



STOMPBOX



GET THE BOX.
GET THE TONE.

4 WEEK PLAN

WEEK 1

Read Chapter 3
Begin with VanillaApp for iOS

WEEK 2

Read Chapters 4 & 5
Add basic development of touch, swipe, rotate and zoom gestures

WEEK 3

Read Chapters 6 & 7
Add basic development of auto orientation

WEEK 4

Read Chapters 8 & 9
Add basic development of URL protocols

DESIGN INSPIRATION

JOE DUFFY

<http://www.aiga.org/medalist-joeduffy/>
<http://www.duffy.com>

One of my favorite artists and designers has always been Joe Duffy. His style is wonderful and never seems to stray too far from traditional aesthetics. He has a way of calling back to an older time, but always staying relevant.

STEFAN SAGMEISTER

<http://www.sagmeisterwalsh.com>

Stefan Sagmeister consistently blows my mind. His vision of what design is and can be, always gets me thinking. Constantly innovative and a laundry list of high-profile clientele, he never ceases to improve upon himself and exceed the expectations of the projects that he works on.

DAVID ELLNER - PANNA COOKING

<http://pannacooking.com>

As far as app development goes, I've always been a big fan of Panna cooking. They have a similar aesthetic to my direction, just without the grit. It's wonderful that they are so entrepreneurial, too—finding their funding from crowd-sourcing. I wasn't able to find who the exact designer was, but it was interesting to read about David Ellner, who is the Founder and CEO.