Jürgen Späth

Graphical User Interface
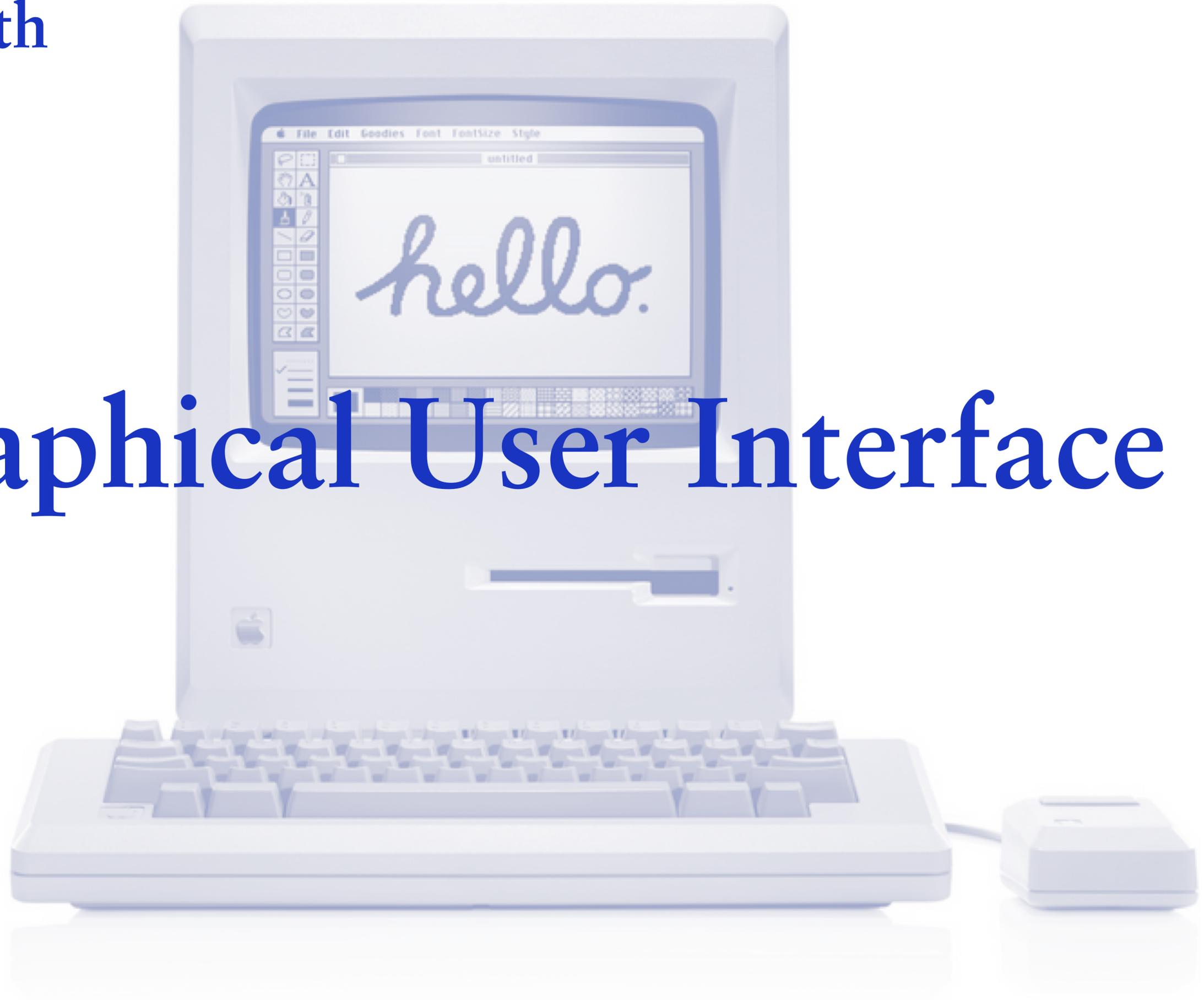
Components

Components
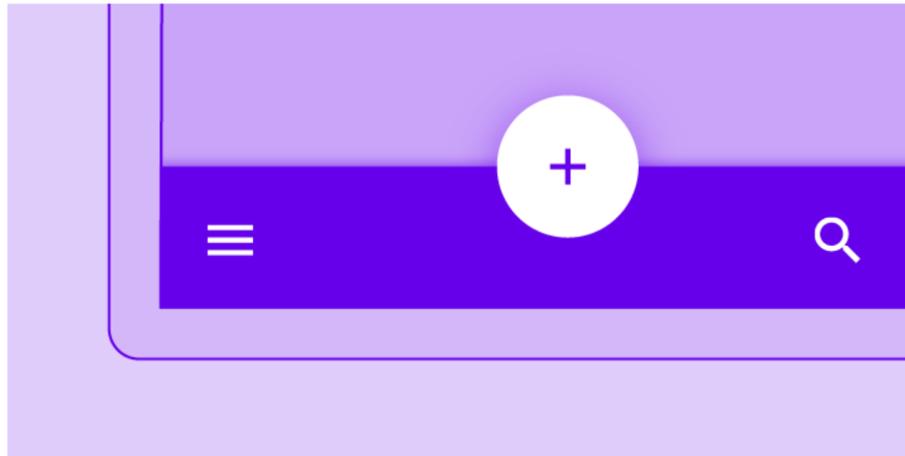
App bars: bottom
A bottom app bar displays navigation and key actions at the bottom of mobile screens
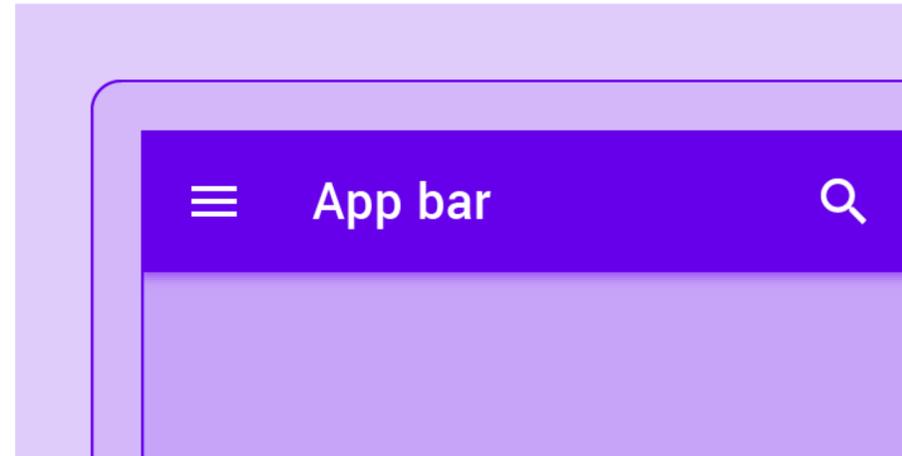
App bars: top
The top app bar displays information and actions relating to the current screen
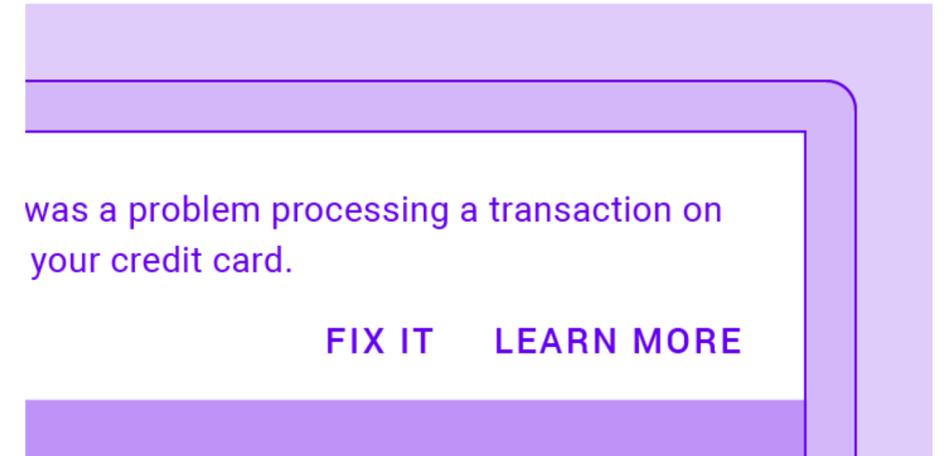
Banners
A banner displays a prominent message and related optional actions

Components
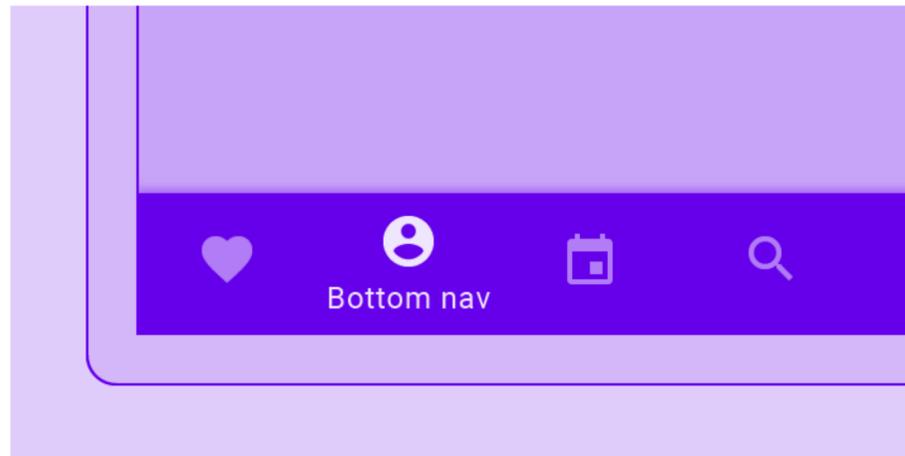
Bottom navigation
Bottom navigation bars allow movement between primary destinations in an app
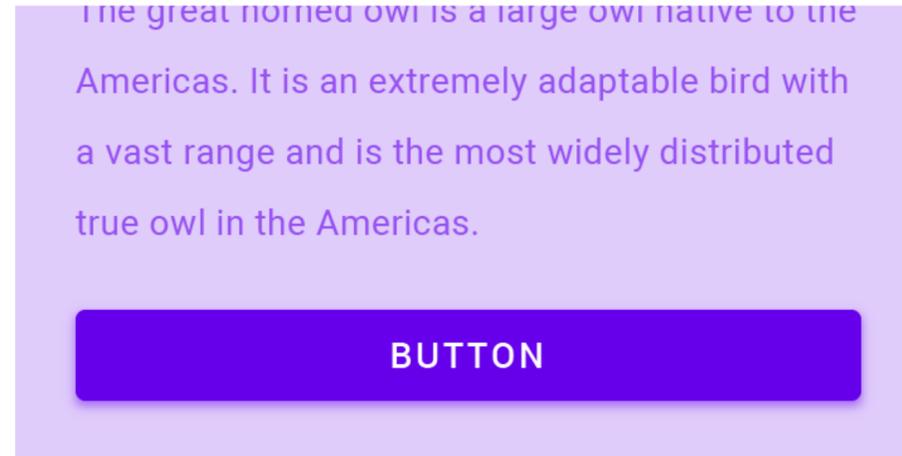
Buttons
Buttons allow users to take actions, and make choices, with a single tap
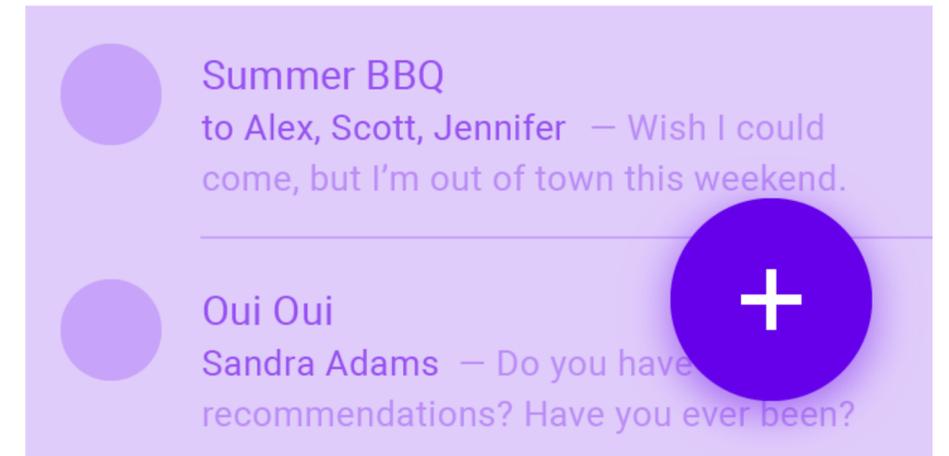
Floating action button
A floating action button (FAB) represents the primary action of a screen

Components

Cafe Badilico

Small plates and sandwiches an intimate setting with 12...

Elevator   ✓ Washer / Dryer   Fireplac

Wheelchair access   ✓ Dogs ok   Cats

Free parking   Kitchen

Reset settings?

This will reset your device to its default factory settings.

CANCEL   ACCEPT
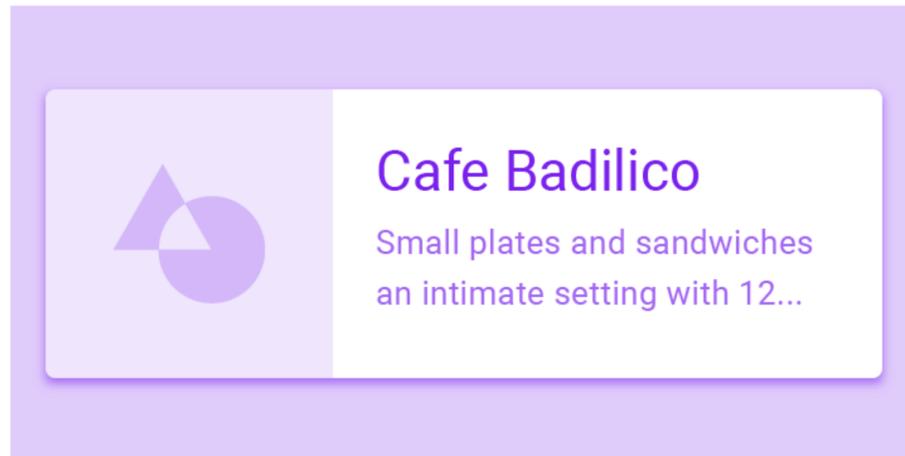
Cards
Cards contain content and actions about a single subject
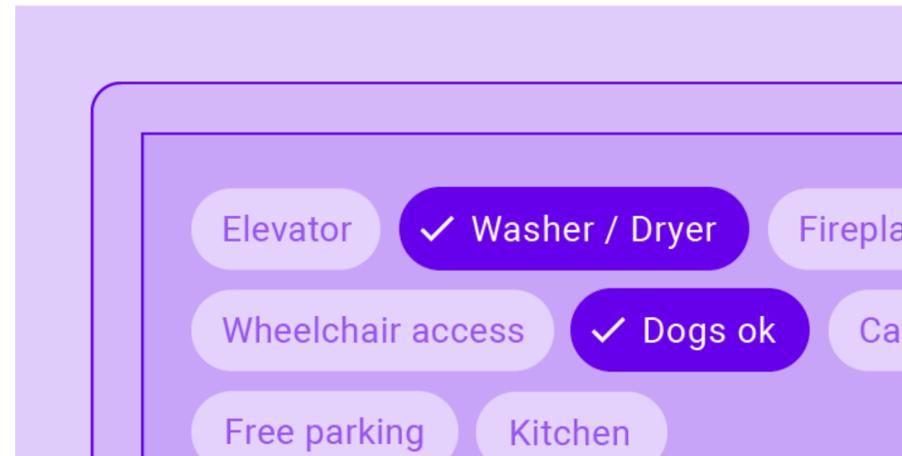
Chips
Chips are compact elements that represent an input, attribute, or action
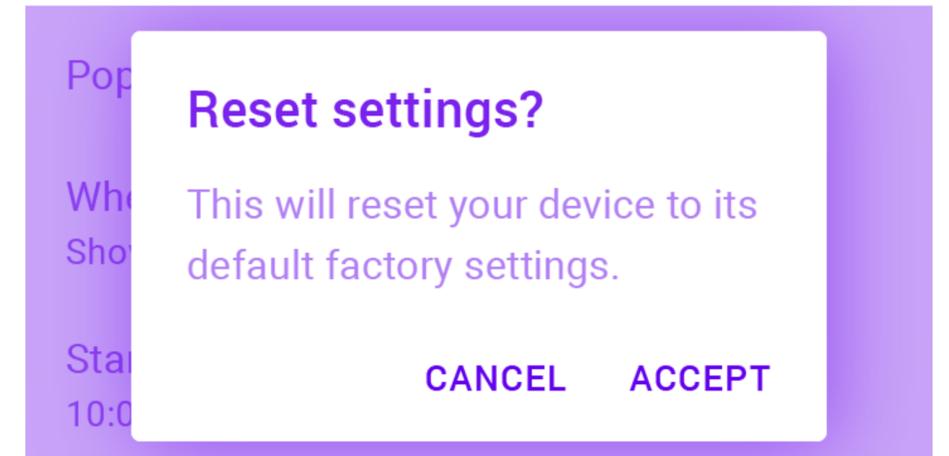
Dialogs
Dialogs inform users about a task and can contain critical information, require decisions, or involve multiple tasks

Components
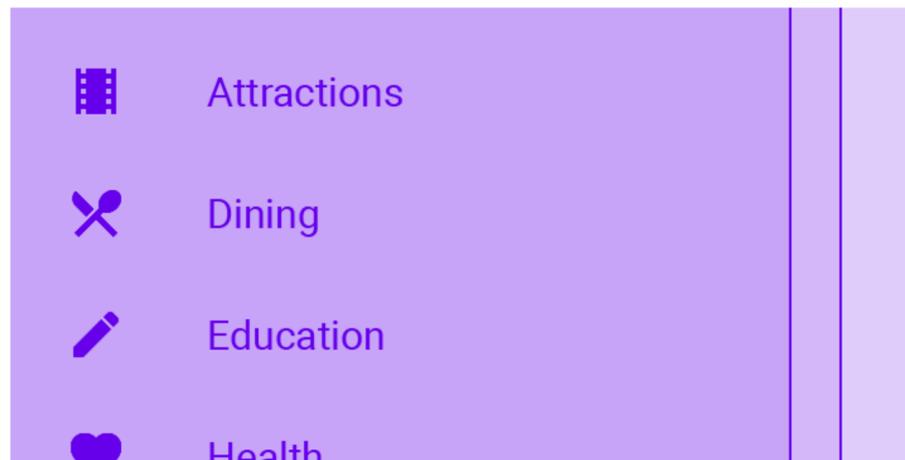


Lists
Lists are continuous, vertical indexes of text or images
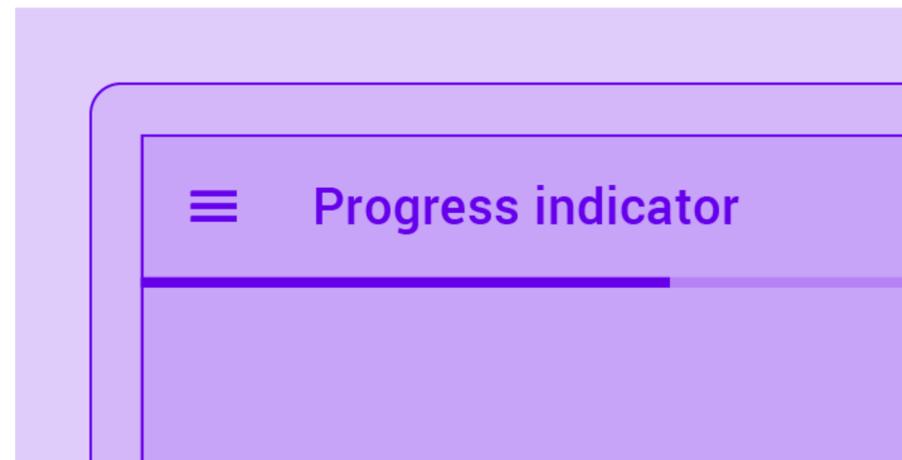
Progress indicators
Progress indicators express an unspecified wait time or display the length of a process
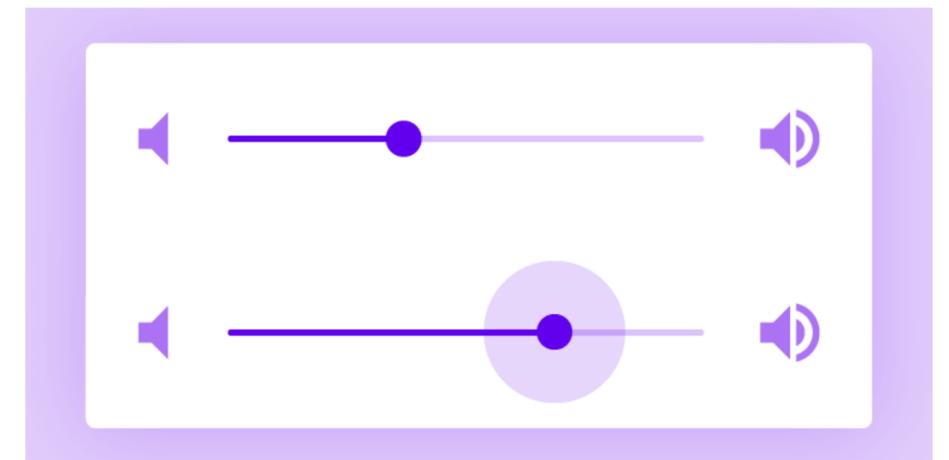
Sliders
Sliders allow users to make selections from a range of values

Components
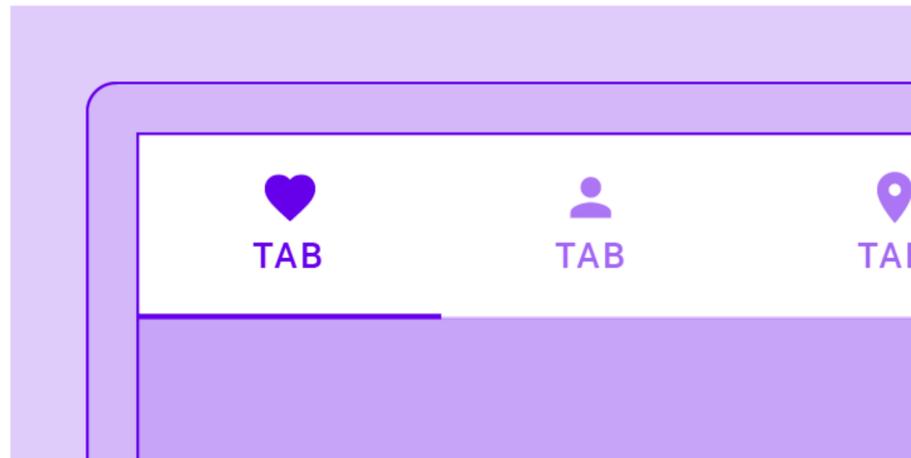
Tabs
Tabs organize content across different screens, data sets, and other interactions
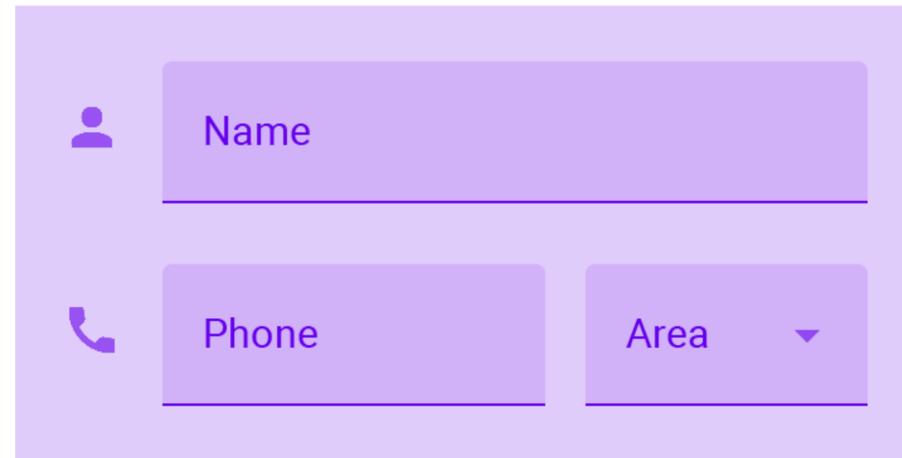
Text fields
Text fields let users enter and edit text
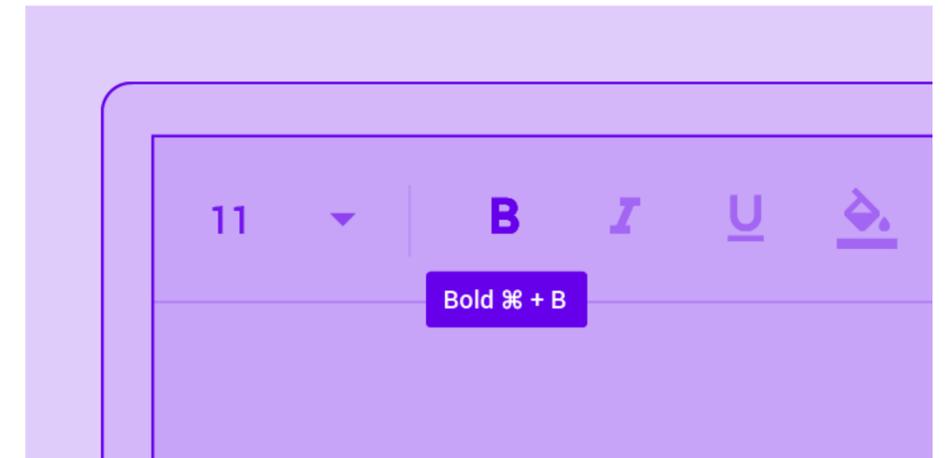
Tooltips
Tooltips display informative text when users hover, focus, or tap an element

Components
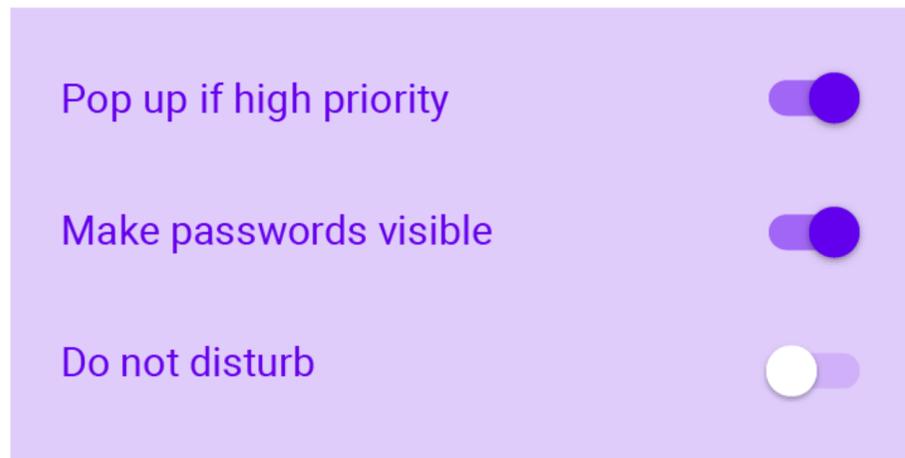
Switches
Switches toggle the state of a single setting on or off
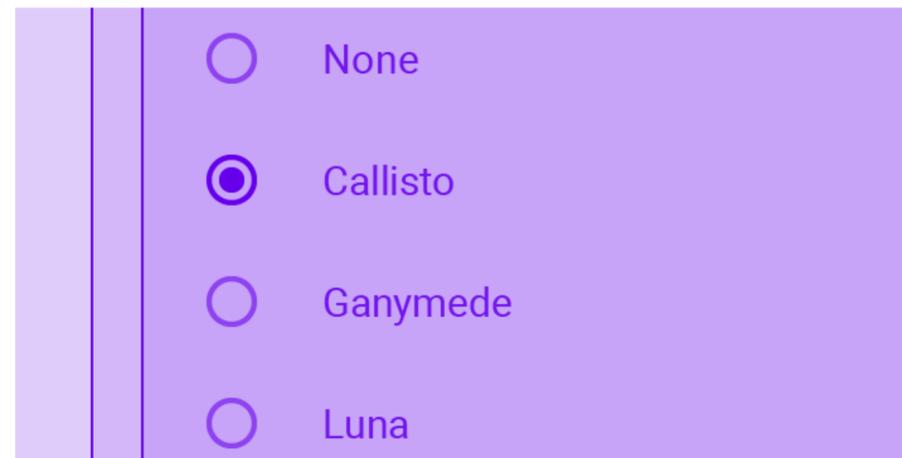
Radio buttons
Radio buttons allow the user to select one option from a set
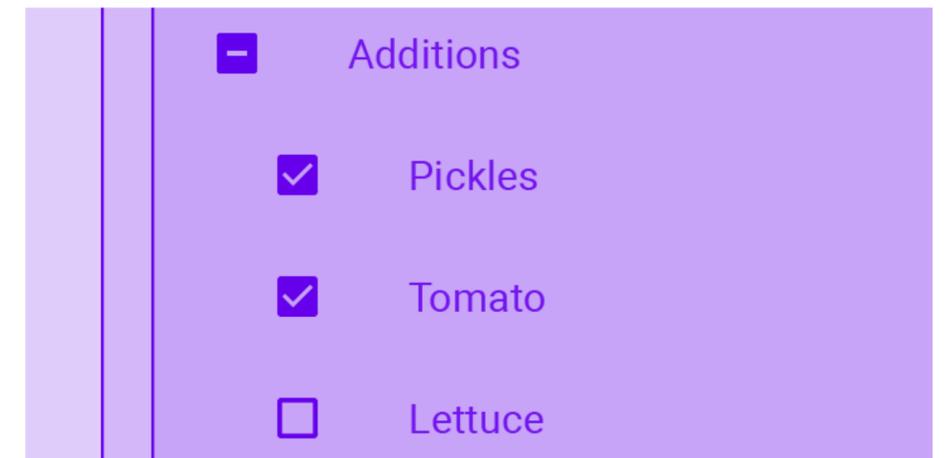
Checkboxes
Checkboxes allow the user to select one or more items from a set or turn an option on or off

Components

Dividers
A divider is a thin line that groups content in lists and layouts

Data pickers
Data pickers let users select a date, or a range of dates
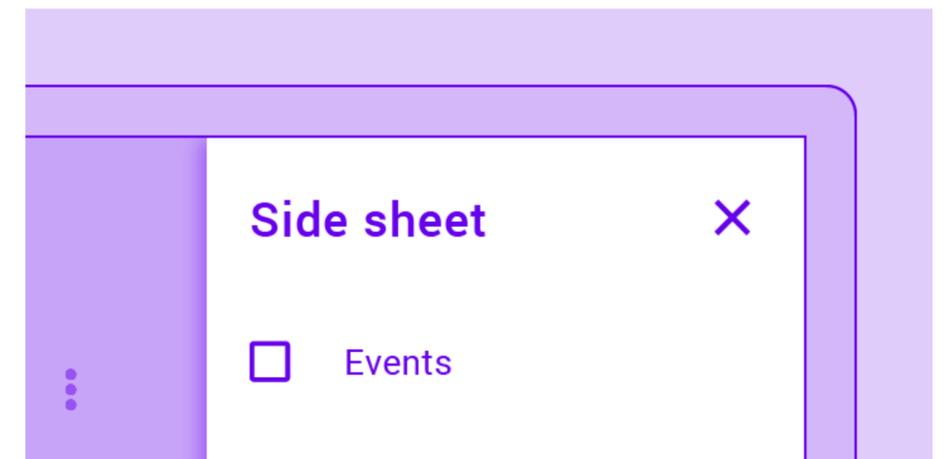
Sheets side
Side sheets are surfaces containing supplementary content that are anchored to the left or right edge of the screen

Grid

8dp Grid

All components align to an 8dp square baseline grid for mobile, tablet, and desktop.
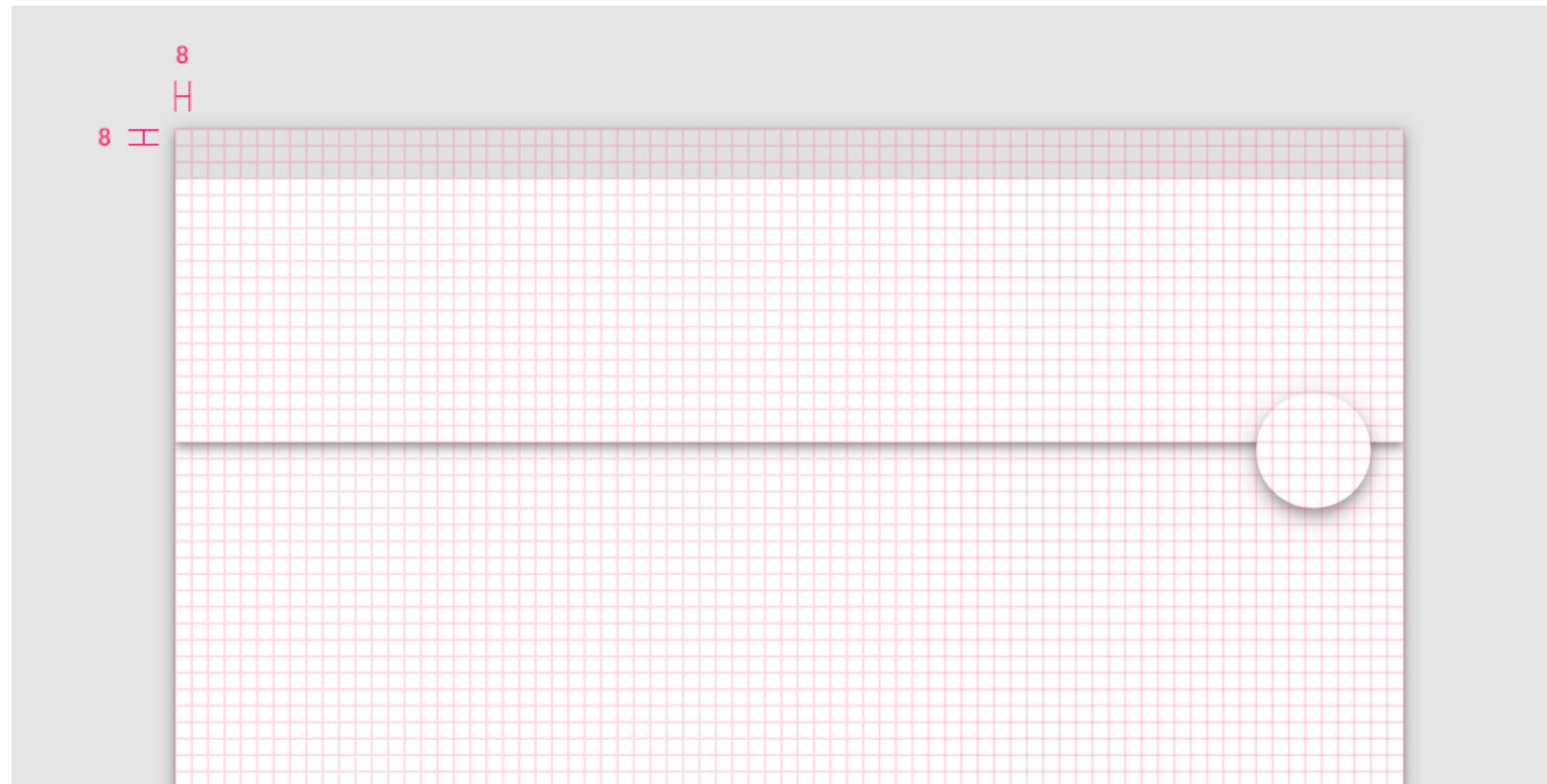
4dp Grid

