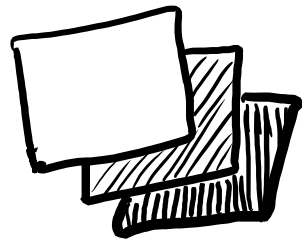
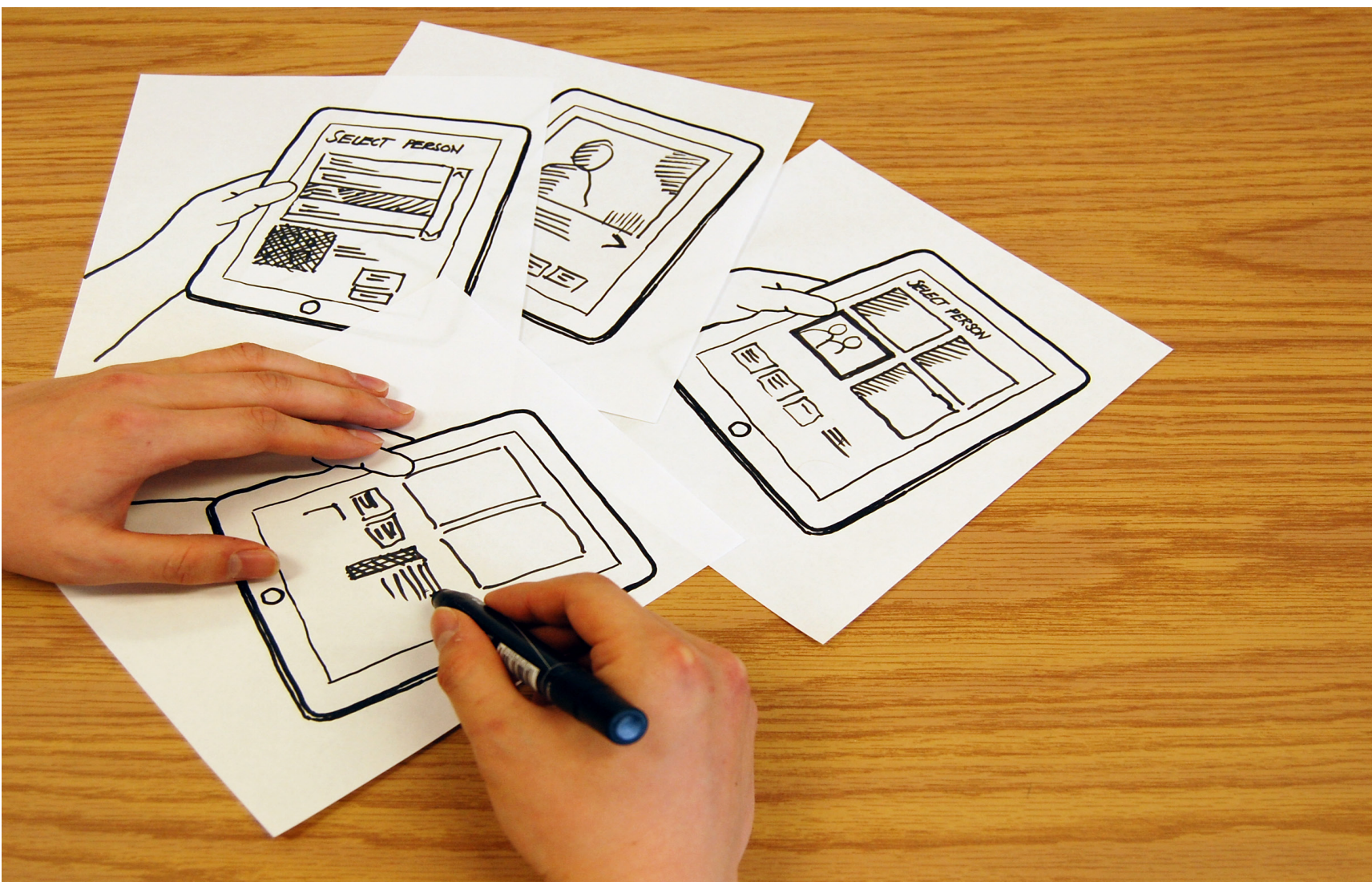


