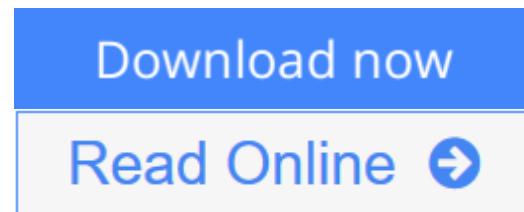# Axure Prototyping Blueprints

By John Henry Krahenbuhl

Axure Prototyping Blueprints By John Henry Krahenbuhl

Become an Axure master! Explore designs and interactions by leveraging Adaptive Views, AxShare plugins, repeaters, and more

About This Book

- Optimize designs for desktop, tablet and mobile viewports with Adaptive Views
- Build mastery of Repeater widgets and interactions
- Expand Axure's core interactions by using AxShare Plugins with JavaScript

Who This Book Is For

If you are a user, experienced professional, designer, information architect, or business analyst who wants to explore common design patterns and enhance your interactive prototyping skills with Axure, then this book is ideal for you.

What You Will Learn

- Explore foundational interactions for popular design patterns
- Construct advanced interactions (such as parallax scrolling) by using the default widget library
- Expand Axure's core set of interactions by using AxShare plugins with JavaScript
- Construct a reusable social media module that includes live feeds from Facebook, Twitter, Instagram, and Pinterest
- Build a community site that includes Header and Footer masters, and an interactive carousel
- Leverage the Repeater widget to create an adaptive photo gallery
- Create a photo contest with registration for desktop, tablet, and mobile viewports utilizing Adaptive Views
- Enable an interactive e-commerce shopping cart optimized for desktop, tablet, and mobile using an Adaptive Repeater widget

In Detail

Axure Prototyping Blueprints provides you with a rapid introduction to Axure's interfaces and Adaptive Views and quickly familiarizes you with pages, panes, and the design area.

After a brief introduction to Axure, this book will help you to develop the capabilities to build simple to more complex interactive prototypes. This goal will be accomplished with a quick run through of Axure's fundamentals, followed by an exploration of detailed blueprints of different prototypes. You'll also learn how to build a content aggregator, pulling together information from multiple sources and a sample portfolio prototype.

Towards the end of the book, Axure Prototyping Blueprints will utilize the Repeater widget to build an e-commerce prototype. Equipped with these new design patterns and methods, readers can complete engaging interactive projects faster.

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Editorial Review

About the Author

John Henry Krahenbuhl

John Henry Krahenbuhl has over 20 years of experience in architecting practical, cost-effective, and innovative solutions. Being a creative thinker and having an entrepreneurial spirit has enabled him to perform in the role of lead or co-inventor on at least seven granted patents as well as numerous pending utility patent applications. He is a multifaceted and collaborative management professional, who is highly skilled at managing products through their entire life cycle from design to obsolescence, including specification and use case definitions, schematic and PCB layouts, production software implementation, and hardware implementation. He's a passionate, resourceful leader who demands and delivers excellence in design and user experience. To his credit, John is also the author of Axure RP Prototyping Cookbook as well as Learning Axure RP Interactive Prototypes, both published by Packt Publishing.

Users Review

From reader reviews:

Charlene Johnson:

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