



July 2013
6th Anniversary Special



GLYPH VS TEXT BUTTONS



Vidit Bhargava

Skeuomorphism in UI is defined as something that uses real life 'metaphors' to help people get familiar with a completely new interface, its that part of the design which is meant to convey confidence to the user, that what he is deleting will go into a sort of digital trash-can, that an app is a digital notepad of sorts where you can write things, its the interface to on which hinges the app's usability. its a part of design more than it is of the aesthetic.

Flat Aesthetic: Its not an interface, its just a method of conveying an interface. There is nothing like Flat UI. It is only Flat Aesthetics that we talk about when we talk of Flat UI. Flat Aesthetics are a way of conveying skeuomorphic or non-skeuomorphic elements.

Glyph Buttons VS Text Buttons

A graphical user interface (GUI) was designed in the early 1980s to help the humans get familiar with a computer. A command line interface couldn't achieve that. Skeuomorphic elements like a trash can were put on the screen to tell people where to put their dis-

carded files, a pencil generally denoted an option to edit, a ticking clock meant you had to wait. The same happens when we design an interface for a touch-screen. We need to convey our message to the user and for that sometimes, the use of metaphors is necessary.

Buttons on a computer screen are so much more different than buttons on a touch screen. A touch screen is usually controlled by our hands (which are less precise in pointing than our hands) while we use point and click devices like a mouse on a computer screen which are more precise. Using a text button on a computer screen can be helpful because pointing at a text button on a website with a mouse becomes much faster than pointing at a glyph button on a website. Things get reversed on a touch-screen, our fingers occupy a larger area, they need larger buttons and for that a glyph button is much better. Its like the Serif vs Sans Serif Debate, Sans Serif is much better on a computer screen while Serif is much better on a printed paper. The same's with Glyph buttons and text buttons.

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COVER STORY NEXUS 7 & CHROMECAST



THE NEW MACPRO



ios 7

PREVIEW, NEW ICON
SHAPE & MORE



MOTO X PREVIEW



ALL LOGOS AND PICTURES OF OTHERS ARE PROPERTY OF OTHERS

COVER STORY

NEXUS 7 (2013)

GOOGLE'S LATEST NEXUS UPGRADE TO NEXUS 7 MAKES IT A LIGHTER AND THINNER TABLET.

A HIGH RES. DISPLAY, STOCK ANDROID 4.3 & STURDY BUILD QUALITY MAKE NEXUS 7 LOOK GOOD.

A 16:9 DISPLAY IS PATHETIC FOR LANDSCAPE MODE EDITING AND WEB BROWSING ON A 7 TABLET



COVER STORY

CHROMECAST

GOOGLE'S CHROMECAST ISN'T A TV CHANGER.

CHROMECAST ALLOWS YOU TO WIRELESSLY SEND YOUR CONTENT FROM PCs, PHONES & TABLETS TO THE TV.

WORKS MUCH LIKE HOW AIRPLAY DOES FOR APPLE TV BUT SANS THE COOL MIRRORING AND DUAL SCREEN GAMING OPTIONS!

CHROMECASTS BIGGEST ADVANTAGE IS ITS PRICE & CROSS PLATFORM SUPPORT



PRO COMPUTERS

MAC PRO 2013

The MacPro looks wonderful and could very well define the future of the professional desktop.

At 1/8th of the volume of the previous generation MacPro, the new mac is a tiny powerhouse with lots of ports and great specifications!





Yes! Its a Powerhouse! But
No! There's not much room
for expansion.

Like the new macs, the
MacPro also features flash
storage!

Killer Tech Specs, OSX and
a powerhouse for Pro users,
sum up the new pro. The
future is here, again!



APPLE iOS 7 Preview

Vidit Bhargava

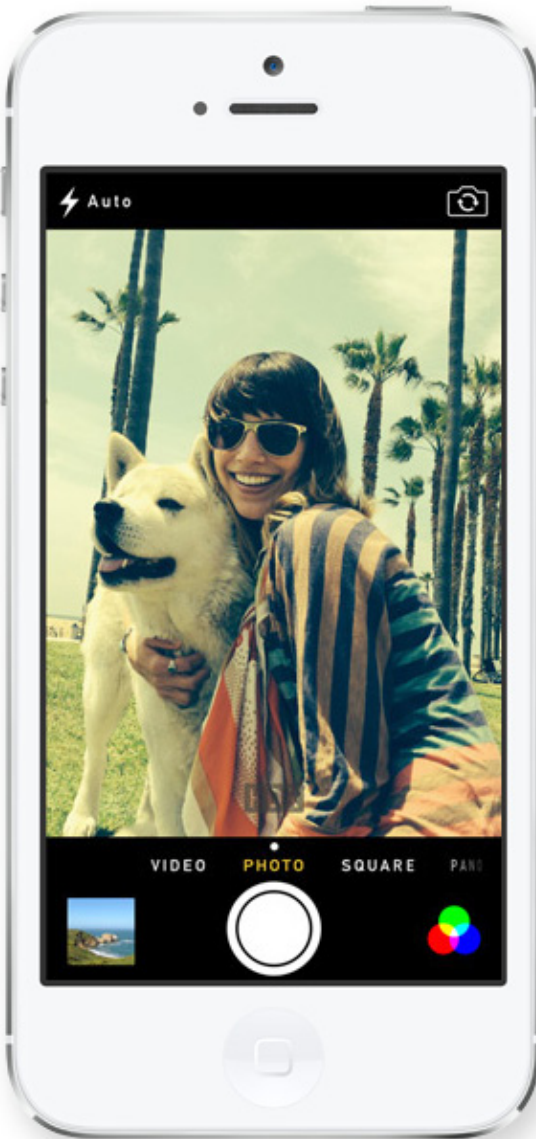
Apple announced the iOS7 on Monday, 10th June 2013 & There's been a lot of talk about iOS' redesign since then. Its Flat & Minimalist. While the entire UI is a refresh and probably be a steep change for an Operating System, OS physics still remain the same, you still slide to unlock, The iconic icon grid still exists and all the UIs work pretty much in the same way.

