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Software modelling and design

Simulation software can add some welcome velocity to your application development efforts, but it's not a bandage you can just stick onto the problem. You'll also need to lay some groundwork with your people and examine internal processes—you won't see the results you want. Here are some tips from early adopters:>>Shift your culture. Tools alone won't fix a broken design process. Citibank had to start by rethinking its requirements definition process and leading a culture change to make sure business analysts designed with the software user's needs in mind. >>Train your analysts. Prepare to invest time and money in order to get the tool in place. BMO Financial Group knew that if it didn't train its analysts thoroughly in using simulation tools, they would not be able to effectively interpret the results with customers. "It's not the tool which will solve the problem, it's the process, and the quality of the people, their skill set," says Jesse Hanspal, BMO's director of development technology services. >>Establish a performance baseline. Develop metrics to show how your software development process worked before you started using the simulation tools. If you don't have a measurement in place detailing your performance now, you won't be able to measure genuine improvement. Copyright © 2007 IDC Communications, Inc. There was a time, not too long ago, when the difference between 3D modellers' skill levels could be determined by looking at the wireframe model of their masterpieces to see how well the models' topology flowed into each segment - how they had used edge weights and so on. But thanks to MeshFusion those days are over, because this handy program allows the creation of complex shapes through an advanced boolean process, which generates clean topology on the fly.The issue with booleans is that although they are initially quick to make, they can drag a system down, especially if they are kept live in the early prototyping stages of projects, and they also have a tendency to create ugly meshes.However, the way boolean processes in MeshFusion have been integrated into Modo is revelatory. As well as the straightforward option of dragging and dropping meshes from the Item list, Modo has three new viewport configurations that come with MeshFusion, so resulting objects can be viewed as a 3D tree, as a schematic or via the Fusion Strip view.The way boolean processes in MeshFusion have been integrated into Modo is revelatoryUsing the MeshFusion tree view feels like modelling in the future. By shift-clicking on any object in the tree view and dragging it to one of three coloured points on the tree for union, intersection or subtraction design iterations are easy (and joyous) to implement. Boundaries between objects are easy to control as well, allowing tightening and smoothing to get everything just right."The days of ugly 3D meshes is over, thanks to MeshFusion," says Griggs Mesh creationMeshFusion comes with a library of objects, but any subdivided model will do, as long as it's quad-based and has enough polygons for MeshFusion to 'bite' on.The fact that all of this marvellous mesh creation happens in what was already one of the market's leading modellers means that the entire Modo modelling workflow can be thrown at the MeshFusion creation process, and when complete, the MeshFusion object can be frozen to create UVs or moved up the pipeline for retopology if animation is required, as well as used for 3D printing.If you're a Modo user it's a near-essential purchase. If you're not a Modo user, MeshFusion is an excellent reason to become one.Words: Mike GriggsMike is a concept 3D, VFX and motion graphics artist working across TV, exhibition and digital design. This article originally appeared in 3D World magazine issue 180 - on sale now! Like this? Read these! Creating a website is a great way to promote a business or start a personal brand, but making something that looks professional for cheap can be difficult. There are templates online that can help guide you through web design and blog formats while keeping a website looking simple and clean. However, for those wanting to start from scratch, web design can be trickier. You can hire a web designer to create something unique but, depending on how complicated you want it to be, that could cost quite a bit of money. Instead, you can download free software, which will hold your hand through the various steps of programming, or sit back and let you do your thing. CoffeeCup Free HTML Editor Best for: Beginners who prefer to work from templates Because this is the free version of the original software, which will run you \$79, it doesn't have all the features that come with the full version. That being said, it still has enough tools to build a fully functioning site. It includes a Help feature which can walk a beginner through set up and design, and it includes templates that you can tweak if you're wary of programming. You can easily turn off this help function if you already feel comfortable with your web design coding talents. Komodo Edit Best for: Beginners and those needing bilingual websites Komodo Edit, which is part of the Active State suite, is great for basic HTML and