SKETCHING USER EXPERIENCES

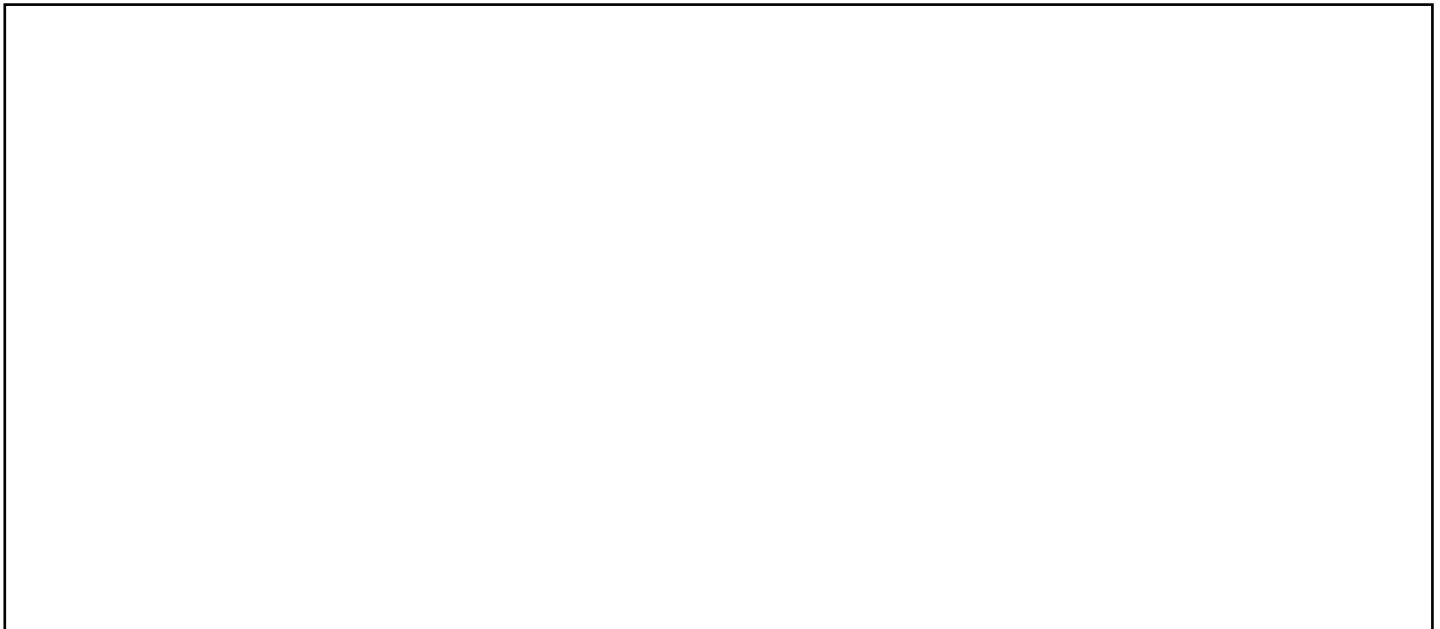
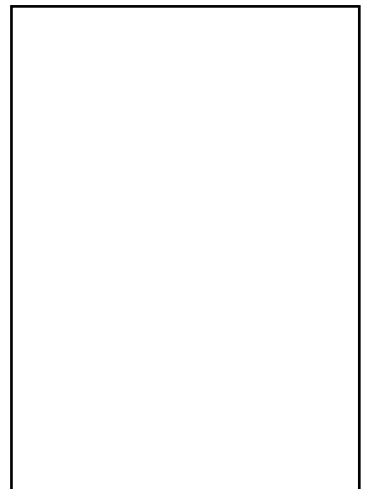
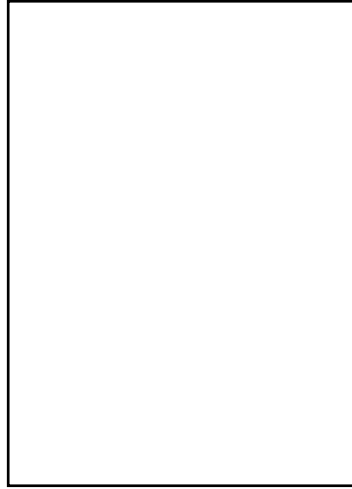
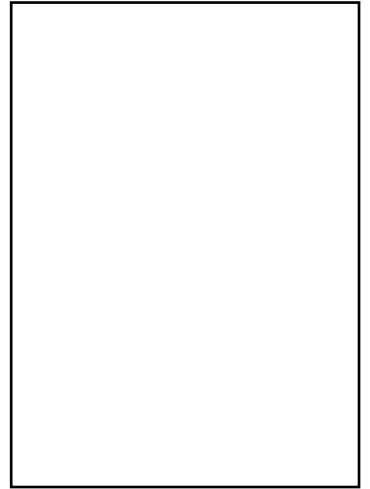
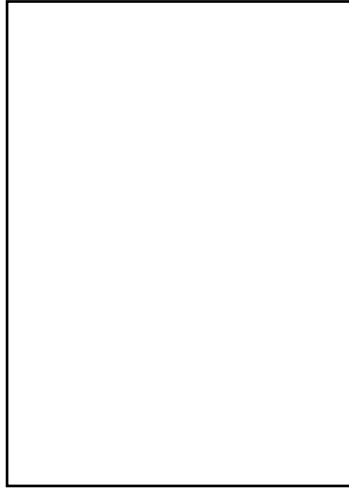
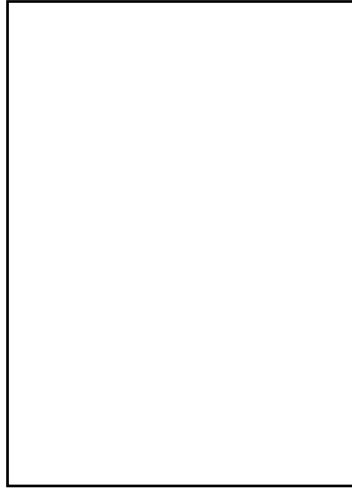
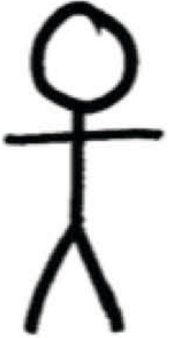


