WHAT IS CLAIMED IS:

1. A computer system comprising:

one or more processors; and

a memory to store instructions;

wherein the one or more processes execute the instructions to perform operations comprising:

implementing an interactive graphic design system to enable a user to design a plurality of cards for a user interface, the interactive graphic design system providing a simulation mode in which the plurality of cards are individually renderable to simulate the user interface in a production environment; and

providing the simulation mode by generating a simulation rendering of a sequence of cards of the plurality of cards, the sequence including a first card and a second card;

wherein generating the simulation rendering of the user interface includes (i) processing each card of the sequence of cards to determine a semantic structure for the sequence, the semantic structure including a plurality of nodes, each node of the plurality of nodes representing a production element of the simulated user interface in production; (ii) determining, based on the determined semantic structure, whether a stateful design element of each of the first card and the second card in the sequence represent a same production element of the user interface; (iii) recording a state of the stateful design element after the first card of the sequence is rendered; and (iv) initiate rendering of the second card of the sequence with the stateful design element having a state that is based on the recorded state.

2. The computer system of claim 1, wherein the stateful design element includes a video element that changes state in the simulation mode by playing back video.

3. The computer system of claim 2, wherein recording the state of the stateful design element includes

determining the state for the stateful design element just prior to rendering the second card in the sequence.

4. The computer system of claim 3, further comprising:

a semantic memory component; and

wherein the one or more processors record the determined state of the stateful design element with the semantic memory component.

5. The computer system of any of the preceding claims, wherein the operations further comprise:

rendering the second card in the sequence with the stateful design element initially having a state that is based on the determined state information, and updating the state of the stateful design element after the second card is rendered.

6. The computer system of any of the preceding claims, wherein the state of the stateful design element changes in response to a user interaction that is received for the stateful design element when the first card is rendered during the simulation rendering.

7. The computer system of claim 6, wherein the stateful design element includes a video element, and the user interaction includes one of the user playing or pausing playback after the first card is rendered.

8. The computer system of claim 2, wherein the recorded state includes a playback time when rendering of the first card stops, and wherein initiating rendering of the second card includes initiating playback of the video element at a start time that is based on the playback time when rendering of the first card stopped.

9. The computer system of any of the preceding claims, wherein the operations include:

wherein determining, based on the determined semantic structure, whether the stateful design element of each of the first card and the second card in the sequence represent the same production element includes

determining a semantic identifier for the stateful design element of the first card and the second card, and determining whether the semantic identifiers are the same.

10. A computer-implemented method comprising:

implementing an interactive graphic design system to enable a user to design a plurality of cards for a user interface, the interactive graphic design system providing a simulation mode in which the plurality of cards are individually renderable to simulate the user interface in a production environment; and

providing the simulation mode by generating a simulation rendering of a sequence of cards of the plurality of cards, the sequence including a first card and a second card;

wherein generating the simulation rendering of the user interface includes (i) processing each card of the sequence of cards to determine a semantic structure for the sequence, the semantic structure including a plurality of nodes, each node of the plurality of nodes representing a production element of the simulated user interface in production; (ii) determining, based on the determined semantic structure, whether a stateful design element of each of the first card and the second card in the sequence represent a same production element of the user interface or presentation; (iii) recording a state of the stateful design element after the first card of the sequence is rendered; and (iv) initiate rendering of the second card of the sequence with the stateful design element having a state that is based on the recorded state.

11. The method of claim 10, wherein the stateful design element includes a video element that changes state in the simulation mode by playing back video.

12. The method of claim 11, wherein recording the state of the stateful design element includes:

determining the state for the stateful design element just prior to rendering the second card in the sequence.

13. The method of any of claims 10 through 12, further comprising: rendering the second card in the sequence with the stateful design element initially having a state that is based on the determined state information, and updating the state of the stateful design element after the second card is rendered.

14. The method of claim 13, wherein the state of the stateful design element changes in response to a user interaction that is received for the stateful design element when the first card is rendered during the simulation rendering.

15. The method of claim 14, wherein the stateful design element includes a video element, and the user interaction includes one of the user playing or pausing playback after the first card is rendered.

16. The method of claim 15, wherein the recorded state includes a playback time when rendering of the first card stops, and wherein initiating rendering of the second card includes initiating playback of the video element at a start time that is based on the playback time when rendering of the first card stopped.

17. The method of any of claims 10 through 16, wherein the state of the stateful design element is recorded with a semantic memory component.

18. The method of any of claim 10 through 17, wherein determining, based on the determined semantic structure, whether the stateful design element of each of the first card and the second card in the sequence represent the same production element includes determining a semantic identifier for the stateful design element of the first card and the second card, and determining whether the semantic identifiers are the same.

19. The method of any of claim 10 through 18, wherein the method is performed by a network computer system that communicates with one or more user computing devices to implement the interactive graphic design interface.

20. The method of any of claim 10 through 18, wherein the method is performed by a user computing device that implements the interactive graphic design system.

21. The method of any of claims 10 through 18, wherein the method is performed by instructions that are stored in a non-transitory computer-readable medium.

22. A non-transitory computer-readable medium that stores instructions, which when executed by one or more processors of a computing system, cause the computer system to perform operations that include:

implementing an interactive graphic design system to enable a user to design a plurality of cards for a user interface, the interactive graphic design system providing a simulation mode in which the plurality of cards are individually renderable to simulate the user interface in production; and

providing the simulation mode by generating a simulation rendering of a sequence of cards of the plurality of cards, the sequence including a first card and a second card;

wherein generating the simulation rendering of the user interface includes (i) processing each card of the sequence of cards to determine a semantic structure for the sequence, the semantic structure including a plurality of nodes, each node of the plurality of nodes representing a production element of the simulated user interface in production; (ii)

determining, based on the determined semantic structure, whether the stateful design element of each of the first card and the second card in the sequence represent a same production element of the user interface; (iii) recording a state of the stateful design element after the first card of the sequence is rendered; and (iv) initiate rendering of the second card of the sequence with the stateful design element having a state that is based on the recorded state.

23. The non-transitory computer-readable medium of claim 22, wherein the stateful design element includes a video element that changes state in the simulation mode by playing back video.

24. The non-transitory computer-readable medium of claim 23, wherein recording the state of the stateful design element includes the operations include:

rendering the first card in the sequence in the simulation environment;

determining the state information for the stateful design element just prior to rendering the second card in the sequence. in the simulation environment; and

recording the determined state information in association with a semantic identifier of the stateful design element.

25. The non-transitory computer-readable medium of any of claims 22 through 24, wherein the state of the stateful design element changes in response to a user interaction that is received for the stateful design element when the first card is rendered during the simulation rendering.