CSS work. Though it doesn't have as many features as CoffeeCup, it is a great way for beginners to play around with some more interesting coding tricks. One of Komodo's best features is its simple method for adding different languages and special characters. This is a great fit for a bilingual company or anyone trying to expand their reach around the world. PageBreeze Best for: Basic needs and those with little to no programming experience PageBreeze is utilitarian by nature; it's the most basic of the basic, but it will get the job done. This is for those who want a simple but professional page. PageBreeze walks the user through every step, so even someone with no knowledge of programming can use it with ease. The only catch is that it's only compatible with Windows, and Internet Explorer must be installed. Bluefish Best for: Improving existing pages Bluefish is one of the most complete offerings on this list. Some of its many features include autocomplete, in line spell-check, and full screen editing. It also easily allows you to add graphs, charts, and video to a page. Alleycode Best for: Seeing changes in real-time and SEO improvements One of the coolest things in Alleycode is Synchronview, which allows you to see changes you make in real time. Another unique feature is its focus on Search Engine Optimization. Alleycode provides you site rankings and gives suggestions on how to improve your site's meta data, which could increase its visibility to search engines. Brackets Best for: Real-time edits and those who like a clean work space Brackets keeps desktop clutter to a minimum by getting rid of large tool boxes and multiple windows. Like Alleycode, changes are made to the page immediately without having to save or refresh every time. This makes it easier to see results quickly. OpenBEXI Best for: Those with absolutely no programming experience OpenBEXI makes web design as easy as it possibly could be. All the user has to do is drag and drop pictures, graphs, and text. It can be hard to format items once they are on the page, but if your needs include quick site design, OpenBEXI is just what you need. BlueGriffon Best for: Dedicated Firefox users BlueGriffon boasts that it is "powered by Gecko, the rendering engine on Firefox," so pages made with this software won't be altered if opened in Mozilla's browser. Whether that means anything to you is another matter. Nevertheless, BlueGriffon is a solid pick if you need web design software. BlueGriffon offers an extensive help feature, but it often leads you back to their homepage, which can get frustrating. Editors' Recommendations Best Free Software Programs Knowing how to code is only part of the skills needed to become a professional software developer. This course, part of the CS Essentials for Software Development Professional Certificate program, will take your skills to the next level by teaching you how to write "good" software that appropriately represents and organizes data, is easy to maintain, and is of high quality. As the purpose of most computer programs is to manipulate data, sometimes large quantities of it, the manner in which programs represent and organize data can have an enormous effect on the simplicity and efficiency of the code. In this course, you will learn about important core data structures such as arrays, lists, stacks, queues, sets, maps, trees, and graphs, and learn how to evaluate them and reason about their behavior and efficiency. Most importantly, you will learn how to determine which data structure is the most appropriate for solving the problem at hand, and see how to use the implementations that are part of the Java library. However, choosing the right data structure is only part of the challenge of developing high quality software: you must also consider the design of the classes that use those data structures. You will learn about software design principles such as modularity, functional independence, and abstraction, and apply those concepts toward writing programs that are easy to understand, easy to modify, and easy to test. Although it is important to know how to write high quality code, professional software developers often spend a majority of their time maintaining existing code. You will also learn about software refactoring techniques for improving the design of existing code, and see how to improve code efficiency. This course will use Java but the concepts you learn can be applied to almost all modern programming languages. Efficient means of storing and retrieving data in a Java program How to identify the data structure that best represents the problem at hand Use of the inbuilt Java data structures Assess and improve the quality of software design with respect to object-oriented principles Convert a set of requirements into a high-quality software design How to write efficient code that is easy to read, understand, and modify Week 1: Core Data Structures Week 2: Advanced Data Structures Week 3: Software Design Week 4: Implementing and Improving Software The core of Business Model Design lies in skills and leadership of the entrepreneurial manager. It requires a disciplined approach to seeking opportunities, as well as gathering and aligning resources to achieve important goals. In this course, students will strengthen two important skills: intuition and visual thinking, while applying quantitative methods learned in other courses, such as Finance, Economics and Financial Intelligence. The focus of this course is on four pillars: 1. Observation as a key element to discover business patterns. 