

YSDN 4003 - Advanced Topics in Interactivity

# Prototype

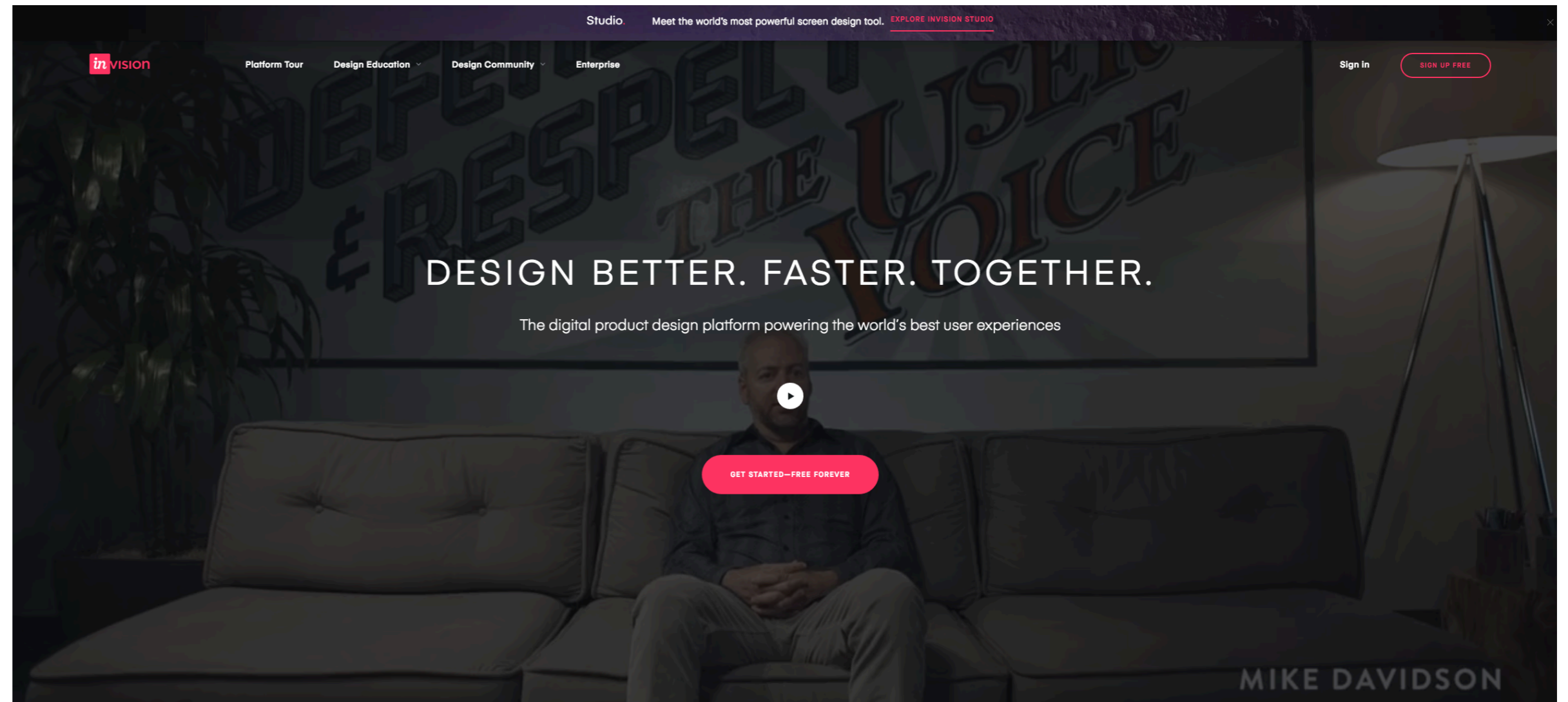
Prototype  
**Tools available**



Prototype

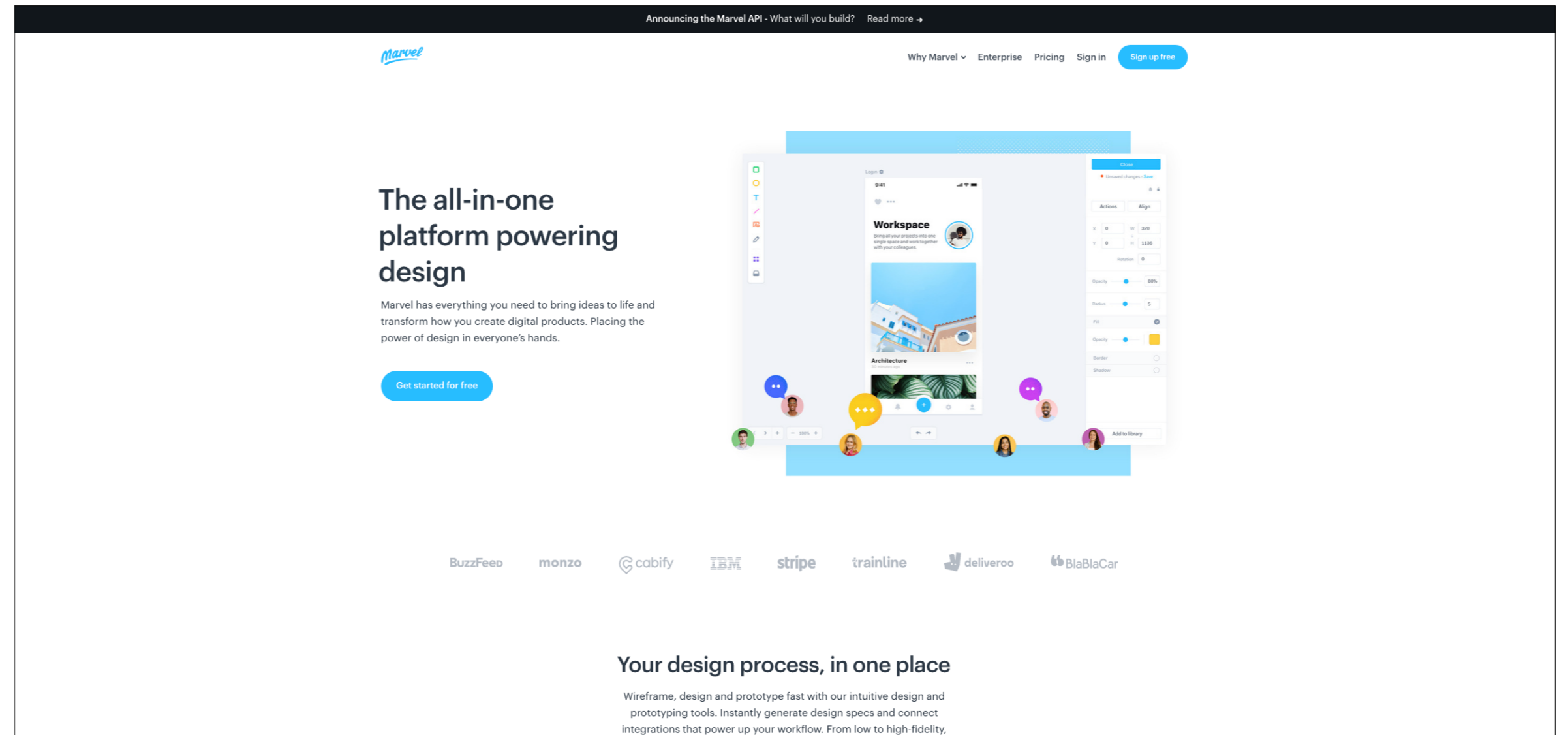
# InVision

Free student  
account available  
on slack



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InVision, <https://www.invisionapp.com/>

# Marvel



**Marvelapp, <https://marvelapp.com/>**

# Sketch Prototyping

Sketch

EXTENSIONS LEARN COMMUNITY SUPPORT PRICING TRY FOR FREE

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## Prototyping

When you're designing for screens, whether it's mobile or web interfaces, it might be useful to see your work in action. With Sketch's Prototyping features it's easy to create interactive workflows and preview your designs as your users will see them.