The aesthetics have changed however, thinner font typefaces look cool & fresh. But is Flat really that good as its being told? Did the old textures really deserve to go out? While the new simplistic approach is new and refreshing to see, iOS has got rid of various fun elements which include a tape deck UI for Podcasts app, the cool paper shredder animation that came with passbook, the wooden texture in iBooks is also set to go, these are a few things which I loved about the old iOS UI & I'll surely miss about in the new simplistic approach of a user interface. While the icons aren't great they aren't really a deal breaker either. Use of translucency in a lot of things means that much of the operating system's feel will depend on the wallpaper that is going to be used by the user and talking of wallpapers iOS 7 adds a new 3D feel to the springboard and allows dynamic wallpapers and Panorama wallpapers too.

iOS7 isn't all about the new look though, there are a lot of new things about that the OS has introduced & a lot others that have been tweaked.

Starting with Control Center, iOS users no longer need to go to the settings app to change bluetooth, WiFi, Do Not disturb settings. Everything's available with a single draggable interface which gives quick access to an array of quick toggle options, music playback, brightness controls torch light and a lot of other things. While Control Center is a neat addition to iOS & many users have always wanted it, I haven't particularly felt much need to use this on my phone, its still good to see the public voice being answered.





Still



Square



Mono



Tonal



Noir



Fade



None



Chrome



Process



Transfer

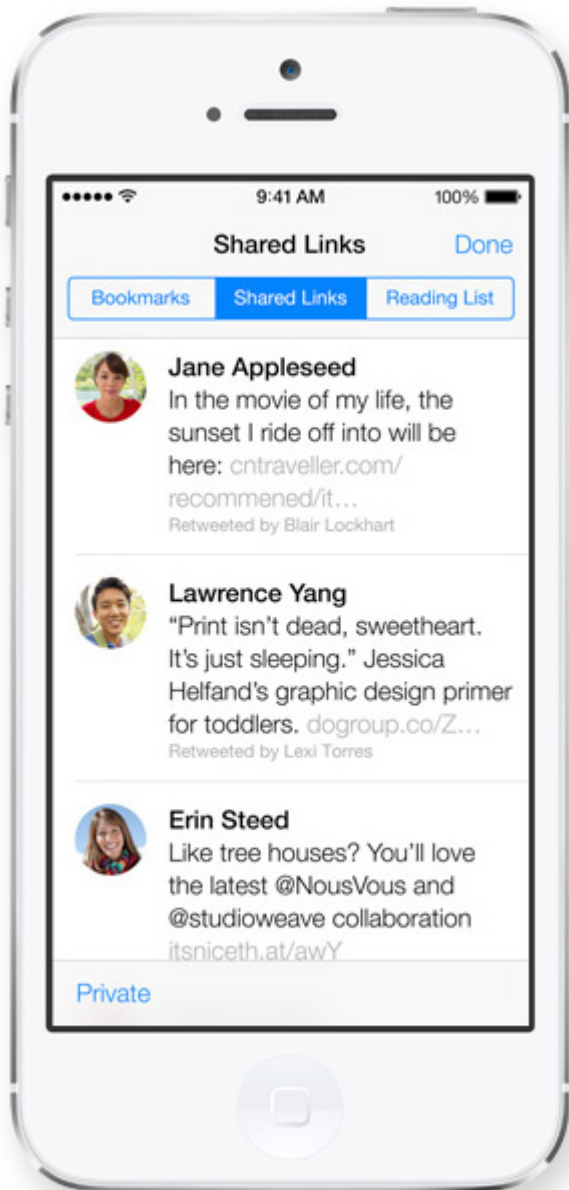


Instant

The New Camera app is wonderful, it gives a whole new array of things for which one would otherwise have to have an app for. For example, instagram like filters & Square pictures. Also the entire new UI for a camera is awesome. Its perhaps the best app in this new look iOS



AirDrop is something to look forward to. It adds a whole new level of sharing options for users and is definitely great for sharing images.



