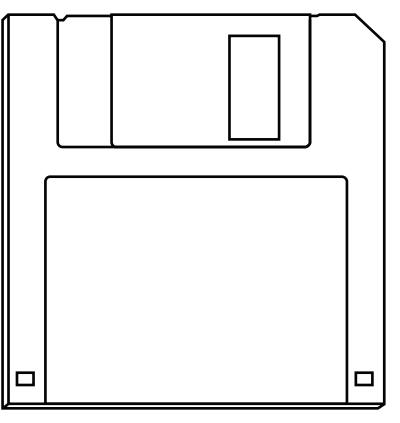


guise

With the triumphant advance of the digital world, our perception could not keep up. Computers were and are faster evolving than anything else in previous history. Not only the mere speed, but the lack of familiar recognition features were new. Computers can differ in shape and size. That they were looking merely similar, is due to manufacturing purposes over a conditionally shape. Even more abstract are the processes within these black boxes. Drawn from the sight of eyes and with discrete interactions we had to find substitutes to represent the ongoing.

However, we found them by looking for the equivalents of the analogue world. Folders, mail and trash bins had to pose for digital icons and their deduction for the digital world.

These so called skeuomorphs have sometimes even outlasted their ancestors. Nevertheless, we are still aching for familiarity and are struggling to find adequate representatives of a non physical world.



save

The save icon is one of the most iconic and widespread pictograms in the computerized world.

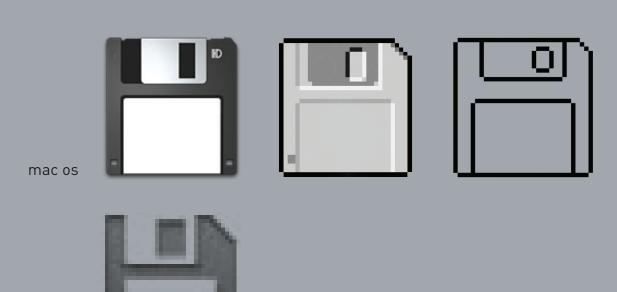
It has borrowed its shape not from an object that has been there before the digital age.

The floppy disk has for longtime been the common medium for saving and exchanging digital data.

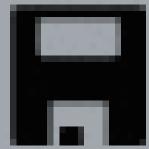
Furthermore it fulfilled the essential premise of being a visible and tangible.

It has become so iconic as there has been no real representation in the analogue world for the digital saving process.

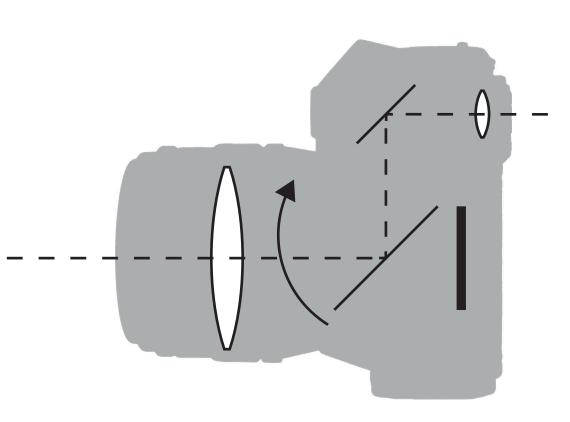
However it has outlived the floppy and made its way even in the latest operating systems.



android



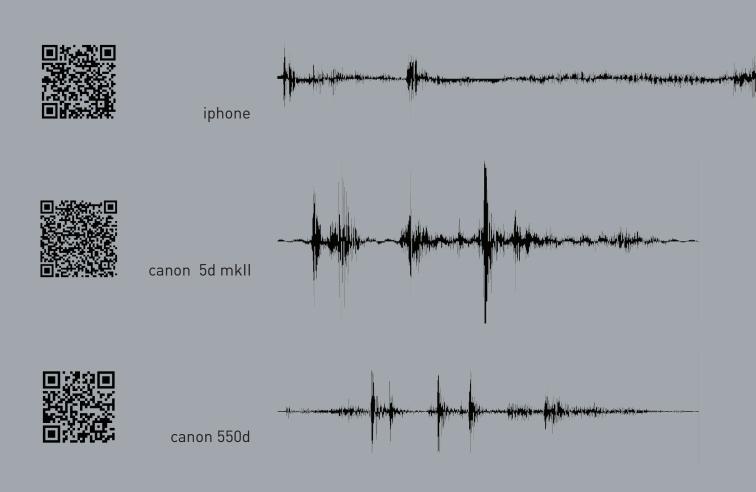
windows phone



shutter sound

That cellphones are making sound when taking a picture, grew from our habituation of feedback from analogue cameras.

