

浅谈前端交互的基础设施的建设

winter

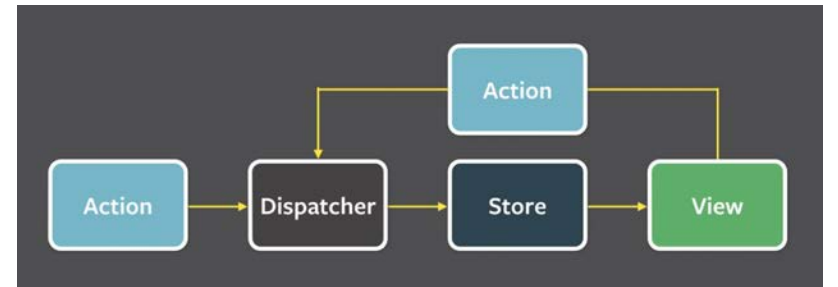
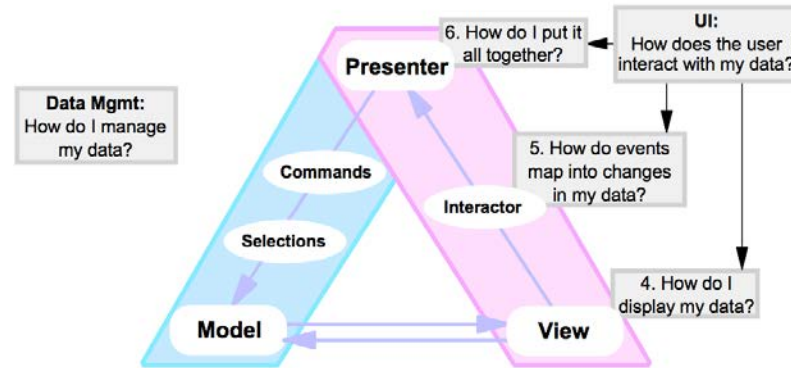
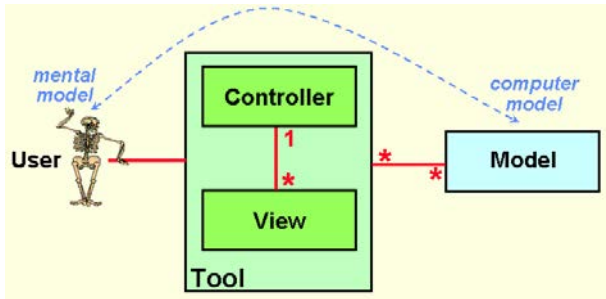
UI架构的演变

MVC(1970s)

MVP(1990s)

MVVM(2005)

FLUX(2014) REDUX(2015)



用户的界面也在同时发展

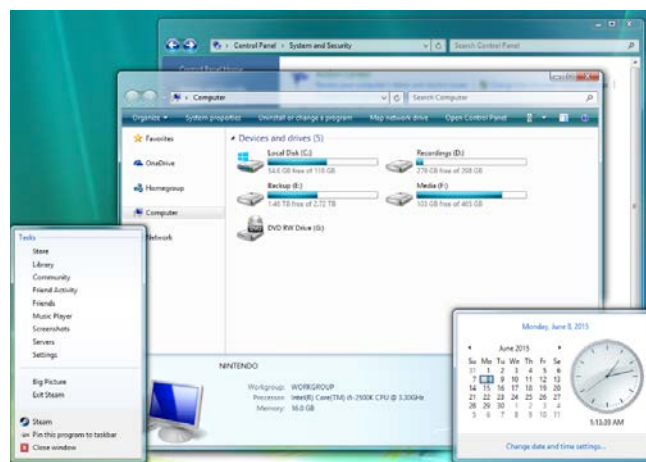
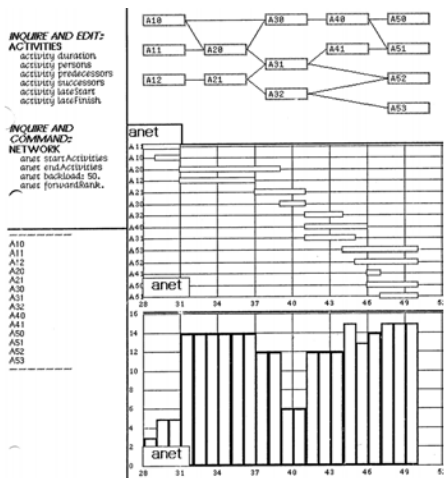
MVC(1970s)

MVP(1990s)

MVVM(2005)

FLUX(2014)

REDUX(2015)



视图的职责在演变

MVC(1970s)

MVP(1990s)

