app Apply image filters

and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today! Share your photos with friends and upload to iCloud, all while learning how to build the app.

Learning iOS Design William Van Hecke,2013-05-25 “This book contains everything you need to know to create awesome, life-altering applications. . . . I pride myself on knowing a lot about design, but when reading this book, I probably didn’t encounter a single page that didn’t offer at least one interesting idea, new concept, or clever design technique. It’s also written in a way that prevents you from putting it down. . . . You’re in for a treat.” -From the Foreword by LUKAS MATHIS, author of ignorethecode.net Transform Your Ideas into Intuitive, Delightful iOS Apps! As an app developer, you know design is important. But where do you start? Learning iOS Design will help you think systematically about the art and science of design, and consistently design apps that users will appreciate—and love. Pioneering Omni Group user experience expert William Van Hecke first explains what design really means, and why effective app design matters so much. Next, using a sample concept, he walks through transforming a vague idea into a fleshed-out design, moving from outlines to sketches, wireframes to mockups, prototypes to finished apps. Building on universal design principles, he offers practical advice for thinking carefully, critically, and cleverly about your own projects, and provides exercises to guide you step-by-step through planning your own app’s design. An accompanying website (learningiosdesign.com) provides professional-grade sketches, wireframes, and mockups you can study and play with to inspire your own new project. Coverage includes Planning and making sense of your app idea Exploring potential approaches, styles, and strategies Creating more forgiving, helpful, and effective interactions Managing the constraints of the iOS platform (or any platform) Crafting interfaces that are graceful, gracious, and consistently enjoyable to use Balancing concerns such as “focus versus versatility” and “friction versus guidance” Understanding why all designs are compromises—and how to find the best path for your own app Register your book at informit.com/register to gain access to a supplemental chapter in which Bill Van Hecke discusses the design changes made in iOS 7.

Design Essentials for the Motion Media Artist Angie Taylor,2013-03-20 Master the fundamental concepts and techniques of motion media design so you can apply--and occasionally break--the rules to achieve your communication goals. This authoritative guide presents all of the design essentials in an engaging and inspiring way. Each principle is explained with text, illustration and photography where necessary. An accompanying website will contain any necessary digital files for download, updates and links to other resources.

iPhone User Interface Design Projects Joachim Bondo,David Barnard,Dan Burcaw,Tim Novikoff,Craig Kemper,Chris Parrish,Keith Peters,Jurgen Siebert,Eddie Wilson,Brian Wilson,Ingo Peters,Michael Kemper,2010-04-28 With over 100,000 iPhone applications and 125,000 registered iPhone developers, is it still possible to create a top-selling app that stands apart

from the six-figure crowd? Of course, but you'll need more than a great idea and flawless code—an eye-catching and functional user interface design is essential. With this book, you'll get practical advice on user interface design from 10 innovative developers who, like you, have sat wondering how to best utilize the iPhone's minimal screen real estate. Their stories illustrate precisely why, with more apps and more experienced, creative developers, no iPhone app can succeed without a great user interface. Whatever type of iPhone project you have in mind—social networking app, game, or reference tool—you'll benefit from the information presented in this book. More than just tips and pointers, you'll learn from the authors' hands-on experiences, including: Dave Barnard of App Cubby on how to use Apple's user interface conventions and test for usability to assure better results Joachim Bondo, creator of Deep Green Chess, beats a classic design problem of navigating large dataset results in the realm of the iPhone Former Apple employee Dan Burcaw tailors user interfaces and adds the power of CoreLocation, Address Book, and Camera to the social networking app, Brightkite David Kaneda takes his Basecamp project management client, Outpost, from a blank page (literally) to a model of dashboard clarity Craig Kemper focuses on the smallest details to create his award-winning puzzle games TanZen and Zentomino Tim Novikoff, a graduate student in applied math with no programming experience, reduces a complex problem to simplicity in Flash of Genius: SAT Vocab Long-time Mac developer Chris Parrish goes into detail on the creation of the digital postcard app, Postage, which won the 2009 Apple Design Award Flash developer Keith Peters provides solutions for bringing games that were designed for a desktop screen to the small, touch-sensitive world of the iPhone Jürgen Siebert, creator of FontShuffle, outlines the anatomy of letters and how to select the right fonts for maximum readability on the iPhone screen Eddie Wilson, an interactive designer, reveals the fine balance of excellent design and trial-by-fire programming used to create his successful app Snow Report Combined with Apress' best-selling Beginning iPhone 3 Development: Exploring the iPhone SDK, you'll be prepared to match great code with striking design and create the app that everyone is talking about.