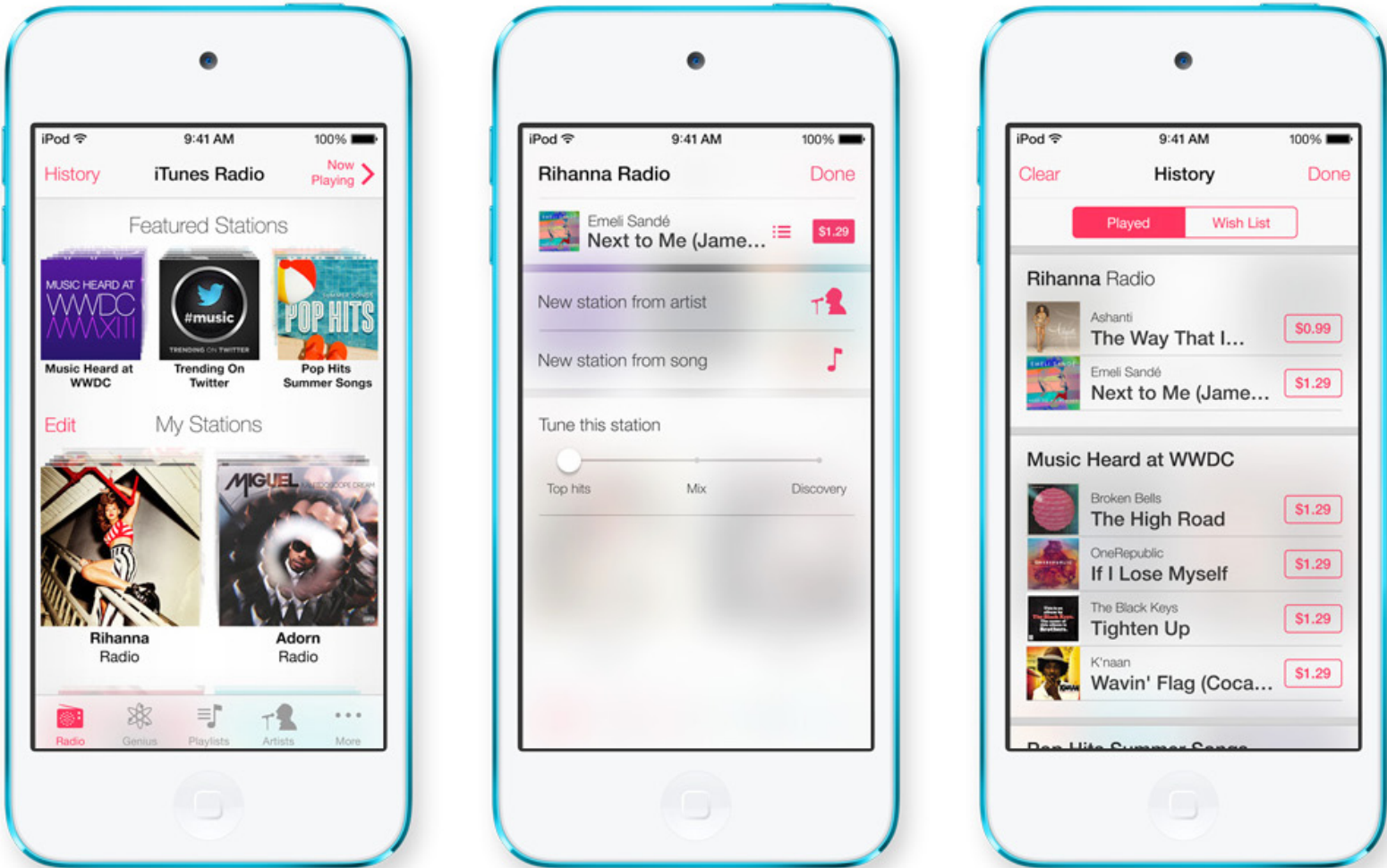
Shared Links

See all the URLs in your Twitter timeline, who posted them and what they had to say about them.

Reading List.

Reading through the articles in your Reading List is quick and easy. Simply scroll seamlessly from one to the next

Shared links, Reading list improvements and Tabbed Browsing improvements to Safari make it much more usable.



iTunes Radio was a much awaited feature and its here for US users & Its going to be fun listening to full tracks wirelessly without having to buy them. iTunes Radio competes with services like Spotify & Pandora in the US and will blow Saavn, Dzingana and others out of the park when it lands in India (though striking a deal with T-Series over here will be tougher than it was for apple to deal with the four major US record labels!)

There are other changes too. The entire iOS has changed a lot. These are just some of the noteworthy new features to iOS. Others are either improvements to past features or gentle tweeks to make the entire UI more consistant with the flat approach.

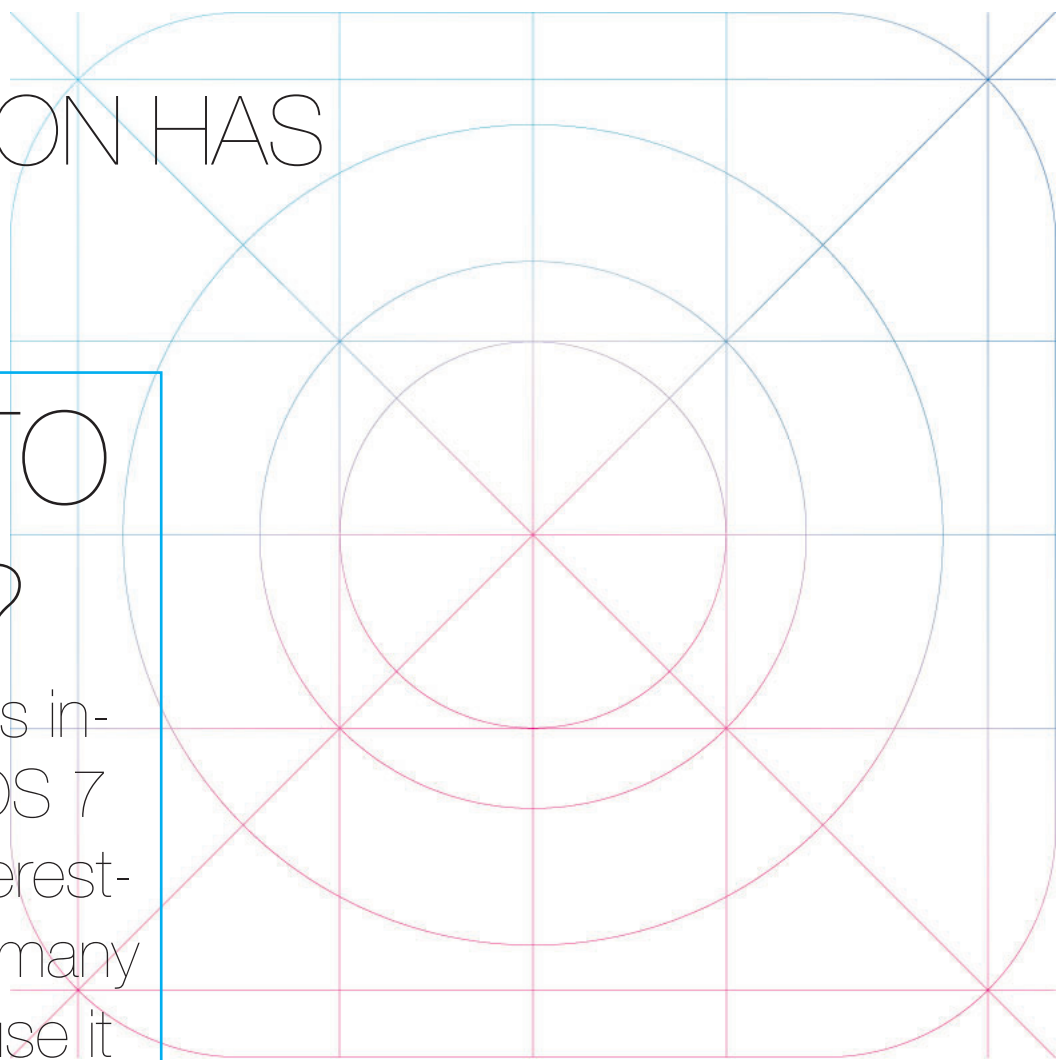
iOS 7 launches this fall. Its Beta version is already available to developers. The curious thing about the keynote however, was that iOS 7 wasn't showcased for iPads at all. While Apple is going to make Beta Versions of the