These cameras either had a mirror reflex system or a focal plane shutter. These actually were producing sounds, giving feedback whether the picture was taken. Cellphones are mimicking in fact the sound of a midrange SLR. Furthermore, this relic of habituation made it into legislation. South Korea passed a law in 2003, that all phones have to make a 64dB sound taking a picture. Japan passed a similar bill and even in the USA and Australia some politican demanding it.





ebook

In ebook readers we find a whole lot of skeumorphs. These are as well visual as interactive skeomorphs.

The event of turning a page is kept as close as possibile to the physical event. The page and its bending are animated. Some even play a sound of rustling paper.

ebooks often also showing patterns or real paper and the bends between the pages.

The collection of books is shown in an animate Lbrary.

Appearance and handling following the desire of habituation.

Edgar Allen Poe

The Monkey's Paw

W. W. JACOBS

ITHOUT, THE NIGHT WAS COLD and wet, but in the small parlor of Lakesnam Villa the blinds were drawn and the fire burned brightly. Father and son were at chess, the former, who possessed ideas about the game involving radical changes, putting his king into such sharp and unnecessary perils that it even provoked comment from the whitehaired old lady knitting placidly by the fire.

"Hark at the wind," said Mr. White, who, having seen a fatal mistake after it was too late, was amiably desirous of preventing his son from seeing it.

52 of 650

"I'm listening," said the latter, grimly

Morsels of Horror

surveying the

"I shoul come tonight, hand poised o

"Mate," rep "That's the out," bawled 1

and unlooked-f beastly, slushy, c live in, this is the and the road's a

what people are pose because onl

road are let, they the "Never mind, soothingly; "perhap

one."

Mr. White looke time to intercept a tween mother and so away on his lips, and

53 of 650

ology of Terrible Tales

in his ant parts, as he

"The ers in the chair
the gas and doughty
footsteens and strange

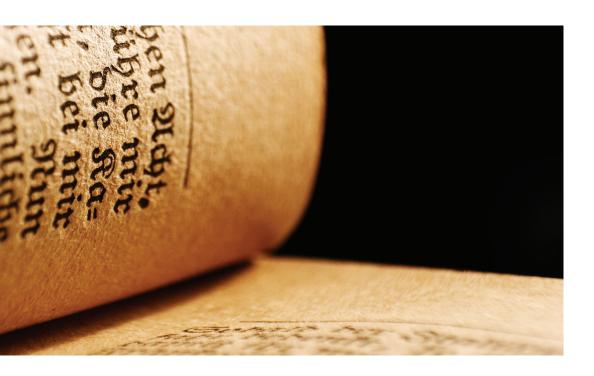
haste, it," said Mr. condo rife and son. arriva as a slip of a that Now look at

the in taken much beautely. "I'd like the old man, troughnow."

" said the ead. He put wat ighing soft-

smile old tem-" said the briou started

ebook



Library

⊫

Carlos Ruiz Zafon

The Prince of Mist





MAX WOULD NEVER FORGET THAT FARAWAY summer when, almost by chance, he discovered magic. It was 1943 and the winds of war were dragging the world relentlessly towards the abyss. In the middle of June, on Max's thirteenth birthday, his father, an eccentric watchmaker and inventor of dazzling if completely impractical devices, gathered the family in the living room to announce that this would be their last day in the lofty apartment perched high above the oldest part of the city, a place that had been their home ever since he could

remember. A deathly silence fell upon the members of the Carver family. They looked at each other, and then at the watchmaker. He had that smile on his face they all knew so well, the one that always meant he had bad news or another of his crazy ideas.

'We are moving,' he announced, 'to a beach house in a small town on the coast. We're getting out of this city and away from the war.'

Max gulped then timidly raised his hand in protest. The other members of the family joined in, but the watchmaker waved away their concerns. He was on a roll now, and he laid out his plan with military precision. There would be no going back on the decision: they were leaving the next morning at dawn. Now they had to pack up their most prized possessions and prepare for the long journey to their new home.

In truth, the family was not entirely surprised by the news. They all suspected that the idea of leaving the city in search of a better place to live had been on Maximilian Carver's mind for some time; everyone, that is, except his son Max. To him, the news felt like a mad steam train hurtling through a china shop. His mind went blank, his mouth sagged and his eyes glazed over. As he stood, transfixed, it occurred to him that his entire world - his friends at school, everyone he hung about with, even the corner shop where he bought his comics - was about to vanish forever.

While the rest of the family went off to pack up their

ebook