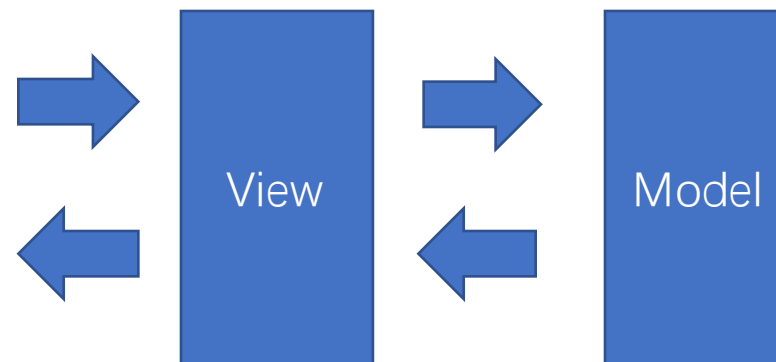
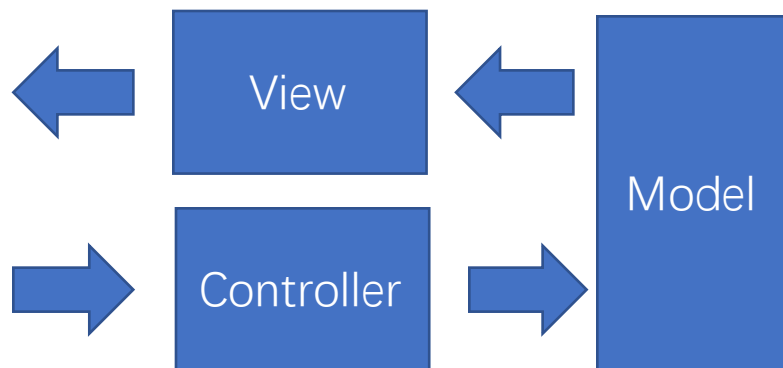
MVVM(2005)

FLUX(2014) REDUX(2015)



A view should never know about user input, such as mouse operations and keystrokes.

—— Trygve Reenskaug, December 1979



计算机的功能也在演变

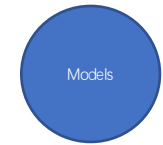
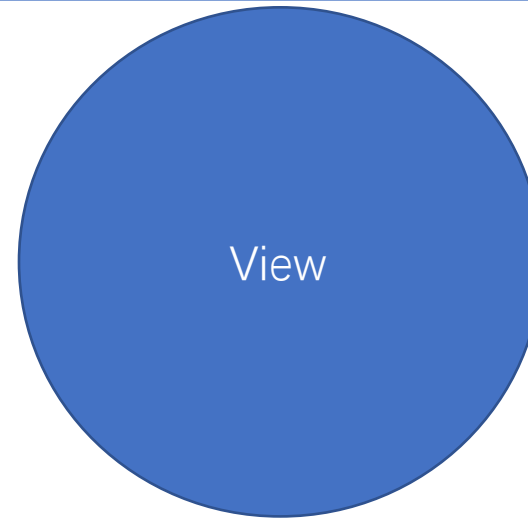
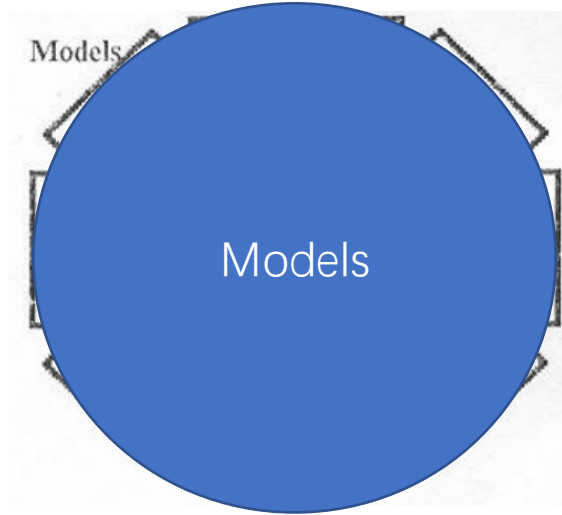
MVC(1970s)