SKETCHING TEMPLATES



SKETCHING PEOPLE

3 different postures and expressions



SKETCHING OBJECTS & DEVICES

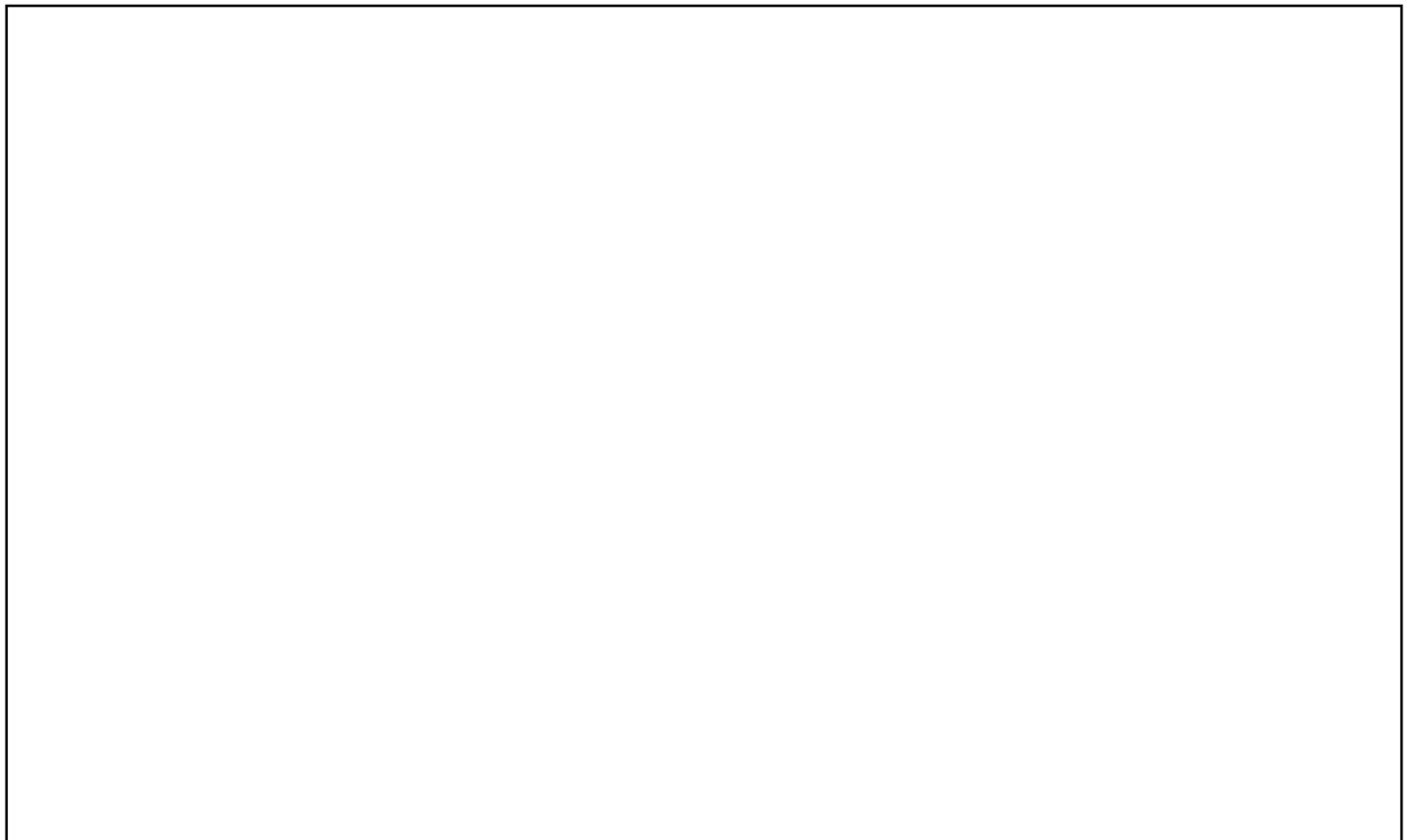
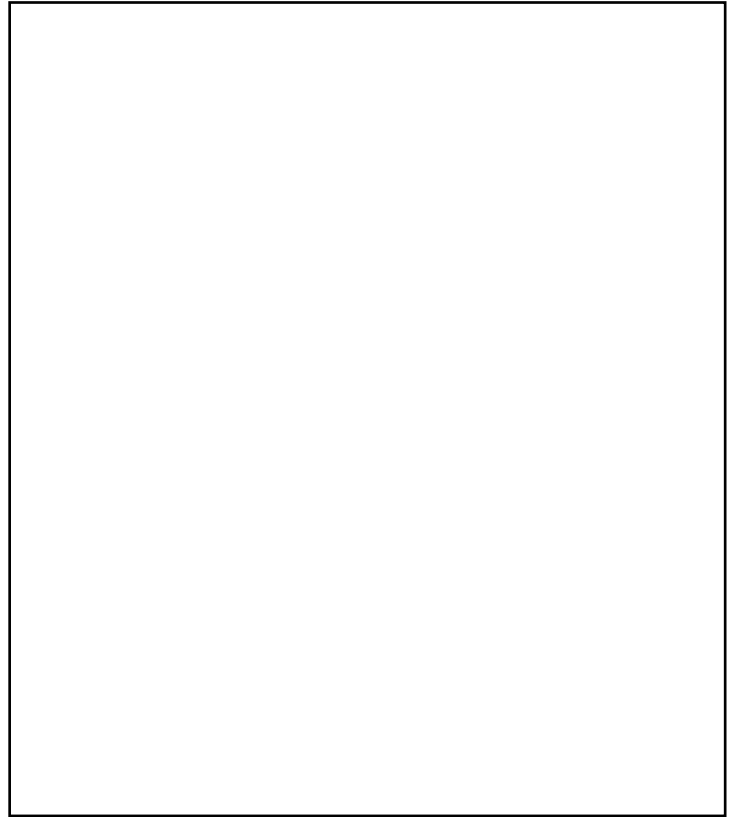


