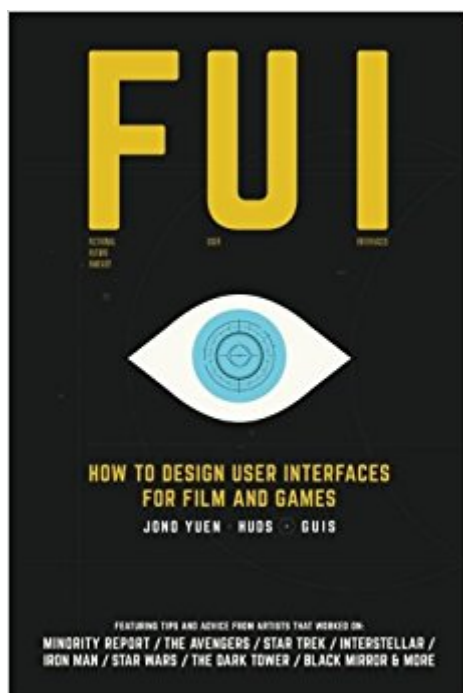


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FUI: How To Design User Interfaces For Film And Games: Featuring Tips And Advice From Artists That Worked On: Minority Report, The Avengers, Star ... Wars, The Dark Tower, Black Mirror And More



Synopsis

Want to know how to get a job designing UI for films or games? Not sure how to get started? We've got the answers to these and many more questions in our guide to launching a career in FUI. Jono gathers the most prolific artists in the industry to help answer some of the most common questions such as: What does the FUI process look like? What tools do FUI designers use? How do you get a job designing FUI? How do I get started? If you've ever considered designing user interfaces for film or games, then this guide is for you. **ALSO INCLUDES** Approaching an interface checklist Assessing an interface checklist Pro tips from our contributing artists **CONTRIBUTING ARTISTS** Alan Torres (Captain America: Civil War, Avengers: Age of Ultron, Furious 7, Guardians of the Galaxy) Ash Thorp (Ghost in the Shell, Call of Duty: Infinite Warfare, 007: Spectre, Total Recall, Prometheus, Robocop) Chris Kieffer (Westworld, Passengers, Interstellar, G.I. Joe: Retaliation, Deep Water Horizon)) Corey Brammell (TMNT: Out of the Shadows, Ant-Man, 5th Wave, Transformers: Age of Extinction) Davison Carvalho (Star Wars: The Force Awakens, Doctor Strange, Captain America: Civil War, Mortal Kombat X) Gemma Kingsley (Black Mirror, The Conjuring 2, London Has Fallen) Jayse Hansen (Spider-Man Homecoming, Guardians 2, Star Wars: The Force Awakens, The Avengers 1&2, Iron Man 3) Jérémie Benhamou (Call of Duty: Advanced Warfare, Dead Space 2&3, Assassins Creed: Unity, Rainbow Six: Siege) John LePore (Batman V Superman: Dawn of Justice, Captain America: Civil War, Iron Man 2, The Avengers) Jorge Almeida (Minority Report, Star Trek Into Darkness, The Dark Knight Rises, Microsoft Future Vision 2015) Ryan Rafferty Phelan (Avengers Age of Ultron, Mission Impossible V, Agent 47, Guardians of the Galaxy)

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Jono Yuen is an award winning designer, illustrator, creative director and accidental writer who has been in the digital creative industry for over 10+ years. Formerly Head of Art at Tribal DDB Worldwide (Australia) for over 6 of those years. Specialising in creating intelligent and enjoyable digital experiences, his work has been recognised globally with numerous accolades and awards across brands in various business sectors. His work has been exhibited locally and internationally, most recently in London, Rijeka, Tokyo and Time Square, New York, as well as being published in various publications around the world. Jono is also the founder of Future User Interface design community HUDS+GUIs, where he helps bring awareness to the best work in the field and the artists behind them. He speaks on the topics of Future User Interfaces, digital experience design and design mentoring. He now focuses his energy on helping young designers reach their goals, with projects like HUDS+GUIs and some new projects currently in the works!

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