Icons, type, and some elements within components can align to a 4dp grid.
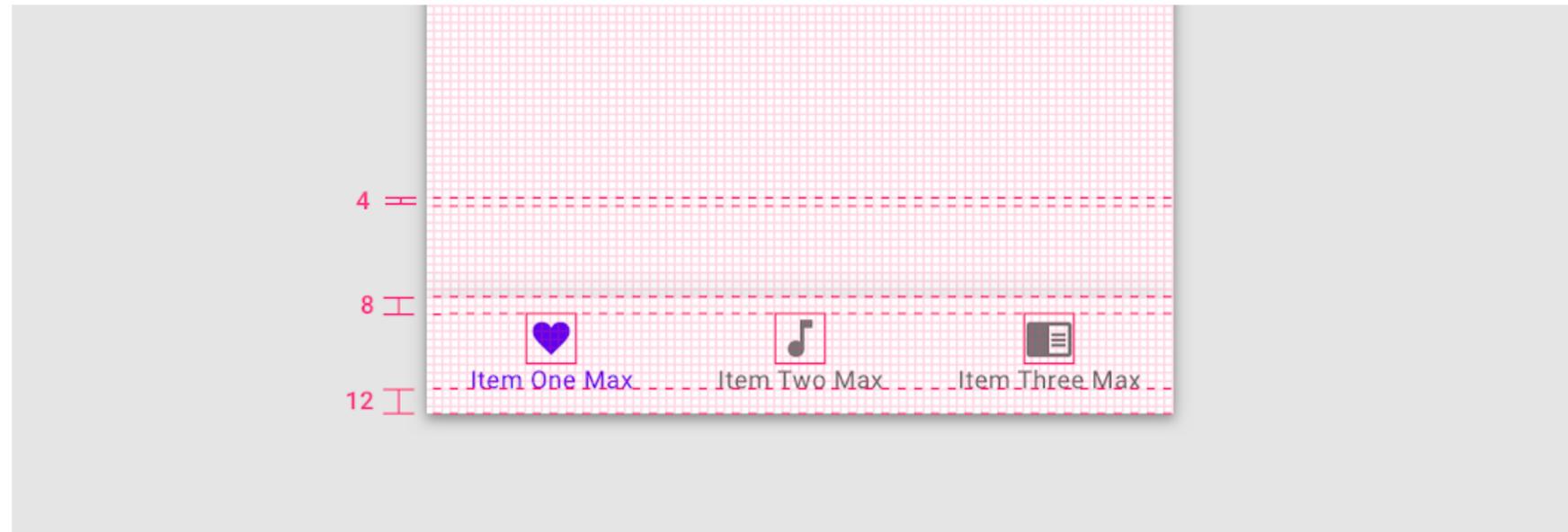
# 4dp Baseline Grid

Type aligns to the 4dp baseline grid.
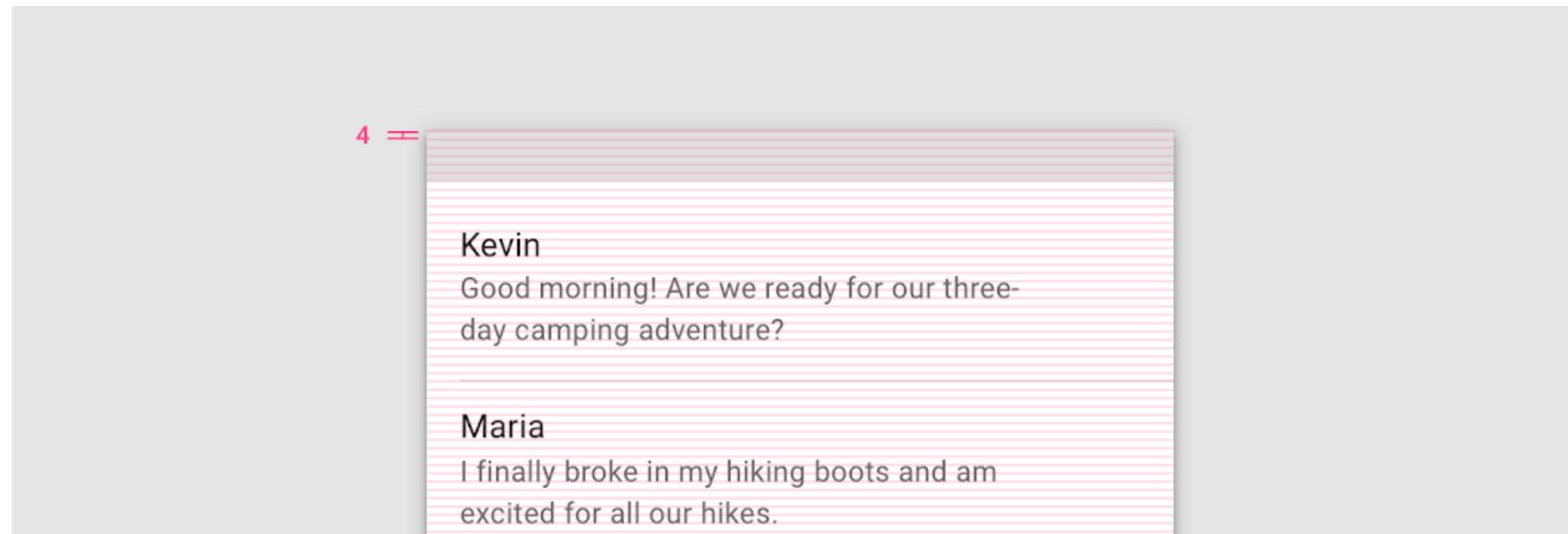
4dp Baseline Grid

Type can be placed outside of the 4dp grid when it's centered within a component, such as a button or list item.
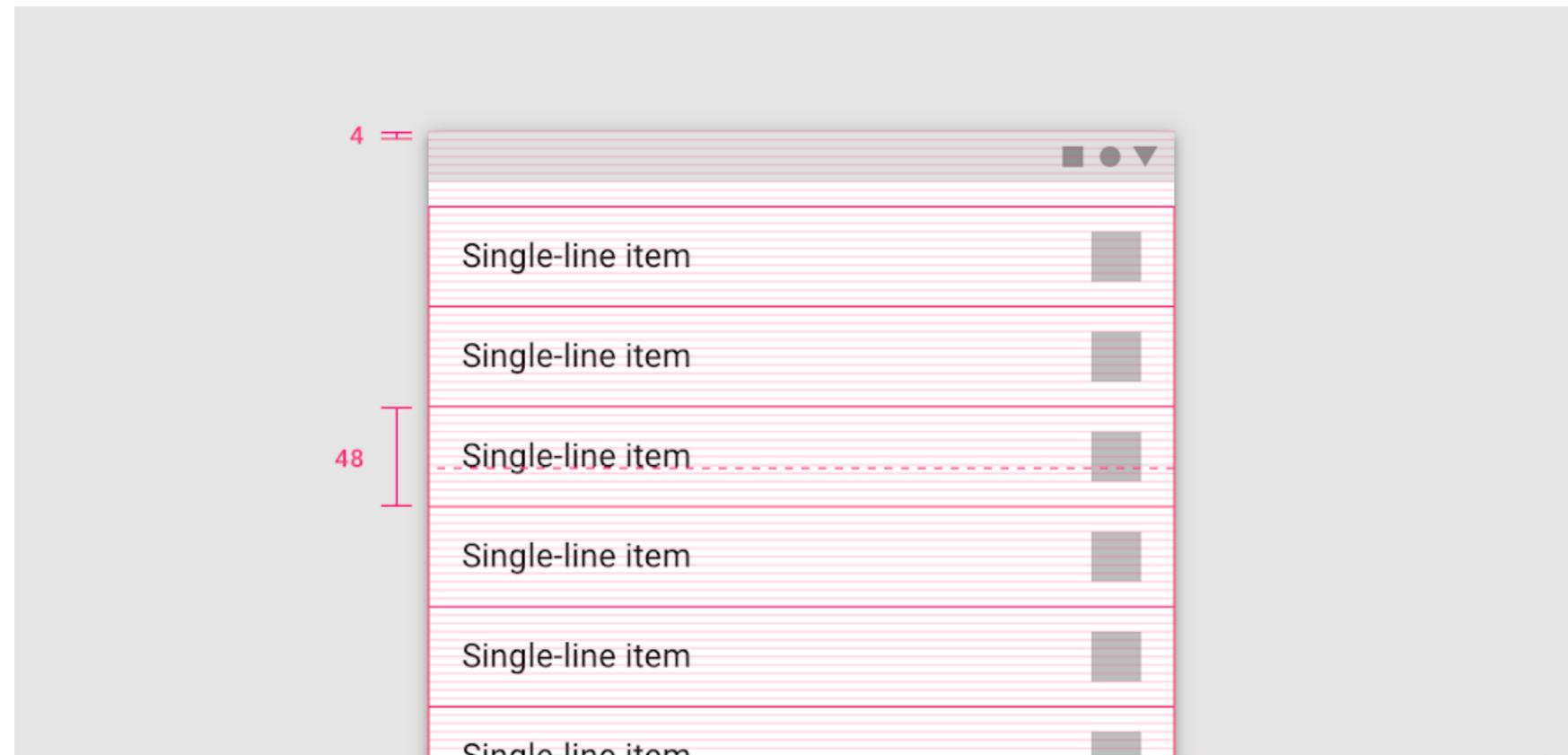
Spacing

Spacing methods are more granular.
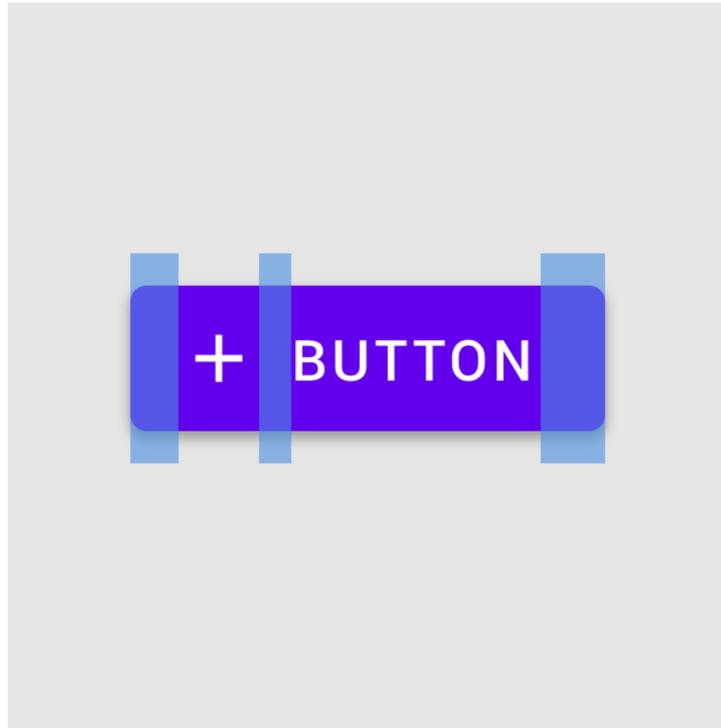
Padding
Padding is the space between elements within a component.
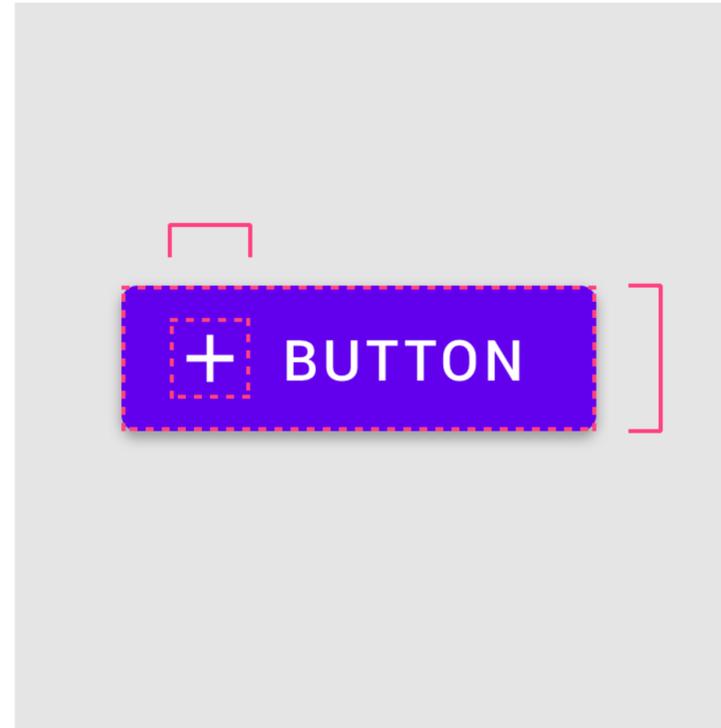
Dimensions
Dimensions describe the width and height of component elements.
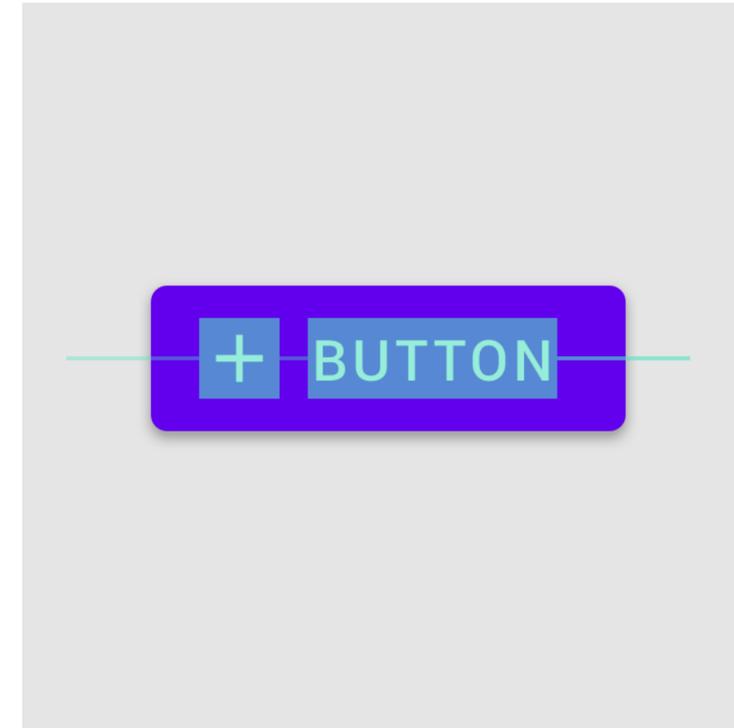
Alignment
Alignment is the placement of elements within a component.

Columns, Gutters and Margins

1 Content is placed in the areas of the screen that contain columns.

2 A gutter is the space between columns that helps separate content.

3 Margins are the space between content and the left and right edges of the screen.
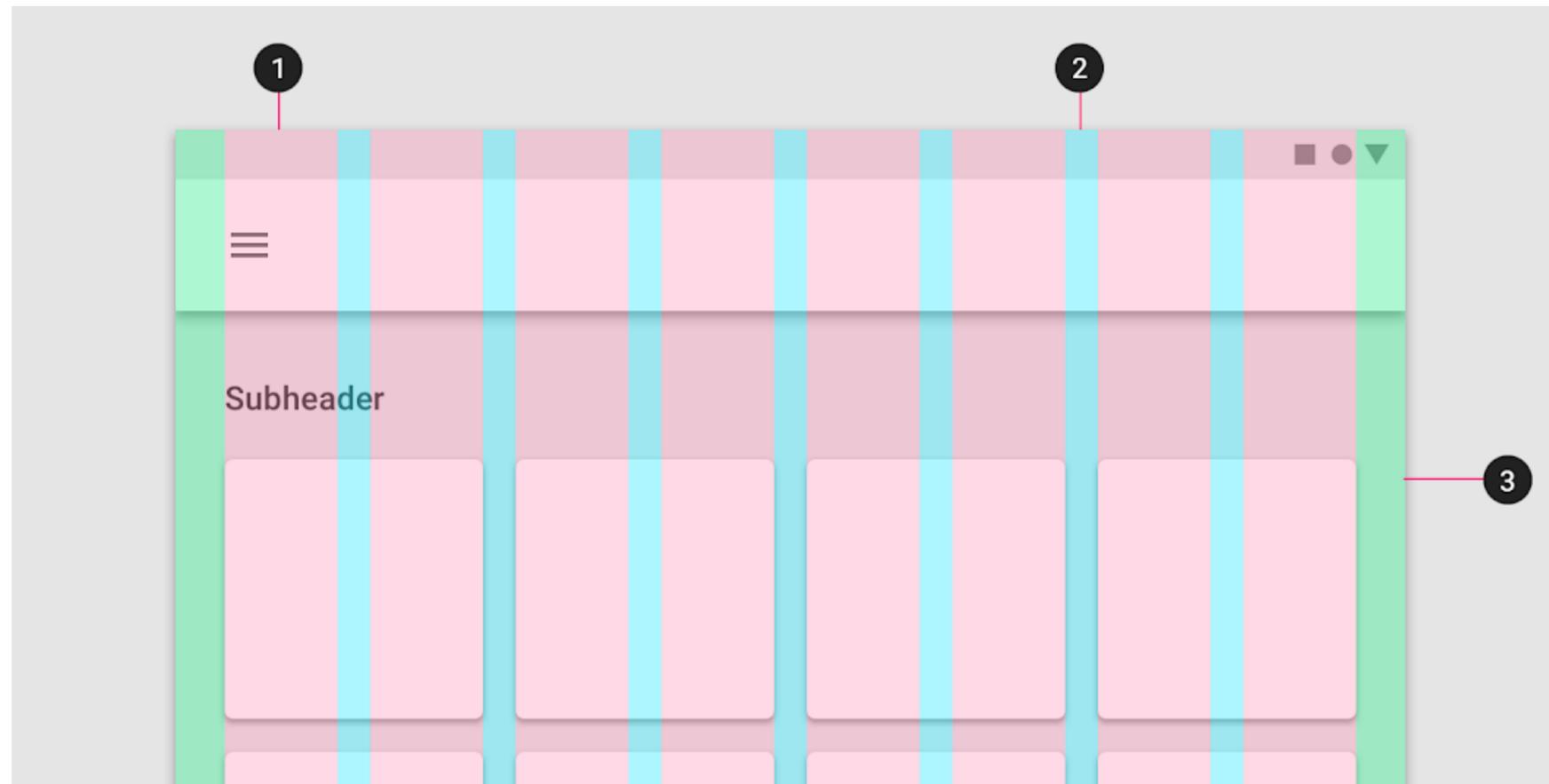
Padding

Padding refers to the space between UI elements. Padding is an alternative spacing method to keylines and is measured in increments of 8dp or 4dp.

Padding can be measured both vertically and horizontally
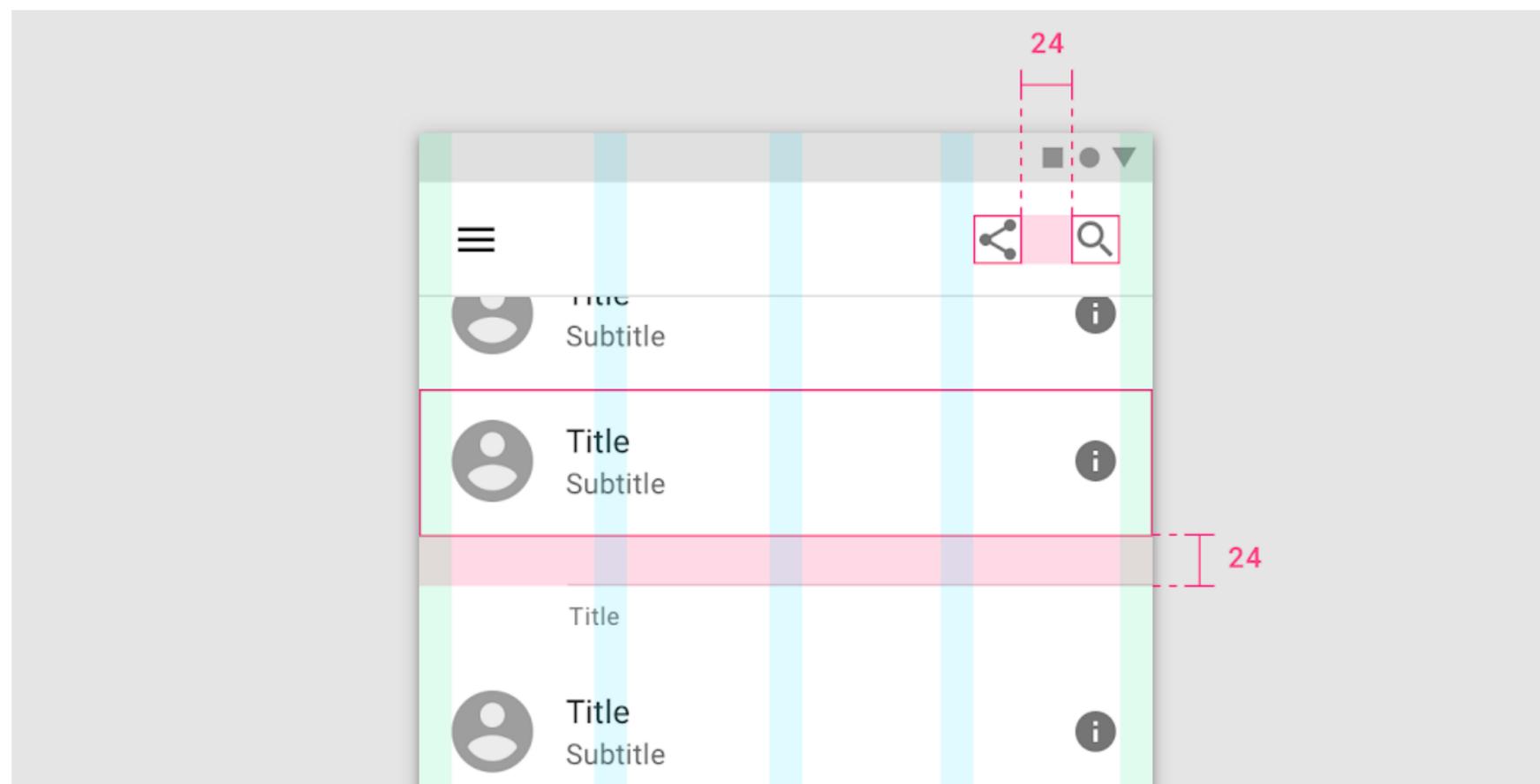
Alignment

Alignment is the placement of elements within a component.
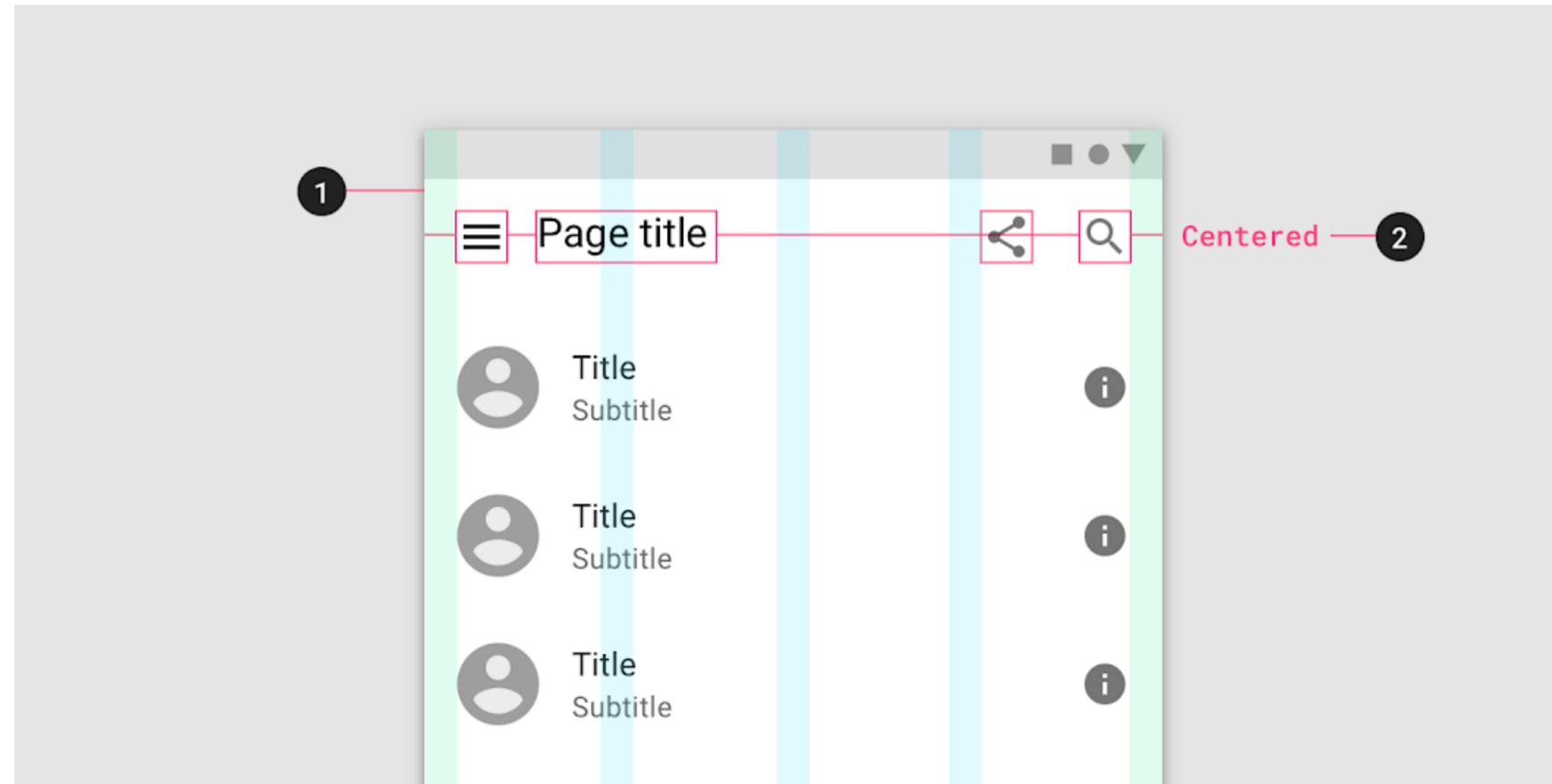
Keylines

Keylines are an alignment tool that enables consistent placement of elements outside of the layout grid.

Keylines are determined by each element's distance from the edge of the screen and are measured in increments of 8dp.
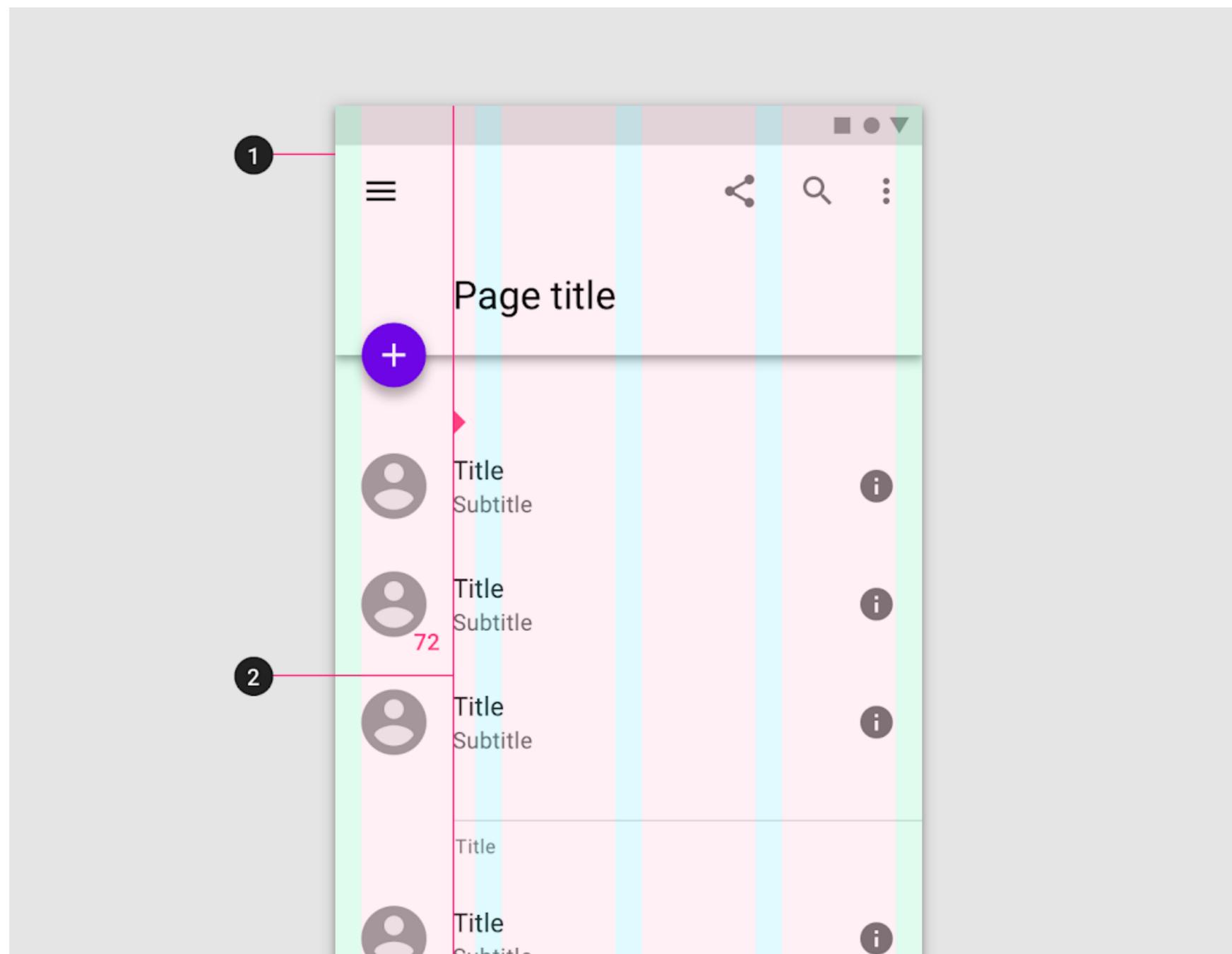
Dimensions

Dimensions refer to the width and height of component elements.