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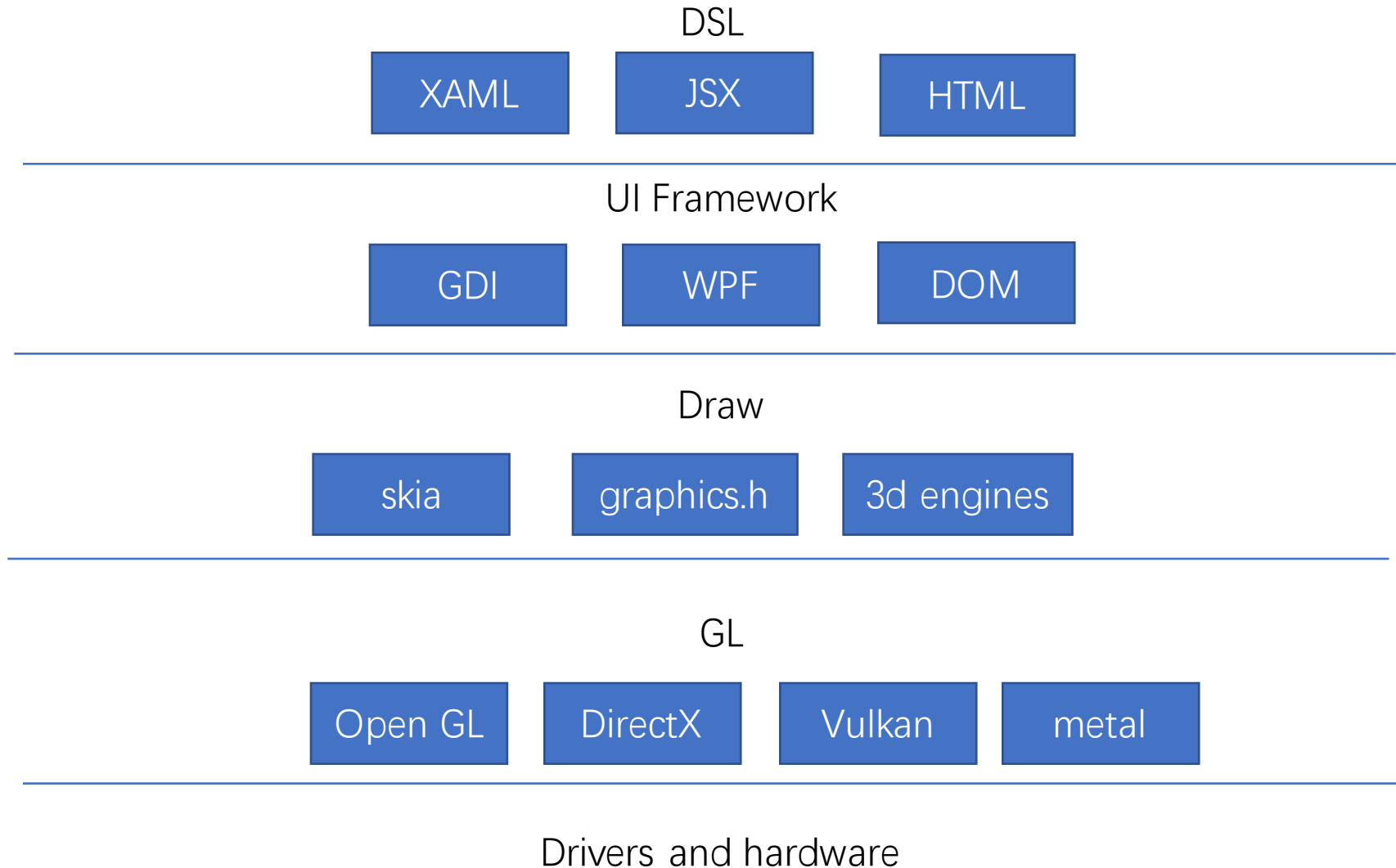
Internet



