Designing for Windows 8: Fundamentals of Great Design in Windows Store Apps

By Brent Schooley

Apress. Paperback. Book Condition: New. This item is printed on demand. Paperback. 168 pages. Designing for Windows 8 is a fast-paced, 150-page primer on the key design concepts you need to create successful Windows 8 apps. This book will help you design a user interface that is both delightful and effective, feels right to your users, and encapsulates a great Windows 8 experience. In this book, you will: Meet the building blocks of solid Windows 8 UI designin a well-designed sample app. Learn how to incorporate key design elements into your apps, such as the app bar, charms and subtle animations from the animation library. Find out how to deliver the core experience that your users expect from Windows 8. Learn how to make your app stand out from thousands of others in the Windows Store. Its now time to create the next generation of Windows applications. Arm yourself with design tactics and join in on this wonderful opportunity! What youll learn The inspirations behind the creation ofthe new Windows UI. The design fundamentals that apply to Windows 8 app design. Conform to Microsofts design principles Build applications that fit into the Windows 8 application model. Design for touch as...

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