PHOTO TRACING TECHNIQUE



LINE TRACING:
ONLY MAJOR
OUTLINES,
IGNORE DETAILS

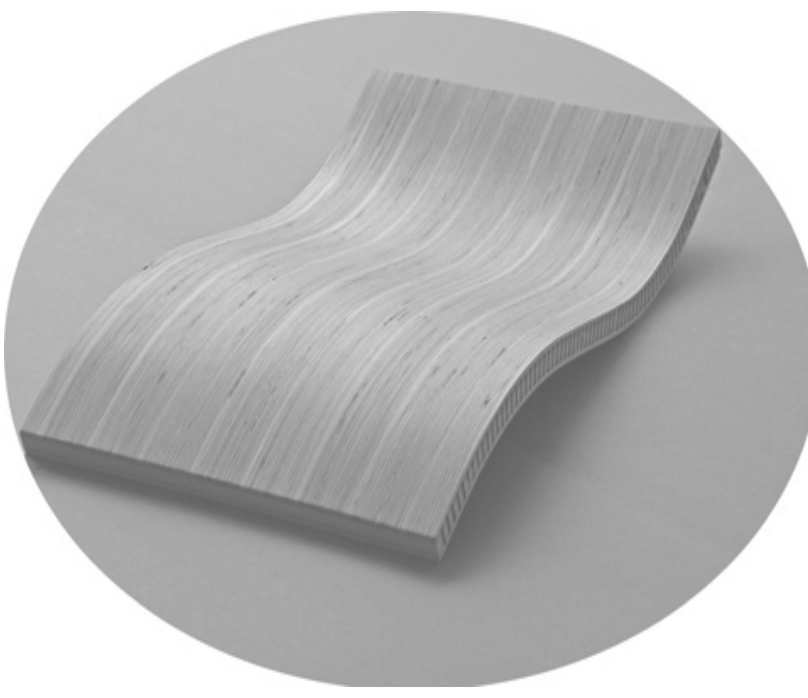
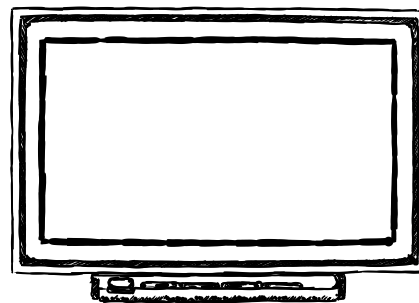
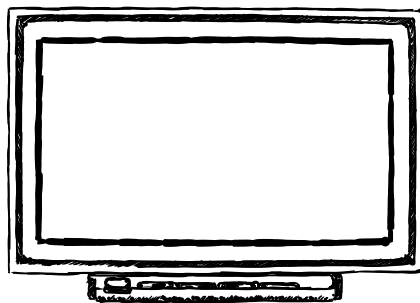
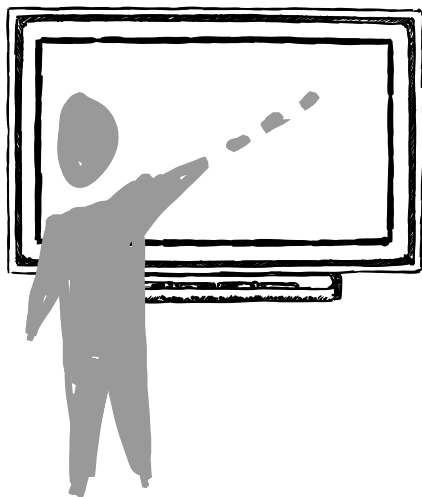
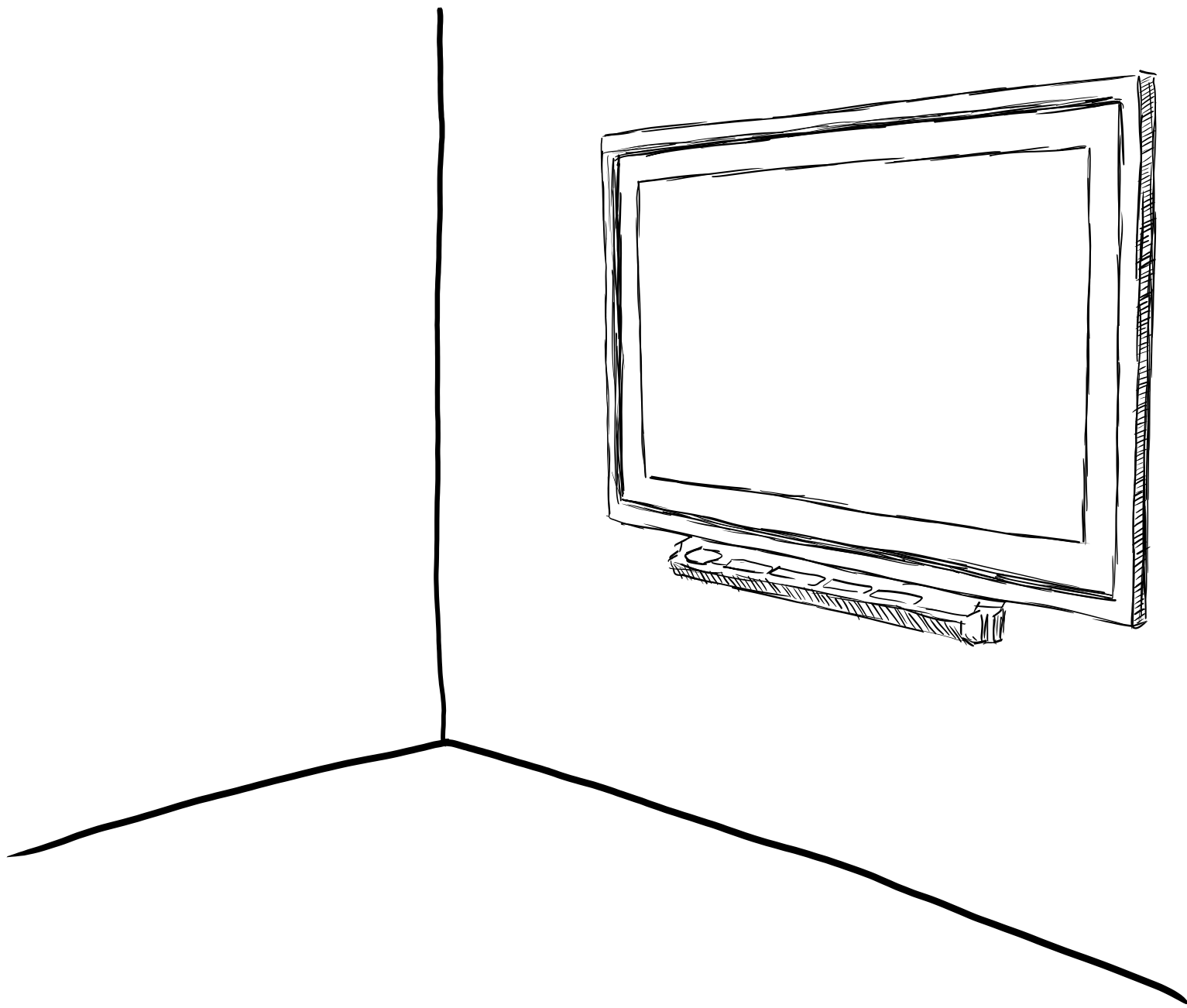