iOS available to iPad Developers in the coming weeks, implementing a flat UI for iPads is going to be very tricky. Apple will not want to give a lot of blank space to iOS apps, and won't want them to look like giant iPhone apps but at the same time they'll need to incorporate a consistant UI experience over all iOS devices. The challenge is simply daunting from the UI point of view. And will be interesting to see once Apple comes up with iOS7 for iPad.

THE iOS ICON HAS CHANGED

SNAP TO GRID?

A New grid was introduced for iOS 7 icons. It'll be interesting to see how many apps actually use it



iOS6



iOS7

Icons are no more rounded rectangles, they are Squircles (A particular form of Superellipses) And with the thin typography of Helvetica Neue Ultra Light, expect some thin lines in the icon too.

DROIDSHIP

The Curious Case of MOTO X

Vidit Bhargava

Motorola Mobility was bought by google a long time ago. Since then Motorola hasn't really developed a new phone. Their old ones looked clunky and unnecessarily over textured, the phones were good but never really went beyond good. 'Their Android' was always better than the heavily skinned software one gets with the Samsung phones but the build quality never executed confidence that the phone was the best in class. As google rightly put it sometime back, Motorola made good phones but lacked the 'wow' factor.



Months of silence, rumors as to the intention of buying Motorola & a flagship phone that was made by LG was what followed after google acquired Motorola. Things however changed a few months ago when people started getting blurry shots of an upcoming



SHOWING IT TO
THE WORLD

Motorola device. As leaks increased it became apparent that something was cooking!

An Orchestra of leaks!

Google has now made it pretty much official as to what the new phone is. Eric Schmidt carries the phone in his pocket & shows it off to the world. Google issues invites to an event where the people in the background are seen with a MotoX, it's an orchestrated leak of sorts. Blogs like the Verge who've also been the go-to hubs for all the orchestrated hype Google likes creating with its new devices like Google Glass and Nexus devices have also jumped in, scooped out videos.

The fact is, everyone knows what MotoX is going to look like. It's the iPhone 4 effect Google plans to create where everyone knew what the new iPhone looked like but no one

knew what was inside and when the phone was unveiled the inner hardware and software capabilities were what were stressed and not the outer build. The same is with MotoX, everyone knows how it looks like but no one knows what's inside! Google may simply be creating a lot of unnecessary hype regarding a simple high-end Android phone or perhaps it might be something more. We shall know by August 1st.

Reeking with Patriotism!

Everyone seems to understand the importance on home manufacturing that is being stressed by US. It's no wonder that Apple has already started manufacturing small amounts of iMacs in USA and will be manufacturing their new Mac Pros in the USA as well, it's critical for their drive against leaks (after all we know that the biggest cheers





come for apple's un-leaked hardware!) MotoX follows suite. It's a phone made in USA and google is leaving no stone unturned to induce a queer sort of patriotism for this phone, complete with an extremely dramatic ad which emphasizes that the phone was made in USA for & by the people of USA. Patriotism is good, but attaching the same patriotism to a phone maybe outlandish!

Motorola's history of mobile phones (something that we'll assuredly get a glimpse of on 1st August) is quite rich, they invented the mobile phone but couldn't really keep pace with it, became uncool and are still in the same state. For such a company the hype & expectations set by its comeback are too high for them to under perform. The question is how far can they perform? Are we going to see a radical change of thought in the world of phones or is it just going to remain the way an Android phone usually is? Perhaps the bigger question is, Is it going to be a google phone, a google phone made by Motorola or is it just going to be an independent Motorola Phone? The answer to this question may decide the future of Motorola Mobility

NOTES ON SANS SERIF AND SERIF FONTS

Vidit Bhargava

Until recently I wasn't really interested in typography analysis, Myriad Pro was as good for me as Helvetica. Frankly I didn't even know what a serif was! But just a few days ago when I reading a post by Dave Wiskus regarding the design of his new app Vesper, I was fascinated to see just how many fonts they actually went through to choose the 'right' font. I was intrigued!