An app bar or list, only outline the height of an element.
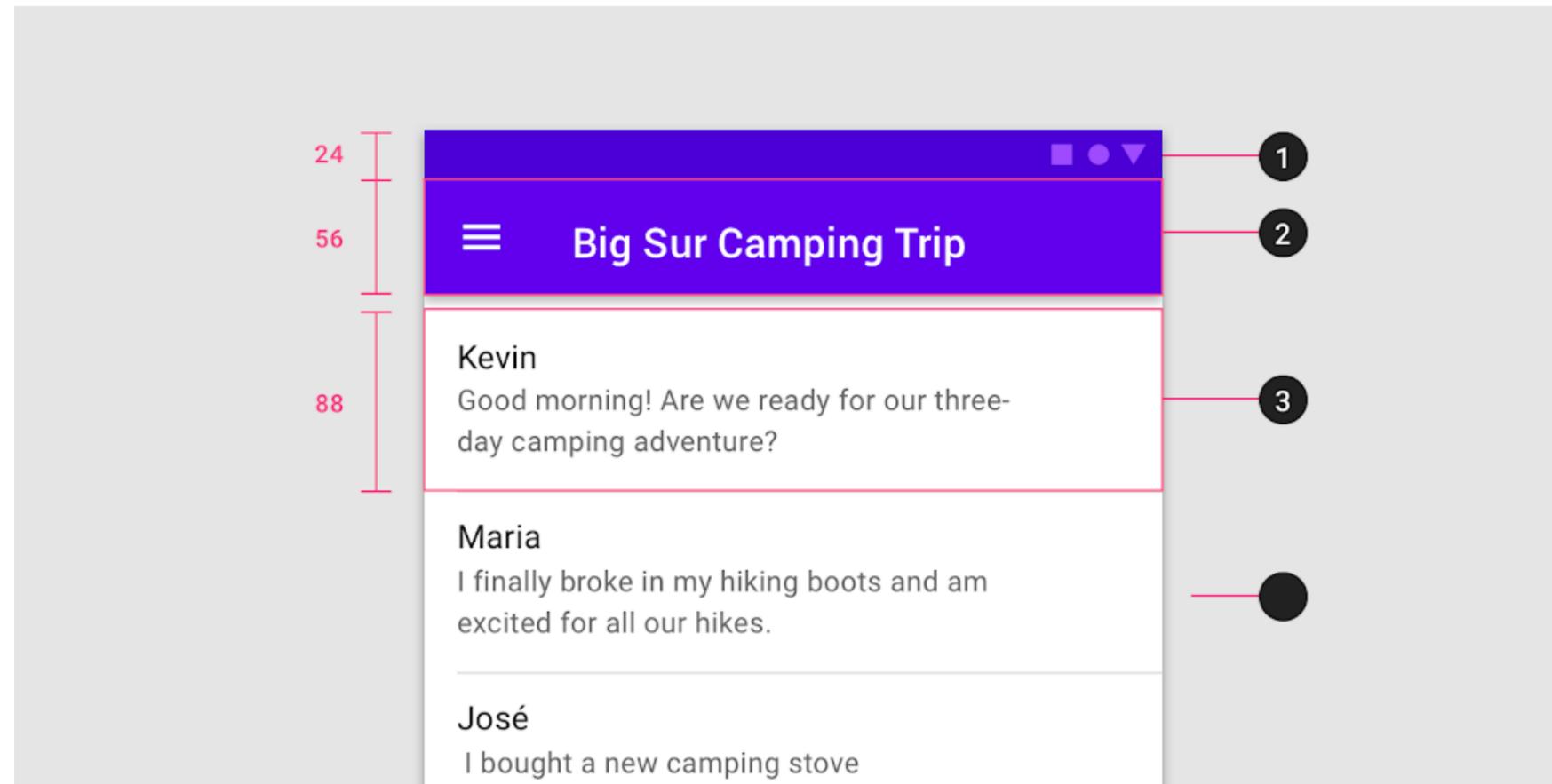
1. Status bar height: 24dp
2. App bar height: 56dp
3. List item height: 88dp

Colour

Colour

Color themes are designed to be harmonious, ensure accessible text, and distinguish UI elements and surfaces from one another.
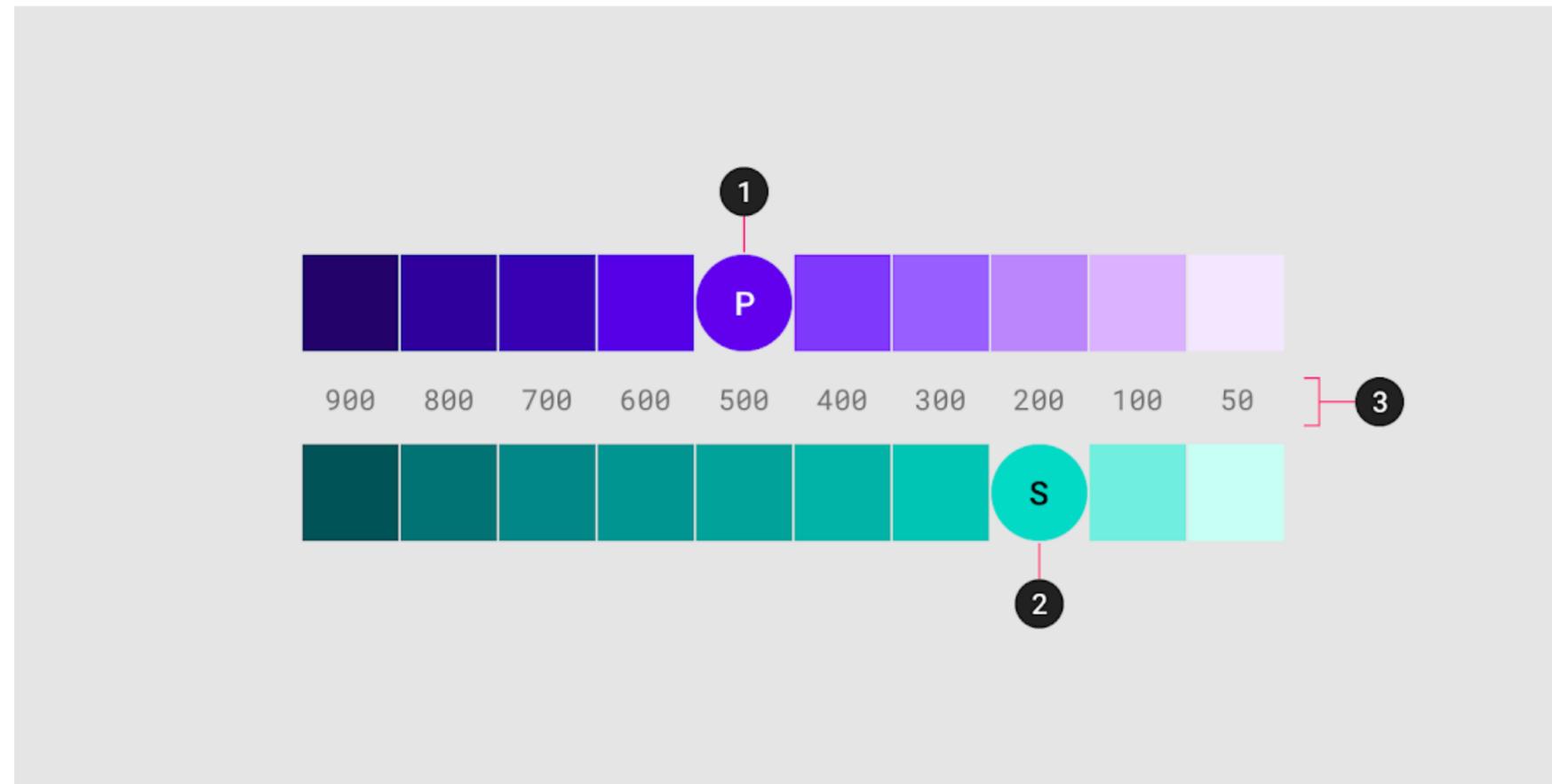
1. Primary color
2. Secondary color
3. Light and dark variants

Colour Principles

Colour indicates which elements are interactive, how they relate to other elements, and their level of prominence. Important elements should stand out the most.
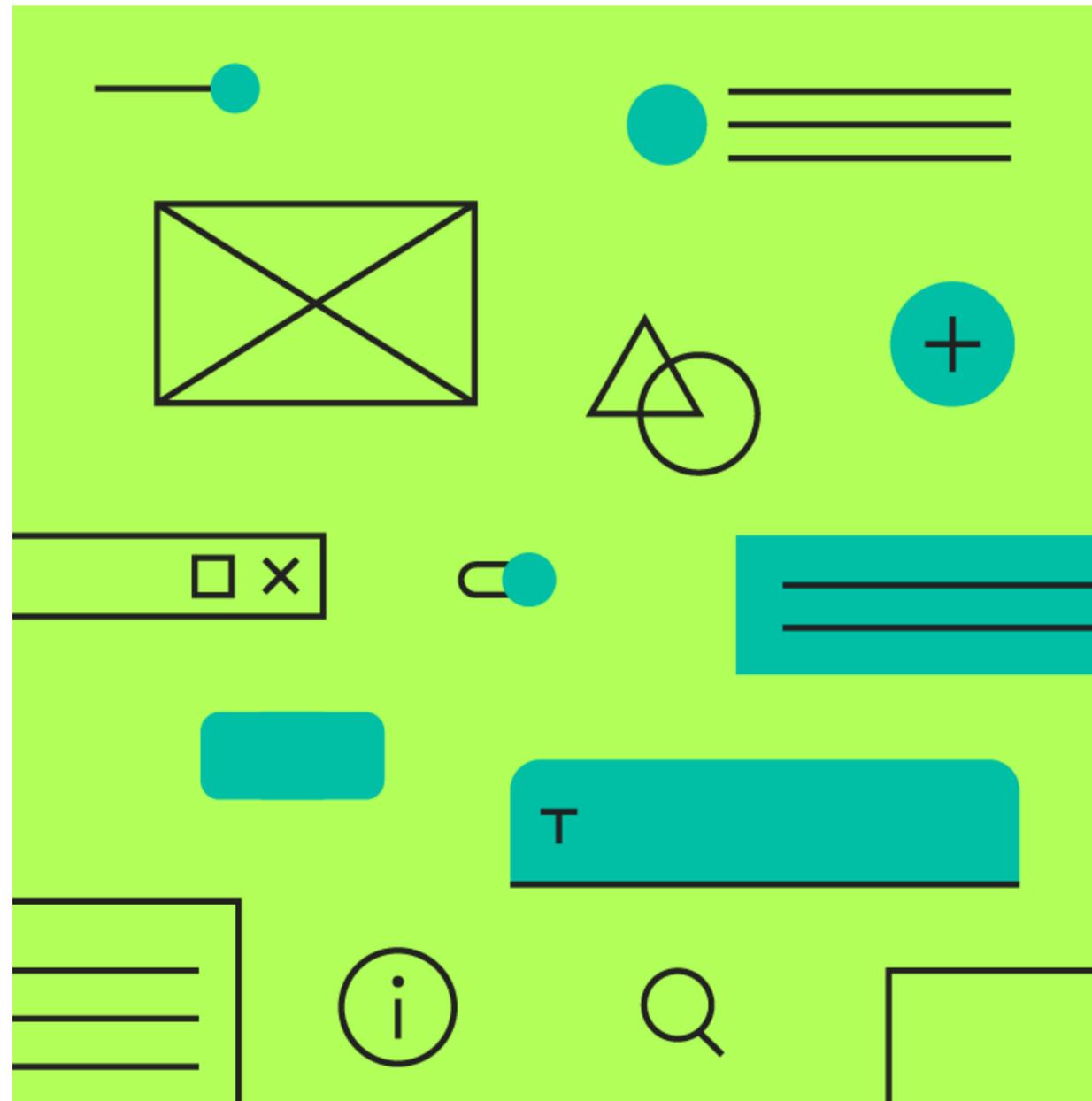
Colour Principles

Legible

Text and important elements, like icons, should meet legibility standards when appearing on coloured backgrounds.
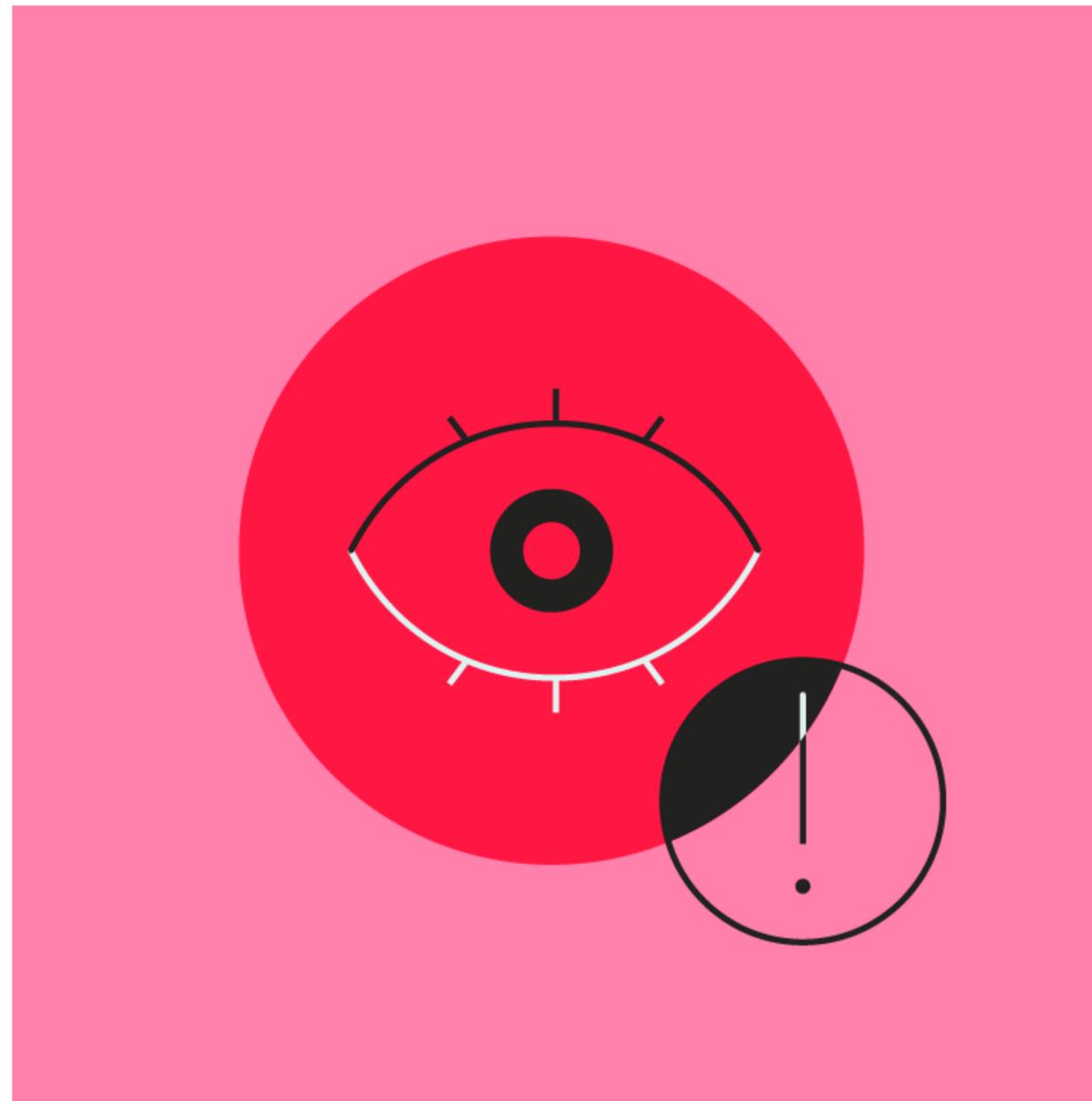
Colour Principles

Expressive

Show brand colors at memorable moments that reinforce your brand's style.
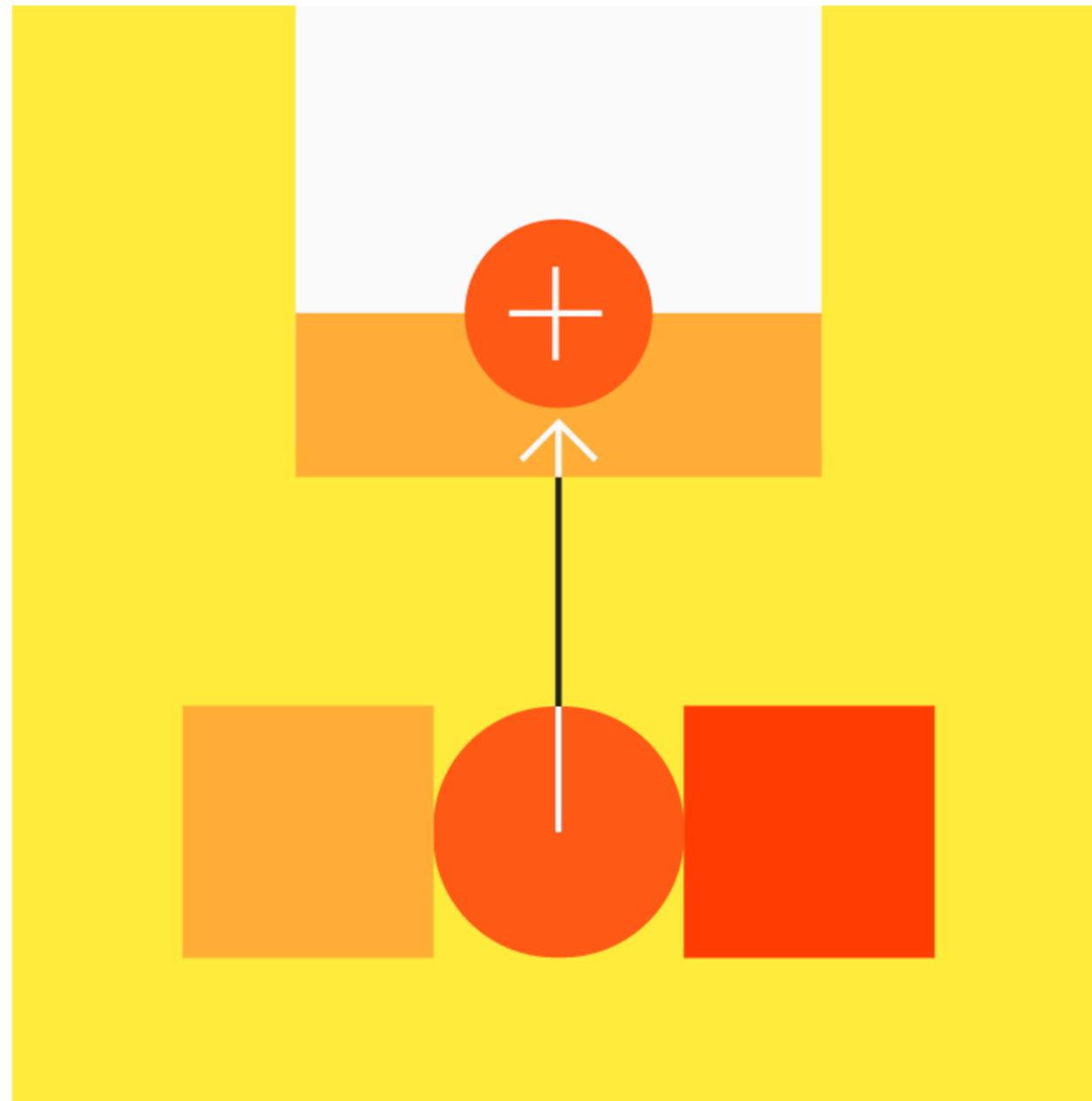
Colour Principles

Expressive

Show brand colors at memorable moments that reinforce your brand's style.
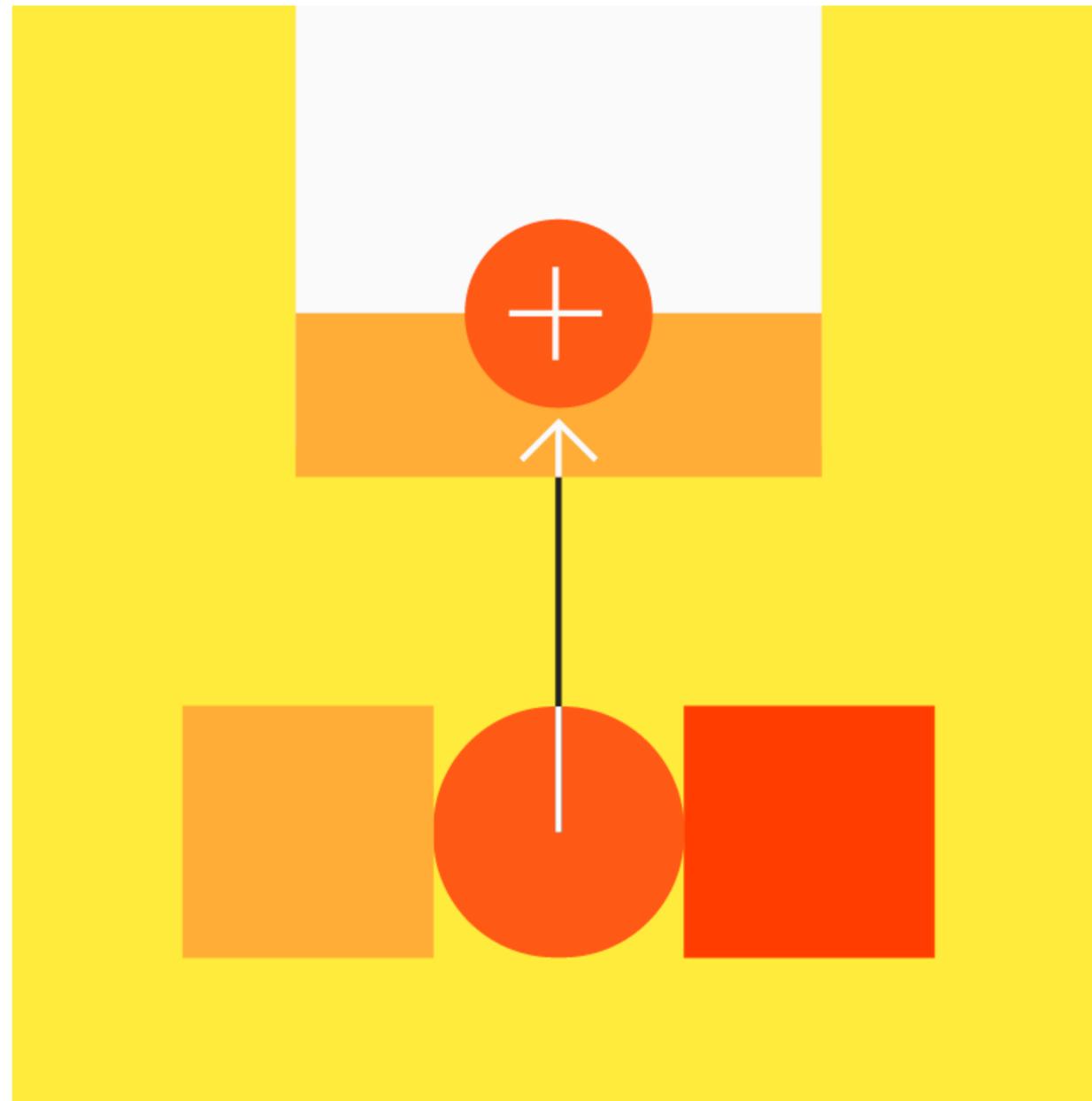
Primary Colour

A primary color is the color displayed most frequently across your app's screens and components.
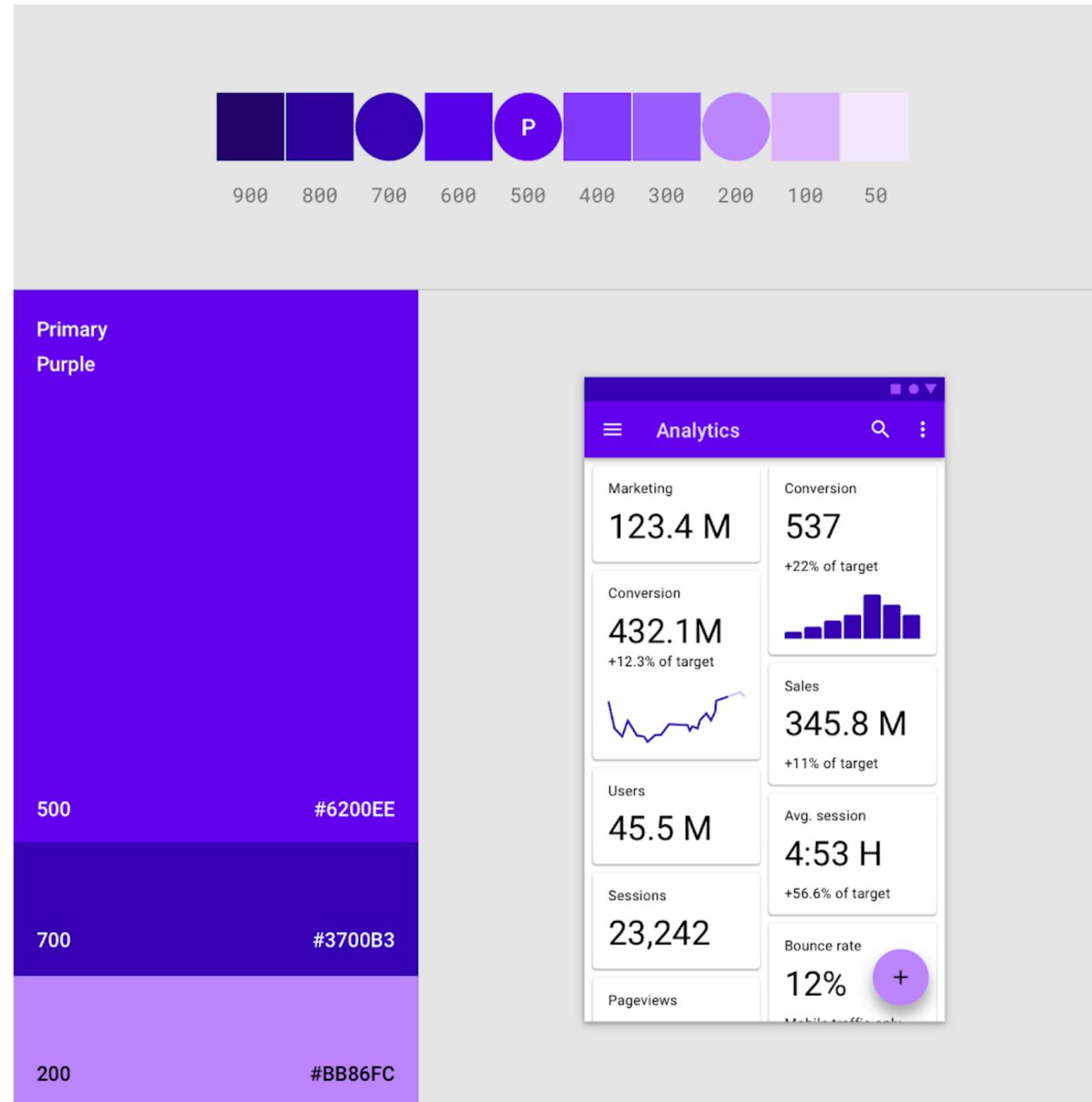
Secondary Colour

A secondary color provides more ways to accent and distinguish your product.
Having a secondary color is optional, and should be applied sparingly to accent select parts of your UI.
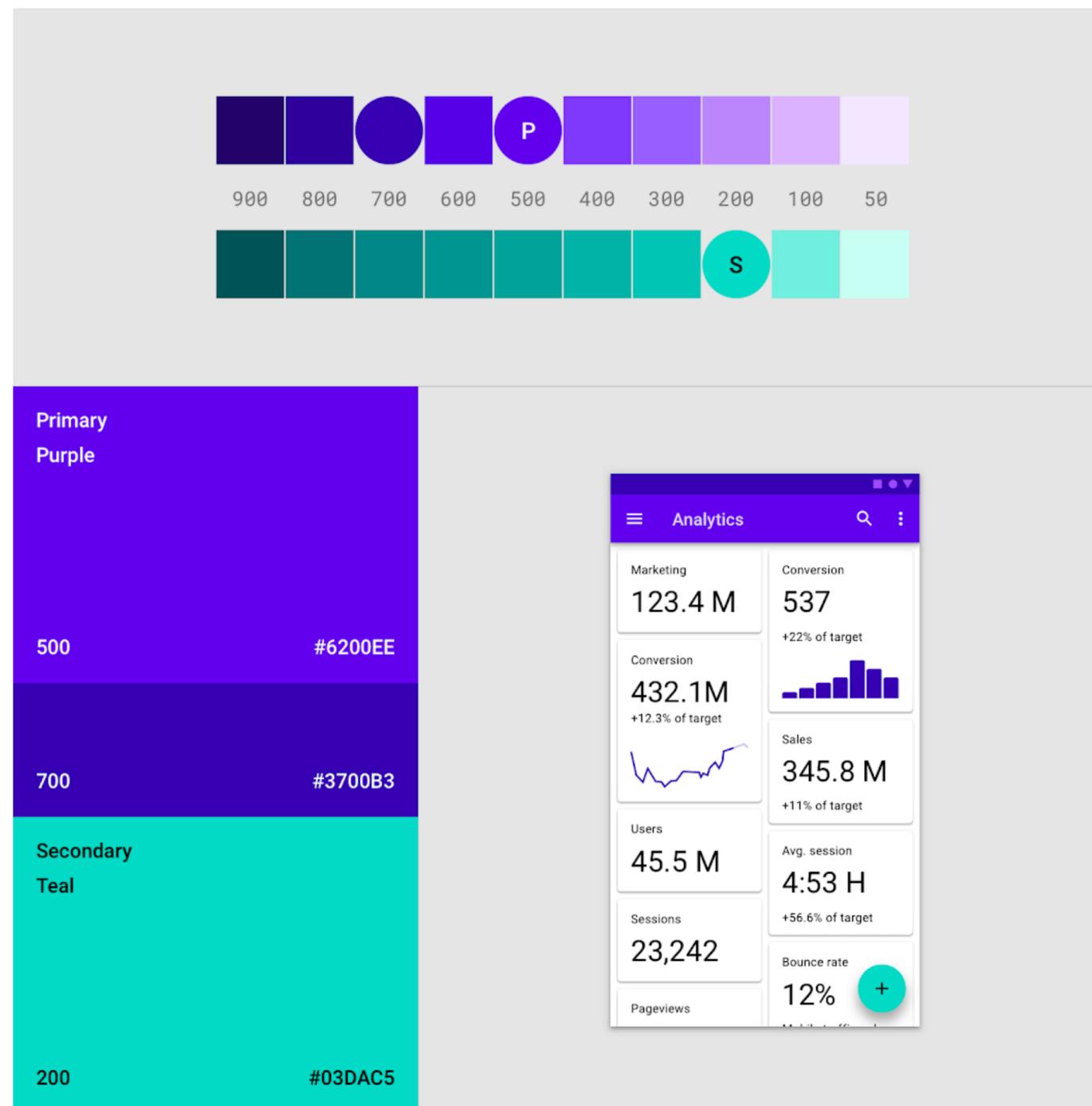
Colour in the Application

Secondary colour for expanding sheet on the front layer.

Primary Shrine Pink	
100	#FEDBD0
900	#442C2E
Secondary Shrine Pink	
50	#FEEAE6

SHRINE

High Tea Cup
$36

Hopscotch Shoes
$134

OK Glow
$2(
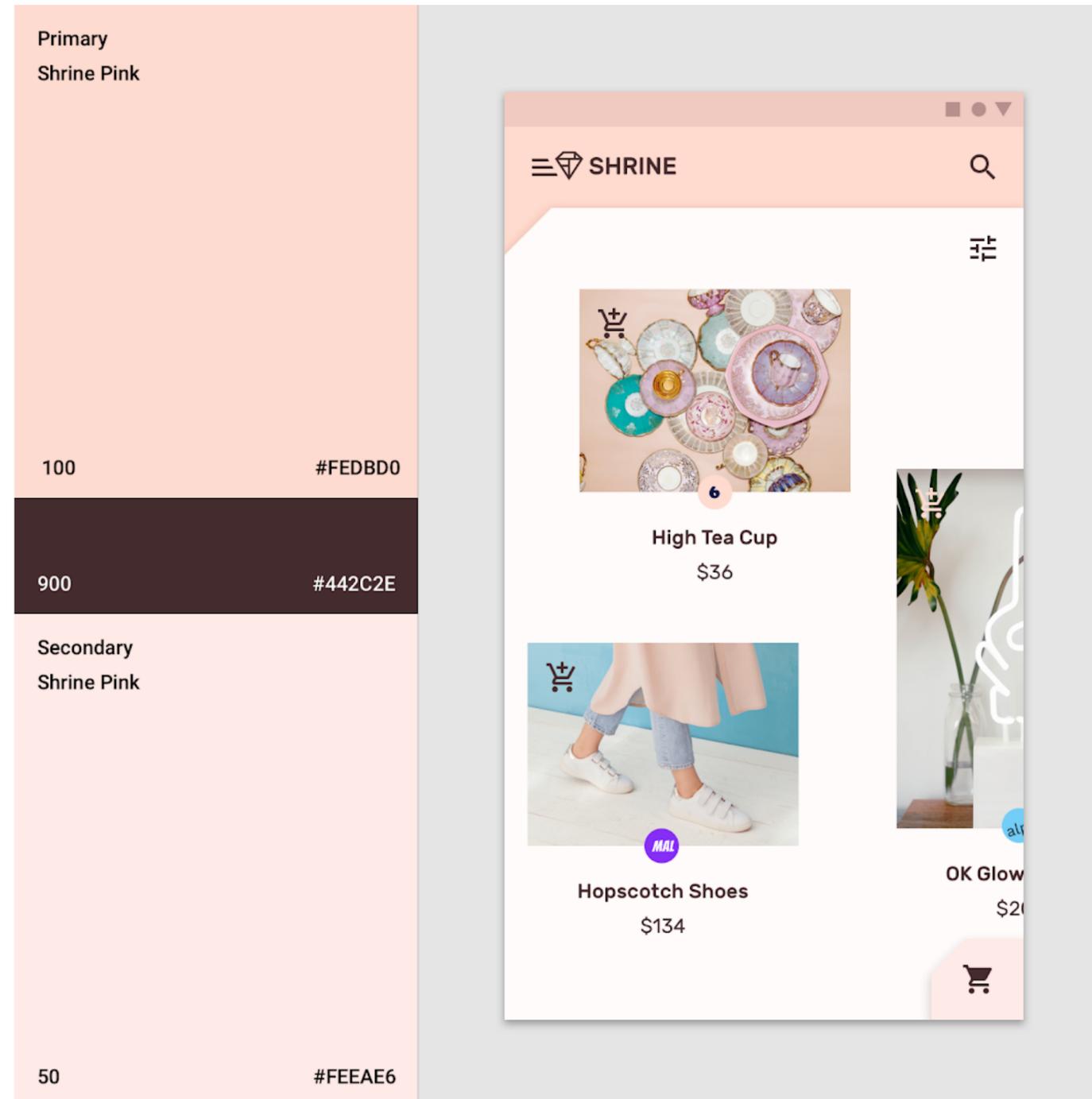
Colour in the Application

Primary dark variant colour for icons and typeface.

Primary Shrine Pink	
100	#FEDBD0
900	#442C2E
Secondary Shrine Pink	
50	#FEEAE6

CHECKOUT

SHIPPING
345 Main St, 4th Floor
San Francisco, CA 94109

PAYMENT
Visa
•••• •••• 1234

HAVE A PROMO CODE?