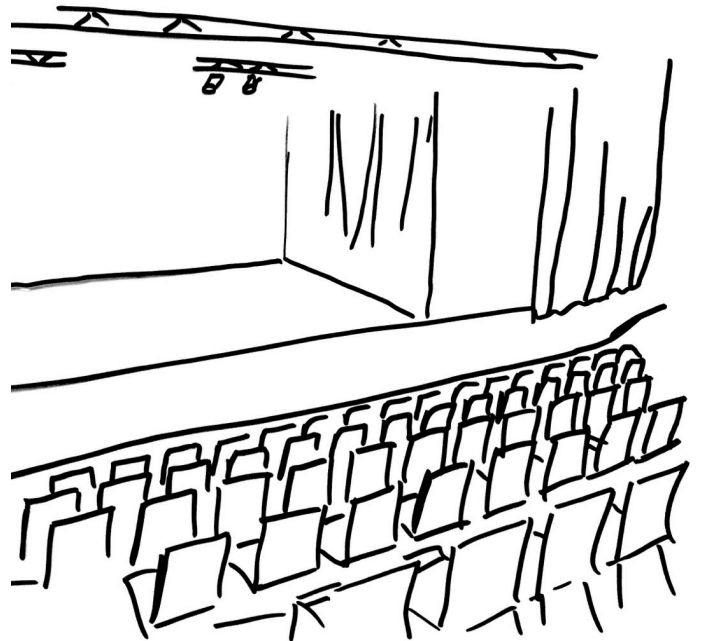
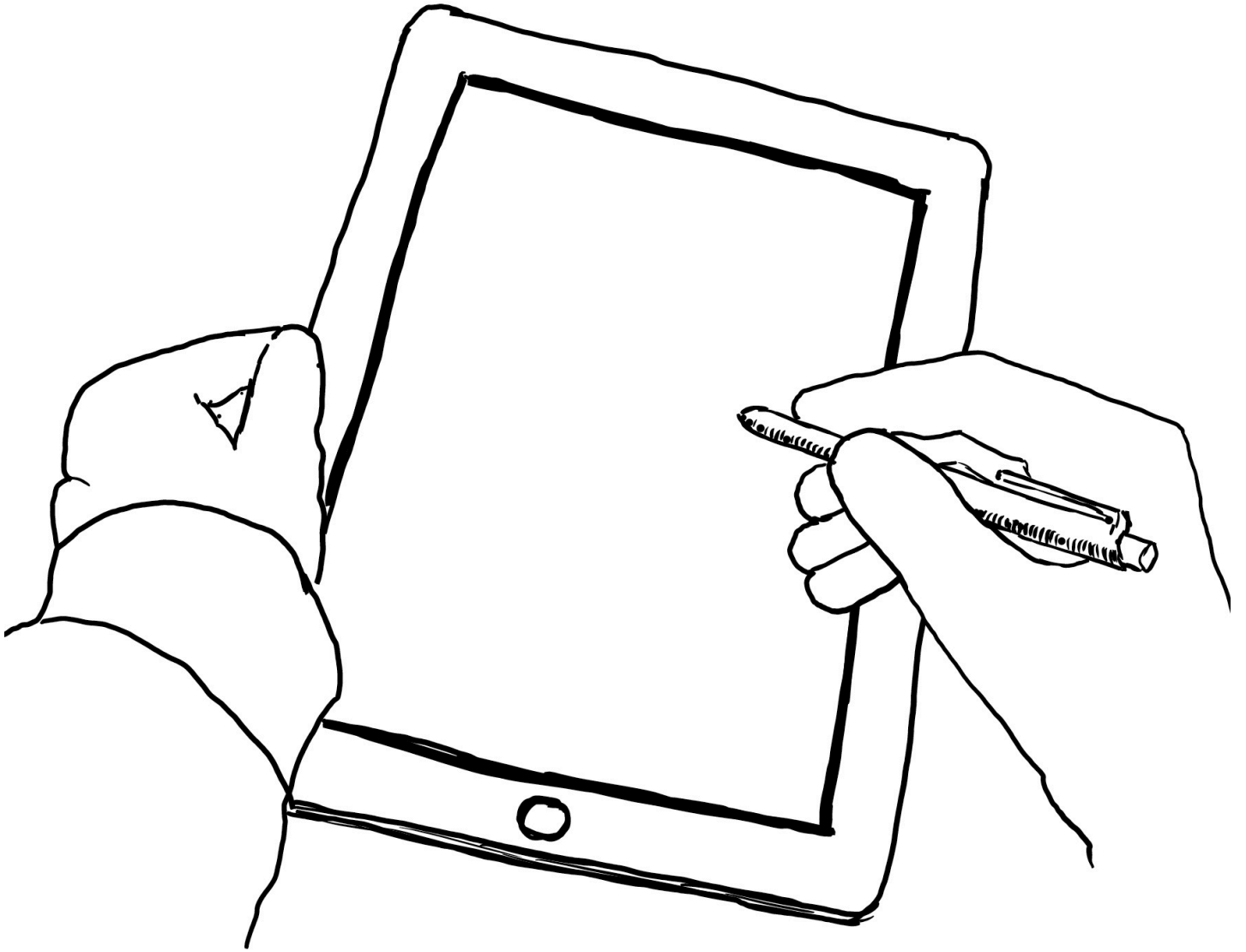
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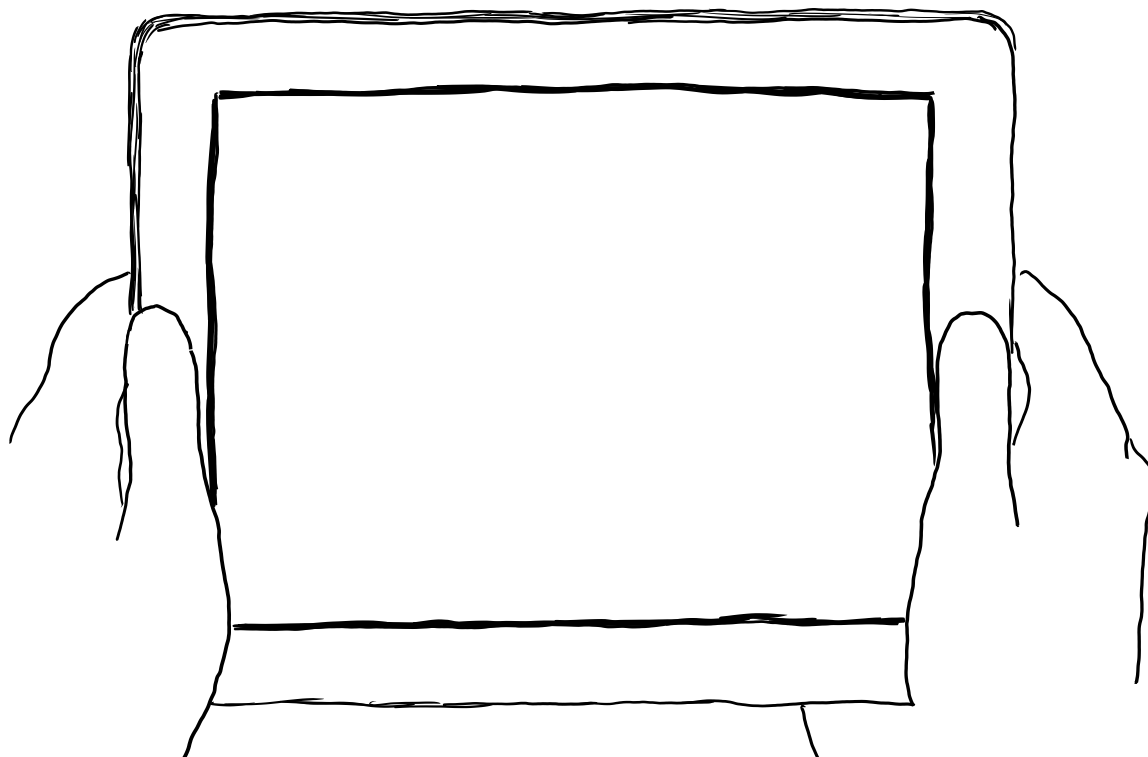
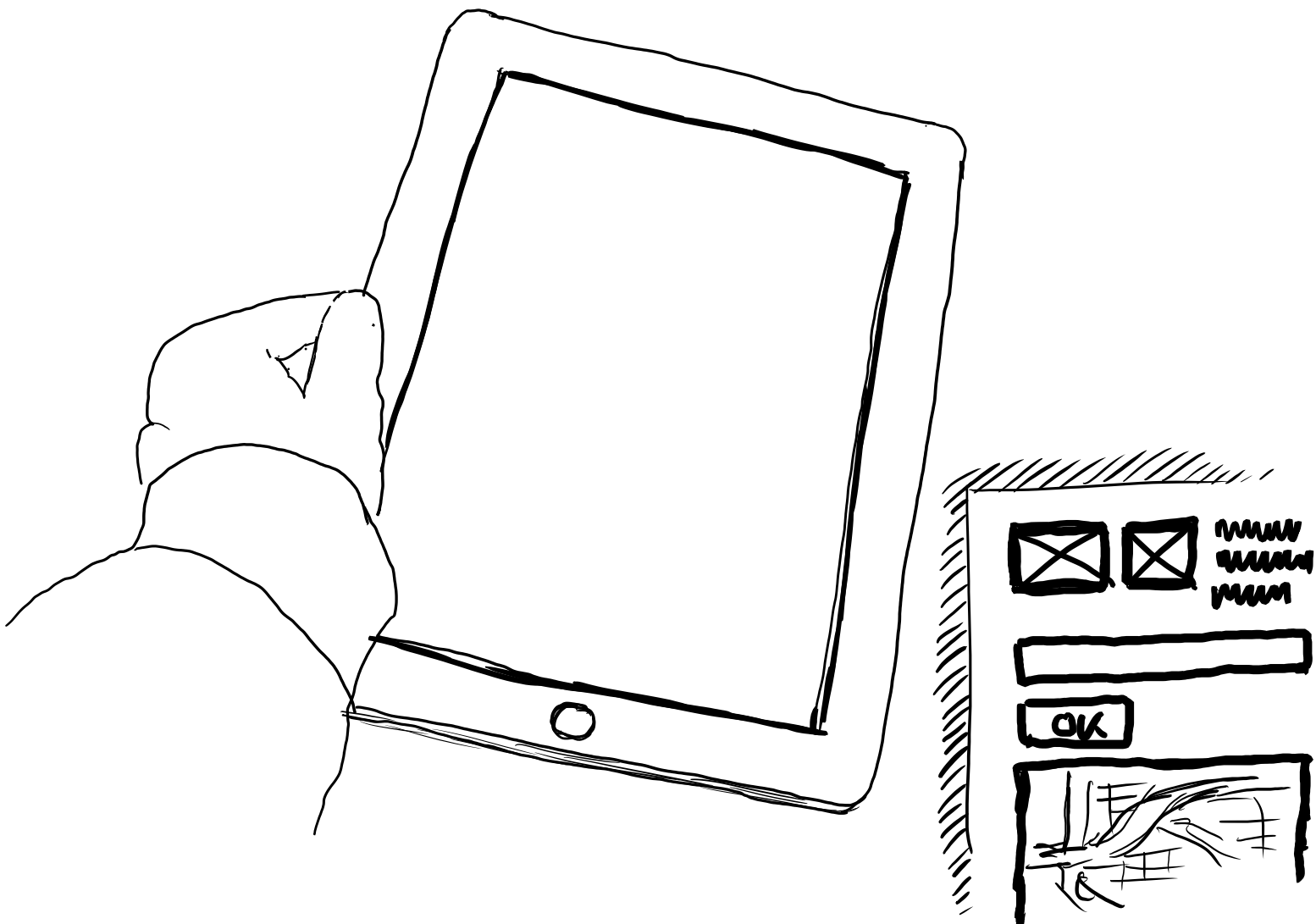
SKETCHING INTERACTIONS