(You can read about designing Vesper over here: <http://vesperapp.co/blog/how-to-make-a-vesper/>)

The first thing i wanted to know about fonts was The difference between Sans Serif And Serif Fonts. I did a bit of Wikipedia search to find out much more about it. This image explains the basic difference in a serif and Sans Serif font.

AaBbCc

Serif

AaBbCc

Sans Serif

AaBbCc

Serifs in Red

On computer screens serifs tend to be disproportionately be larger and harder to read than in print. Hence the general inclination towards sans serif. Sans Serif is more legible on a computer screen. However in Print, Serifs tend to be more legible and are highly preferred as body text fonts, while sans serifs aren't really good for print reading. Hence, what Helvetica is to computers, Times New Roman is to the printed text!

**Sans Serif Fonts are classified into
four categories**

Grotesque

Ancient Sans Serif

Example: Franklin Gothic

Neo Grotesque

These are Modern Sans Serif Typefaces. The Most commonly
seen Sans Serifs today belong to this category.

Example: Helvetica

Humanist

They are the most Calligraphic of the four types and are
also the most legible of all the sans Serif fonts.

Example: Tahoma

Geometric

These fonts are based on perfect circles and squares.

Example: Futura

Serif Fonts are also classified into four categories

Old Style

These typefaces are so old that they date back to 1465! Old Style serifs are also usually referred to as Humanist fonts. They generally have a diagonal stressing. Example: Adobe Garamond

Baroque

These are transitional typefaces which date somewhere between the old and modern (didone) serif fonts. The differences in thick and thin lines are more pronounced than the old style.

Example: Times New Roman

Didone

These are modern serif typefaces, they have a vertical stressing and are characterized by an extreme contrast in thick and thin lines. Example.: Didot

slab serif

These fonts have little or no difference in thick and thin lines and their serifs are usually as thick as the vertical lines, giving them a bold look. Example: Courier



Vidit Bhargava

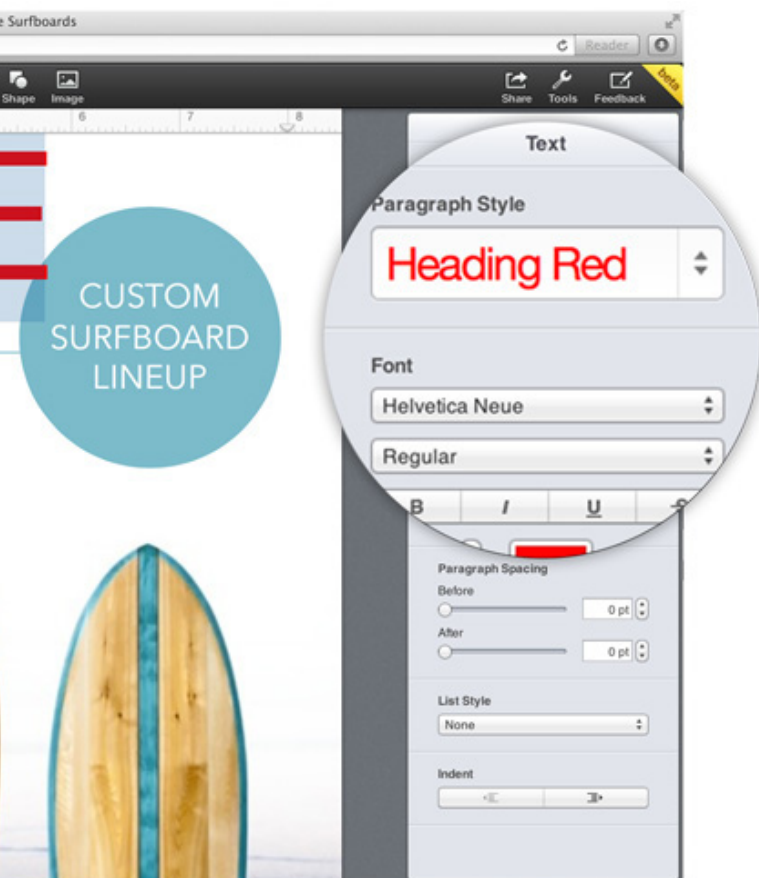
While documents on the cloud & OSX Mountain Lion have been hugely supportive of an ecosystem where I can continue writing this post on my iPad. But iWorks has always lacked an online system which would allow those who don't 'own' an iWork suite to create and edit documents, something on the line of Google Drive & Office 365. On Monday, June 10th 2013, Apple unveiled its online offering of the famed iWorks suite, called iWorks on iCloud which allows iCloud subscribers (owners of an iOS Device post 2009 or Macs that run on OSX Lion or Later) to create, edit and share documents from the iCloud website itself. Currently, in beta the service will roll out later this year.

I had a chance to use to get a hands on the iWorks on iCloud beta. And have penned down a few ideas on it.

Firstly, its probably the first time I am seeing Apple doing some awesome work with a web service. iCloud's website is mediocre at best. But the entire iWorks for iCloud editing suite while still in beta, is fluid & fast. It feels like something completely different from what we are used to seeing on the iCloud website.

iWorks provide quite a few editing options and are really great for basic content creation. The overall premium look and feel of the documents created from this online suite is a whole lot different from what you would see on Google Drive and Office 365.

