GRAPHIC VIEWS

Imagine... Create...

One Vote

Candidate's space

Manager's space

☰   Accueil

O'COMPTOIR GOURMAND

ÉVÉNEMENTS

PLAT DU JOUR

RÉSERVATION

NOTRE CARTE

NOTRE ARDOISE

NOS ENTRÉES

NOS POISSONS

NOS WOKS

NOS VIANDES

NOS DESSERTS

≡ Accueil

Le 19 septembre 2019
Château Saint-Victor

Toujours plus grand. Toujours plus fort.

GO19 | **Tout sur la soirée** (infos pratiques)

Nos partenaires

Les startups

GO 18, GO 17, GO 16, … revivez les en vidéos
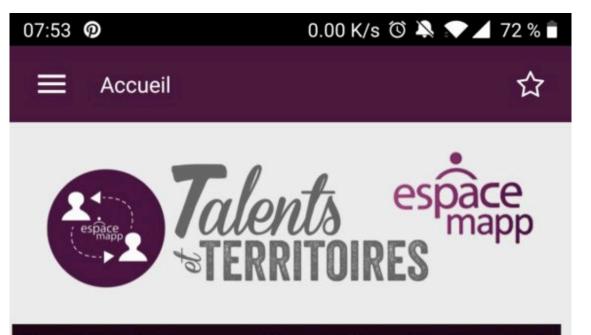
Contact

Des Talents ? Etes vous référencé ? Une offre de service ? Un conseil ? Start-up? Pourquoi pas moi ? Du Mentoring? Gratuit? Salarié ou consultant ? Dans toute la Région ? Combien de missions? Combien de Talents? Des missions?

T&T - les chiffres

Un dispositif innovant

Talents et Territoires, une approche agile du mentoring au bénéfice des start-ups et PME du Territoire porté par Espace Mapp, association des Grands Groupes du Territoire

En savoir plus

Les Start-ups et PME référencées

Elles ont intégré la communauté des entreprises Talents & Territoires

Présentation

[Graphic views](#)

Graphic views

Imagine... Create...

With graphic views, there are no more design limits. Start from a blank screen and then put in place each of your elements. It is possible to build the whole Application only with graphic views. Two steps are necessary :

- The construction of the graphical view (the whole of its contents)
- Its implementation in the application

The templates

Every old, current and future smartphone has a specific pixel resolution. For example, here are the resolutions of some smartphones :

- Iphone 6: 750 x 1334 pixels with 326 pixels per inch (375×667)
- Iphone X: 1,125 x 2,436 pixels at 458 dpi (375×812)
- Samsung Galaxy S8+: 1440 x 2960 pixels with 531 dpi (480×987)
- Google Pixel: 1080 x 1920 pixels with 441 dpi (360×640)

The Width to Height ratio is therefore different for each smartphone.

Here is a document that shows all the resolutions of IOS smartphones up to the iphone Xs max : [Dimensions-iphone](#)

To build a graphical view, you have to work on at least one template. A template represents a work area whose dimensions are in pixels. All smartphones will best fit the selected template. It is very simple to duplicate a template that has another resolution in order to best adapt the desired result. The choice of the best adapted template will be made automatically when the smartphone launches the application.

4 basic elements

There are 4 basic elements that can be used to build your application :

- Generic area : most often used
- Video area
- Content preview area (existing content of a field for example)
- Carrousel area

Let your imagination run wild... welcome to the graphic views !