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 whatever you want.

Create custom experiences.

Adjustable for specific input mechanisms.
Easy peasy?

Any idiot can use it! (by idiot I mean me).

Create alignments 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 existing Qt widgets.
OK, freedom is not the problem.
(It never is.)
But do you remember SVG?

Takes designers (good ones) to make it work?
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Desktop environment?

You know all those free stuff you got for free?

No shared Look and feel?

No Qt Designer!
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Ok lets not use it?

NOOOOOOOOO please listen to me!

Just because its different does not mean its evil.

We need more Designers!
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But how?

Attract designers to your project!

Not all 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

Evaluate

Concept Sketches
Wireframes
Layouts
Prototypes
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Does it work?.

Nope! Your method will.

Define your use, be different and integrated.

Remember, it’s only worth it if it’s fun!
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Some tips? Examples!
Questions? Flames!

Do not kill the messenger :).