Design for Motion Austin Shaw, 2015-11-19 Plumb the depths of core motion design fundamentals and harness the essential techniques of this diverse and innovative medium. Combine basic art and design principles with creative storytelling to create compelling style frames, design boards, and motion design projects. Here, in one volume, Austin Shaw covers all the principles any serious motion designer needs to know in order to make their artistic visions a reality and confidently produce compositions for clients, including: Illustration techniques Typography Compositing Cinematography Incorporating 3D elements Matte painting Concept development, and much more Lessons are augmented by illustrious full color imagery and practical exercises, allowing you to put the techniques covered into immediate practical context. Industry leaders and pioneers, including Karin Fong, Bradley G Munkowitz (GMUNK), Will Hyde, Erin Sarofsky, Danny Yount, and many more, contribute their professional perspectives, share personal stories, and provide visual examples of their work. Additionally, a robust companion website (www.focalpress.com/cw/shaw) features project files, video tutorials, bonus PDFs,

and rolling updates to keep you informed on the latest developments in the field.

iPhone App Development: The Missing Manual Craig Hockenberry,2010-05-03 Anyone with programming experience can learn how to write an iPhone app. But if you want to build a great app, there's a lot more to it than simple coding: you also need to know how design and market your creation. This easy-to-follow guide walks you through the entire process, from sketching out your idea to promoting the finished product. Get to know the tools for developing your iPhone app Design a great app before you start coding Build a complex app with Xcode and Interface Builder Decide how to brand your app-then beta-test that brand in the real world Learn the inside scoop on how to get your app into the App Store Promote your product, track sales, and build a strong customer following

The Business of iPhone App Development Dave Wooldridge,Michael Schneider,2010-08-26 The phenomenal success of the iPhone and the iPod touch has ushered in a “gold rush” for developers, but with well over 100,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iPhone app requires a lot of organization and some strategic planning. This book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. The Business of iPhone App Development was written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iPhone app creators—perfect for independent developers on shoestring budgets. Although there are a few iPhone app marketing books on the horizon, they appear to tackle the subject from purely a marketer’s perspective. What makes this book unique is that it was written by developers for developers, showing you not only what to do, but also how to do it, complete with time-saving resources and ready-to-use code examples. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

The Cool Stuff in Premiere Pro Jarle Leirpoll,Dylan Osborn,Paul Murphy,Andy Edwards,2017-10-11 Gain in-depth knowledge of Premiere Pro, and learn how the software “thinks.” You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut your film as fast as possible with top quality output. There is invaluable information in The Cool Stuff in Premiere Pro that’s not available anywhere else – not even in Adobe’s own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff,

like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio “pop”. Film cutters will learn how to organize, rough cut and fine tune huge amounts of material effectively and how to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut. Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.

Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques Mark Christiansen,2012-08-08 This is the only book to focus exclusively on the creation of visual effects for After Effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals—managing footage, viewing and editing layers, animating type, and more—so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. The final section of the book delves into creative explorations, demonstrating professional effects that readers might want to re-create. ¿ Readers will also find comprehensive coverage of all that's new in CS6, including variable mask feathering, Rolling Shutter Repair, Camera Tracker, and the new ray-traced 3D rendering engine which allows users to quickly design in 3D space. ¿ Included with the book are files used for many of the techniques in the book: Sample clips and projects include HD footage from Pixel Corps and Artbeats, as well as demos of plug-ins that you can use to experiment with in your own effects. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for Where are the lesson files? Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Beginning iPhone 4 Development David Mark,Jeff LaMarche,Jack Nutting,2011-08-05 Beginning iPhone 4

Development is here! The authors of the bestselling *Beginning iPhone 3 Development* are back, with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple's Xcode 3. All source code has been updated to use the latest Xcode templates and current APIs, and all-new screenshots show Xcode 3 in action. *Beginning iPhone 4 Development* is a complete course in iOS 4 apps development. You'll master techniques that work on iPhone, iPad, and iPod touch. We start with the basics, showing you how to download and install the tools you'll need, and how to create your first simple application. Next you'll learn to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn techniques to save and retrieve your data using SQLite, iPhone's built-in database management system and Core Data, the standard for persistence that Apple brought to iOS with the release of SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You'll also learn how to use the new concurrency APIs included in iOS 4, and make robust multithreaded applications using Grand Central Dispatch. The iPhone 4 update to the best-selling and most recommended book for Cocoa touch developers. Written in an accessible, easy-to-follow style. Full of useful tips and techniques to help you become an iOS pro. NOTE: For iPhone 4S or iOS 5 apps development, please instead check out the next edition of this book, *Beginning iOS 5 Development* - now available.