To take advantage of prototyping, your Document must contain **Artboards**. You can connect your Artboards with Links and Hotspot layers to create interactive, clickable prototypes.

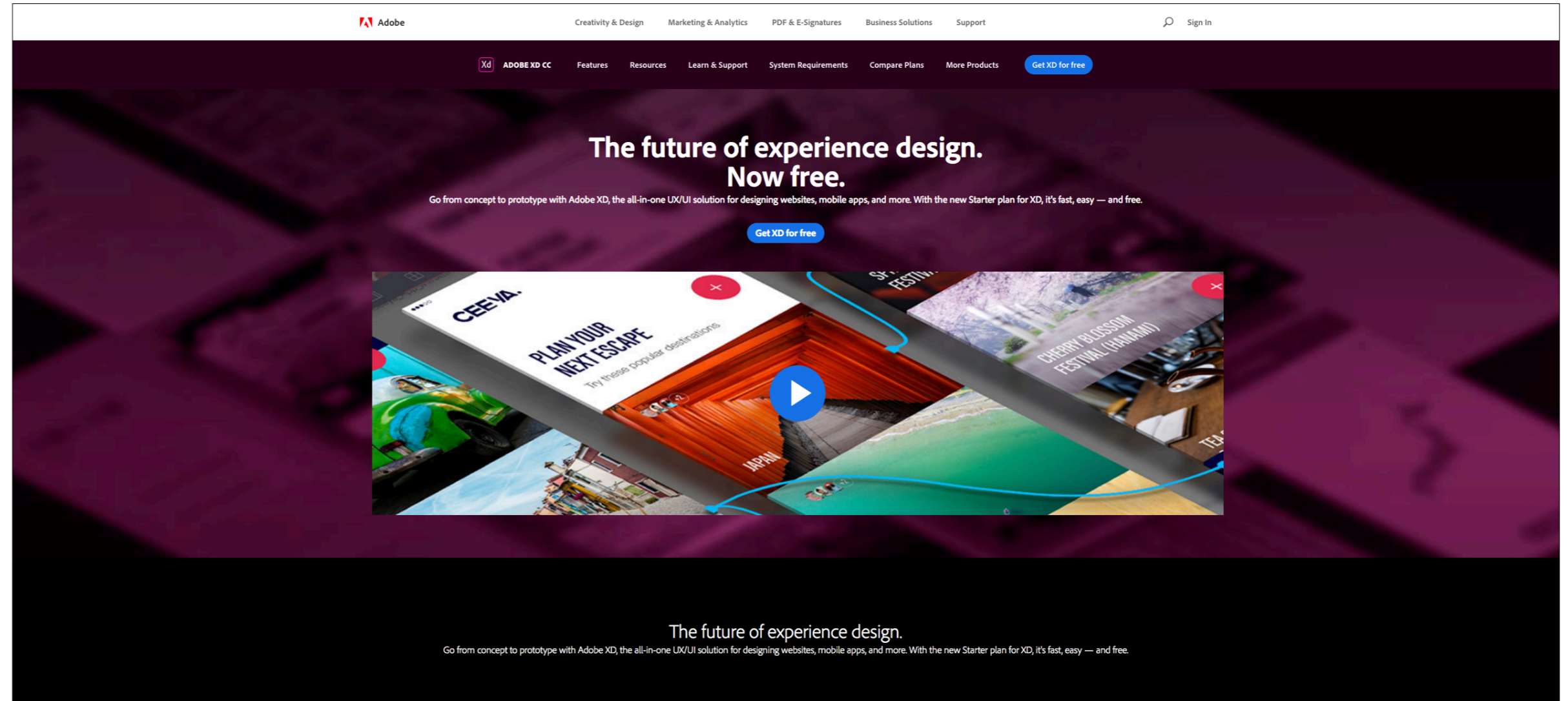
You can fix the position of specific layers on the Artboard letting you add static header and footer elements to your designs that will stay in one place while the rest of your content moves behind to mimic a scroll view.

You can also set Start Points that allow you to specify which Artboard to start your prototypes from, when viewing or presenting them to others.