1970s: Computer is used to computing

2018: Computer is used to access network

视图技术变得越来越复杂



淘宝终端技术

Components

Taobao Components

UI DSL

Vue

Rax

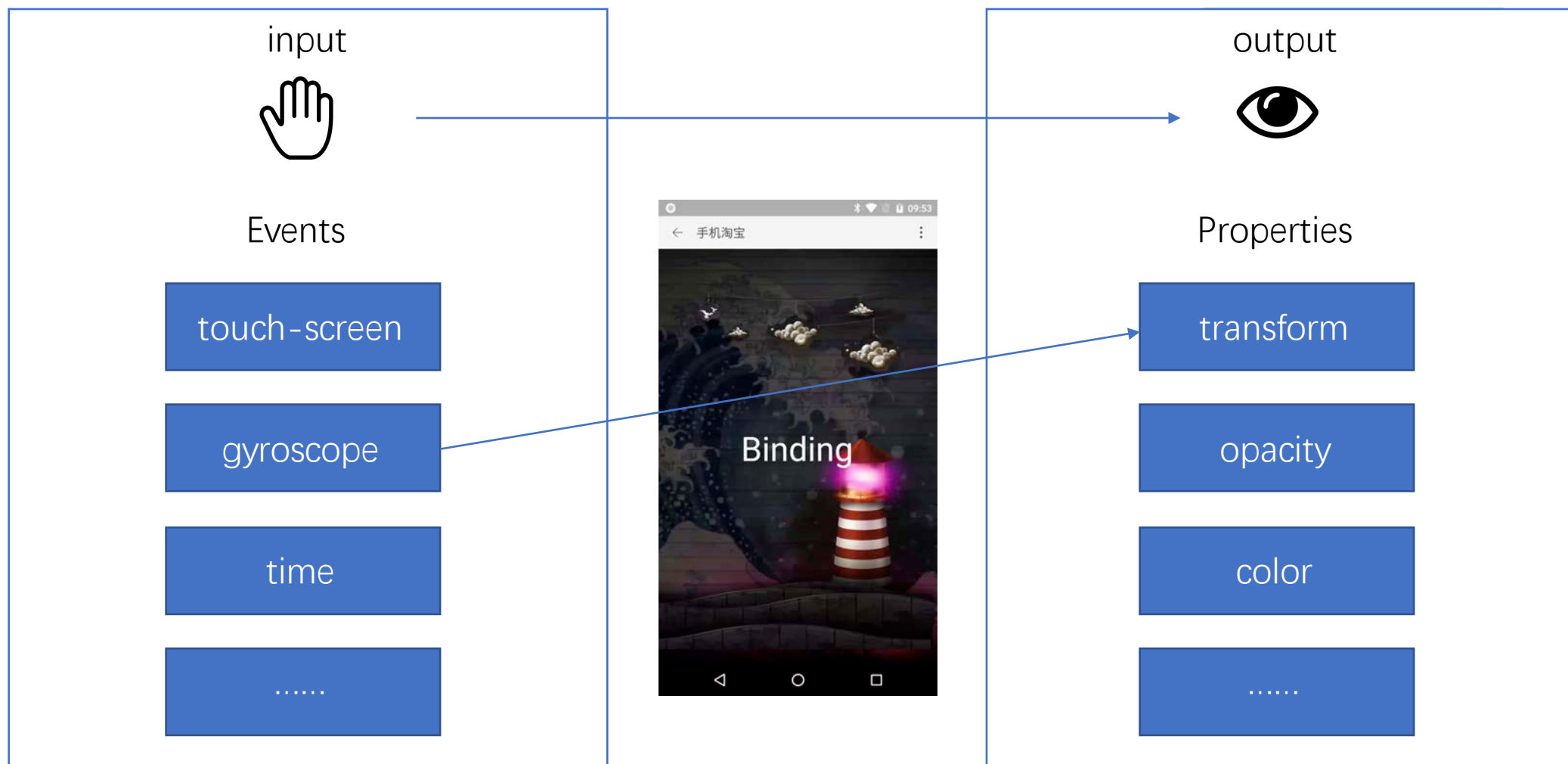
UI Framework