[Beginning iPhone 3 Development](#) David Mark, Jeff LaMarche, 2017-01-11 Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, *Beginning iPhone 3 Development: Exploring the iPhone SDK* is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in the original book have been clarified to make some of the more complex topics easier to understand. In addition, all of the projects have been rebuilt from scratch using the SDK 3 templates. For the latest version of this book for Swift, see *Beginning iPhone Development with Swift*, ISBN 978-1-4842-0410-8. For the latest version of this book for Objective-C, see *Beginning iPhone Development: Exploring the iOS SDK*, ISBN 978-1-4842-0200-5. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone and iPod touch programming. The book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone SDK, and then stepping you through the creation of your first simple iPhone application. From there, you'll learn to integrate all the interface elements iPhone users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll see how to save your data

using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system. In addition, you'll also learn about Core Data, an important persistence mechanism that has just been added with SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You can discover more about this book, download source code, and find support forums at the book's companion site, at www.iphonedevbook.com. The iPhone 3 update to the best-selling and most recommended book for iPhone developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective The most complete, useful, and up-to-date guide to all things having to do with Apple's iPhone SDK

Cocoa Richard Wentk,2010-09-14 Develop applications for Mac OS X with this Developer Reference guide Make a clean transition to programming in Apple environments using the elegant and dynamic programming API Cocoa and this practical guide. Written by a seasoned Mac expert, this book shows you how to write programs in Cocoa for the rapidly expanding world of Macintosh users. Part of the Developer Reference series, this book prepares you for a productive programming experience on today's fastest-growing platform. Cocoa is a programming framework for developing in Apple environments, including Mac OS X 10.6 Snow Leopard This book covers all the major information you need to start developing dynamic applications for Mac OS X Master all Cocoa tools, including Xcode and working with Objective-C Includes full coverage of the Cocoa API, Xcode, and Objective-C, as well as programming for Apple's latest OS X, Snow Leopard Companion Web site includes all code files Programming for Apple's Macintosh is a growing career field. This essential guide, one of the most comprehensive on Cocoa, will help you quickly become productive.

Adobe After Effects CC Visual Effects and Compositing Mark Christiansen,2014 Covers the basics of Adobe After Effects, from color correction and keying to selection methods and motion tracking and provides tips and techniques to help readers become more productive with the program.

Heart and Brain The Awkward Yeti,Nick Seluk,2015-10-20 Boasting more than two million pageviews per month, TheAwkwardYeti.com has become a webcomic staple since its creation in 2012. In addition to tons of fan favorites, Heart and Brain contains more than 75 brand new comics that have never been seen online. From paying taxes and getting up for work to dancing with kittens and starting a band, readers everywhere will relate to the ongoing struggle between Heart and Brain.

iOS 5 Recipes Shawn Grimes,Colin Francis,2012-06-08 iOS 5 Recipes: A Problem-Solution Approach is your guide to developing solutions on iPad, iPhone, and other iOS 5 devices and platforms. This book provides in-depth code samples and discussions for scenarios that developers face every day. You'll find numerous examples of real-world cases that will enable you to build fully functional applications quickly and efficiently. The recipes included in this book are wide in scope, and have

been geared toward the professional developer. You'll find clear and concise code samples accompanying each recipe, and will be presented with cutting-edge solutions that bring forth the best that the iOS 5 SDK has to offer. The recipes include: Working with Interface Builder in the latest version of Xcode Building applications that incorporate animation and multimedia Building location-aware apps Understanding best practices for application design and development You'll find iOS 5 Recipes: A Problem-Solution Approach to be an indispensable reference for all of your iOS development.

iPhone 3D Programming Philip Rideout, 2010-05-03 What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

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