Once you've created a prototype you can preview it directly in Sketch, test it on iOS **Sketch Mirror**, and share it

— Sketch Prototype, <https://sketchapp.com/>

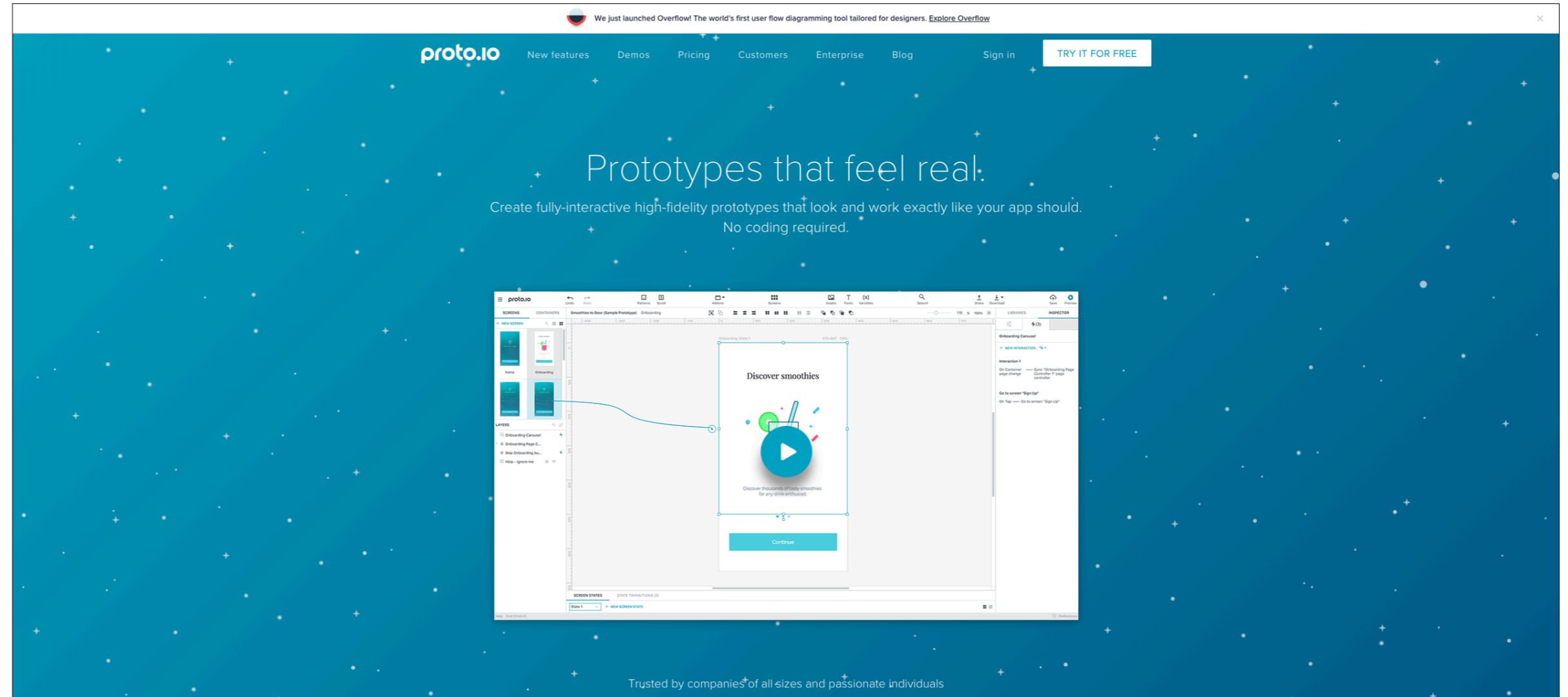
# Adobe XD



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 Adobe XD, <https://www.adobe.com/ca/products/xd.html>

# Prototype

# Proto.io



- Proto.io, <https://proto.io/>

## Extra Reading

Top 22 Prototyping Tools For UI And UX Designers 2018

<https://blog.prototypr.io/top-20-prototyping-tools-for-ui-and-ux-designers-2017-46d59be0b3a9>