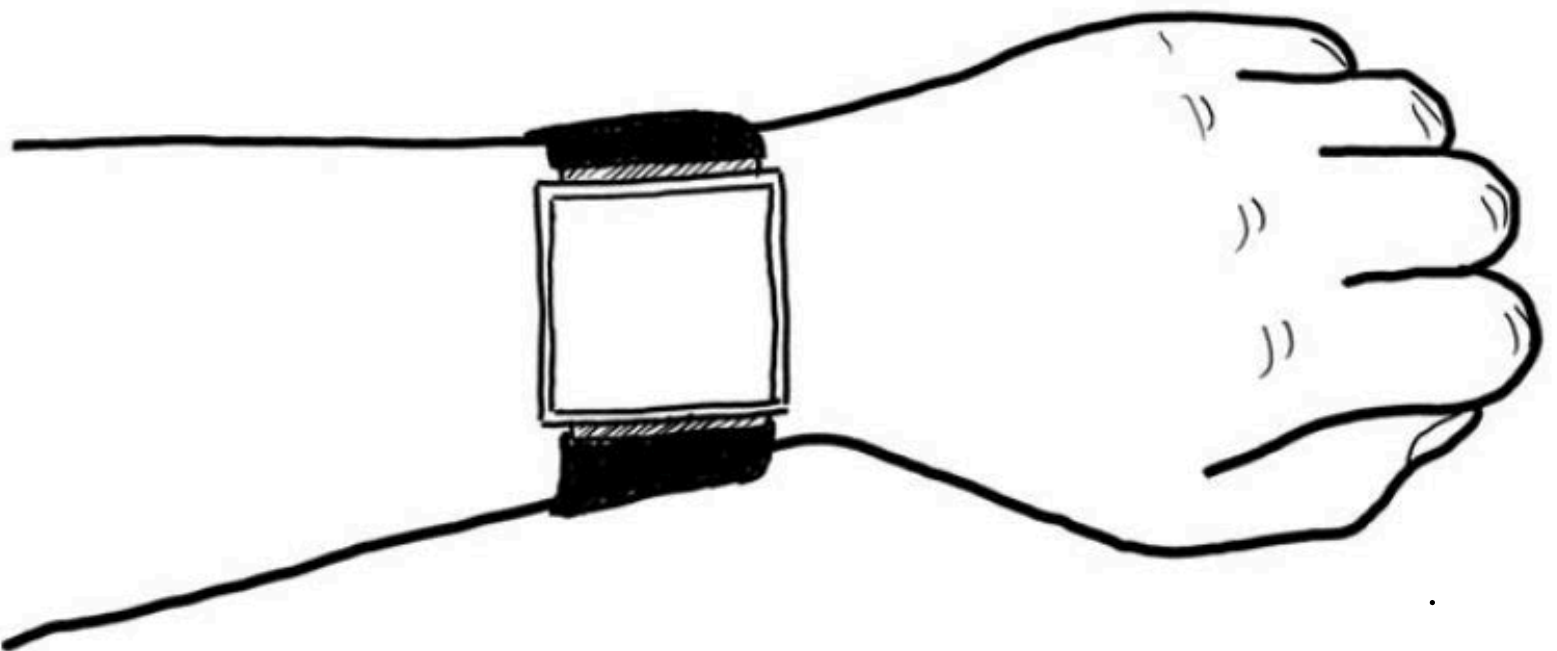
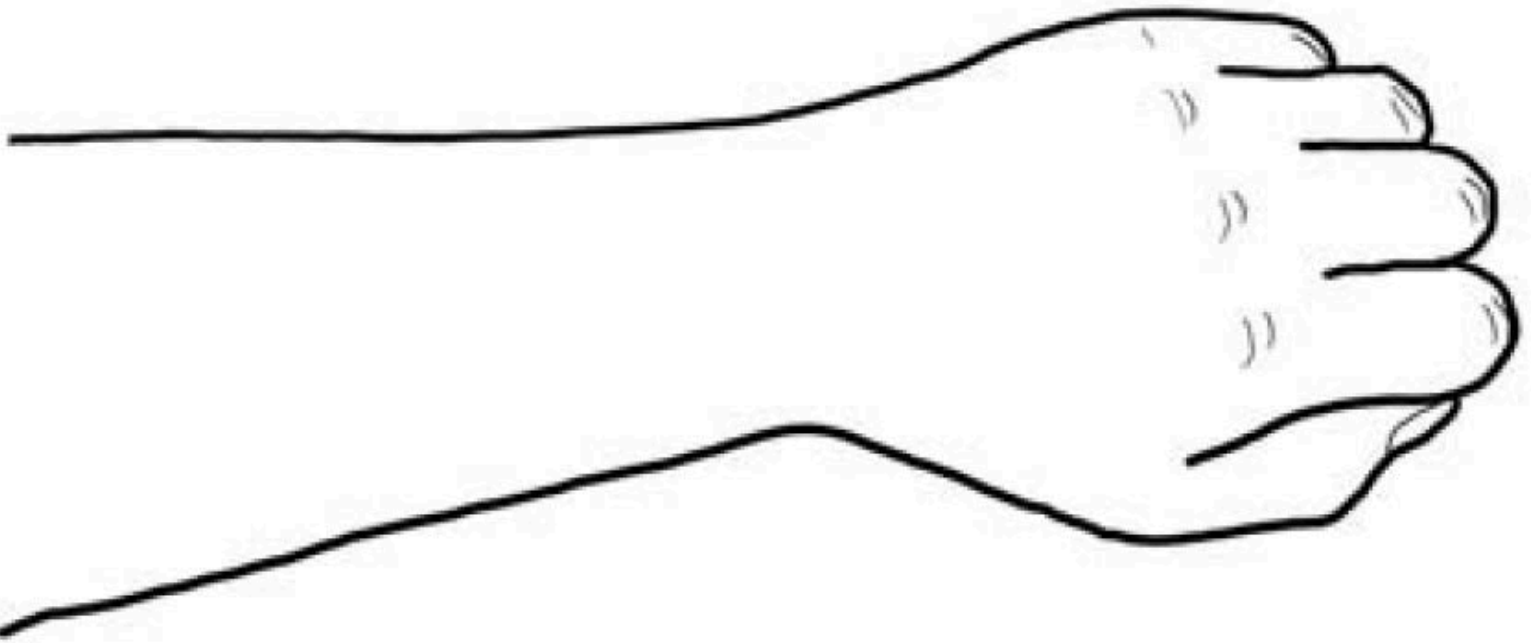
SKETCHING INTERACTIONS