How does iWork for iCloud fare against the competition? While, its much better than the subscription model for Office 365, its still will have a more restricted user base than Google Drive. Anyone with a google account can use Google Drive and anyone

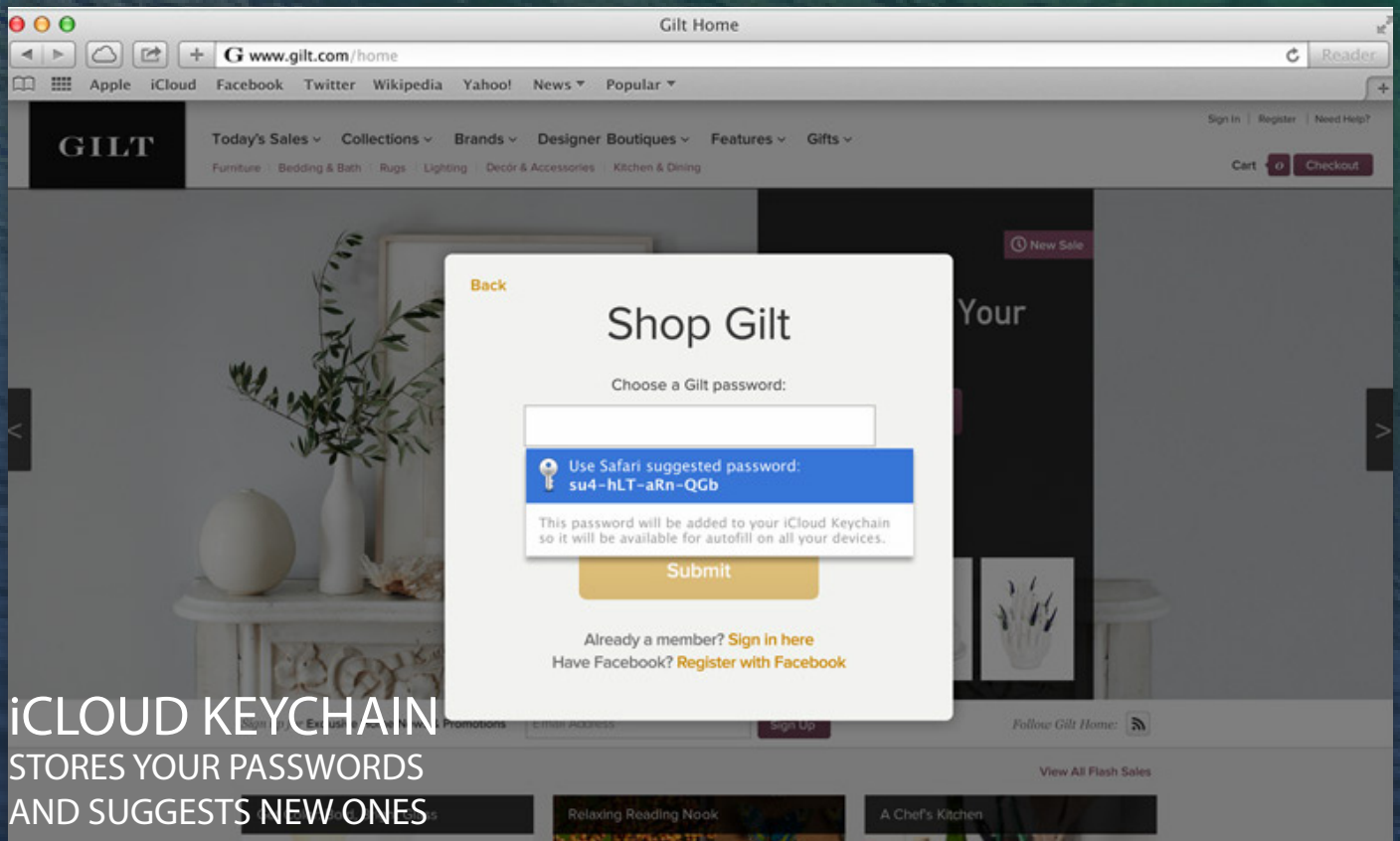


can create a Google account. However, iCloud doesn't work that way. It's an ecosystem based web-service. Anyone on the iCloud Ecosystem can have an iCloud ID, so if you've bought any one Apple device after 2009, you'll be able to join. It's restricted but then again, you are getting some of the most premium services on a Mac for free!

Summing Up, iWork for iCloud has great potential. It's fast & sleek and works almost like the native application. Most importantly it's a blessing for those who work on multiple computers & don't have iWork installed all the time.



OS X MAVERICKS PREVIEW



iCLOUD KEYCHAIN
STORES YOUR PASSWORDS
AND SUGGESTS NEW ONES



OS X MAVERICKS INTRODUCES MULTIPLE DIS-
PLAYS. THE WAY THEY SHOULD ALWAYS HAVE
BEEN! AND THERE'S A LOT TO DO WITH AIRPLAY
AND APPLE TV TOO!

Study

Notes

Q

37 Introduction to Ecology

37.2 The Biology of Place: Biomes and Lands...

Today, 3:20 AM 248

Biomes can be as large as continents, so large that they encompass many degrees of latitude.

The Sahara desert is a large desert biome.

Today, 3:19 AM 248

primarily by geography, climate, and seasonality (variations related to the seasons of the year).

Examples of biomes include rainforests, tundra, deserts, grasslands, marine, and others.

Today, 3:21 AM 250

Tropical forest is found in a belt that extends about 23° north and south of the equator.

Add note...

39 Population Ecology

39.3 Ecology of Space


Today, 3:21 AM 337

The loc... through their... about The

Life on Earth

SECTION 2

The Biology of Place: Biomes and Landscapes



Atmosphere and terrain are as much a part of this scene in a cloud forest in Ecuador as the lush vegetative cover. We must address large-scale natural features to understand large-scale biological settings.

Biological communities that extend across vast areas are called biomes. Biomes can be as large as continents, so large that they encompass many degrees of latitude. The living material that characterizes biomes is shaped

primarily by geography, climate, and seasonality (variations related to the seasons of the year).