Enter a Promo Code

TOTAL $300.60

Subtotal $260.00
Shipping $10.00
Tax $30.60

PLACE ORDER
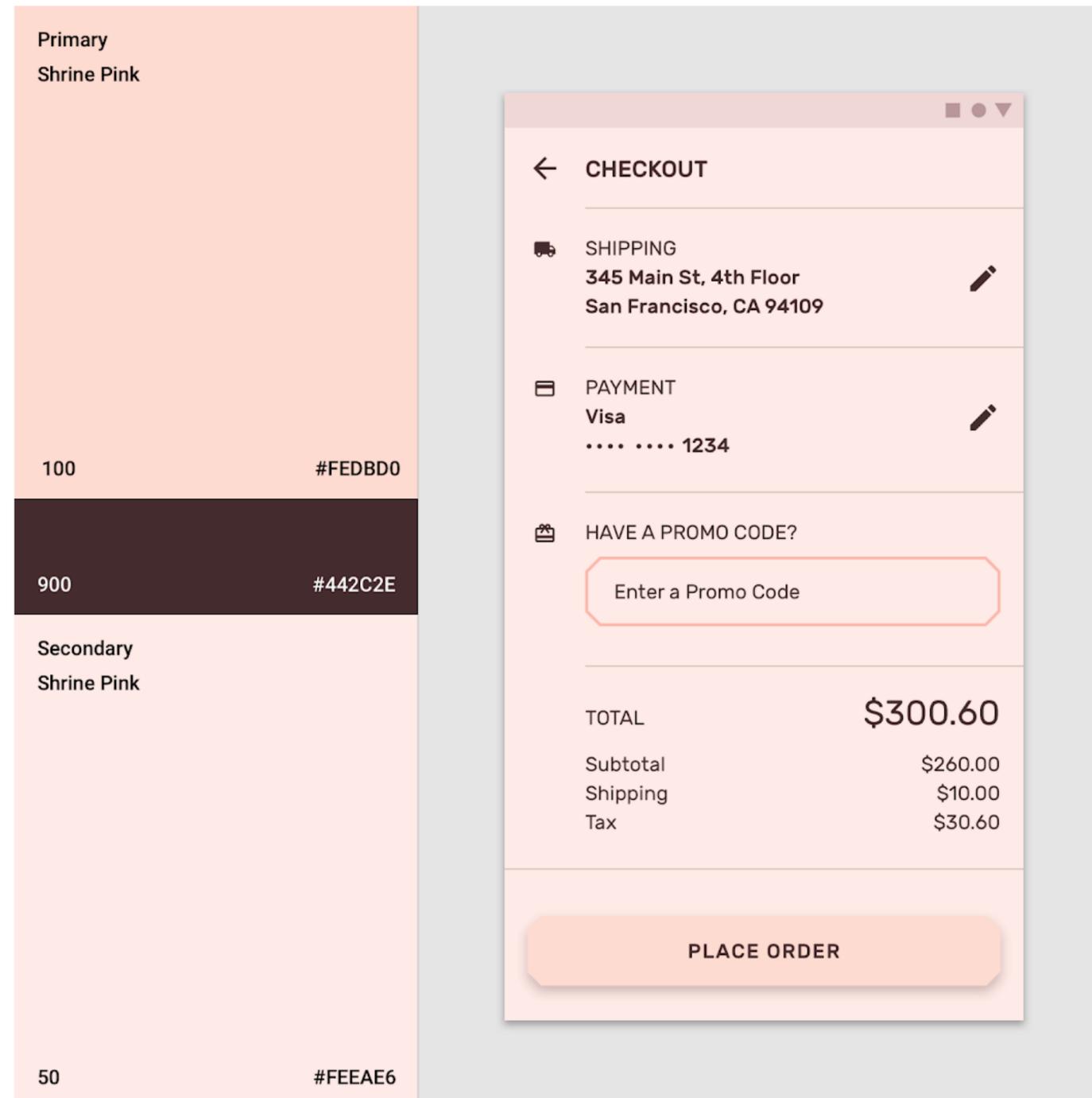
Colour in the Application

Primary and secondary colour for icons.

Primary Basil Green	
800	#356859
500	#37966F
100	#B9E4C9
Secondary Basil Orange	
800	#FD5523
50	#FFFBE6

Creamy Pesto Pasta

Guilt-free gluten-free spaghetti pasta is sautéed in a garlic, kale pesto. It's an easy and healthy dinner.

Calories	Protein	Fat
465g	27g	12g

🥦 Gluten-free   🥚 Egg Free

INGREDIENTS   DIRECTIONS

Colour in the Application

Orange accents the card's headlines, and purple appears on tabs and buttons.
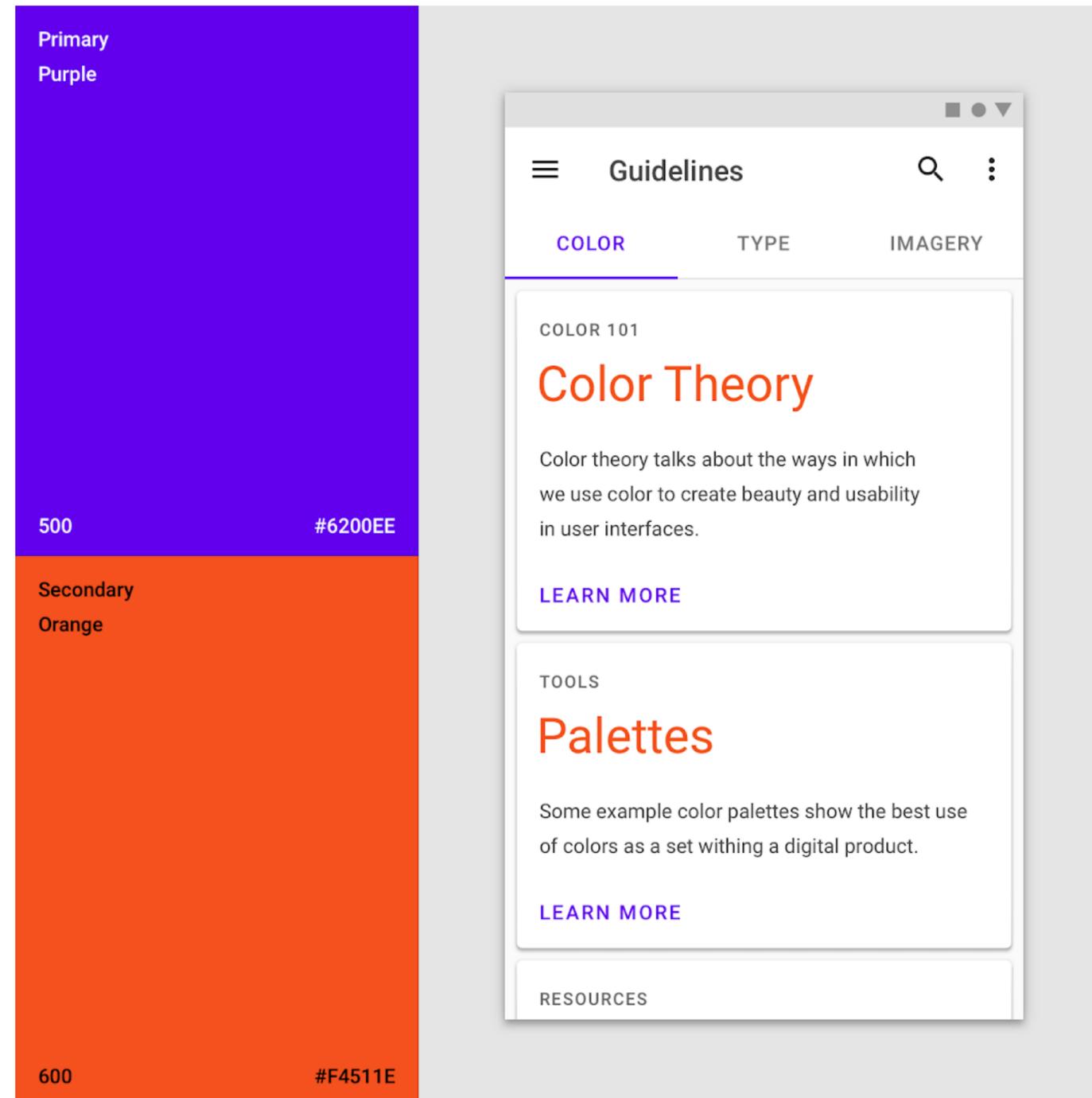
Colour in the Application

a primary white and a secondary black for all buttons, selection controls, and iconography. These components stand out because they contrast with the vivid, multicolor content.

Primary
Posivibes White

#FFFFFF

Secondary
Posivibes Black

#000000

JUSTIN BONILLA

14
Collections

935
Followers

505
Following

BLACK COFFEE

LA

APRIL '18
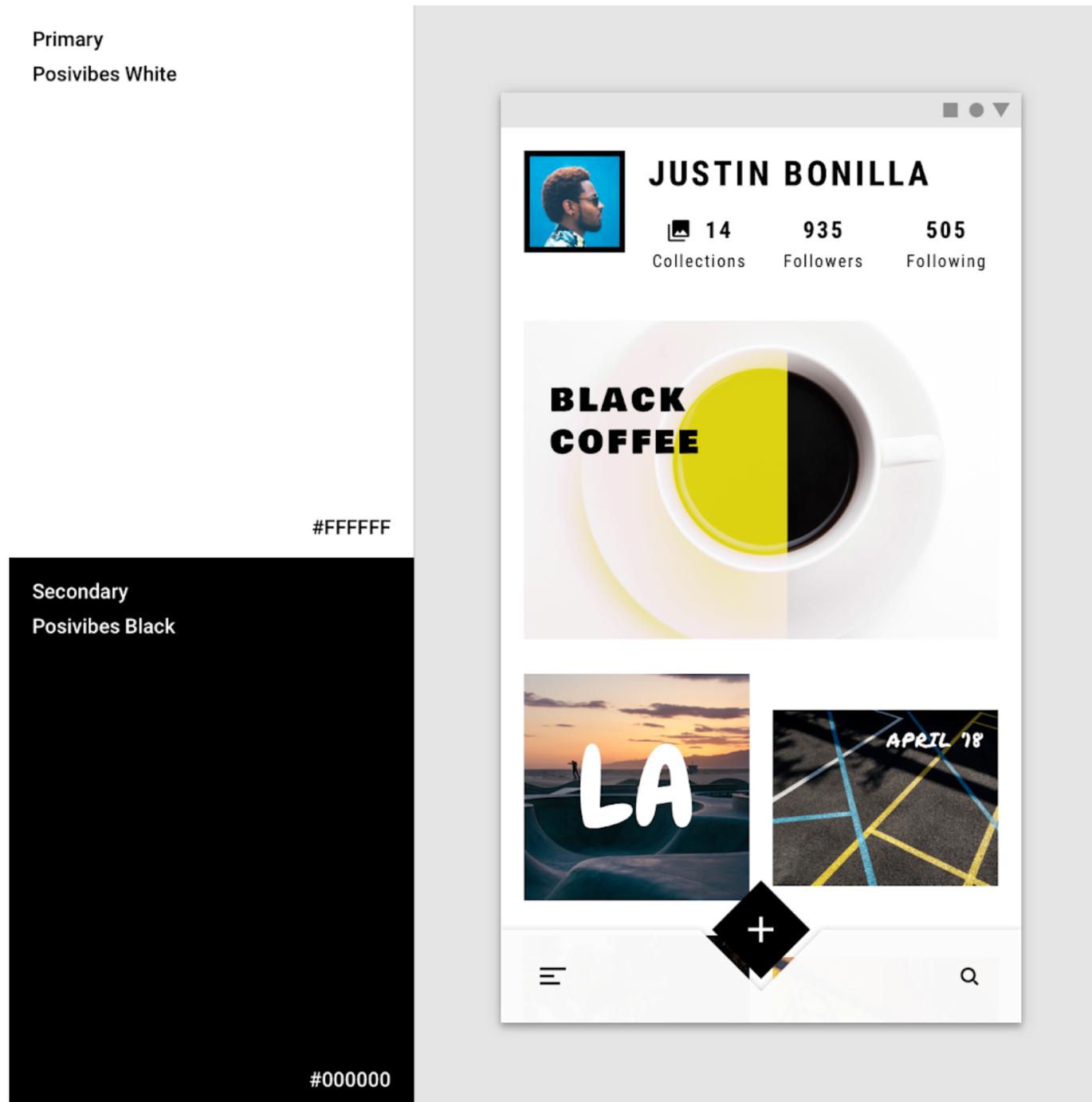
Colour system

Eurowings
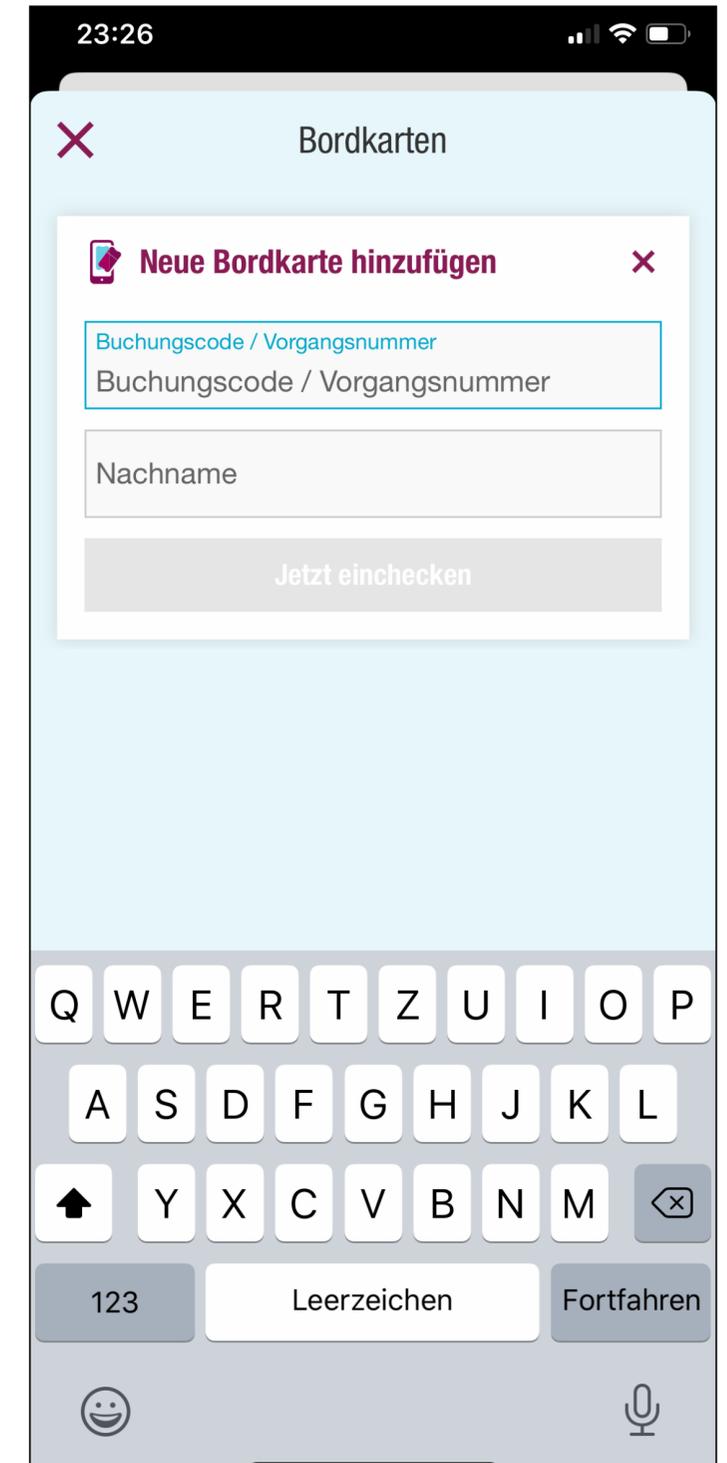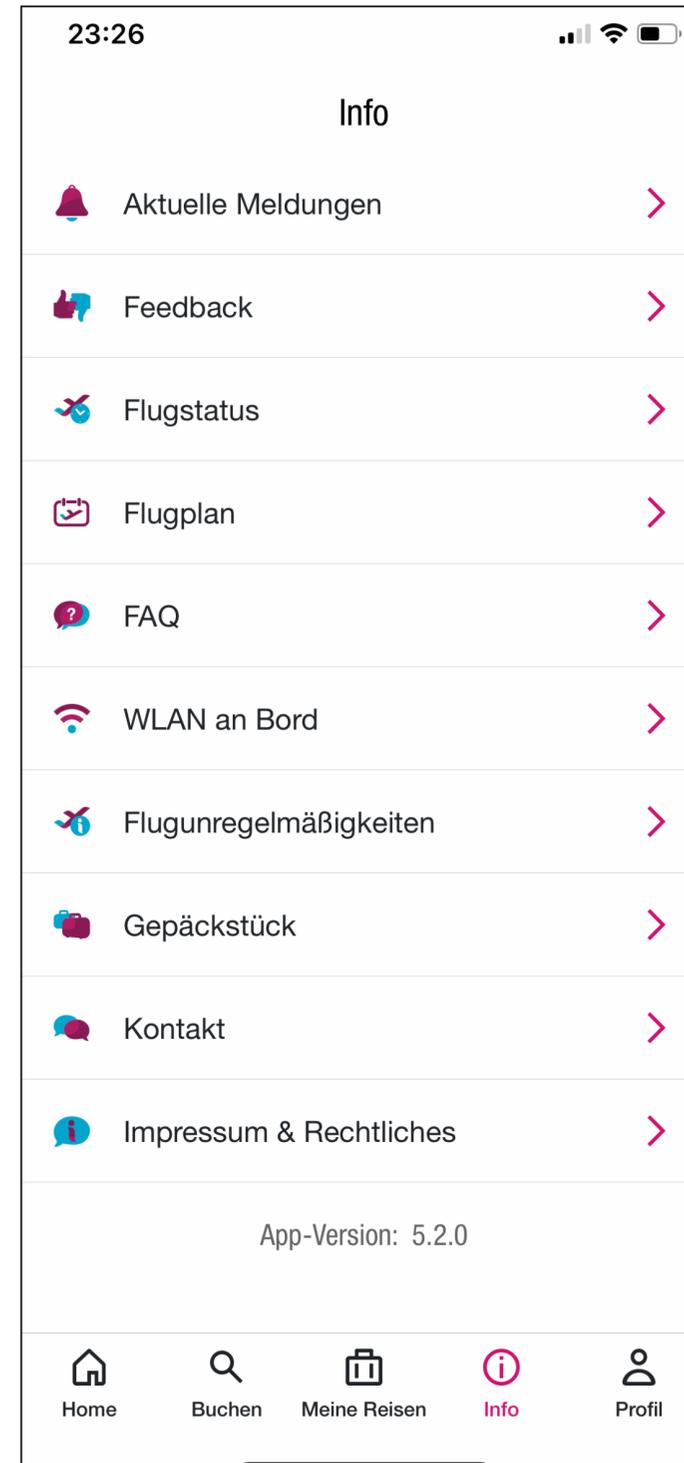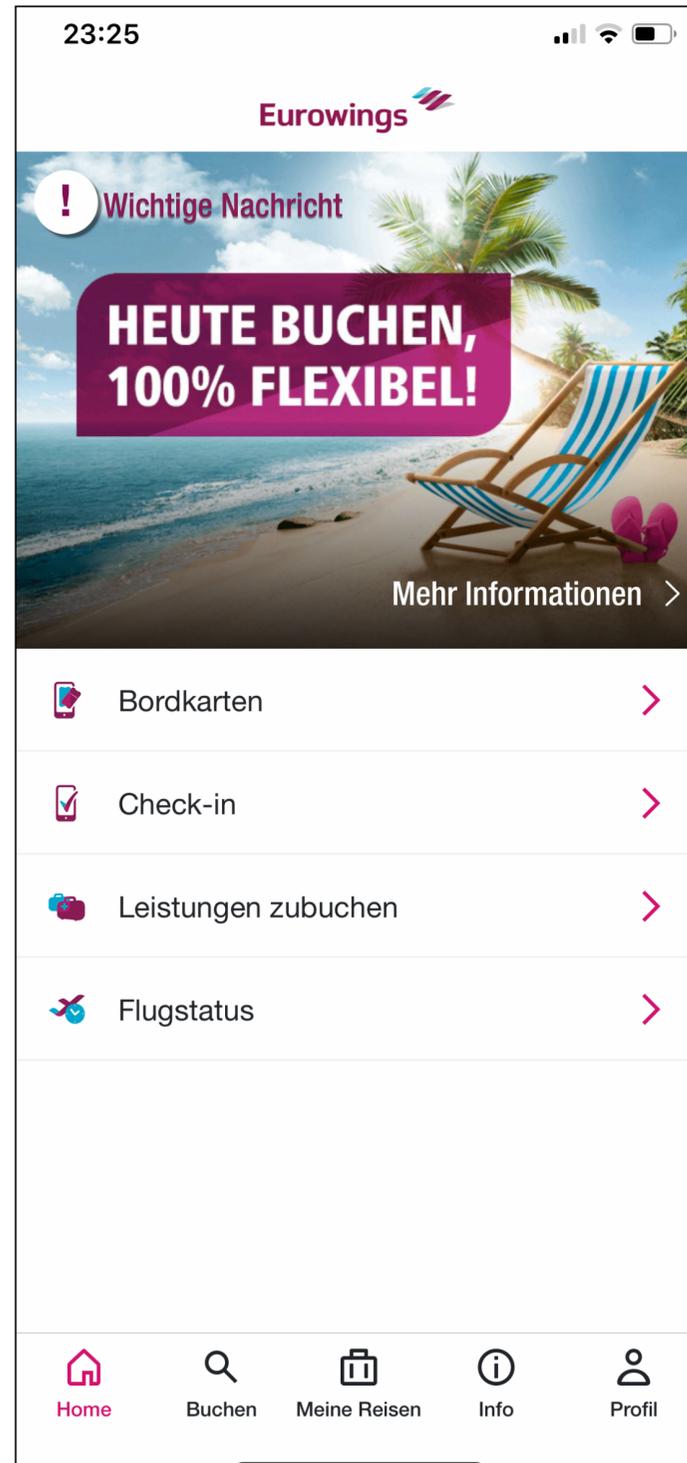
Colour system

Easyjet
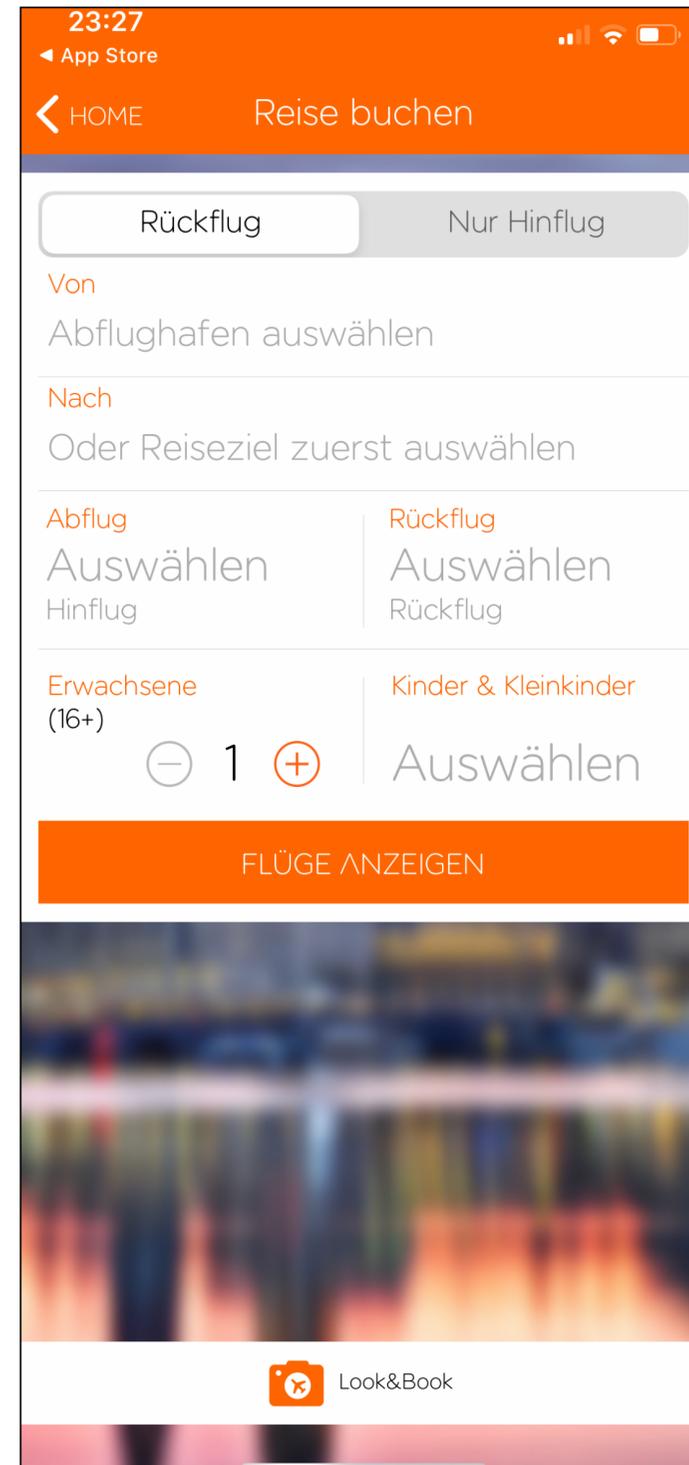
Color system

Lufthansa
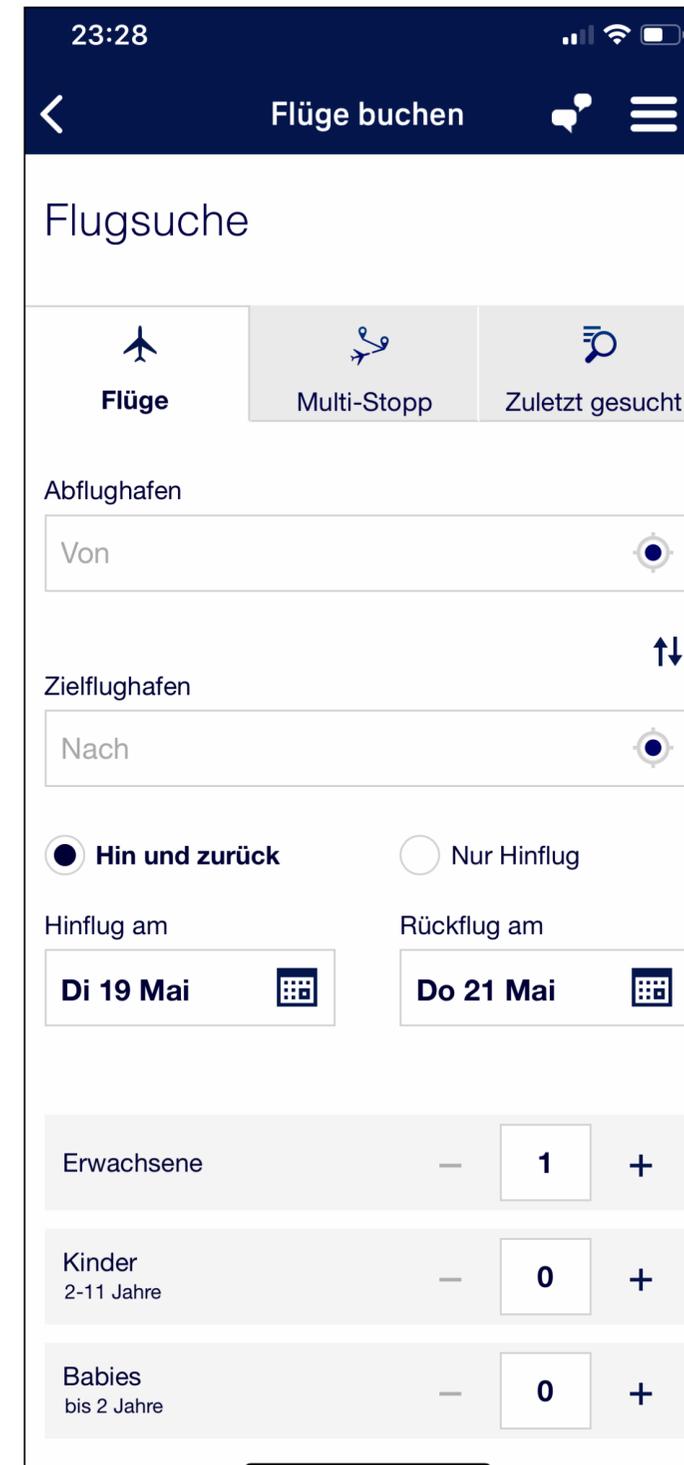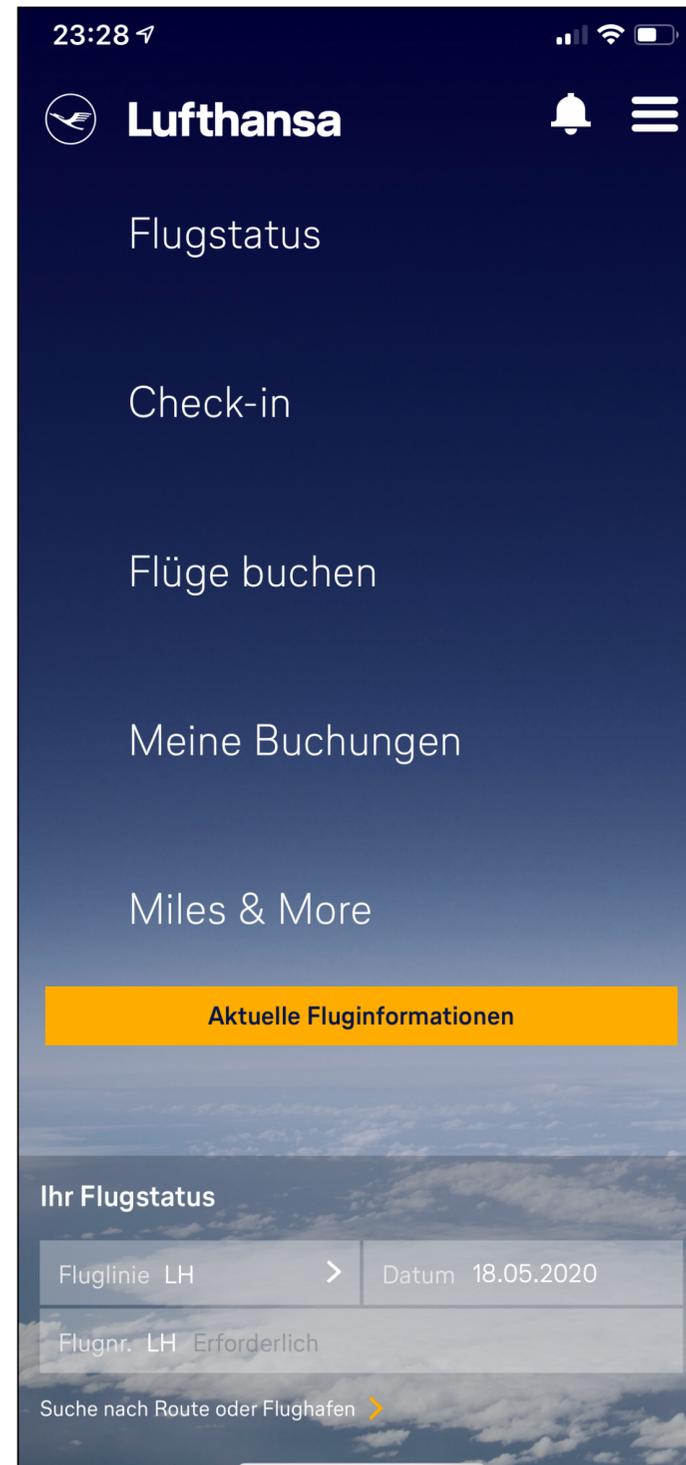
Color system