weex

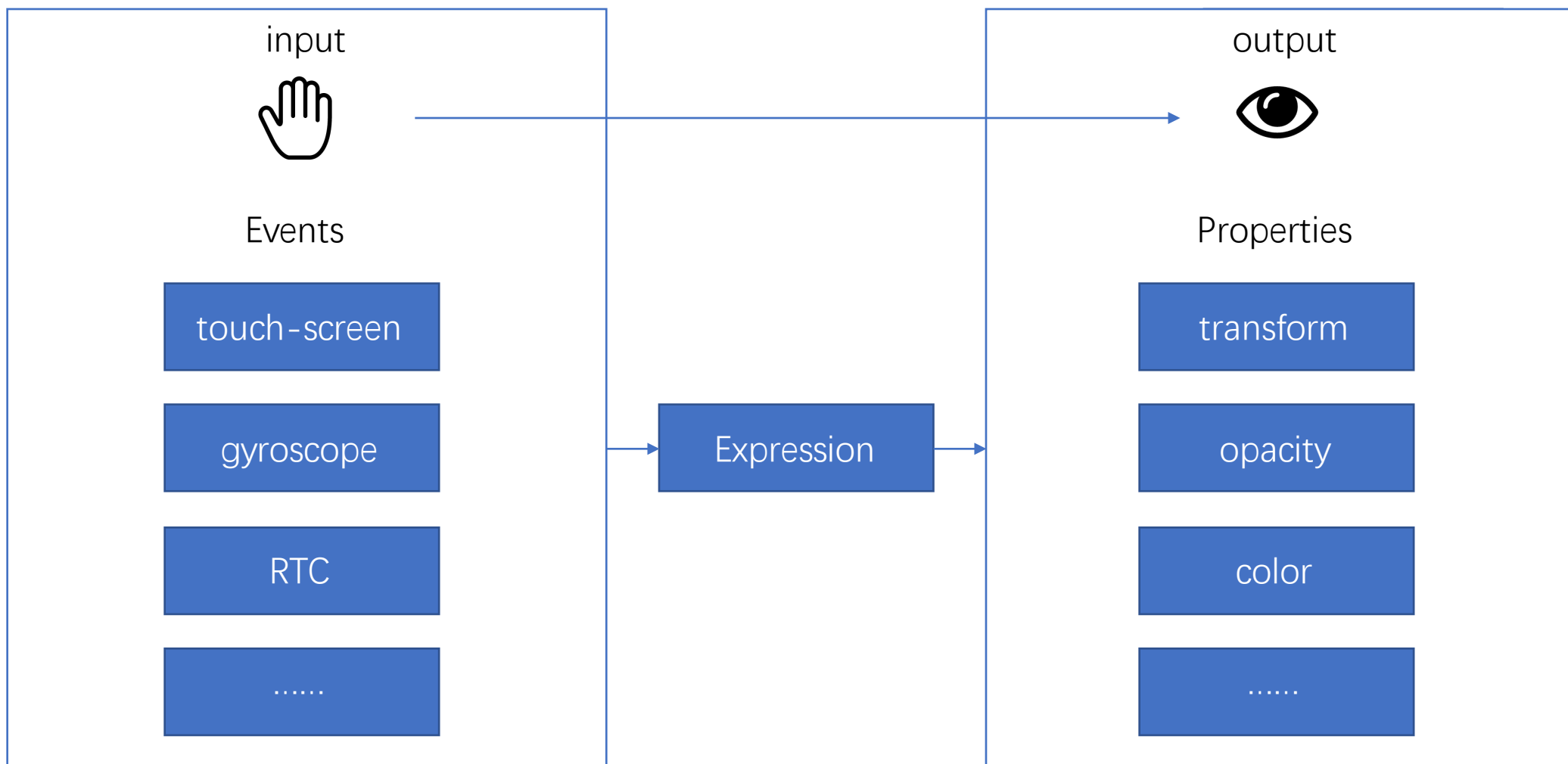
Draw

GCanvas

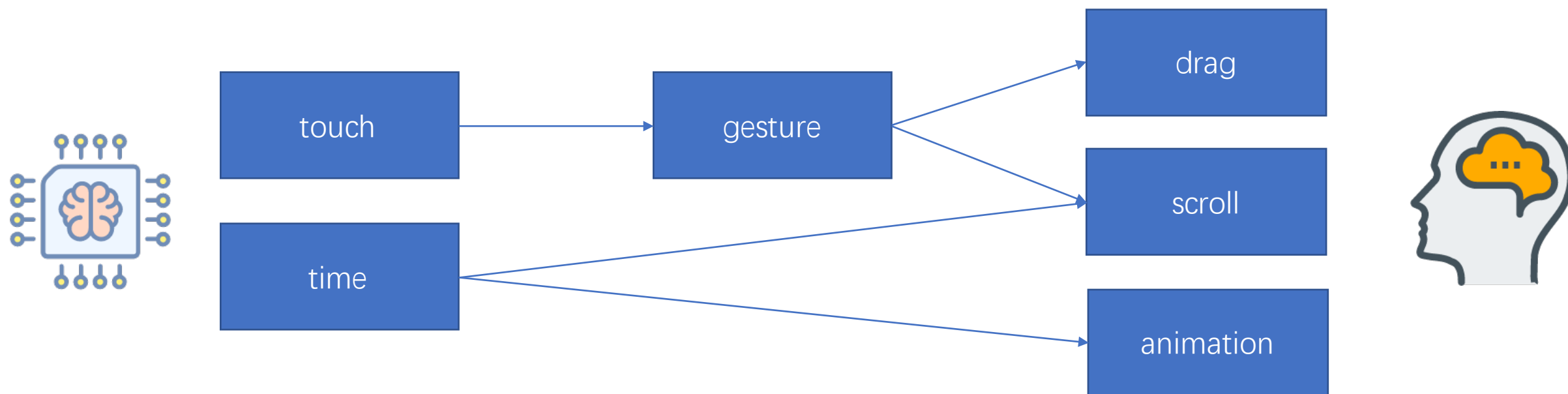
交互的本质抽象



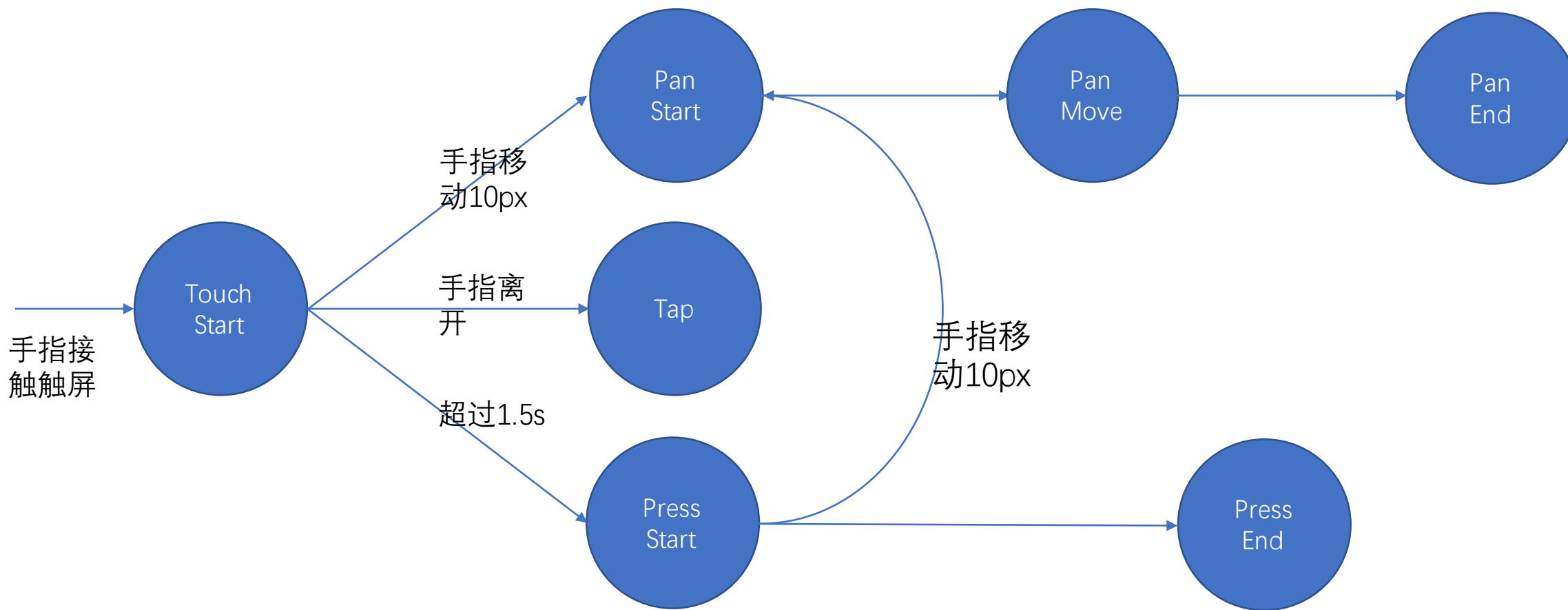
交互的设计——Expression



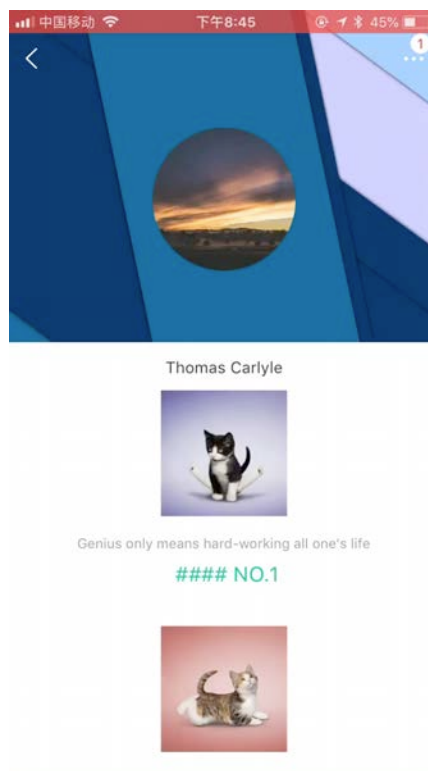