WIREFRAMING / GUI SKETCHES



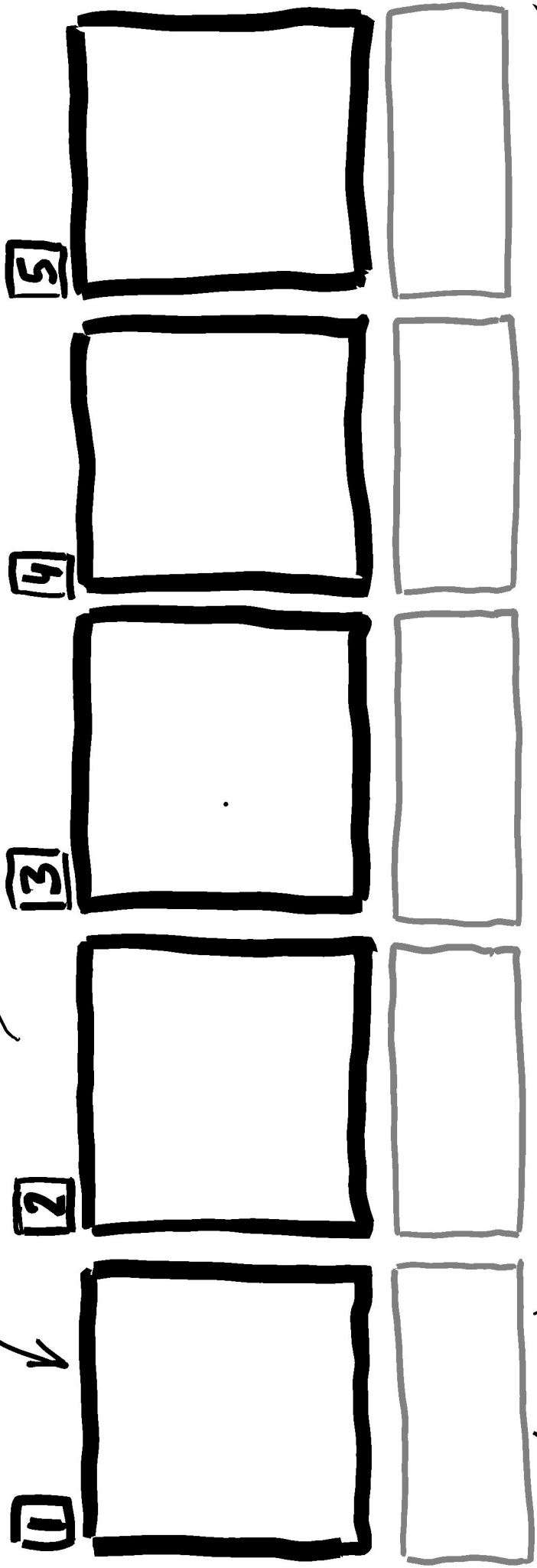
INTERACTION WITH MOBILE DEVICES



STORYBOARDS

START WITH AN **(c)** ESTABLISHING SHOT

DEVELOP YOUR STORY **(d)**



(b) USE DIFFERENT PERSPECTIVES IN THE STORYBOARD FRAMES

(a) SUMMARIZE YOUR KEY SCENES FROM YOUR SCENARIO IN THESE 5 TEXTBOXES



Extreme long shot (wide shot)
A view showing details of the setting, location, etc.



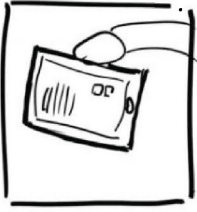
Long shot
Showing the full height of a person.



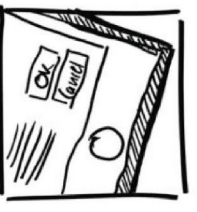
Medium shot
Shows a person's head and shoulders.



Over-the-shoulder shot
Looking over the shoulder of a person.