airbnb
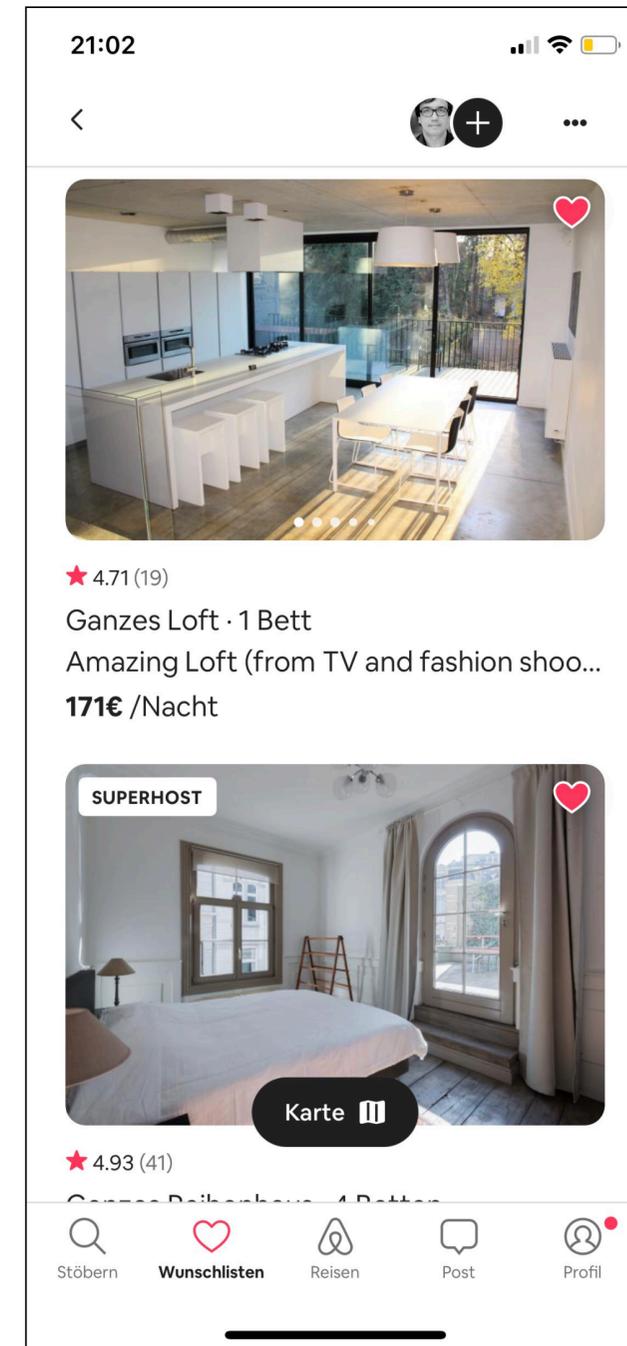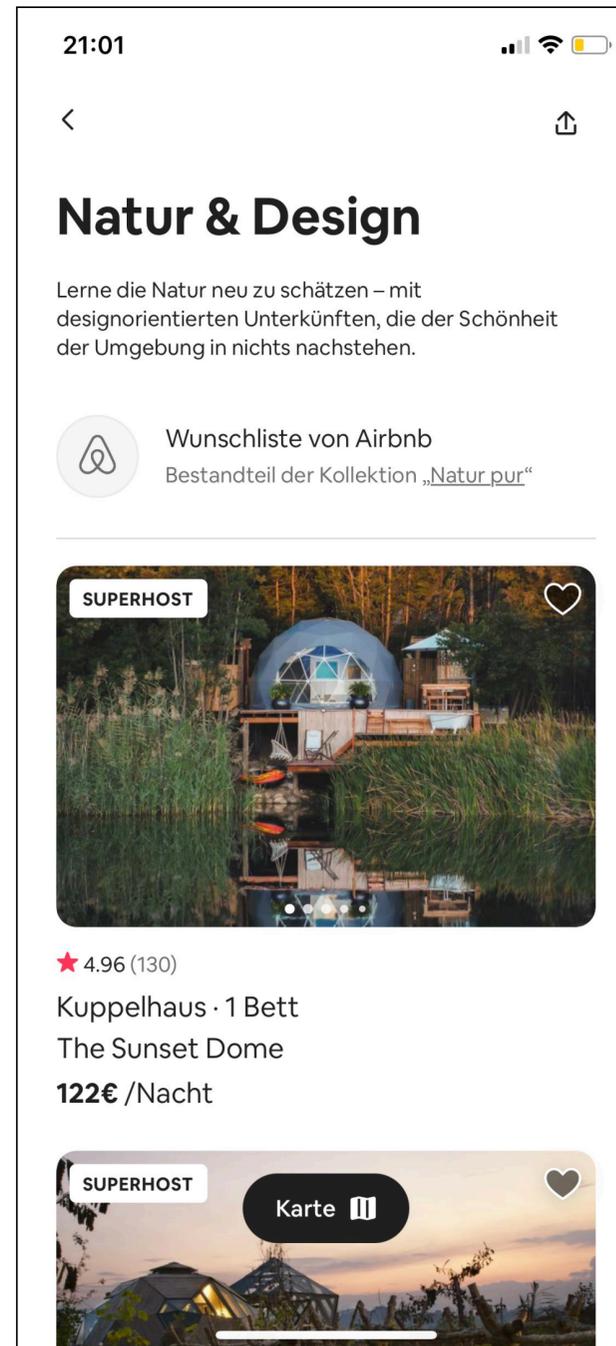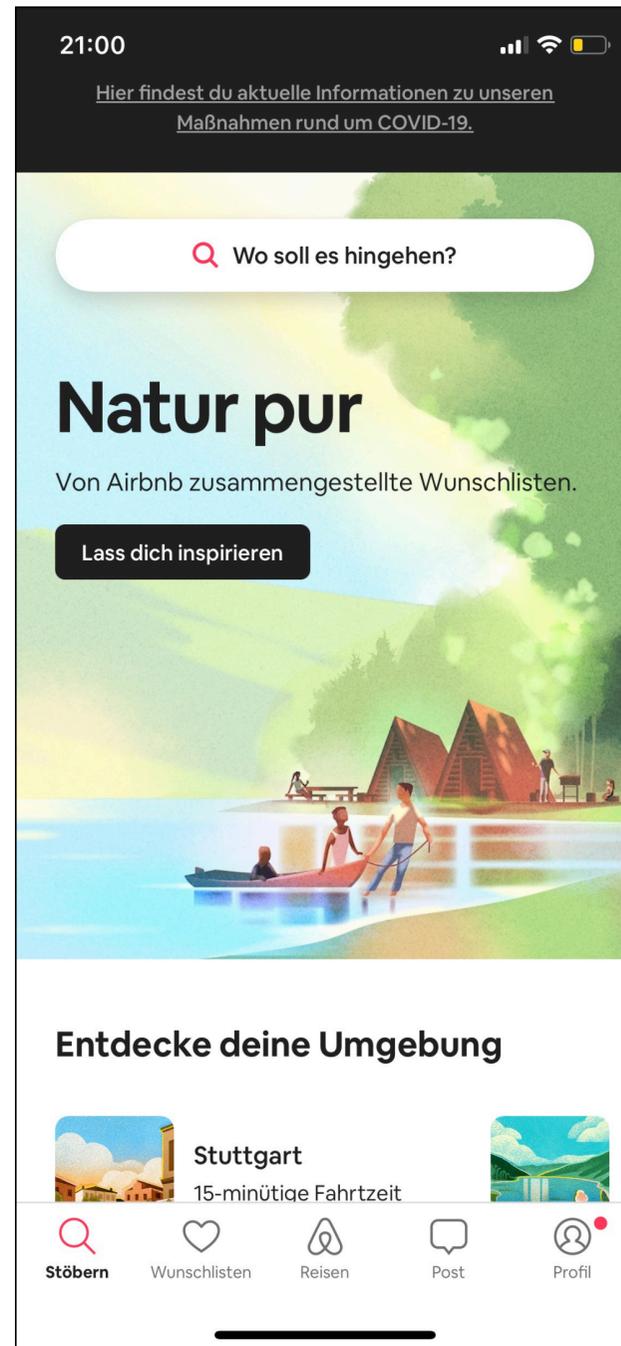
Typography

Typography

Use typography to present your design and content as clearly and efficiently as possible.
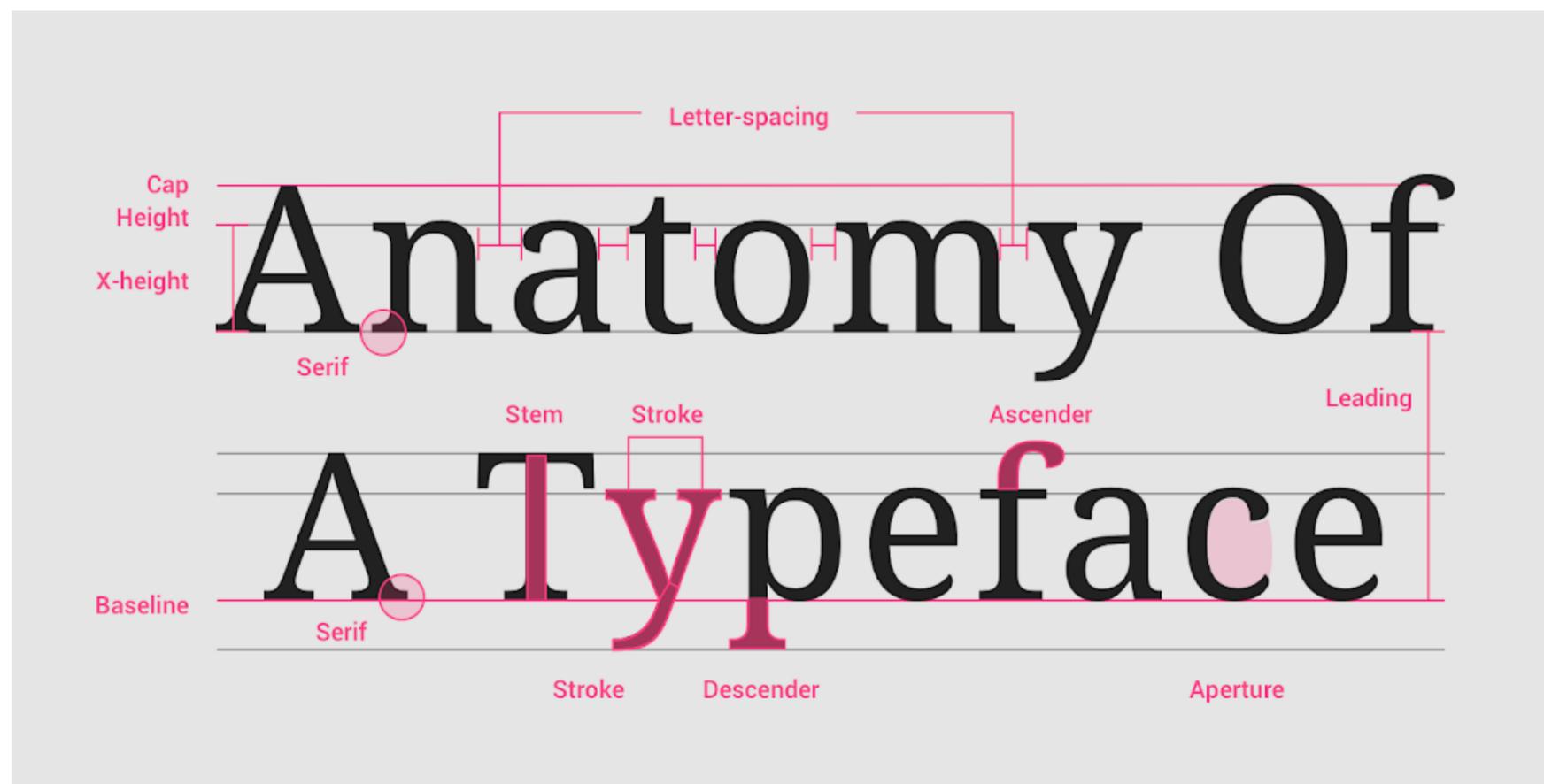
Typography

This example type scale uses the Roboto typeface for all headlines, subtitles, body, and captions, creating a cohesive typography experience. Hierarchy is communicated through differences in font weight (Light, Medium, Regular), size, letter spacing, and case.

| Scale Category	Typeface	Weight	Size	Case	Letter spacing
H1	Roboto	Light	96	Sentence	-1.5
H2	Roboto	Light	60	Sentence	-0.5
H3	Roboto	Regular	48	Sentence	0
H4	Roboto	Regular	34	Sentence	0.25
H5	Roboto	Regular	24	Sentence	0
H6	Roboto	Medium	20	Sentence	0.15
Subtitle 1	Roboto	Regular	16	Sentence	0.15
Subtitle 2	Roboto	Medium	14	Sentence	0.1
Body 1	Roboto	Regular	16	Sentence	0.5
Body 2	Roboto	Regular	14	Sentence	0.25
BUTTON	Roboto	Medium	14	All caps	1.25
Caption	Roboto	Regular	12	Sentence	0.4
OVERLINE	Roboto	Regular	10	All caps	1.5

Source: material.io

Typography

The type scale appears as text in components and the overall layout. Type attributes can use custom values for the typeface, font, case, size, and letter spacing.
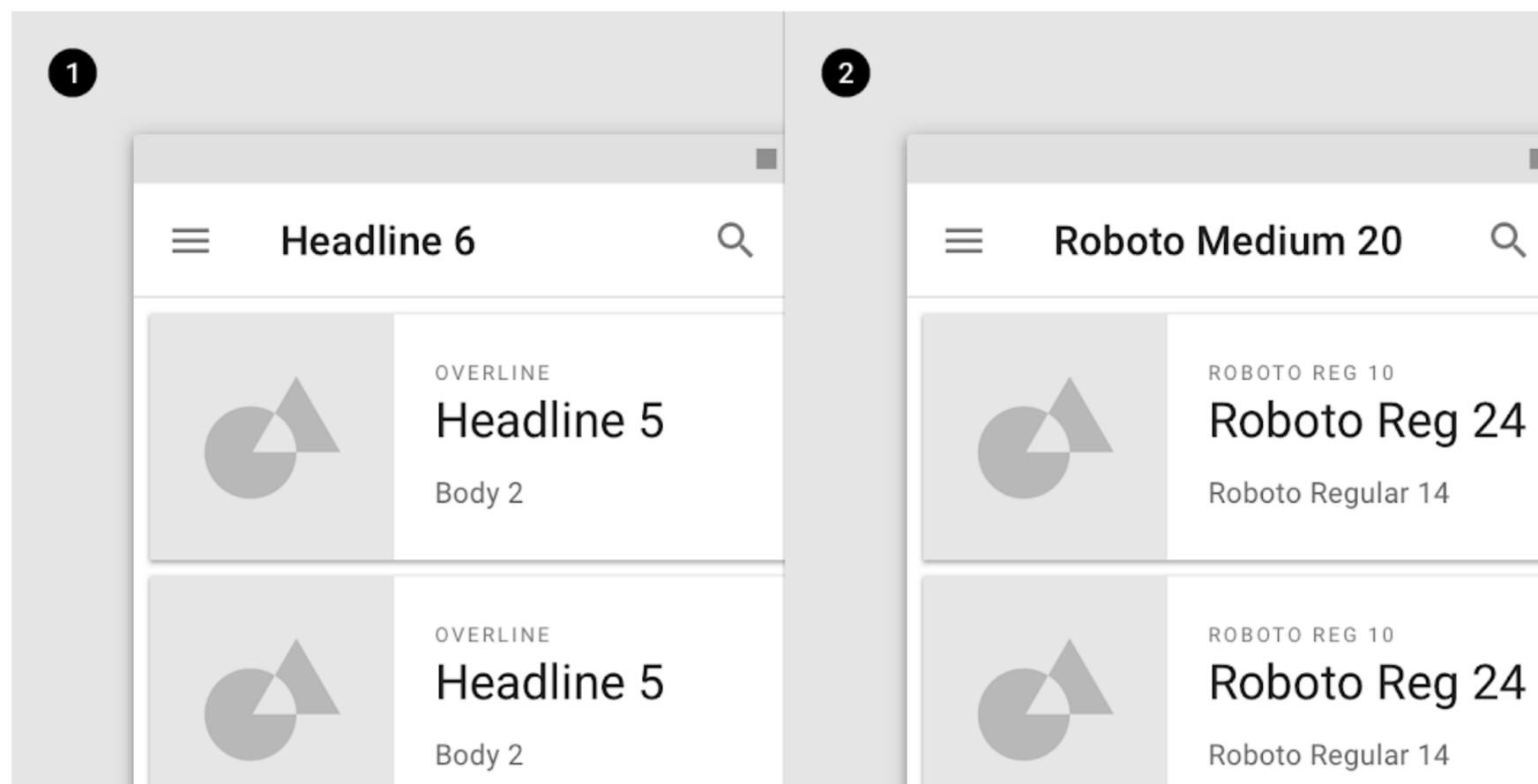
1. Scale categories
2. Actual values

# Typography

Headline

In the type scale, headlines span from a range of 1 through 6. Headlines are the largest text on the screen, reserved for short, important text or numerals.
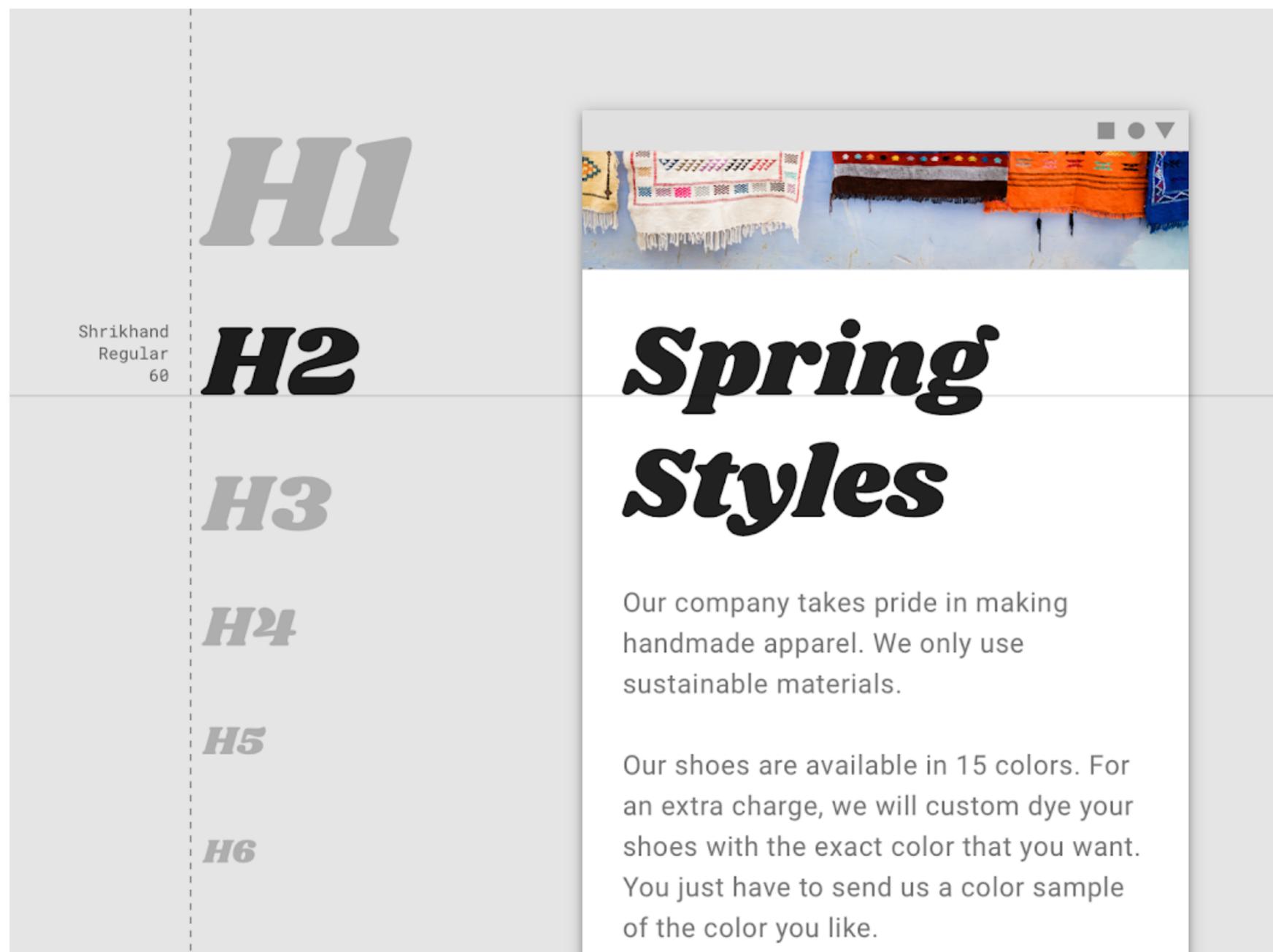
Typography

Headline

Petit Formal
Script
Regular
48

H1

H2

H3

H4

H5

H6

Thank you for attending!

Typography

Headline

Serif or sans serif typefaces work well for headlines, especially at smaller sizes.
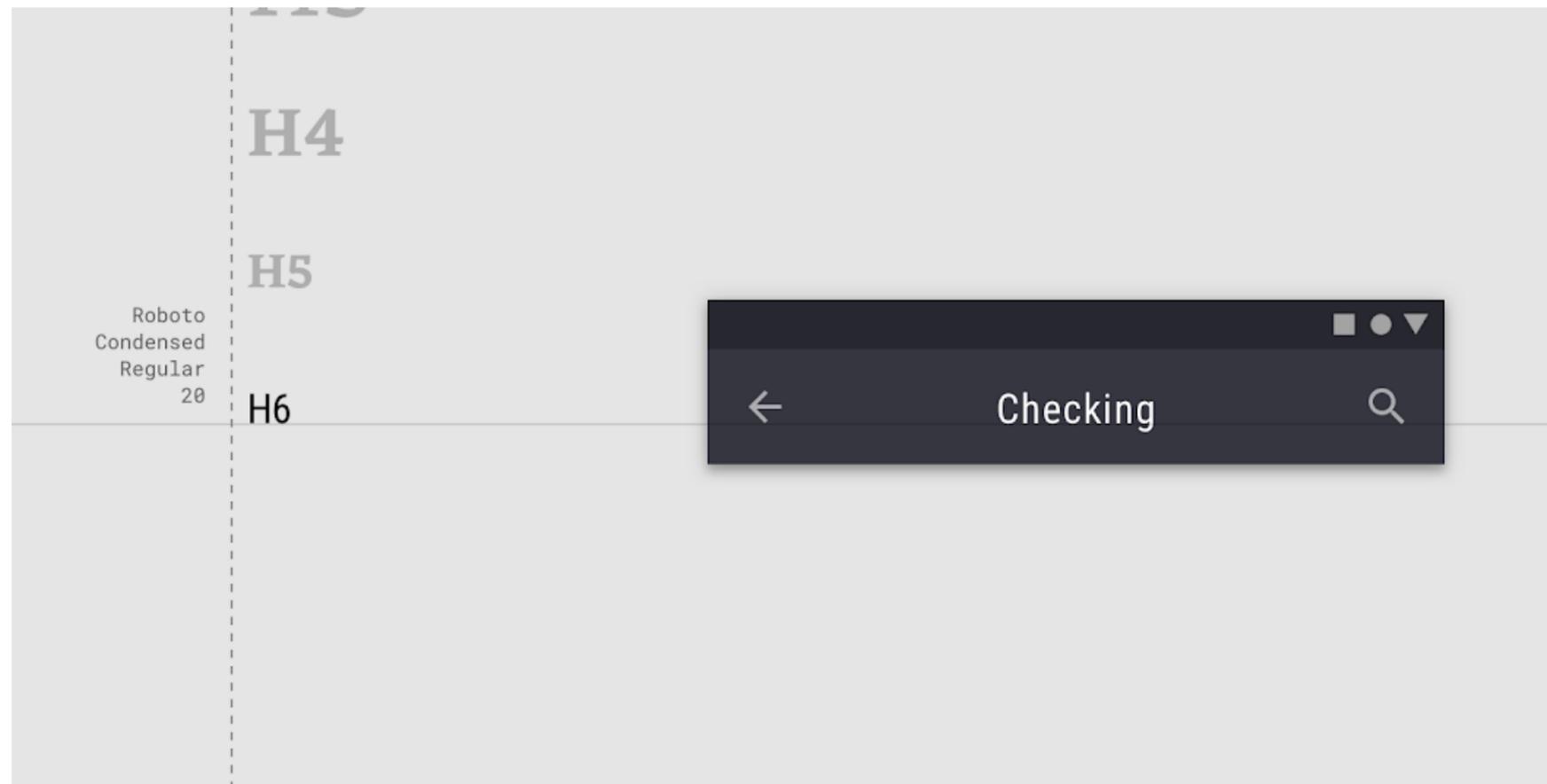
Typography

Subtitle

Subtitles are smaller than headlines. They are typically reserved for medium-emphasis text that is shorter in length. Serif or sans serif typefaces work well for subtitles.
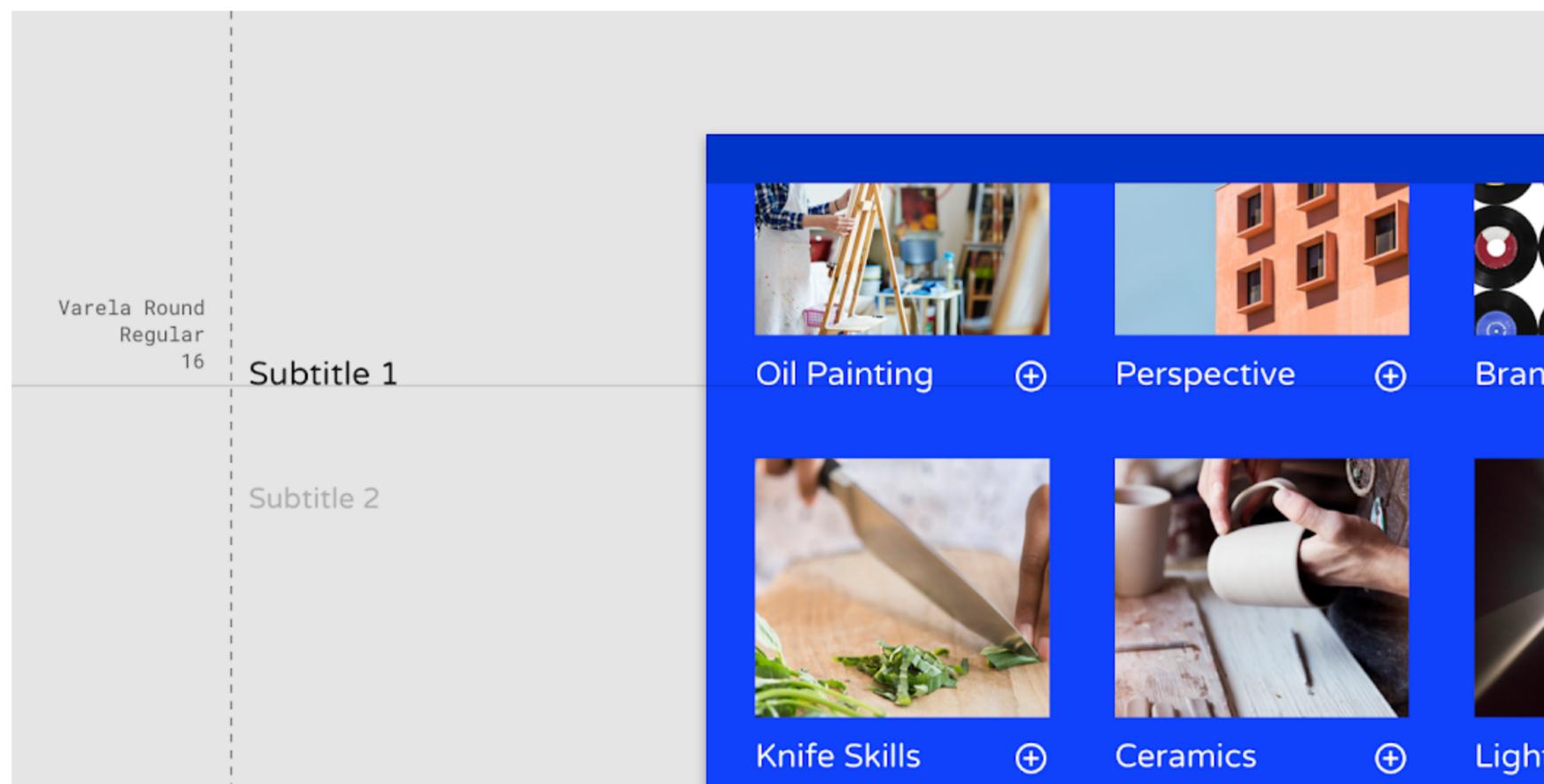
Typography

Body text

Body text comes in ranges 1-2, and it's typically used for long-form writing as it works well for small text sizes. For longer sections of text, a serif or sans serif typeface is recommended.
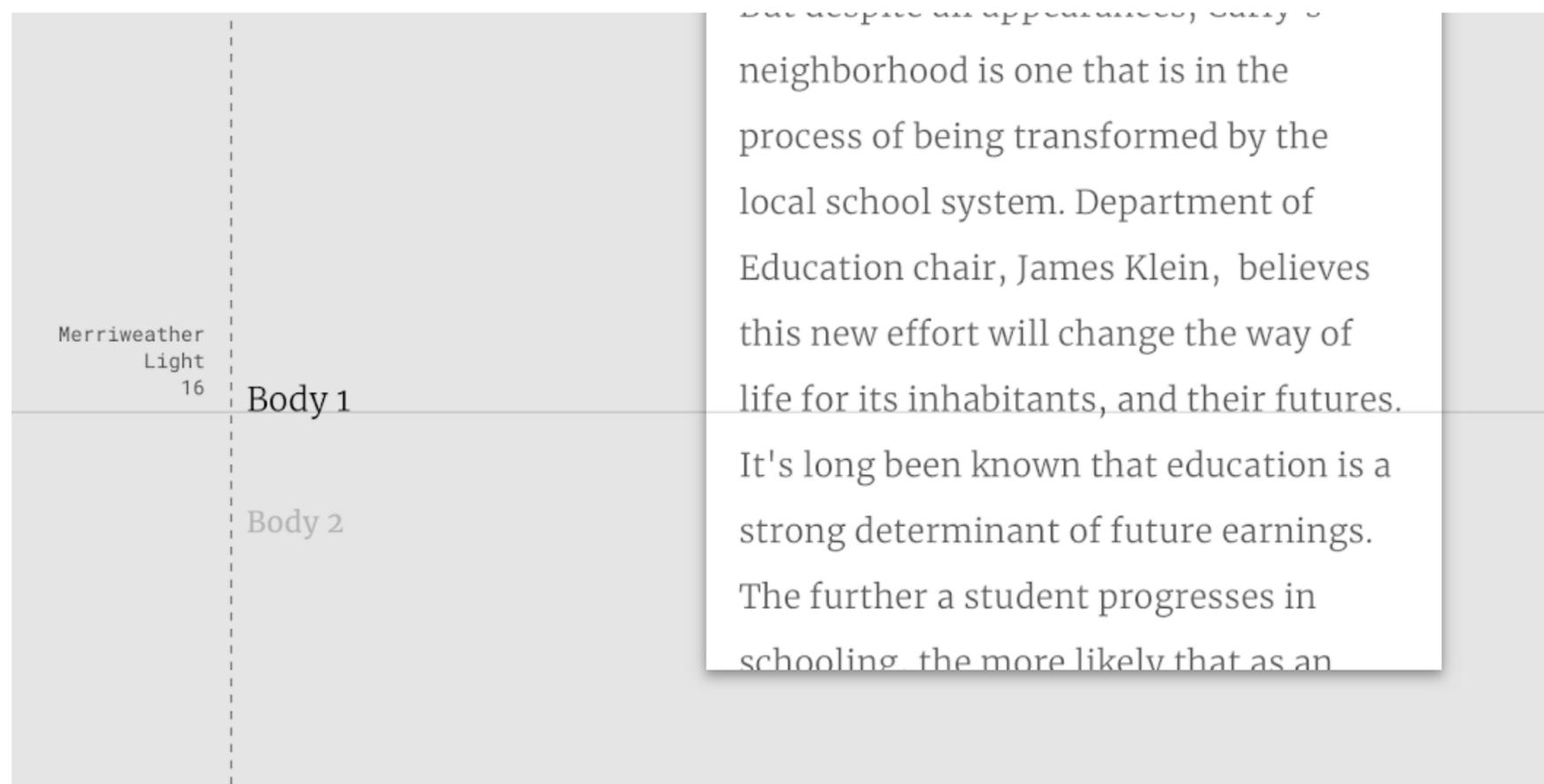
Typography

Body text

Don't use expressive fonts, including display, handwritten, and script styles for body copy.
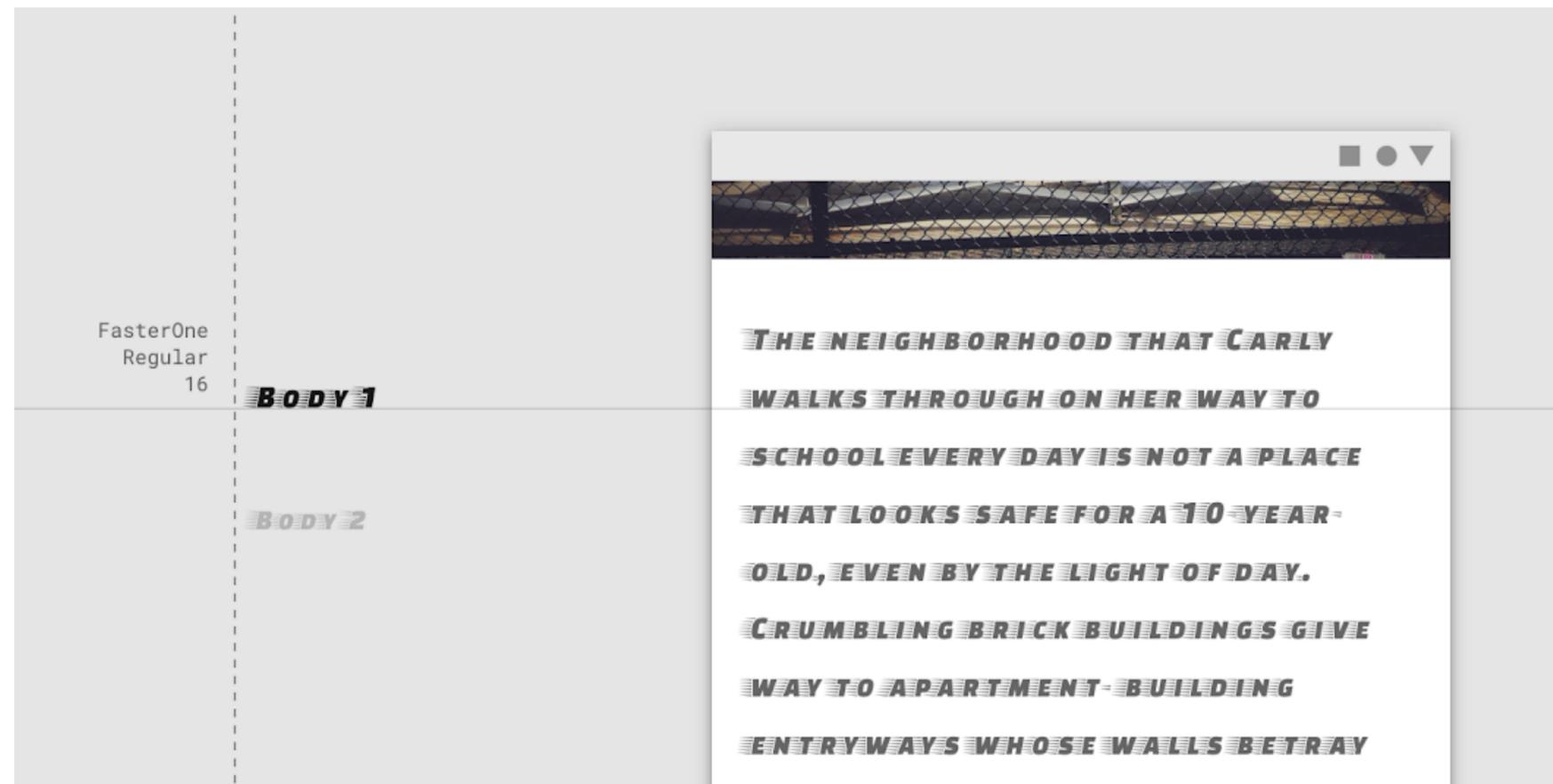
FasterOne
Regular
16

BODY 1

BODY 2

THE NEIGHBORHOOD THAT CARLY WALKS THROUGH ON HER WAY TO SCHOOL EVERY DAY IS NOT A PLACE THAT LOOKS SAFE FOR A 10-YEAR-OLD, EVEN BY THE LIGHT OF DAY. CRUMBLING BRICK BUILDINGS GIVE WAY TO APARTMENT-BUILDING ENTRYWAYS WHOSE WALLS BETRAY
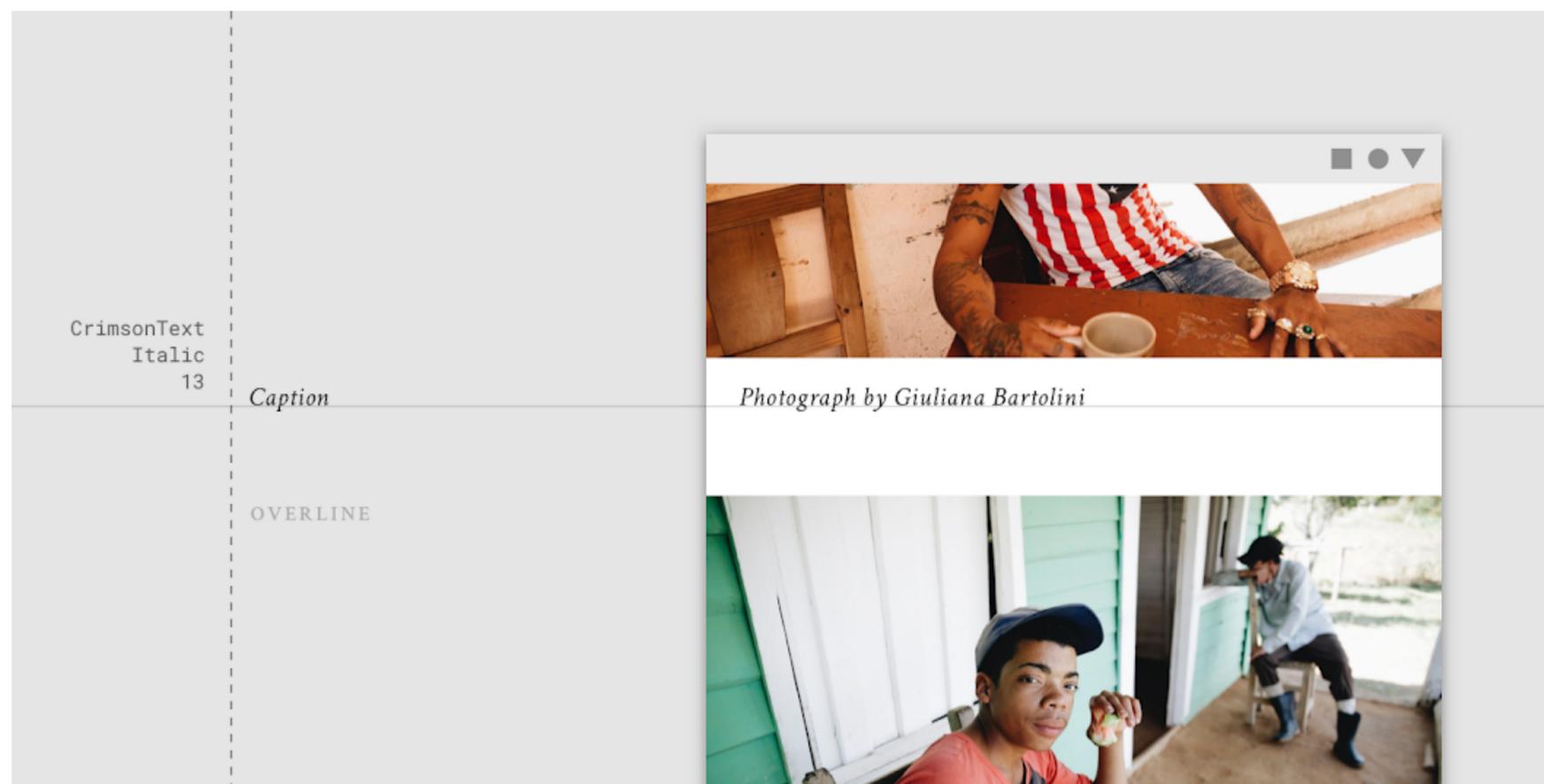
Typography

Caption and overline

Caption and overline text (text with a line above it) are the smallest font sizes. They are used sparingly to annotate imagery or to introduce a headline.