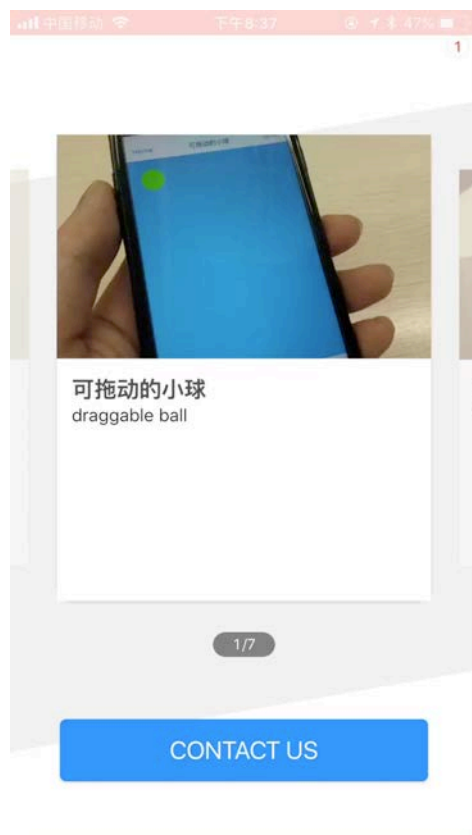
输入具有复杂性



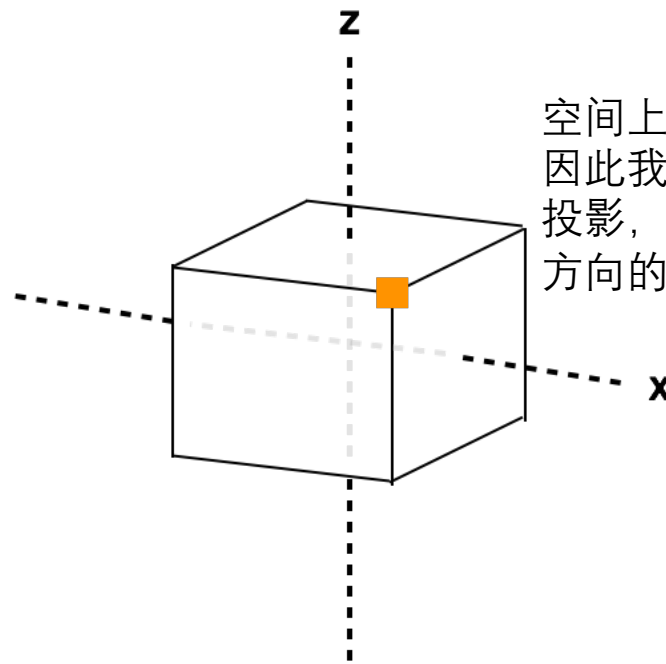
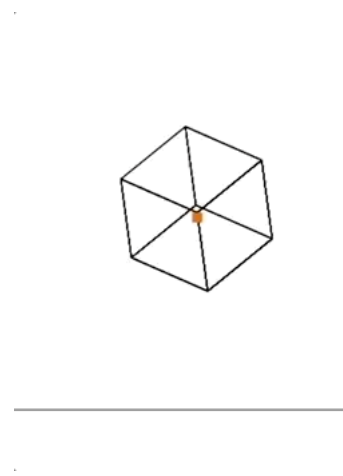
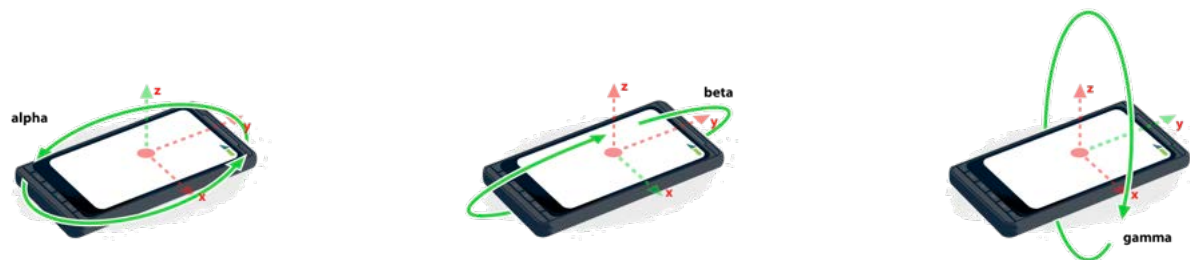
Touch vs Gesture



