Friday Dec 14, 2007

Wikimedia Commons *featured images* are amazing.

Theocacao

all typing by Scott Stevenson

Theocacao Redesign for Dec 2007 — Dec 14 — 5

A brand new design went up today. I did the initial prototype in about four hours, and spent the next ten days iterating through about thirty versions. I usually just put up whatever I like, but the changes were different enough that I showed it to one person ahead of time, just to check

CocoaHeads Dec 13: Leopard Field Guide — Dec 12 — 0

Thursday (tomorrow) night at *CocoaHeads* Silicon Valley, Joar Wingfors and I will be teaming up to talk about real-world techniques for Mac OS X development in Leopard. Joar will focus on tuning memory usage using the *Instruments* developer tool, and I'll be talking on a broader scale about using Xcode, Interface Builder and new API to build a modern Mac OS X app

Late Night Cocoa: Episode 24 — Dec 06 — 4

I was asked to return to *Late Night Cocoa* for *Episode 24*, to discuss what's new in Cocoa for Leopard. This is a big topic and there's no way to talk about everything, but I think there are some topics in there that haven't seen much coverage elsewhere

CoreAnimation Sample Code: ArtGallery 1.0.1 — Dec 02 — 13

There have been improvements since the *first version of ArtGallery*. Most notably, there's an example of using a Core Image transition in CoreAnimation, as well as some sound effects

CoreAnimation Sample Code: ArtGallery — Nov 29 — 13

ArtGallery is a simple Cocoa application which uses CoreAnimation layers for layout and display of images. The design is a single custom view which is backed by a single root layer. Additional layers are added to the root layer for navigation, images, text, and so on (*Update: 1.0a*)

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