Typography

Caption and overline

Caption and overline text (text with a line above it) are the smallest font sizes. They are used sparingly to annotate imagery or to introduce a headline.

Libre
Franklin
Bold
11

Caption

OVERLINE

US ⌐ POLITICS

Divided American Lives During War

What it means to be a soldier today at home, and abroad.
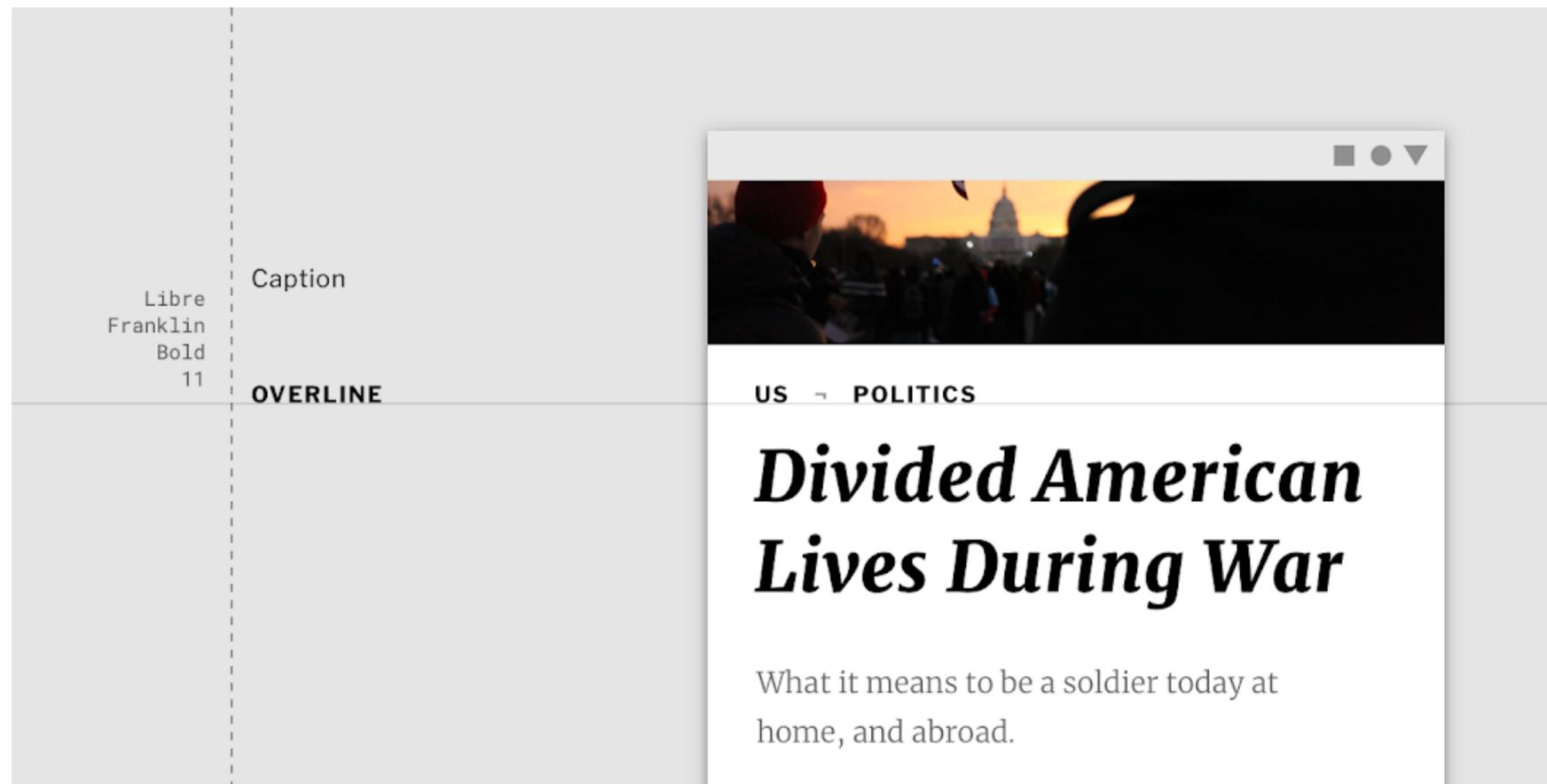
Typography

Caption and overline

Don't use expressive fonts, including display, handwritten, and script styles for caption or overline.
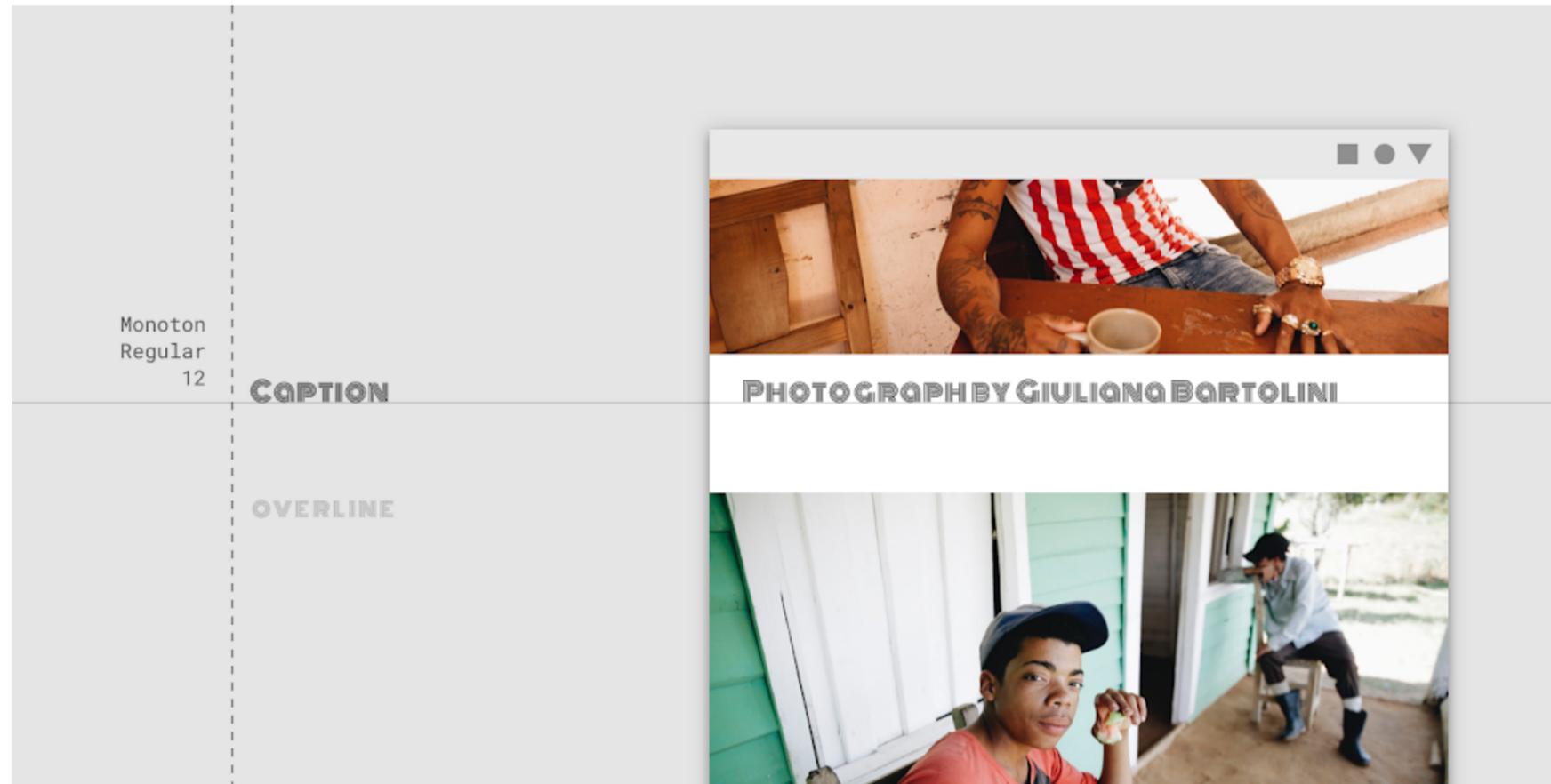
Typography

Button text

Button text is a call to action used by different types of buttons (such as text, outlined and contained buttons) and in tabs, dialogs, and cards.
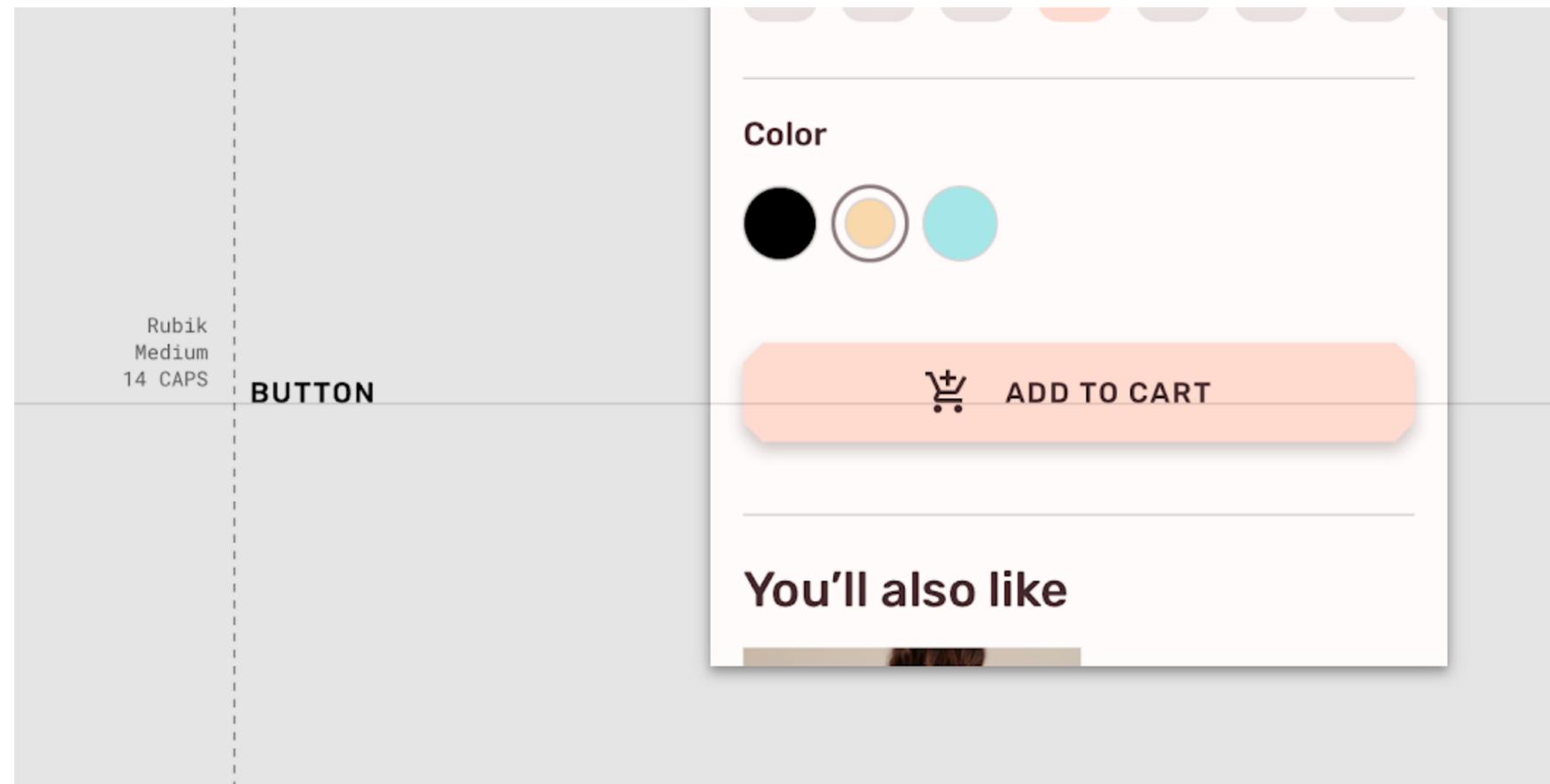
Typography

Button text

Don't use expressive fonts as button text, including display, handwritten, and script styles.
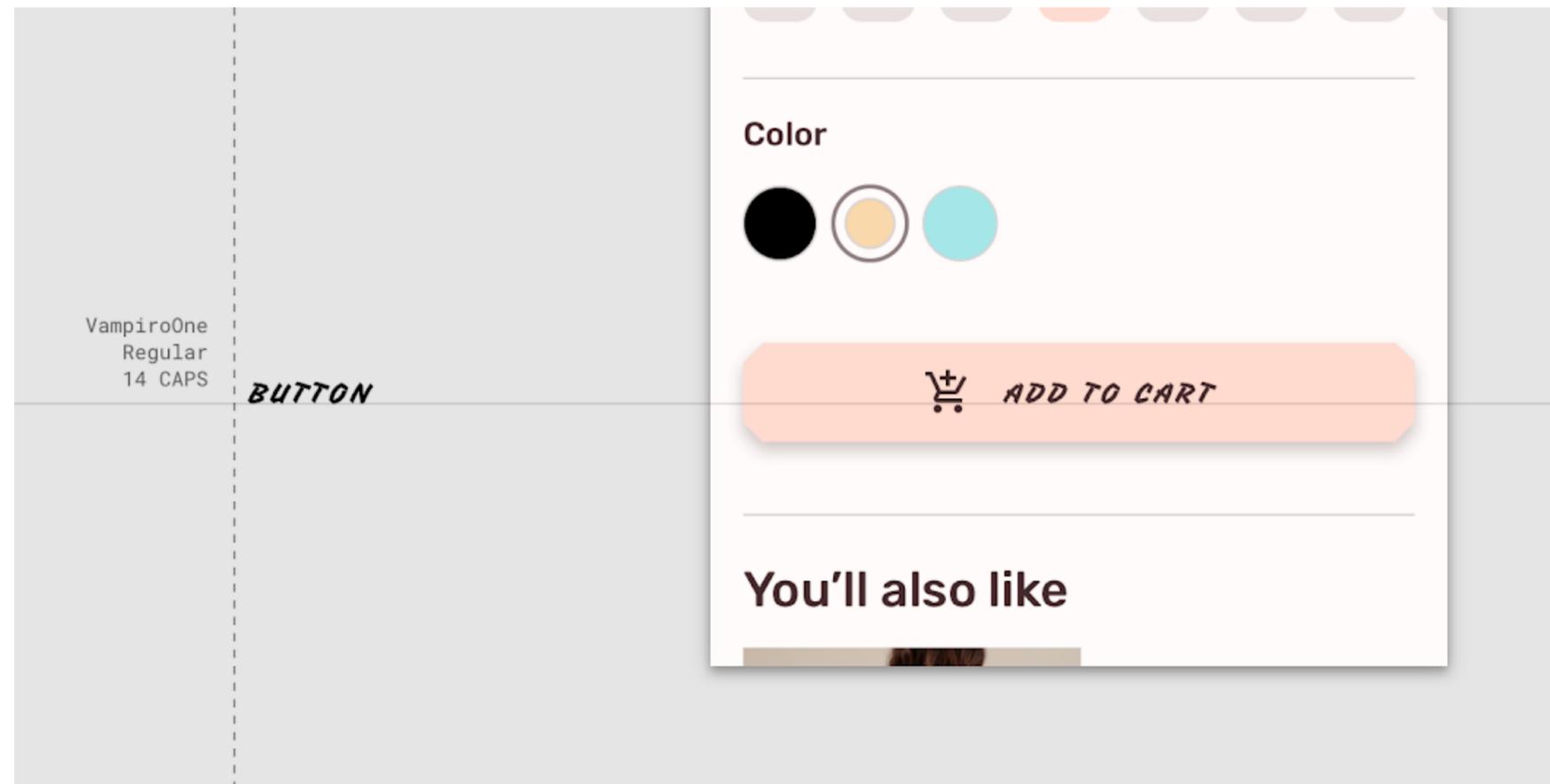
Shape

Shape

Material surfaces can be displayed in different shapes. Shapes direct attention, identify components, communicate state, and express brand.
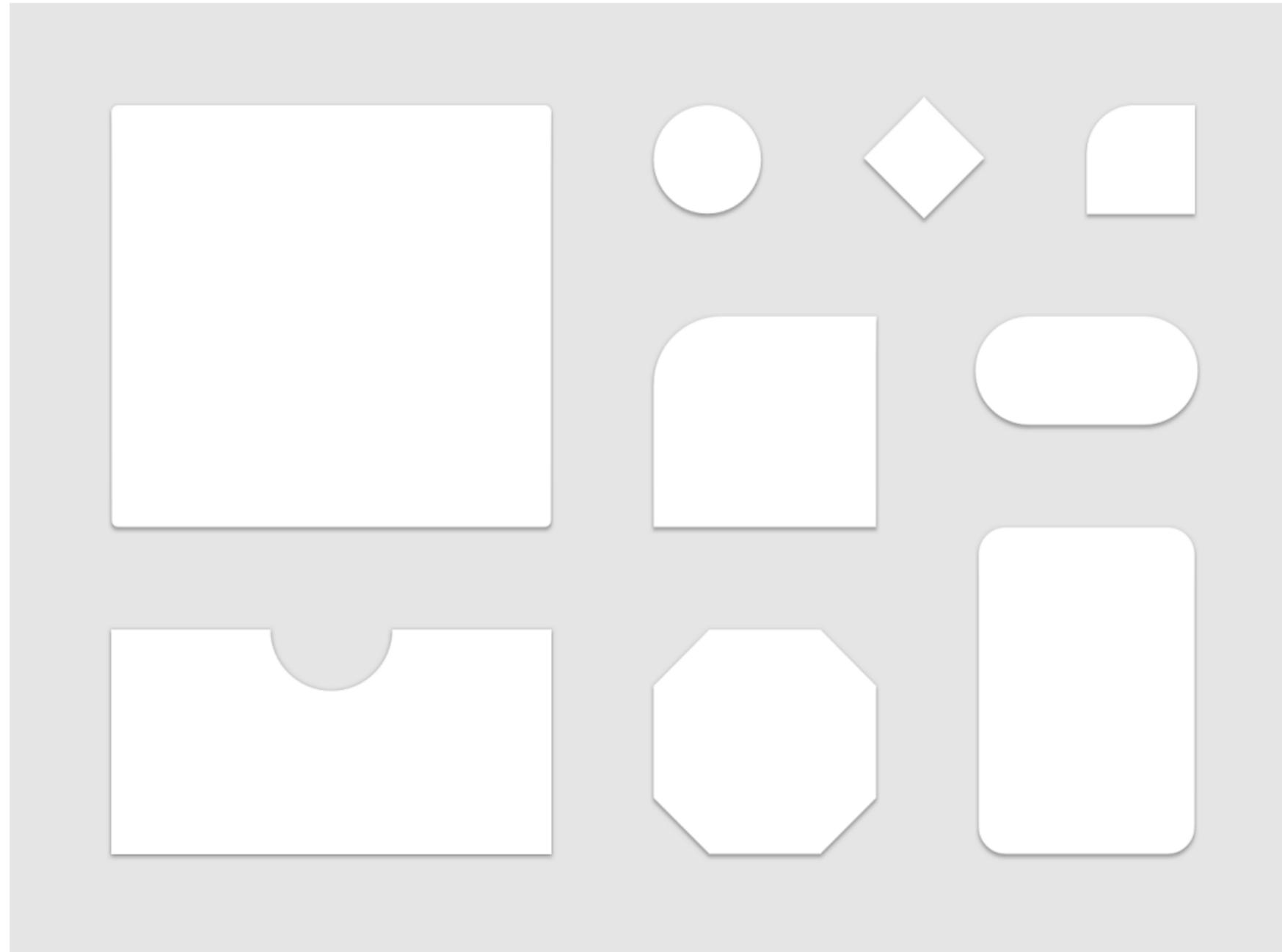
Shape

Shapes that are unique differ from the shapes around them, making them stand out.
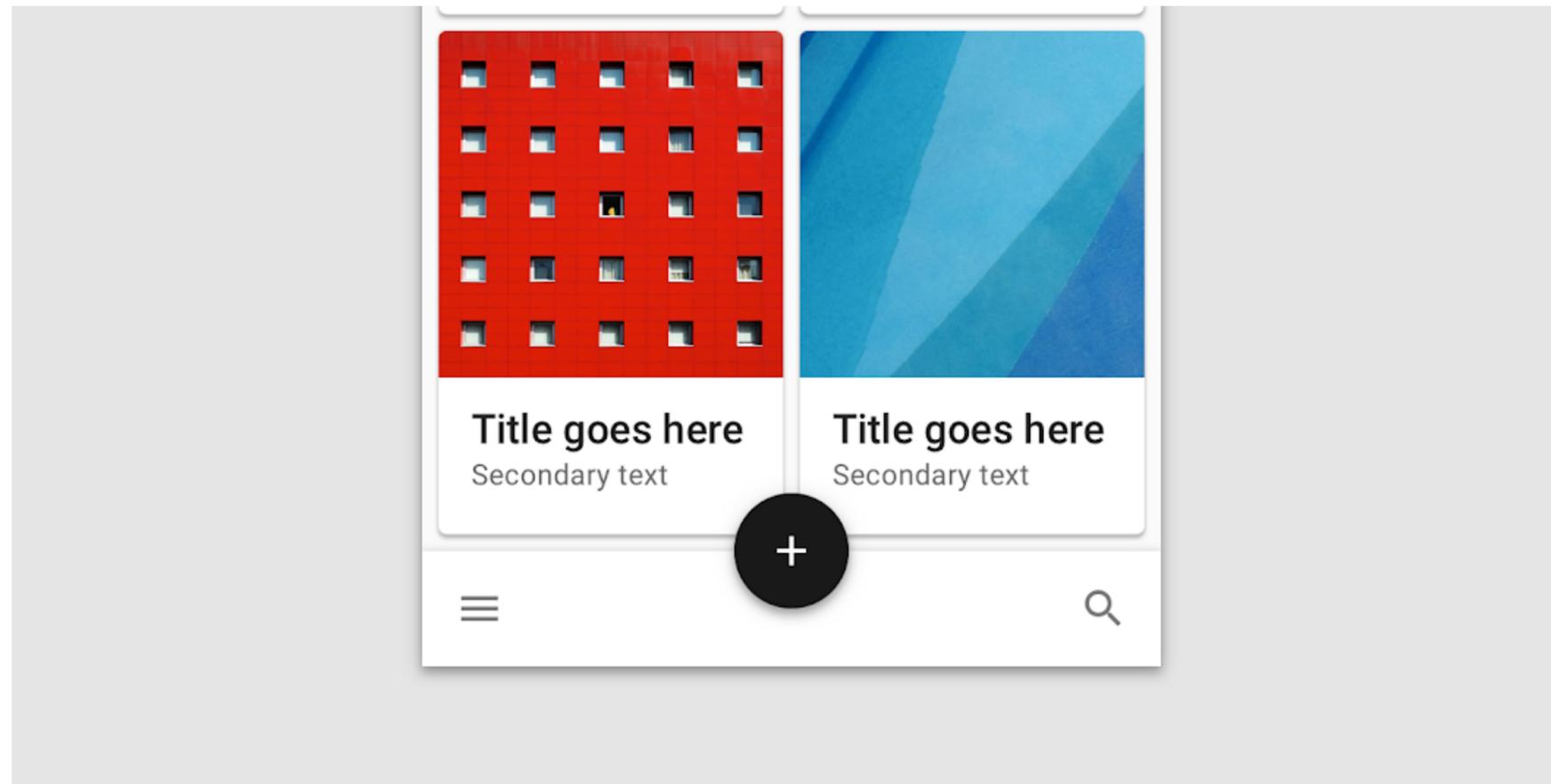
Shape

Use shape consistently, so that each shape expresses a single meaning.
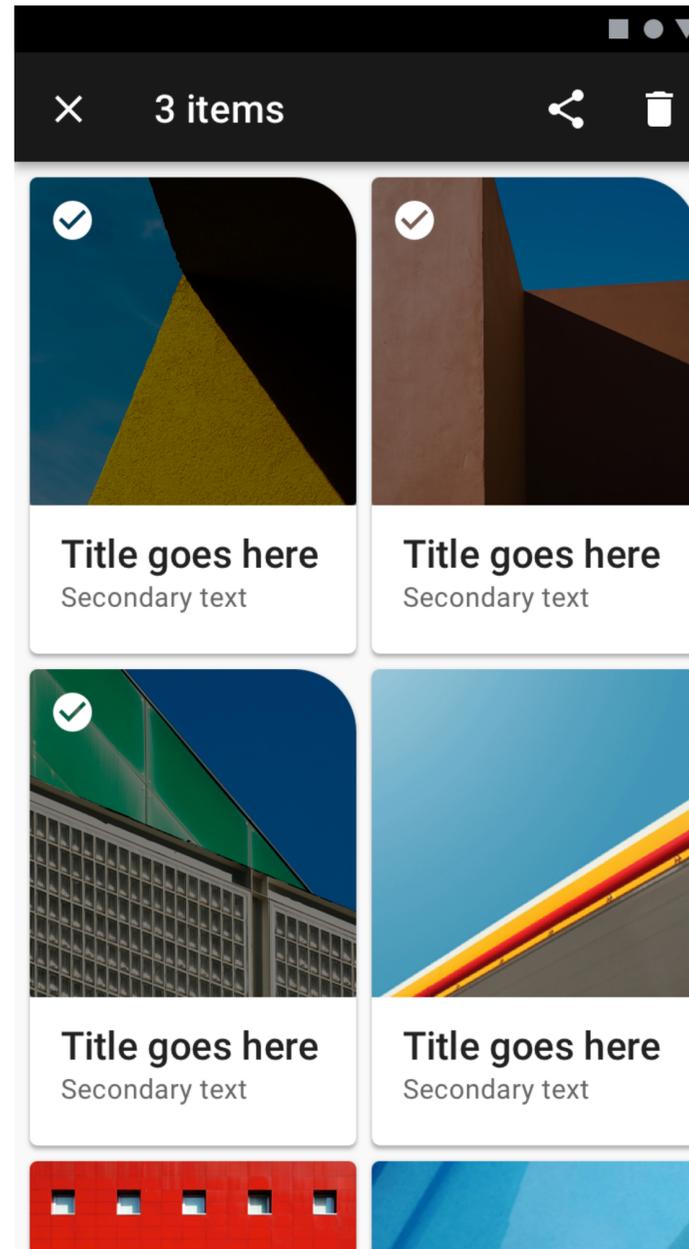
Shape

Consistent use of shape throughout a product contributes to a brand's visual language.
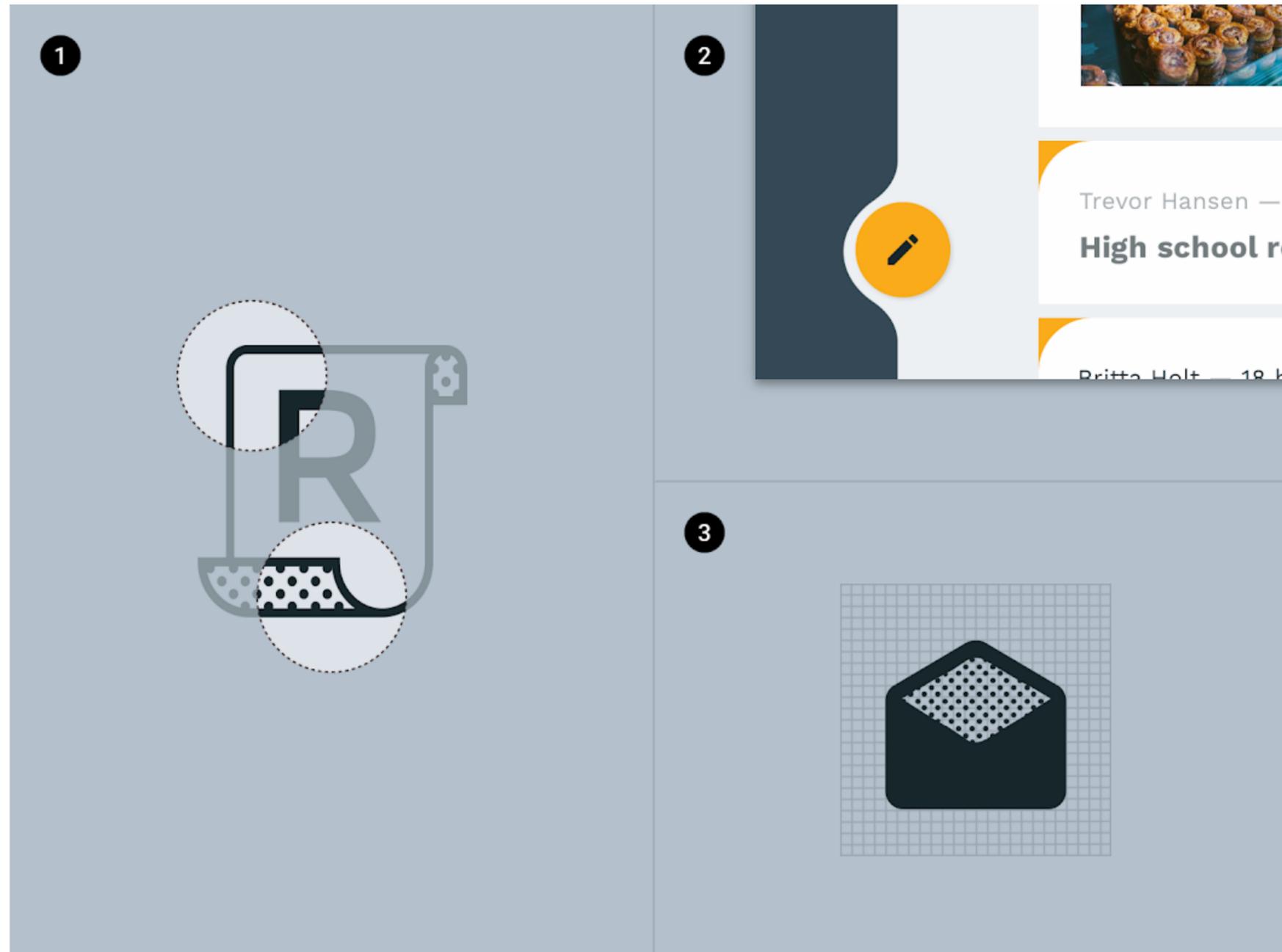
Shape