Scroll

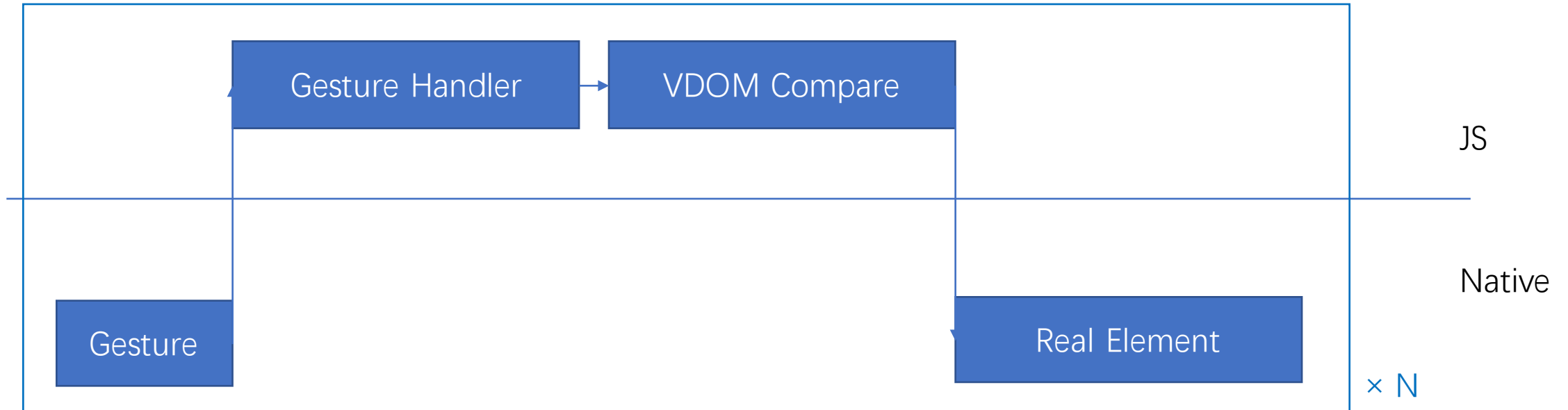


Binding — input

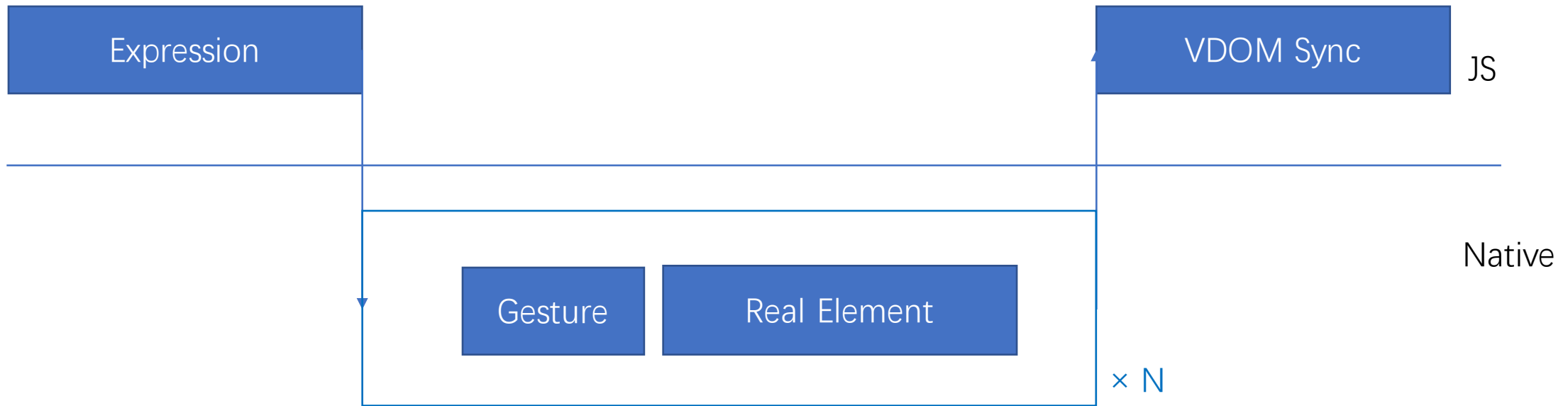


空间上任何一个点可以通过四元素进行旋转
因此我们的2d场景可以当做是3d的一个平面
投影，因此我们通过固定z轴进行获取水平x
方向的值，固定x轴获取垂直y方向的值

