

GRAPHIC VIEWS

Imagine... Create...



One Vote



Candidate's space



Manager's space



O'COMPTOIR GOURMAND



ÉVÈNEMENTS



PLAT DU JOUR



RÉSERVATION

NOTRE CARTE



NOTRE ARDOISE



NOS ENTRÉES



NOS POISSONS



NOS WOKS



NOS VIANDES



NOS DÉSSERTS



Le 19 septembre 2019

Château Saint-Victor

Toujours plus grand. Toujours plus fort.



Tout sur la soirée
(infos pratiques)



Nos partenaires



Les startups



GO 18, GO 17, GO 16, ...
revivez les en vidéos



Contact





Talents
et **TERRITOIRES**

espace
mapp

*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

- > Creation and templates
- > The 4 input fields
 - > Generic Zone
 - > Video zone
 - > Content preview zone
 - > Carrousel Zone

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 !