Consistent use of shape throughout a product contributes to a brand's visual language.
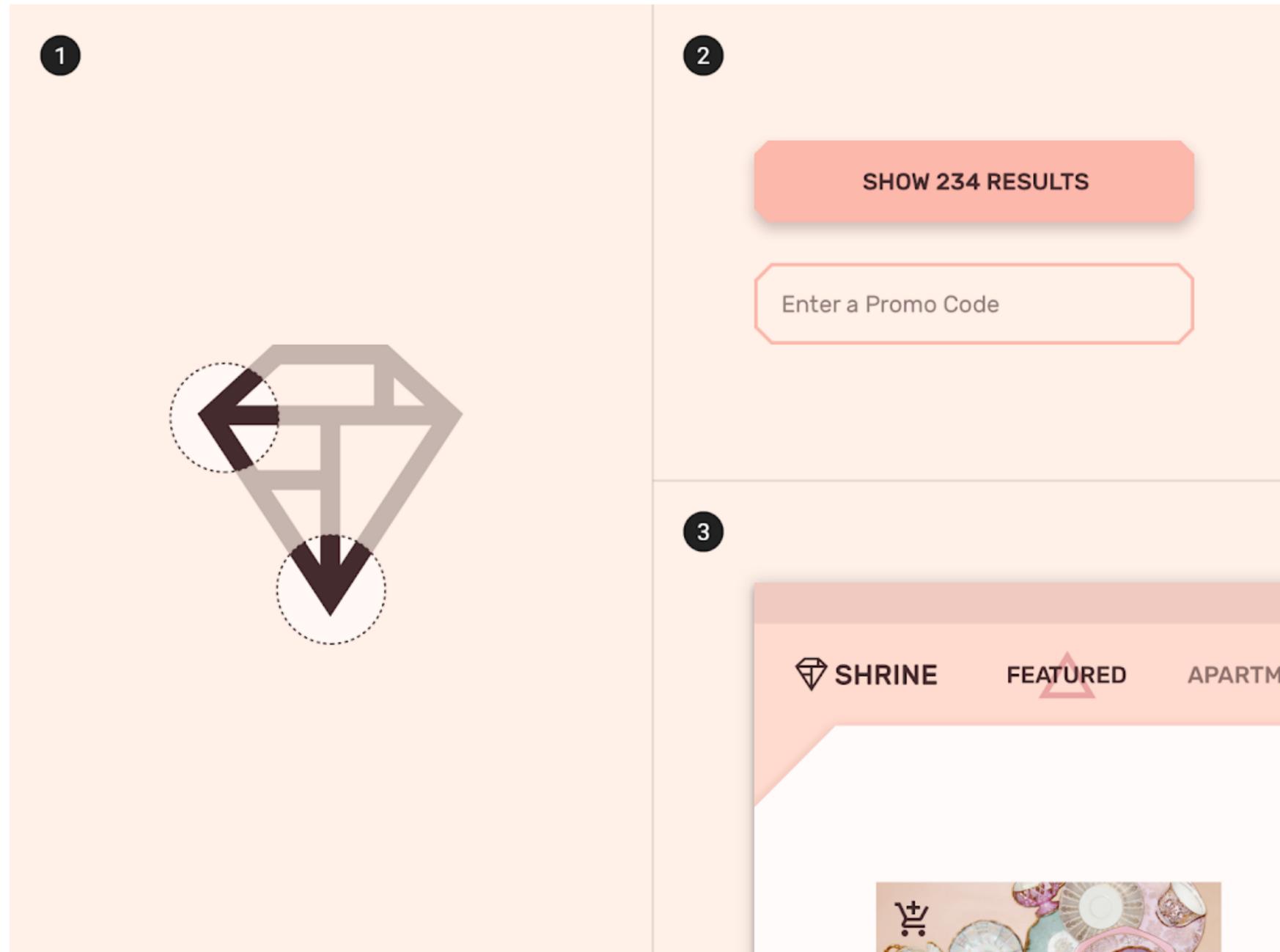
Shape

Component corners that are anchored to screen edges can't be customized. Unique shapes on anchored corners would create gaps that display content behind a component.
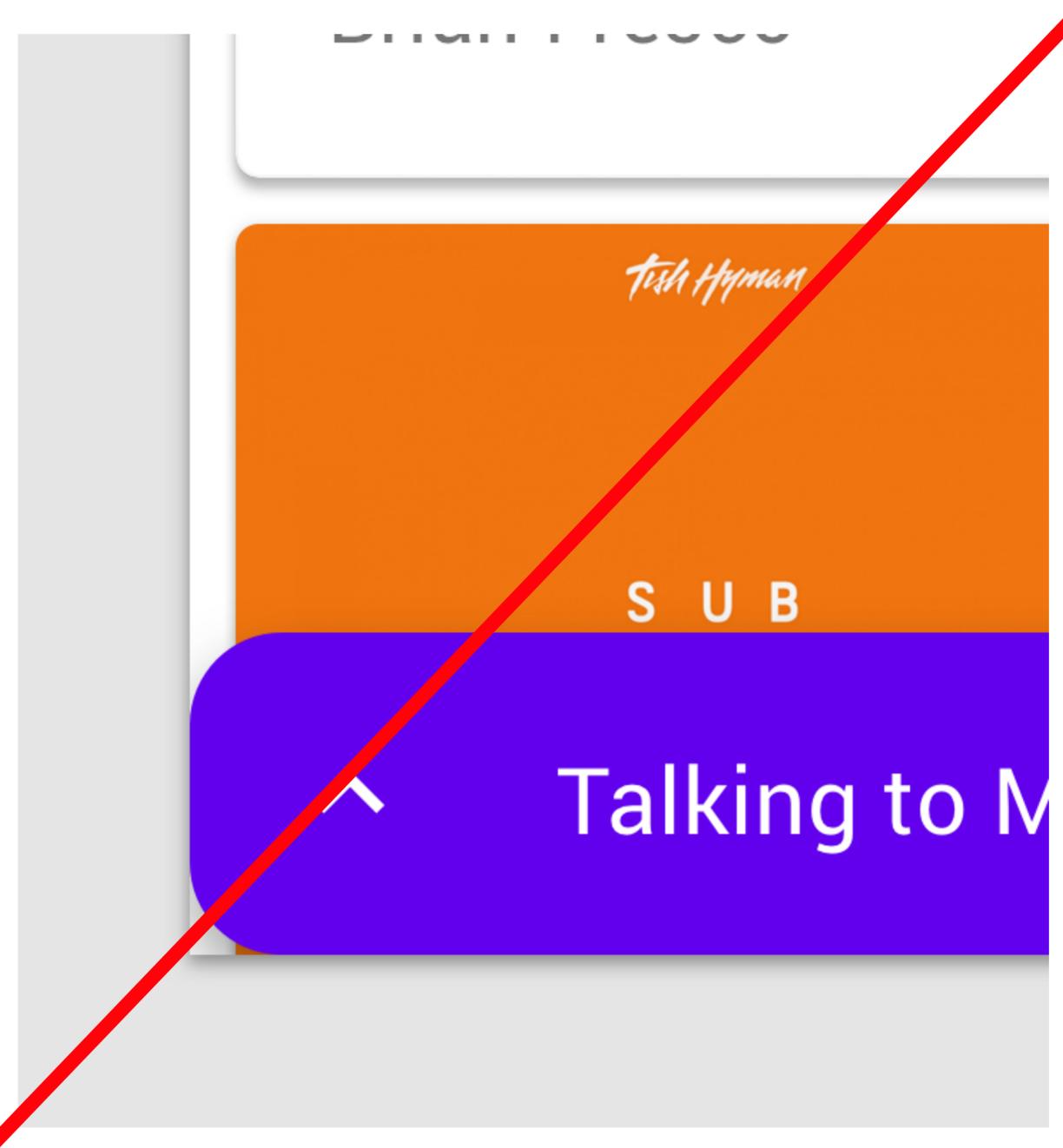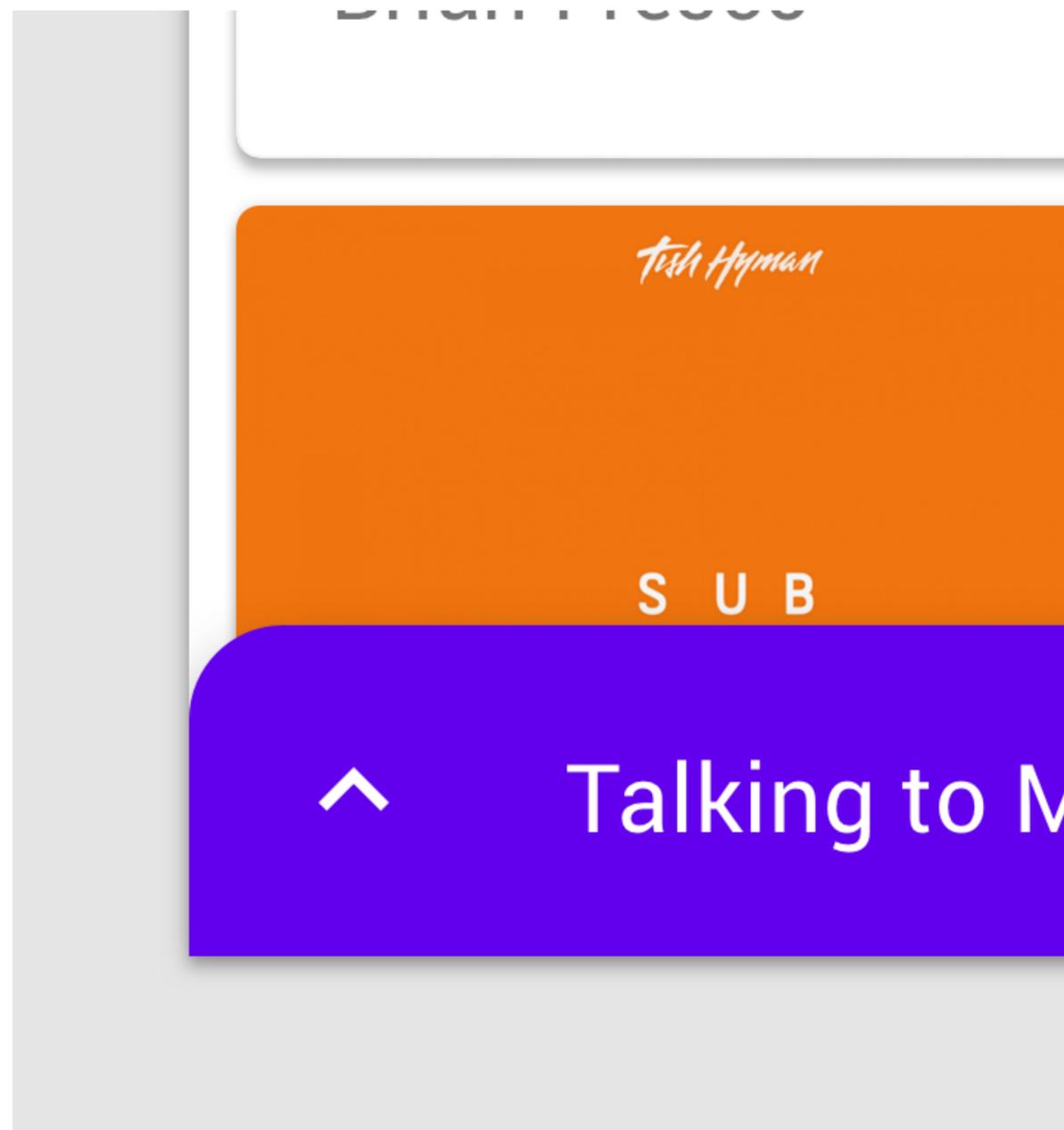
Motion

Motion

Principles
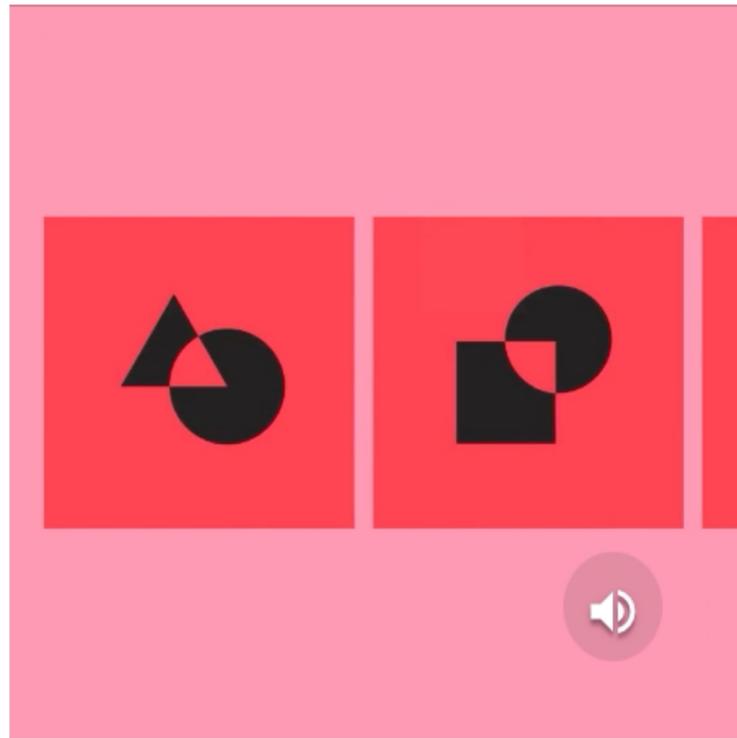
**Motion helps make a UI expressive and easy to use.**

Informative
Motion design informs
users by highlighting
relationships between
elements, action
availability, and action
outcomes.

Focused
Motion focuses attention
on what's important,
without creating
unnecessary distraction.

Source: material.io

Motion

Principles

Motion helps make a UI expressive and easy to use.
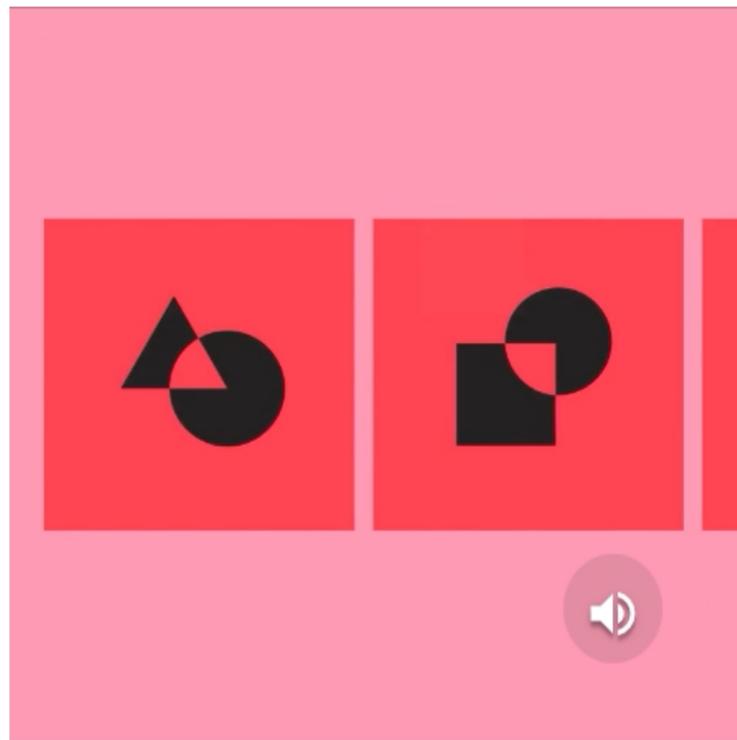
Informative
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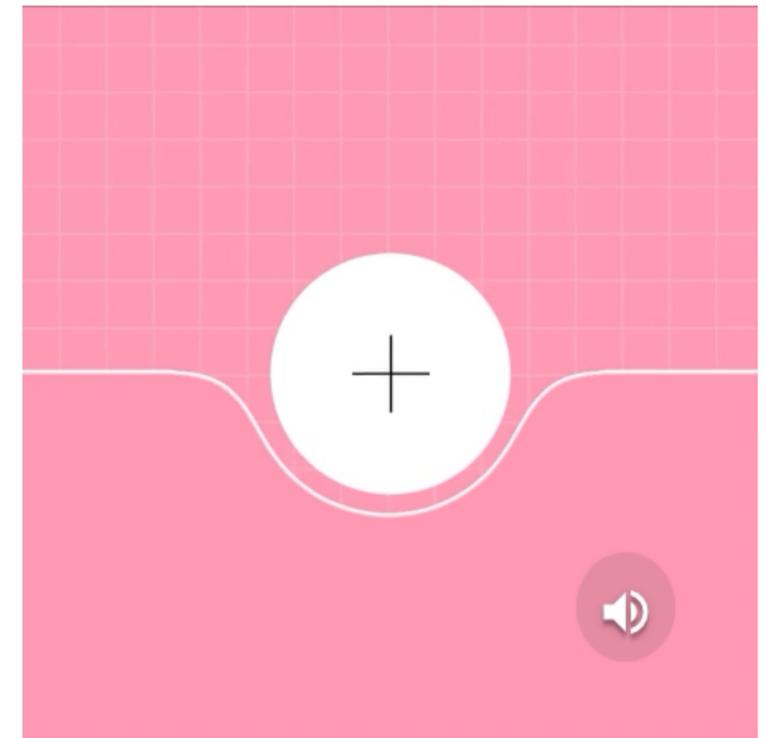
Expressive
Motion celebrates moments in user journeys, adds character to common interactions, and can express a brand's style.

Motion

Hierarchy

Motion helps orient users by showing how elements in a transition are related.

Motion

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Motion helps orient users by showing how elements in a transition are related.

Motion

Subtle animation in icons, illustrations, and product logos can add polish and playfulness to the user experience.
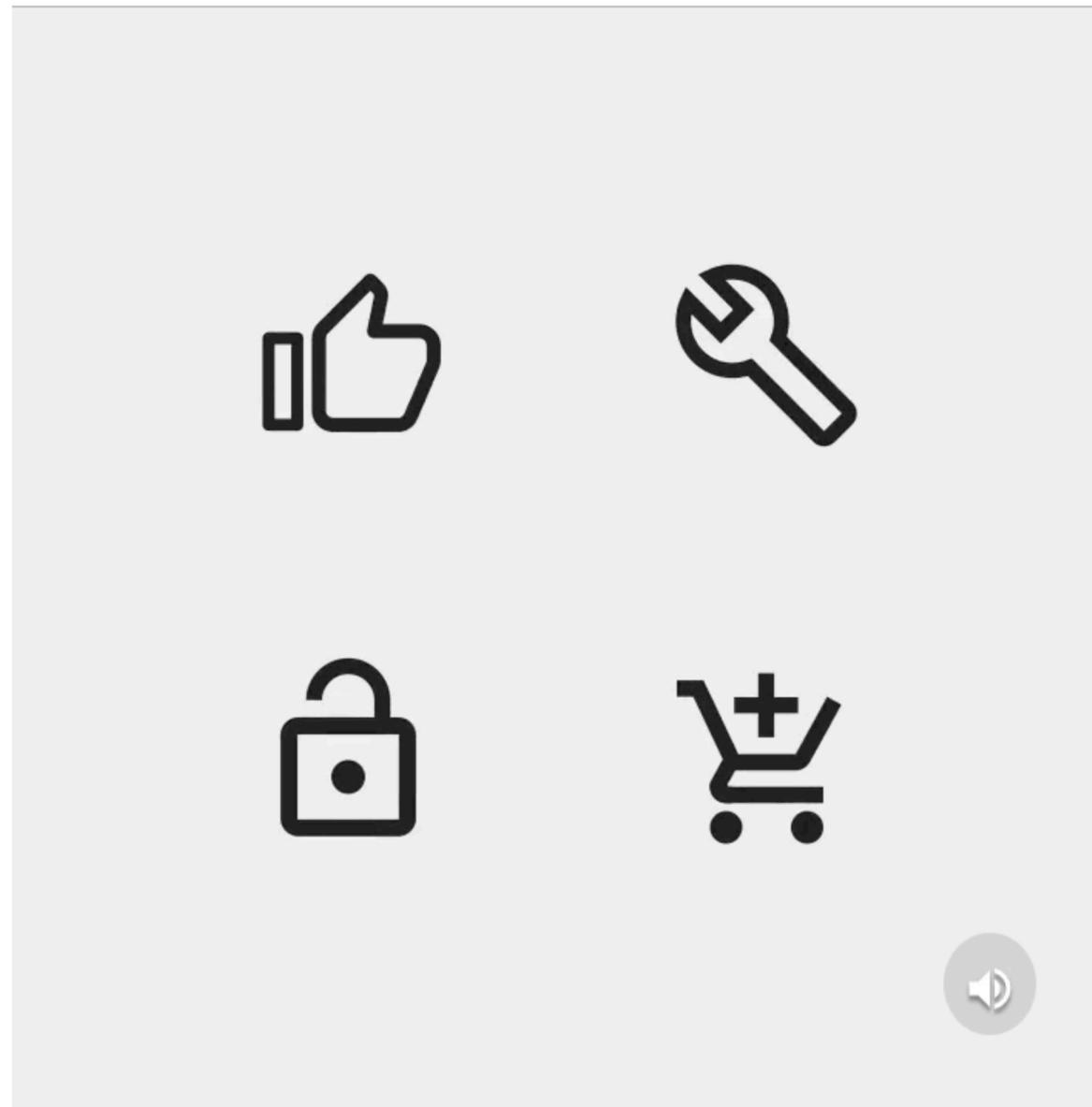
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Feedback and status

Motion provides timely feedback and indicates the status of user or system actions.
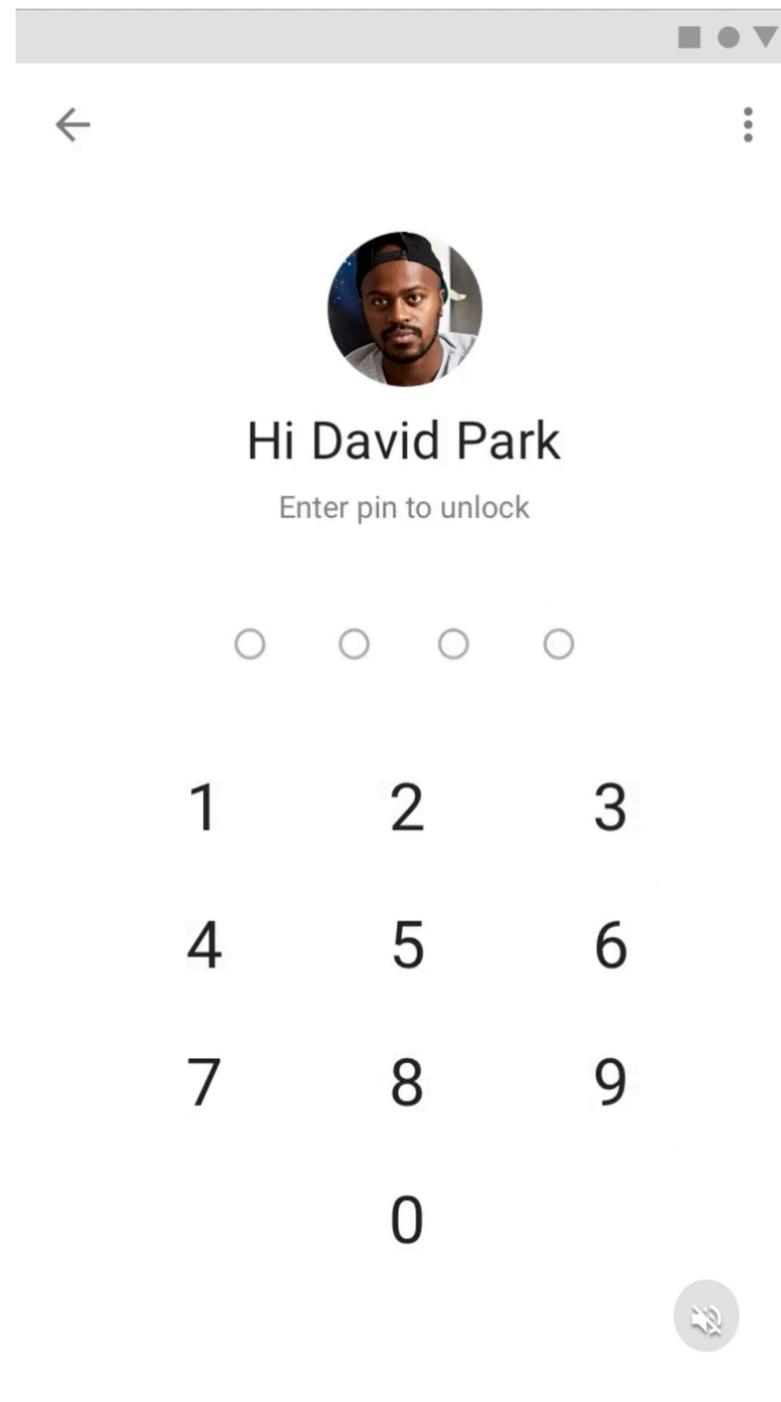
# Motion

Feedback and status

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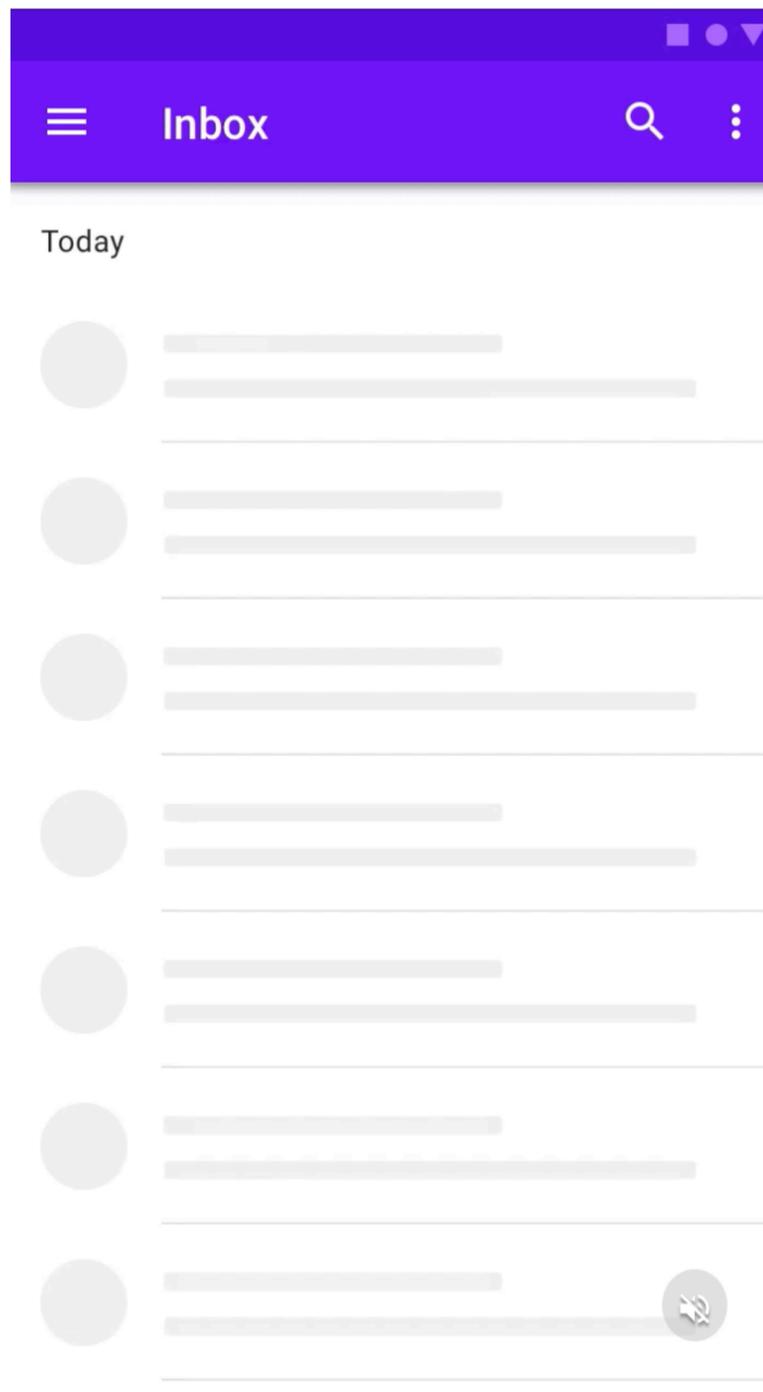
Motion

User education

Motion helps users understand how to perform actions.
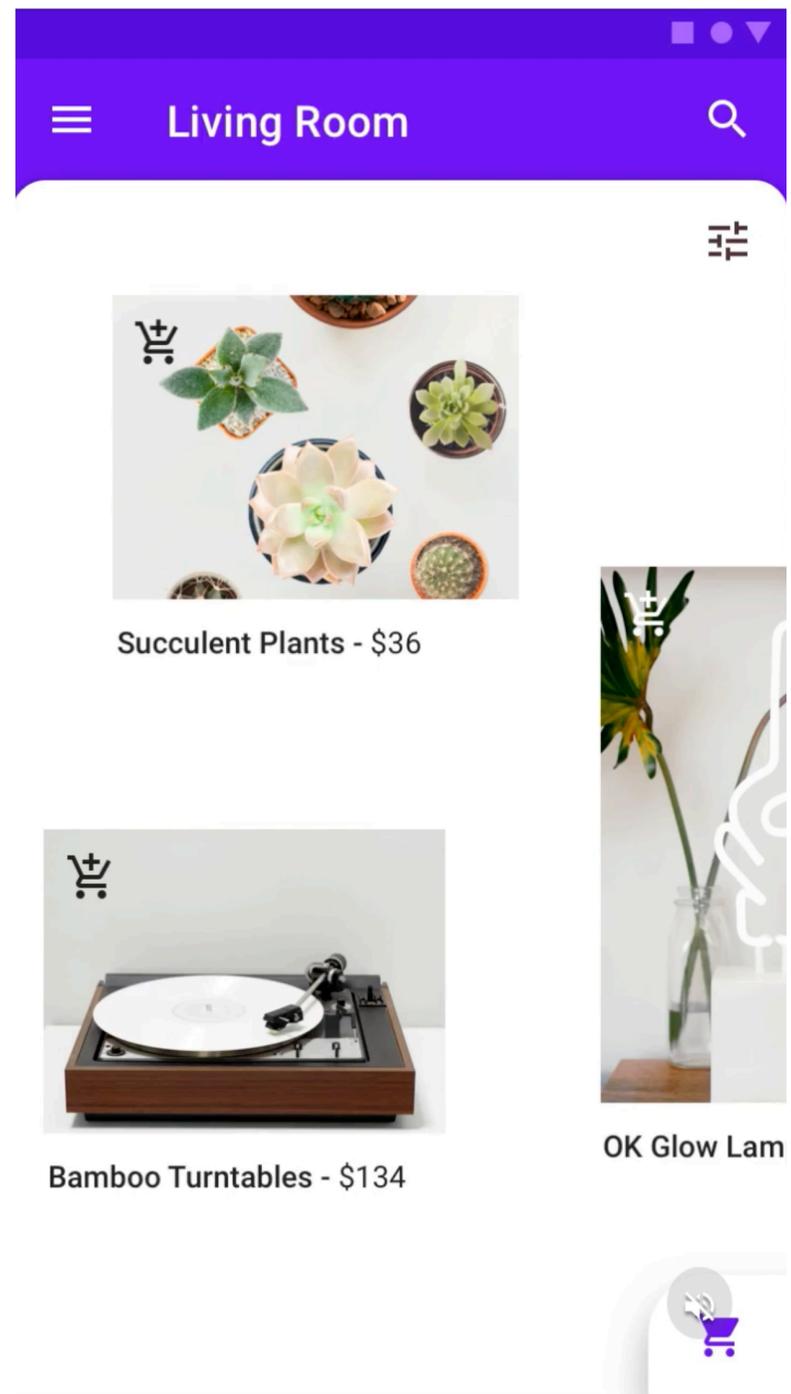
Motion