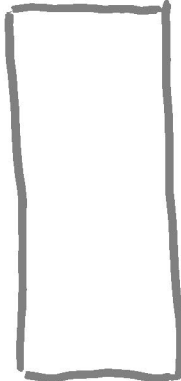
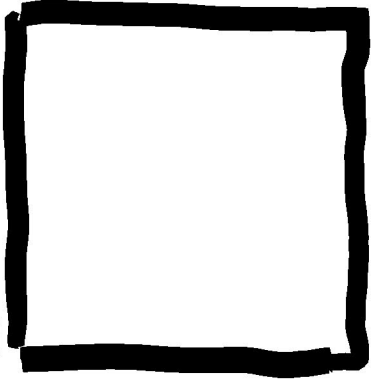


Point of view shot (POV)
Seeing everything that a person sees themselves.

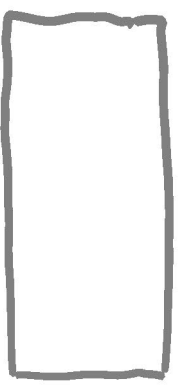
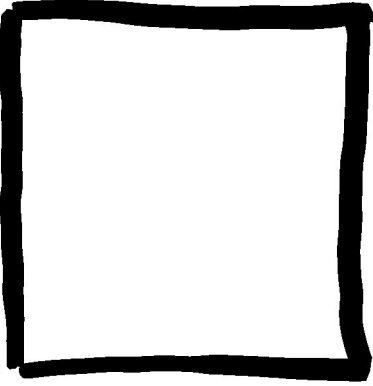


Close-up
such as showing details of a user interface a device the person is holding.

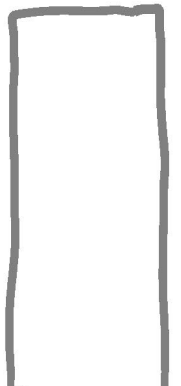
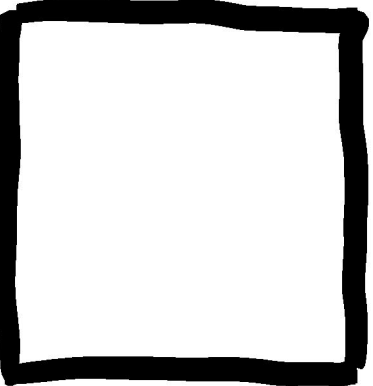
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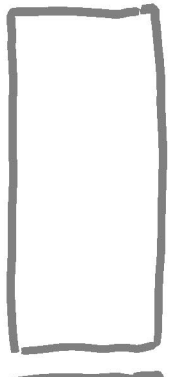
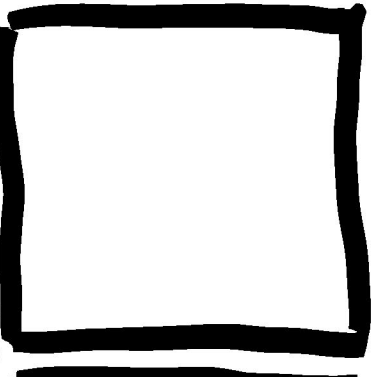
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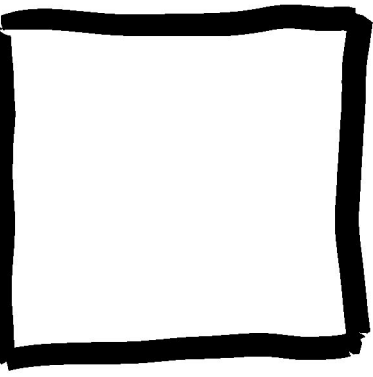
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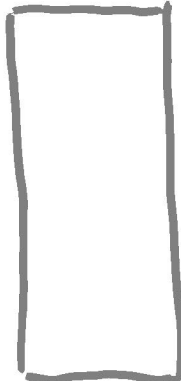
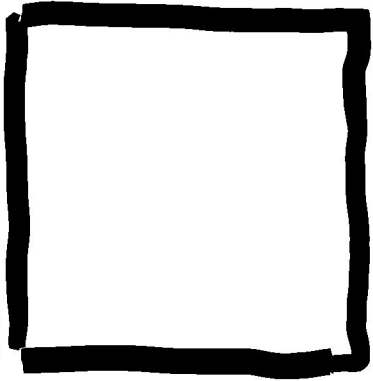
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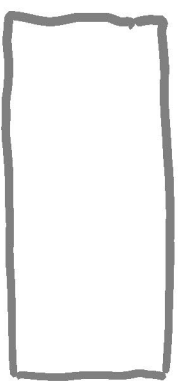
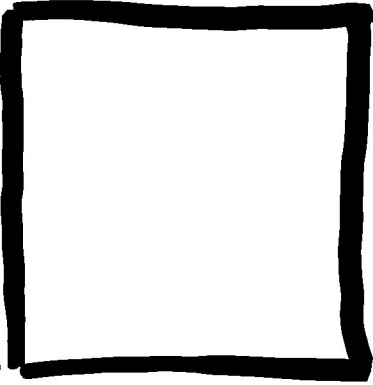
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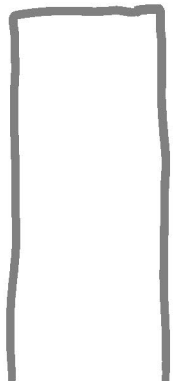
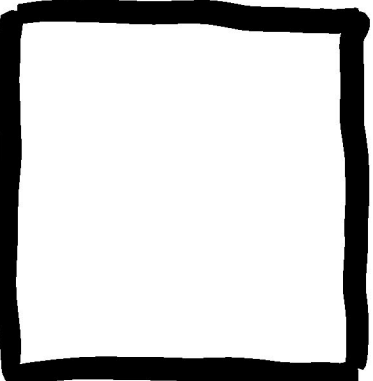
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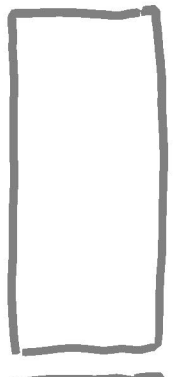
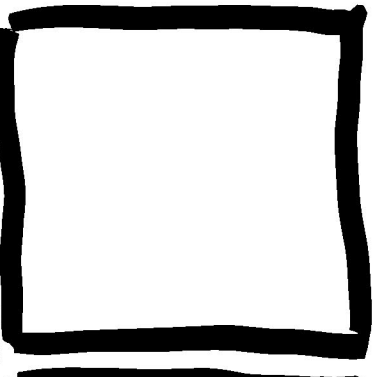
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3



4



5

