

# From UI Design to Embedded Device – faster



## Crank Software – Storyboard Suite Product Overview



**Storyboard Suite enables UI Designers and Engineers to do what they each do best, with one suite of tools – in parallel.**

What if you could decouple the roles of the UI designer and embedded system engineer, allowing them to focus on their core competencies? What if they could complete their work in parallel? And, what if this better approach to product development delivered the envisioned user experience without compromise?

Storyboard™ Suite was created with UI designers in mind, providing them the ability to easily drag-and-drop their graphics and artwork without having to worry about programming, while the engineers work in parallel on the system level coding without having to focus on design. Storyboard simplifies the design process, saves valuable time, and leverages the core skills of each valued member of the team.

### Storyboard Suite

A suite of optimized UI development solutions for creating high-quality, richly interactive graphical displays for automotive, medical, industrial, and consumer embedded applications.

### Storyboard Designer

Enables UI designers to leverage their core expertise to easily prototype the look and feel of a UI, run simulations of the interface to validate the design, and then move the prototype directly to an embedded device for deployment.

### Storyboard Engine

The runtime component of the suite, Storyboard Engine drives the content developed in Designer on a variety of embedded devices.

1

Import graphical assets from any popular format. Develop event and display behaviors—full UI simulation

2

Final UI runs on target hardware utilizing the Storyboard Embedded Engine

3

Get to here faster





## Storyboard Designer

Storyboard Designer enables UI designers to easily prototype the look and feel of a product and then deploy the prototype to an embedded target. Designers maintain full control over the UI without having to perform a hand off to an engineer for implementation.

- Designed for rapid, collaborative team development—parallel design, test, and development efforts
- Directly import/update content from Adobe® Photoshop®
- Import/update from popular formats (psd, jpeg, png, nine-patch)
- Embedded interface simulator for rapid interactive simulation
- Interactive UI design provides immediate design feedback
- Timeline-based animation editor and animation preview
- Lua scripting engine for application glue logic
- Fully integrated scripting engine debugger
- Collaboration with graphical model compare
- Hosted development on Windows, Mac OS X and Linux
- Multi-language support for translation
- Memory footprint optimization tools

## Storyboard Suite provides an innovative and intuitive toolkit for designing a sophisticated GUI experience

- OS-agnostic Embedded Engine supports any hardware the OS supports
- Embedded Engine provides debugging, traceability, and performance metrics
- Embedded Engine is written in C and source code access is possible for profiling, optimization, testing, and validation
- Scalable through plugin architecture and can be customized for the requirements of your environment
- Memory requirements scale to your needs. Expect about 200-500K depending on the profile plus the sum of all of the graphical assets on the current displayed screen. Minimizes impact on bill of materials (BOM).
- Clean design, clean architecture, and drag-and-drop functionality
- Leverages the Eclipse™ development environment



## Storyboard Engine

Storyboard Engine is the runtime component that delivers the content developed in Designer to embedded devices. The engine is architected exclusively to address the unique challenges of bringing a rich UI to resource-limited embedded devices. The plug-in architecture makes it easy to scale across product lines from simple displays to animated and interactive experiences. It enables you to use one UI solution across all of your products independent of the hardware and OS used on the device.

- Animated screen transitions
- Small footprint minimizes impact on performance
- Portable across hardware architectures and OSs
- Utilizes hardware acceleration where available
- Plug-in architecture allows feature scalability & customization
- MVC design pattern with a flexible external communication API
- Custom gesture support
- WebKit & HTML rendering integration



### Contact Crank Software

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