The locations of today's major biomes are much the same as when your great-grandparents were born, and they will be

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THE MAPS APP ALLOWS YOU TO SEARCH FOR DIRECTIONS AND SEND THEM TO YOUR iPhone VIA iCloud. A GREAT APP BUT ONLY IF THE MAPS WERE BETTER!



INTERACTIVE NOTIFICATIONS ARE A BIG PLUS

Keynote

File

Edit

Insert

Slide

Format

Arrange

View

Play

Window

Share

Help

Geology

New

Play

View

Guides

Themes

Masters

Text Box

Shapes

Table

Charts

Comment

Mask

Alpha

Group

Ungroup

Front

Back

Stroke

Opacity

Shadow

Slides

1 PLANET

2

3

4

5

6

7

8

OUR EVOLVING

PLANET

Lexi Torres

Surf's up at Mavericks! Are you free?

Meet you there.

Cancel

Mon 9:41 AM

Q

≡

SNAPSHOT
XOLO PLAY T1000

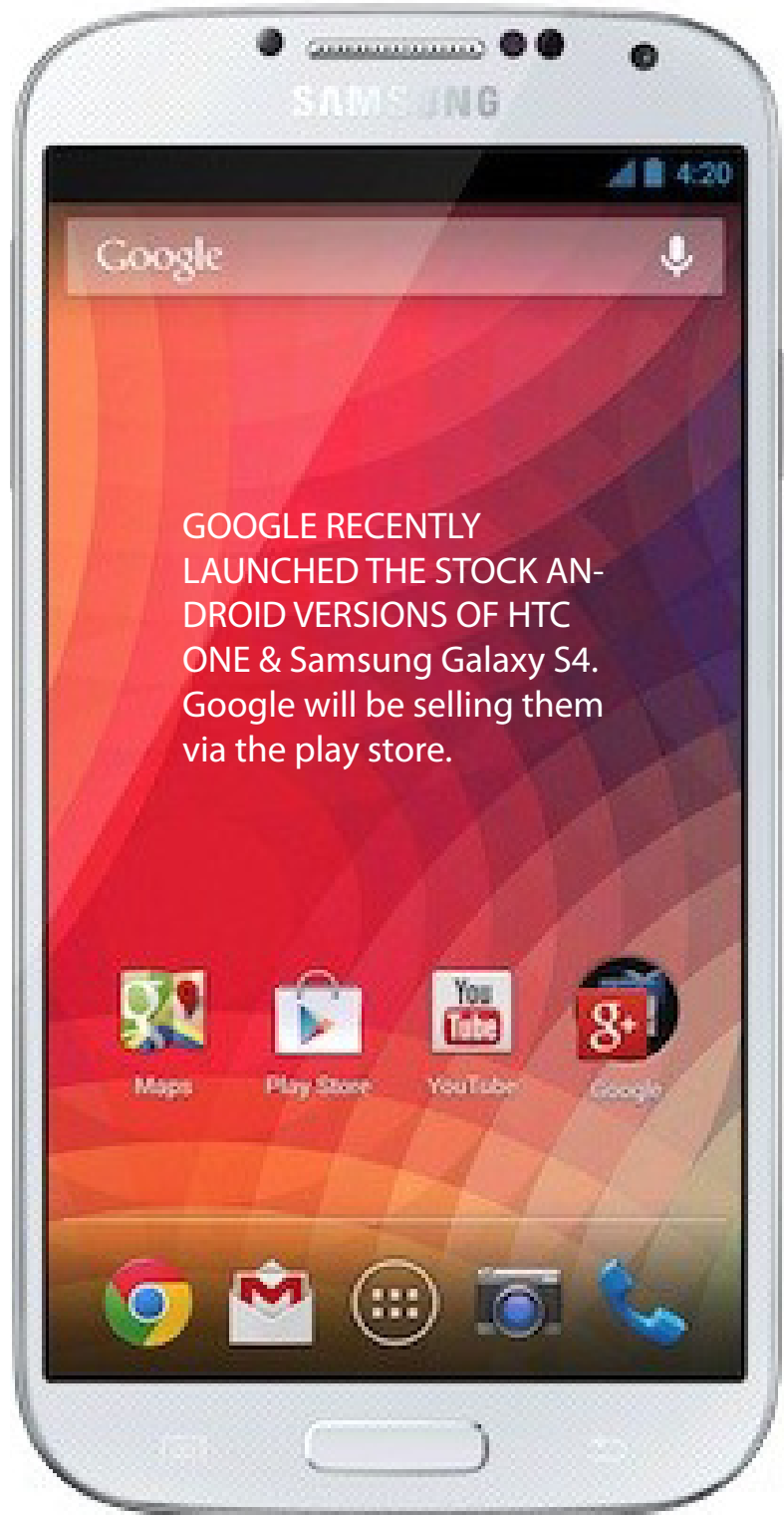
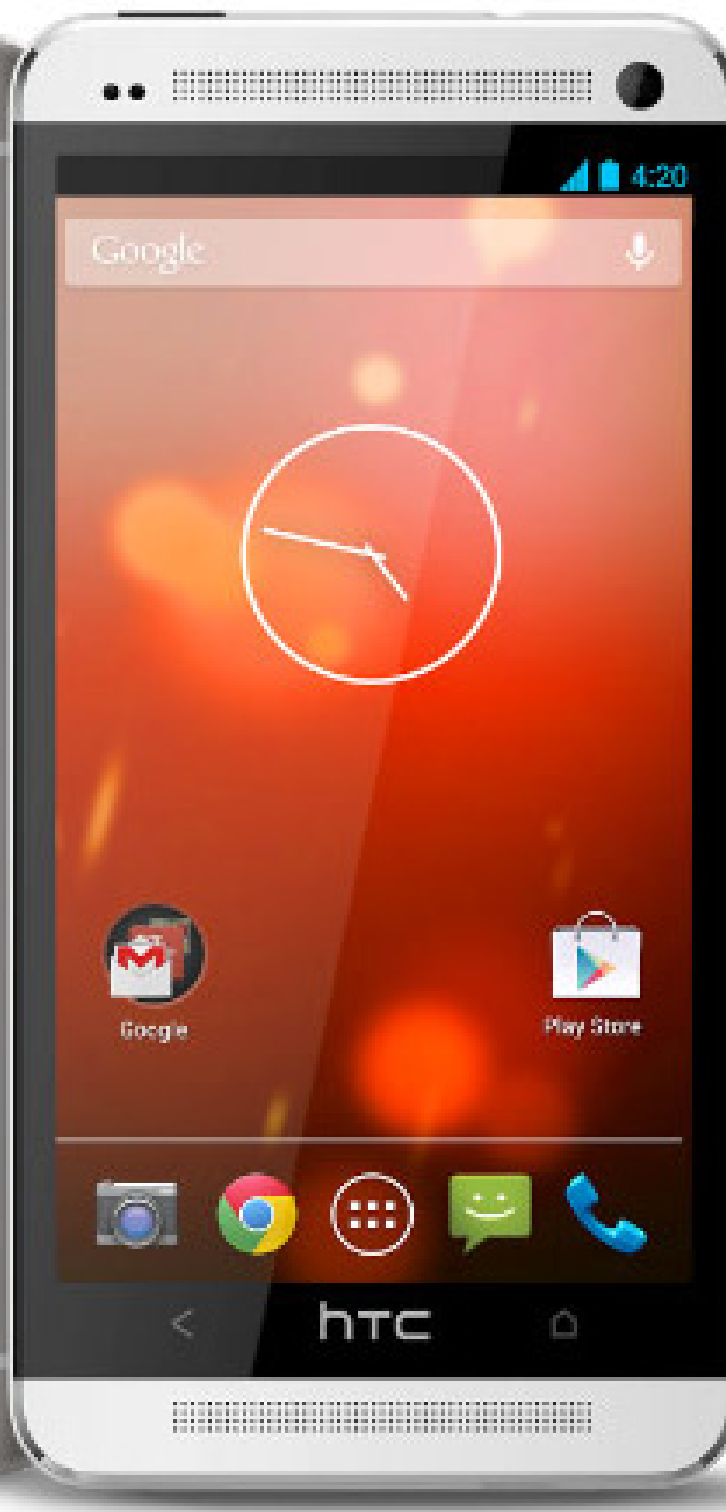


