

QML, a designers perspective!



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I am?

I do the pretty pictures.

Working on KDE since 2004.

Oxygen what ever dude.



And QML is?

Is a declarative language.

Easy to Implement Imperative logic via javascript

Simple!, (You can draw anything
as long as its a rectangle).



Freedom?

To make the UI what ever you want.

Create custom experiences.

Adjustable for sepcific Input mechanisms.



Easy peasy?

Any Ideot can use it! (by ideot i mean me).

Create alignemnts via anchors.

QtCreator.

Fast.



A brave new world!

Animations and Transitions as a Rule

Cross platform, or cross device.

Imersive experiences.



What is the problem?

Any idiot can use it.

To Much freedom can hurt us.

Not trivial to create integrated experiences.

A lot of work to duplicate exyisting Qt widgets.

OK, freedom is not the problem.
(It never is.)

But do you remember SVG?



Takes designers (good ones) to make it work?



Desktop enviroment?

You know all those free stuf you got for free?

No shared Look and feel?

No Qt Designer!



Ok lets not use it?

NOOOOOOOOOO please listen to me!

Just because Its diferent does not mean its evil.

We need more Designers!



But how?

Atract designers to your project!

Not al designers are the same.

Be open to rethink your app.

Scrum does not fully work here.



The method.

Specify the needs and context of use.

Identify the target user segments

Define UX concept

Concept Sketches

Wireframes

Evaluate

Layouts

Prototypes



Does it work?.

Nope! Your method will.

Define your use, be different and integrated.

Remember, its only worth it if its fun!.



Some tips? Examples!





Questions? Flames!

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Do not kill the messenger :)!.

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