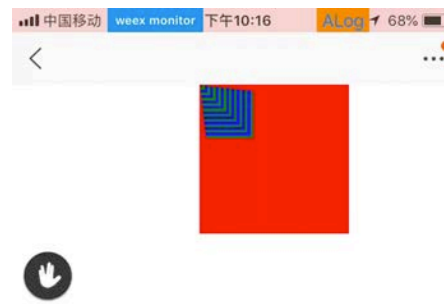
Native-JS模式的问题



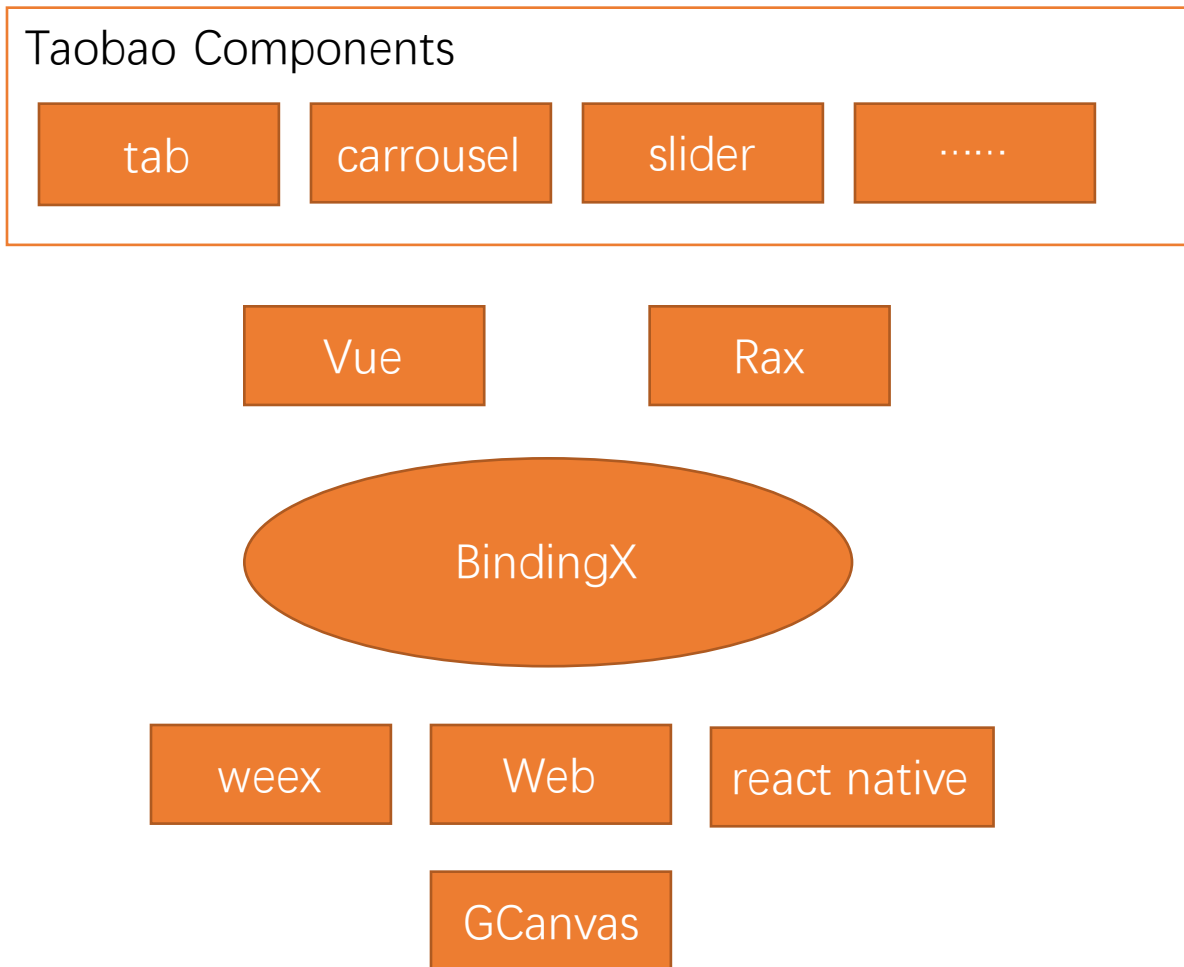
Binding模式



性能对比

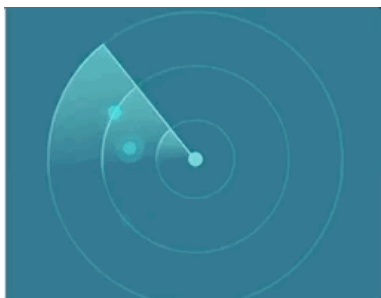


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更多想象空间

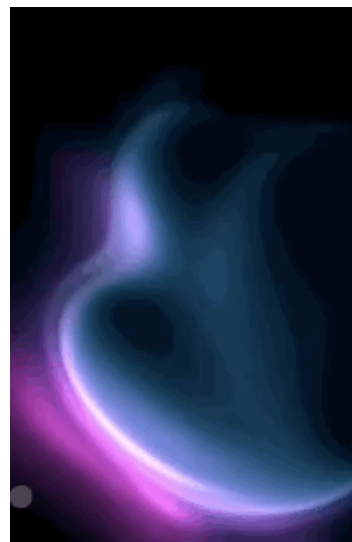
Binding 和 矢量图



 **ixter** 



Binding 和 Shader



GMITC 2018

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