*STOCK ANDROID JELLY
BEAN (4.1.1) + NVID-
IA TEGRA 3. MAKE IT
A GOOD ANDROID
PHONE for Rs.15,999*



*The Phone's Only
Negatives Might
Just be Its Weight
and Build Quality*

SNAPSHOT SHOWING SOME STOCK COLOR!



Cricket Games

Hooking Licences out of the park- BA Cricket 14



Vidit Bhargava

When I first heard about an ambitious cricket game, complete with a Career Mode, Custom Tours, Graphics that match today's games and everything else that the game of cricket has ever missed due to low priorities, it was only a sham that they had no licenses for International Teams. Generic Player Names & Likenesses meant that the game would lack much spark.

But Earlier this year, Big Ant Studios announced 'Cricket Academy'. The master-stroke in a gaming market where cricket games are crawling. With Cricket Academy fans can create Players, Teams, Tours, Tournaments and even Match types.

The Player creator option is so advanced that its literally possible to create any player likeness easily, The editor comes bundled with a wide variety of options which range from the freckles on the player's face to his body shape (Apparently the player's being fat or thin affects his bowling, batting and fielding).

Here's an Example of Brendon McCullum



Players also get their own helmet, pads and gloves (something with which I would generally figure out the players as a kid), The modification options are superb. You can choose the right hue and tint of the blue color on your helmet along with the desired color of the chin guard!

The Academy also allows you to create teams. With teams it becomes easy to create jersey likenesses. With the right selection of presets and colors it becomes easier to create a look alike jersey of the team. Official Licenses can go home!

With an extensive tour and tournament designer the game becomes more playable.

The running online community has ensured buyers of this game that teams, players and their kits will look exactly like they are in the real life when the game arrives. Sure the stock teams and players will be unlicensed but using the Cricket Academy it'll become possible to substitute those players and teams.

Big Ant Cricket 14 is scheduled for a release in Q3 / Q4 2013 and will come out on PC, PS3, XBOX 360. The game's developers are also testing Oculus Rift integration.

MVDIT TECH QUIZ

MVDIT TECH QUIZ

Vidit Bhargava

The 4th Annual MVDIT TECH QUIZ was hosted on 22nd June 2013, whose finals a gruelling battle between 7 top scoring teams in the prelims were conducted on 30th June 2013 Online at Google Hangouts.

MVDIT TECH QUIZ is a one of its kind online tech-quiz which is more than just a trivia check competition, it tests quizzer's ability to deduce answer from the clues given in the question rather than just frantically googling facts. We had an amazing turnout this year and the final results were:

1st: Aditya Salapaka & Saumey Jain
2nd: Saarthak and Saatvik Sachdeva
3rd: Abhijay Gupta and Samarth Wahal

Visit: www.mvdittech-book.com to check the answers to this quiz. to know more about Technology.

Mail us at :
viditb@mvdittech-book.com for your valuable feed-back, questions, suggestions and for getting your answers published.

Congratulations! to the
Winners of MVDIT TECH QUIZ 4



Aditya Salapaka



Saumey Jain