2. The organization of complexity, the art of synthesis using visual thinking, mapping and system design. 3. The concept of white space as "potential activities not defined or mentioned in the current business model". 4. Storytelling and establishing contact. Observation is a key aspect of discovering business patterns. Students will learn, through different cases and methodologies - some already seen - how to identify key elements of a business model. This includes the nature of an integrated business company in which we define the Business Model. What would be different if managers thought like designers? Although many business people appreciate the power of design, a formal process for practicing it has been elusive - until now. In this course, the goal is to find a way to organize complexity, the art of synthesis using visual thinking, mapping, and system design, to connect elements as diverse as ideas, resources, transactions, values, and networks. According to Mark Johnson, the blank space refers to "potential activities not defined or mentioned in the company's current business model; that is, the opportunities that exist outside its core and beyond its adjacencies; that require a different business model to be able to take advantage of them." An important component of Business Model Design and Innovation is Storytelling and establishing contact. Using technology to connect with the audience is key. As part of the deliverables to be rated, entrepreneurial leaders should know about social media and technology-driven content, concentrating both on modeling how to use these technologies to connect and communicate with others, and how to achieve passion through networks. In today's interconnected world, online education has exploded with engaging learning experiences infused with interactive digital tools, digital media, and collaborative projects designed to engage dispersed learners. These highly engaging and effective courses are not created by chance - they are created by instructional designers using a careful and systematic design process. In this education and teacher training course, part of the Instructional Design and Technology MicroMasters Program we will look at the history and evolution of online learning. You will explore traditional instructional design models and the progression of the learning design approach to creating online learning experiences. During the instructional design process, it's important to collaborate and work with the many stakeholders involved in the planning and design, especially subject matter experts. You will explore curriculum design, collaboration and questioning techniques to create shared understandings as you develop your outline of an online course. This course is part of the Instructional Design and Technology MicroMaster's program from UMGC. Upon completion of the program and receipt of the verified MicroMaster's certificate, learners may then transition into the full UMGC Master's Program in Learning Design and Technology. See the MicroMasters program page for more information.Institutions: UMGCU.S.MXSubject: Education & Teacher TrainingLevel: IntermediatePrerequisites: Basic experience in word processing and G Suite. A background in teaching, education, or professional development would be helpful but not required. How to applyInstructional design models to develop online learning experiences How to collaborate with a subject matter expert How to create a design document to guide the online course development process Module 1: Learning Evolution Module 2: ADDIE Design Model Module 3: Dick and Carey Design Model Module 4: Understanding by Design Module 5: Rapid eLearning Design Module 6: Instructional Systems Development Module 7: Learning Objectives Module 8: Adaptive LearningHow long does a student have to apply to and complete the full UMGC degree? To ensure that your program remains relevant and up-to-date, UMGC sets time limits for completing a program. Students have five (5) consecutive years from the start of the graduate degree to complete their degree. For students who start with a MicroMasters, their "time clock" begins on the date that they complete their last course in the MicroMasters program and receive their Verified Certificate. This means that students should apply to UMGC promptly to begin the degree and have as much time as possible to complete it.Unfortunately, learners residing in one or more of the following countries or regions will not be able to register for this course: Iran, Cuba and the Crimea region of Ukraine. While edX has sought licenses from the U.S. Office of Foreign Assets Control (OFAC) to offer our courses to learners in these countries and regions, the licenses we have received are not broad enough to allow us to offer this course in all locations. edX truly regrets that U.S. sanctions prevent us from offering all of our courses to everyone, no matter where they live.

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