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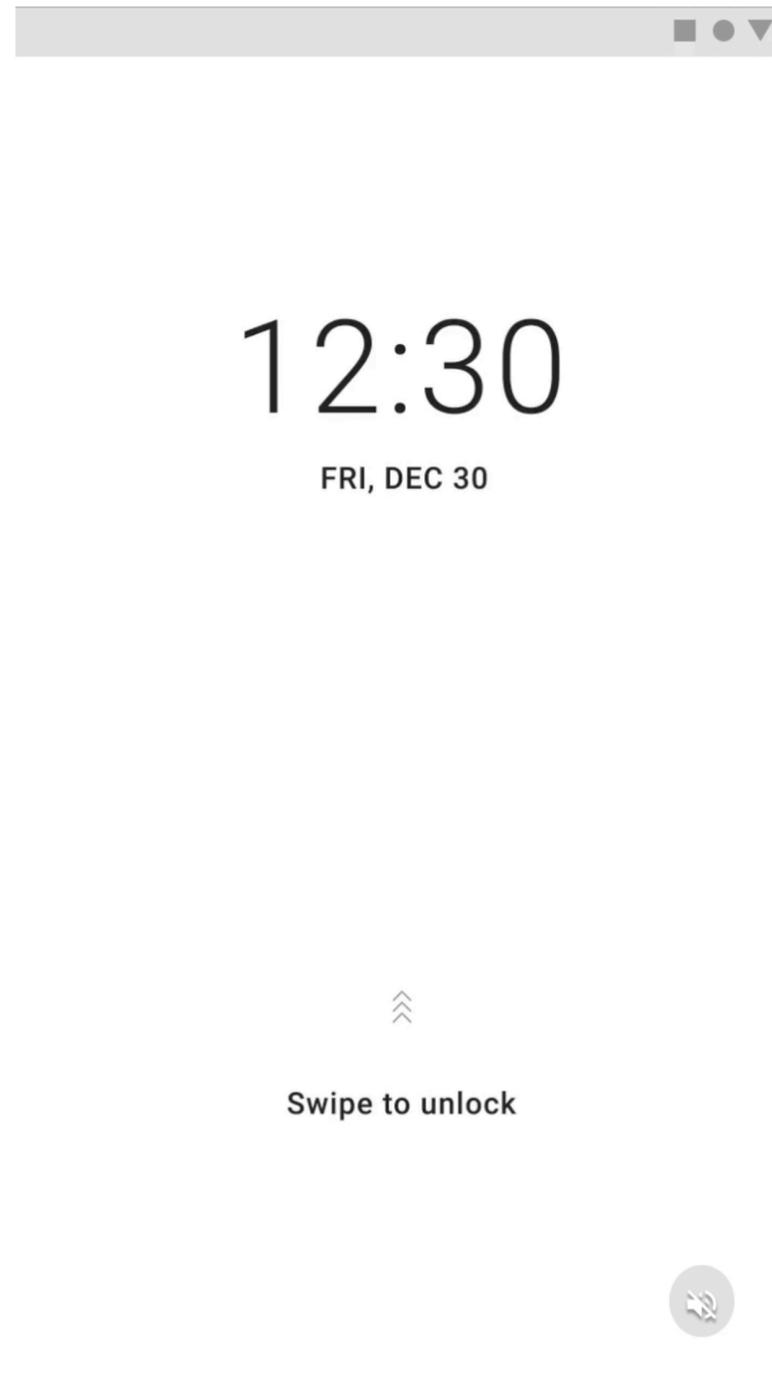
Motion

Speed

Speed adjustments make transitions smooth and responsive.
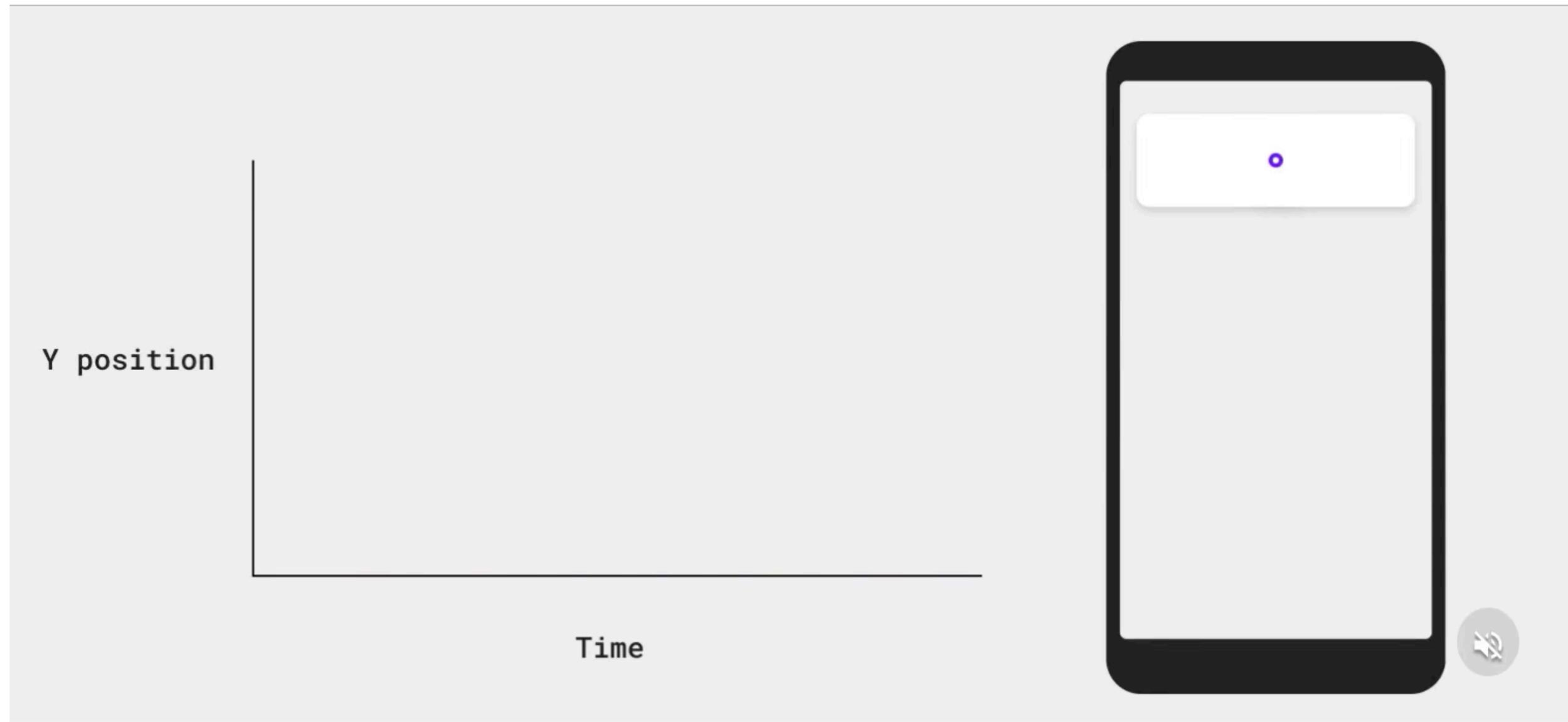
Rules

Remove lines and boxes

When designing, you should take a step back at times and decide whether having containers is cluttering the UI or not. Often, boxes and lines serving to divide content could be replaced with margin.


Danny Sapio https://uxdesign.cc/10-rules-of-thumb-in-ui-design-aa5f91885444
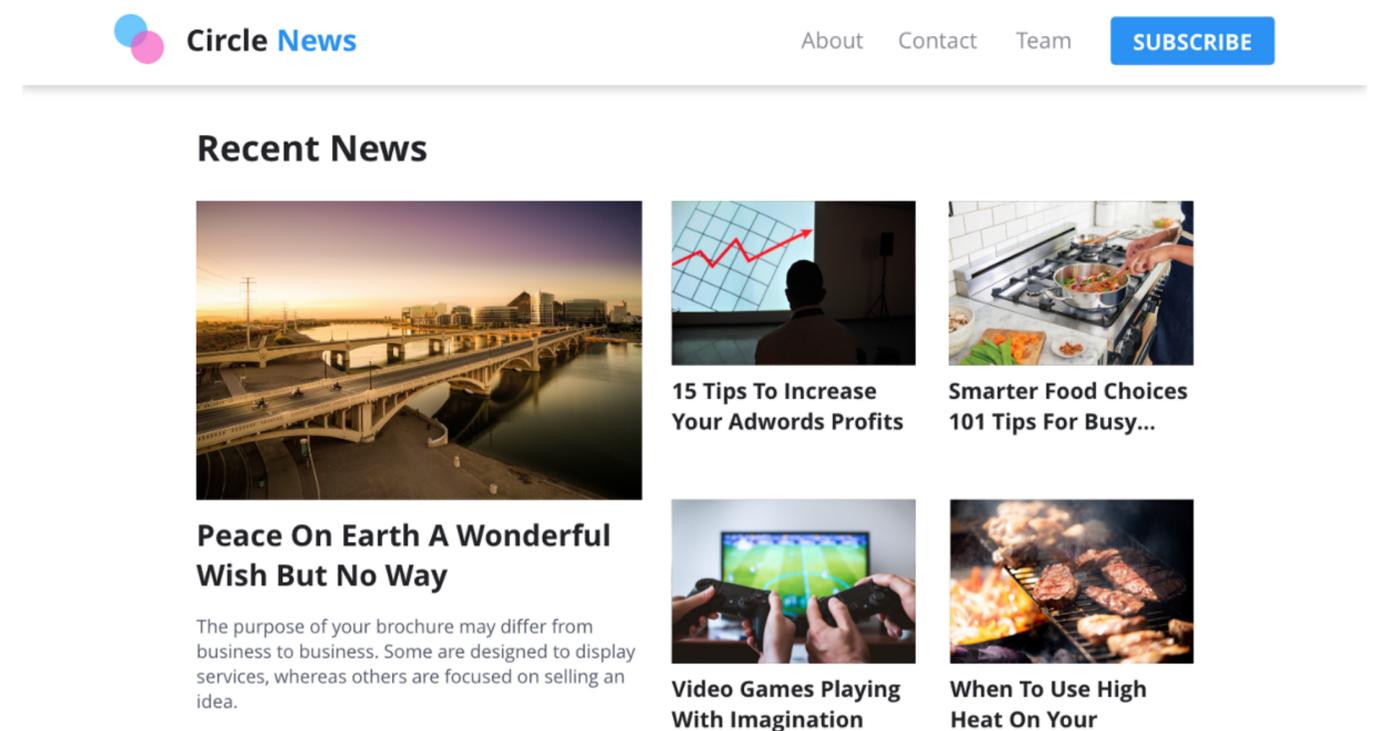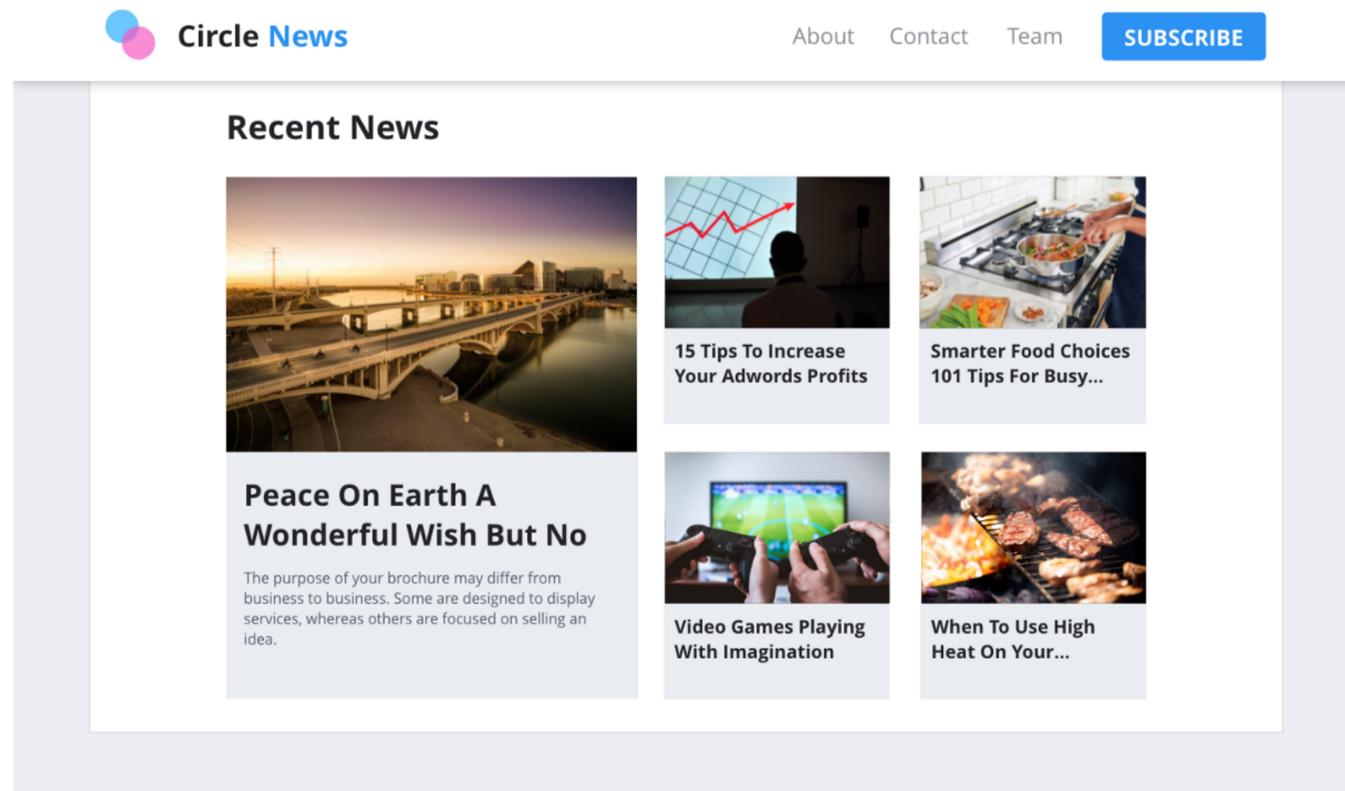
Pay attention to contrast

Designing a product is similar to building a public building like a library or a school —
it needs to be inclusive to all. That includes blind, color blind, and visually impaired users.

Web Content Accessibility Guidelines (WCAG) requires at least 4.5:1 contrast.

Download Stark which will allow you to check if your designs are accessible or not.

Enter Email Address

Enter Email Address

✕ Contrast 3.3:1

✓ Contrast 4.72:1

Familiarity is good

There are numerous reasons why certain elements are considered standard.

If your website, app, or software functions differently than what users have grown accustomed to, then it won't be intuitive, and they will likely become frustrated with the experience.

For this reason, it's best to be creative only within the confines of the current norms in design. Don't re-invent the wheel.

Danny Sapio https://uxdesign.cc/10-rules-of-thumb-in-ui-design-aa5f91885444

Use color weight to establish hierarchy

Every color has a visual weight, which can help us to develop a hierarchy among our content. By using lighter hues of color, we can assign different levels of importance to elements.


Danny Sapio https://uxdesign.cc/10-rules-of-thumb-in-ui-design-aa5f91885444
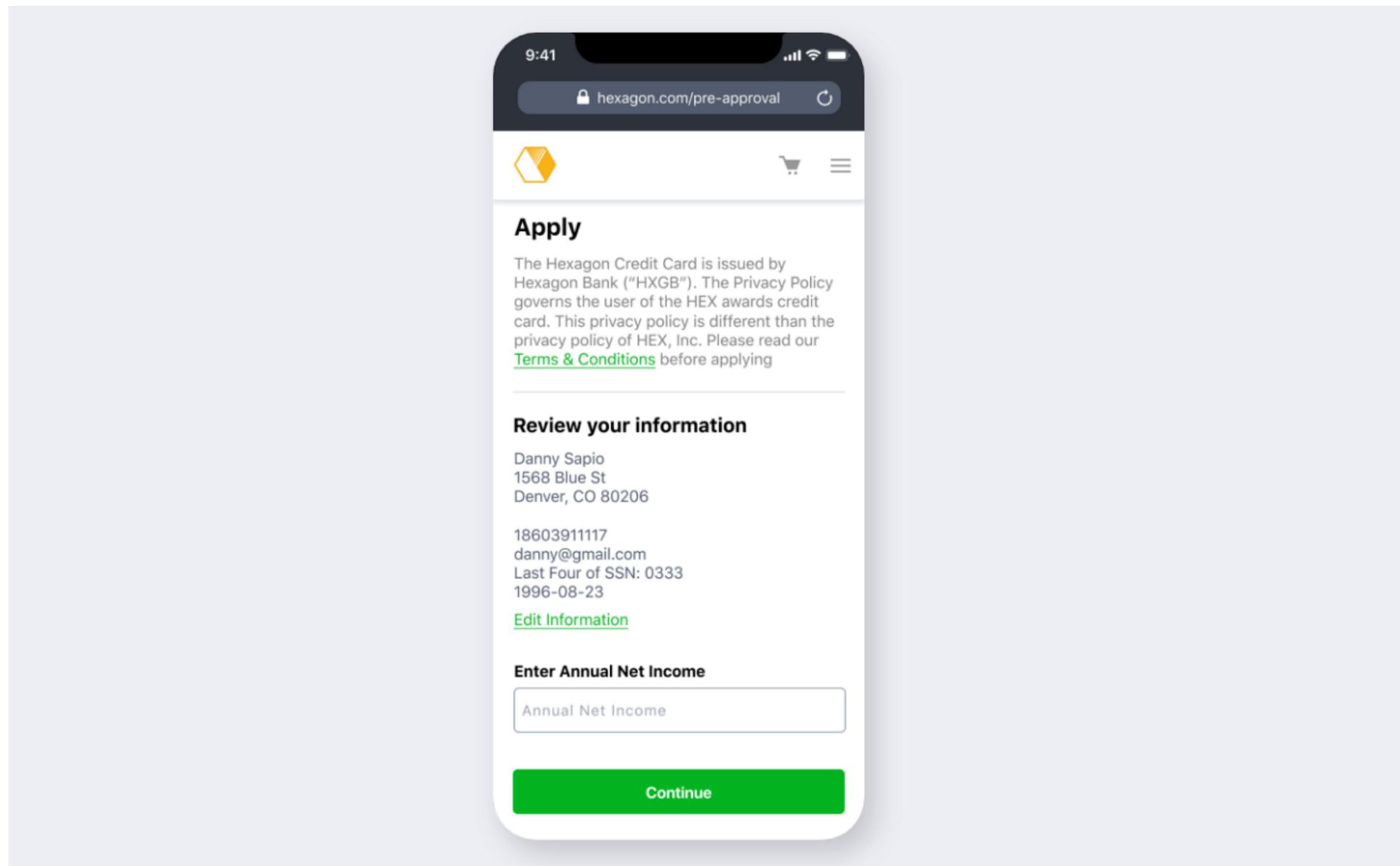
Use color weight to establish hierarchy

The rule of thumb here is that if an element is more important than another, it should be of a higher visual weight. This makes it easy for a user to quickly skim the page and distinguish between the important and less important information.

The bigger, bolder information is what the user's eyes will be drawn to first, and then they will move on to the supporting information below it.


Danny Sapio https://uxdesign.cc/10-rules-of-thumb-in-ui-design-aa5f91885444

Avoid using more than two typefaces

A generally accepted design practice is to limit the number of fonts used in an interface. Generally, two different typefaces should be enough. That doesn't mean you can't use more, but unless you have a good reason, it's usually better not to.

The way around this is to use font families.

When selecting a font, find families that have various weights like light, regular etc., as well as styles like condensed, italic etc.

Danny Sapio https://uxdesign.cc/10-rules-of-thumb-in-ui-design-aa5f91885444
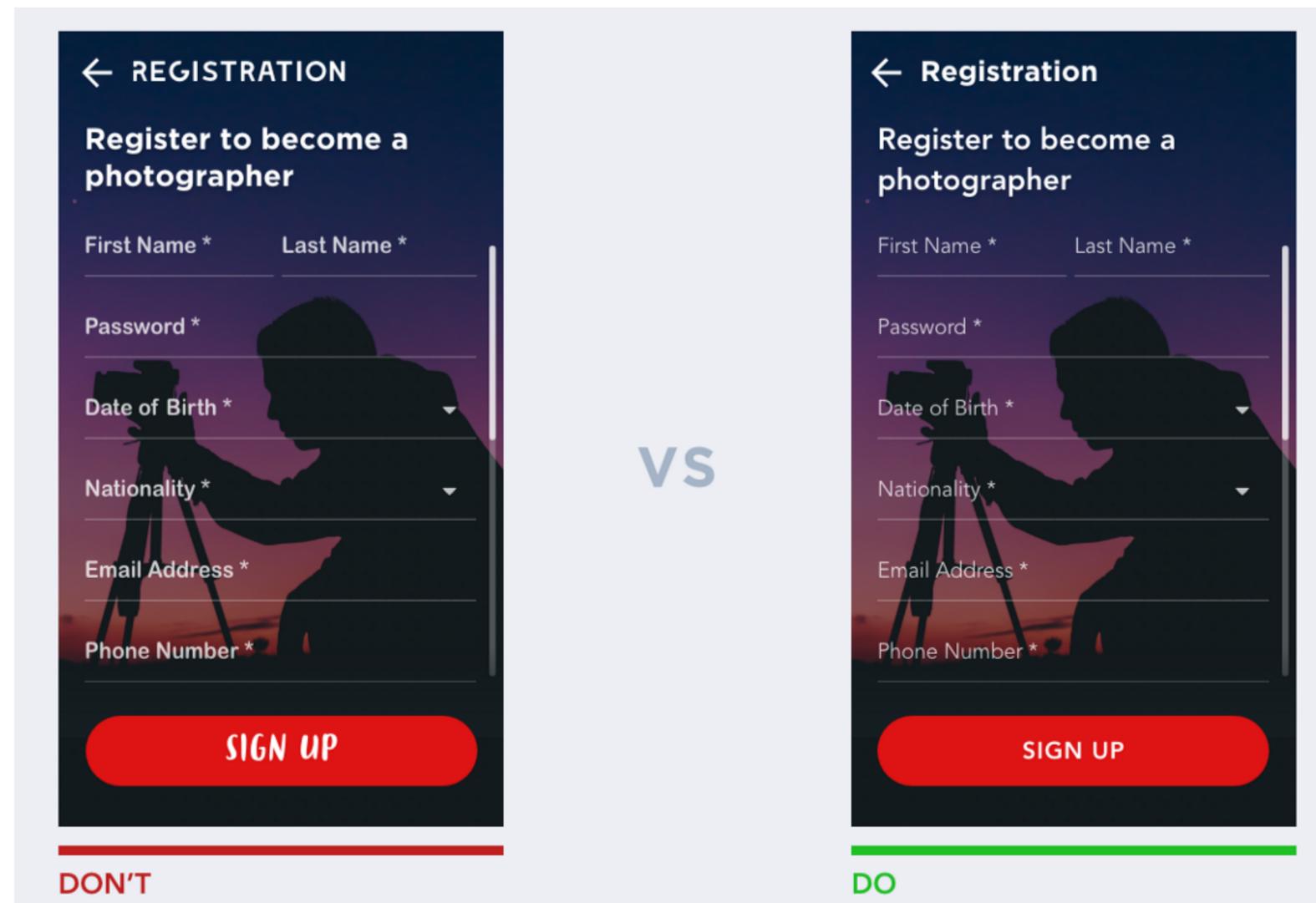
Line length

The ideal line length is 40-60 characters per line for English body text.

Line length

The ideal line length for short lines of English text is 20-40 characters per line.
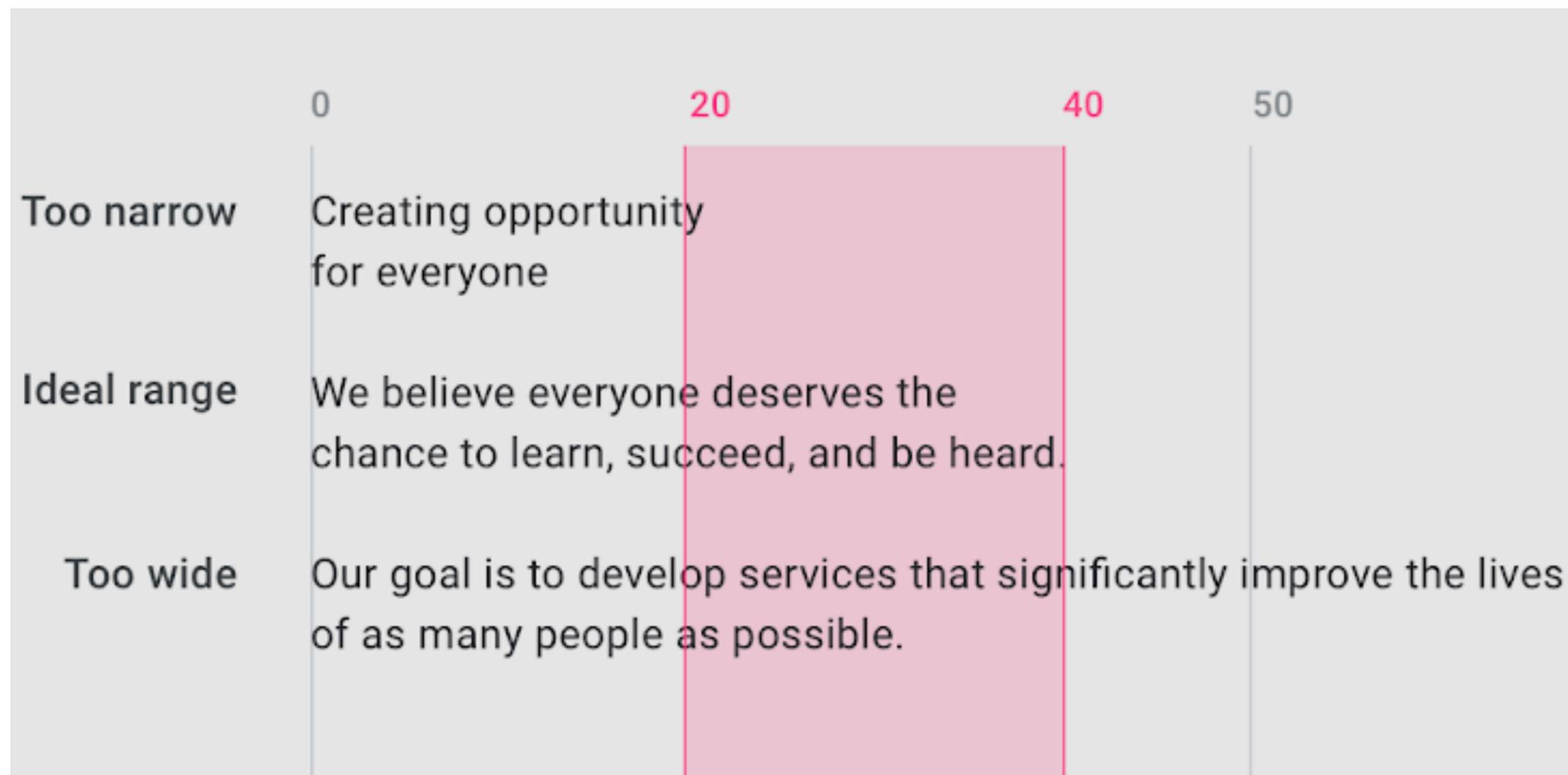
Right-aligned

Right-aligned text is the most common setting for right-to-left languages, such as Arabic and Hebrew.

Left-to-right languages can use right-aligned text, though it is best for distinguishing short typographic elements within a layout (such as side notes), and is not recommended for long copy.
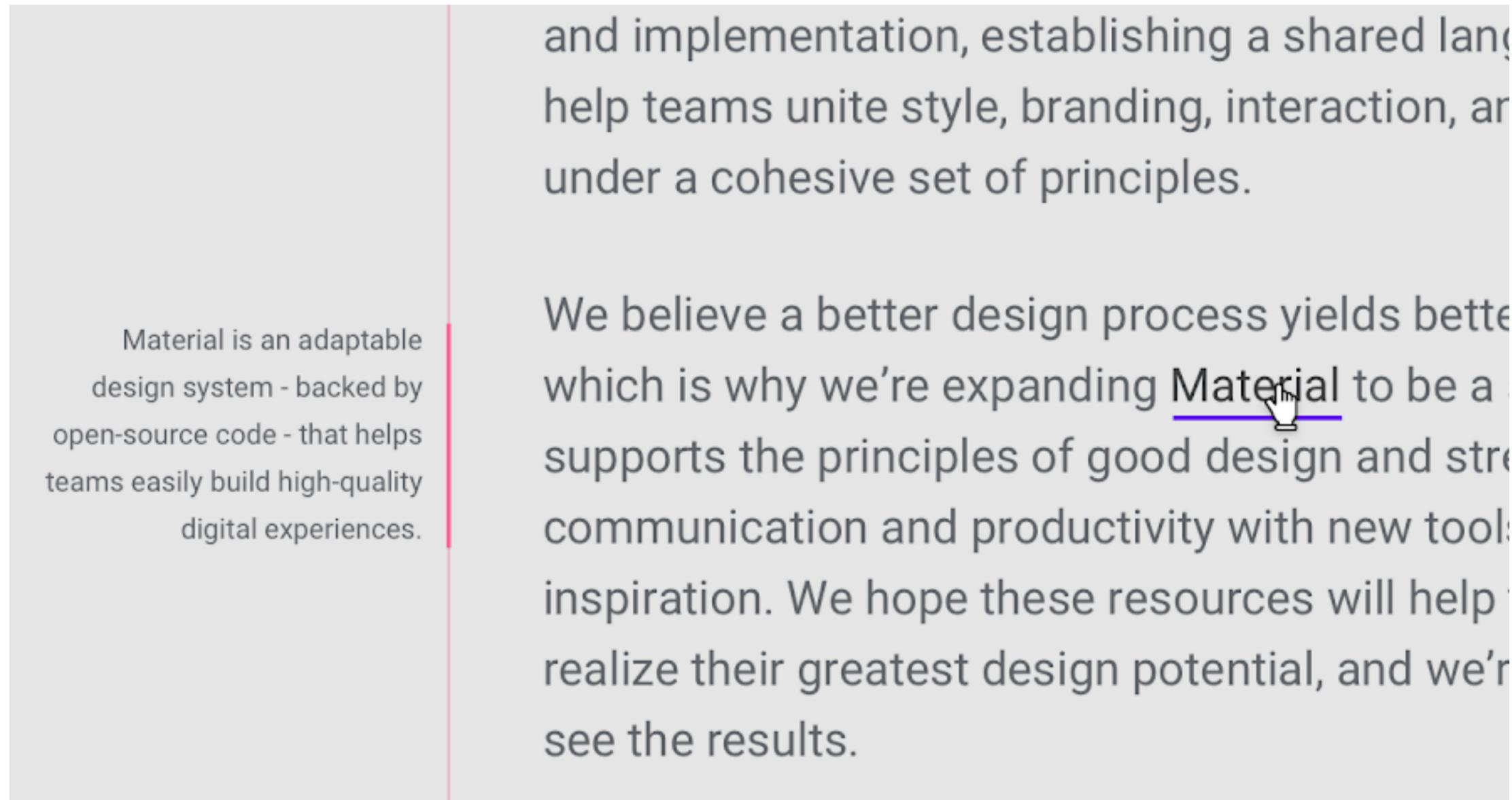
Colour system

Avoid using bright primary or secondary colors for body text.
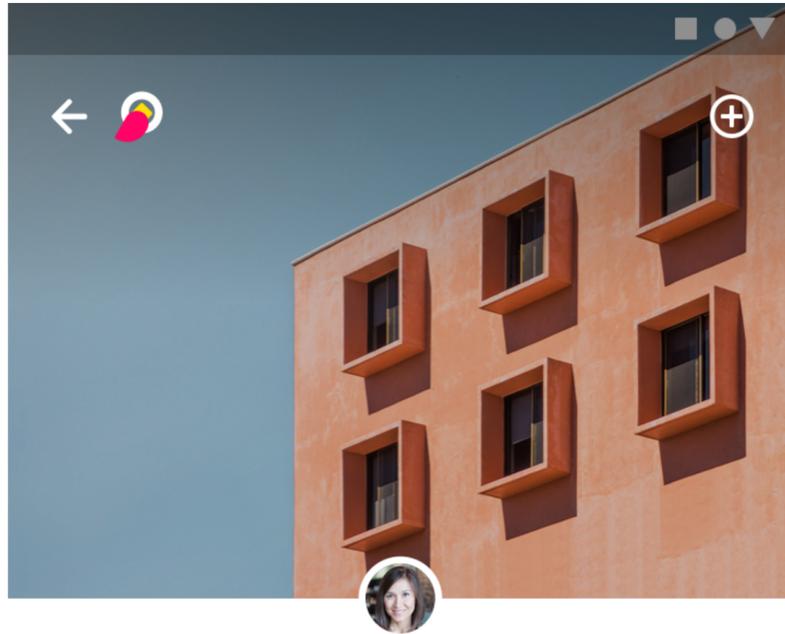
PHOTOGRAPHY

Monuments, Buildings, and Other Structures

This video course introduces the photography of structures, including urban and rural buildings, monuments, and less traditional structures. Instruction includes the handling of equipment and methods used t
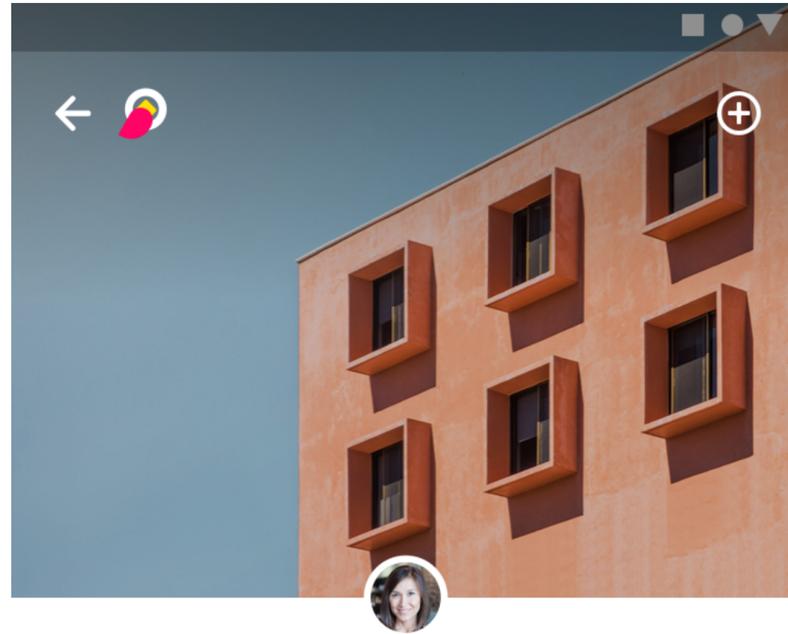
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This video course introduces the photography of architected structures, including urban and rural buildings, monuments, and less traditional structures. Instruction includes the handling of equipment and methods

Microinteractions

App Design Trends 2021

1. Neumorphism

With neumorphism, flat icons and buttons are made much more dimensional. The cartoon-like simplicity of flat design remains, but is supplemented with striking realism, making them literally jump off the screen. Not quite as photorealistic, but much more lifelike and tactile.
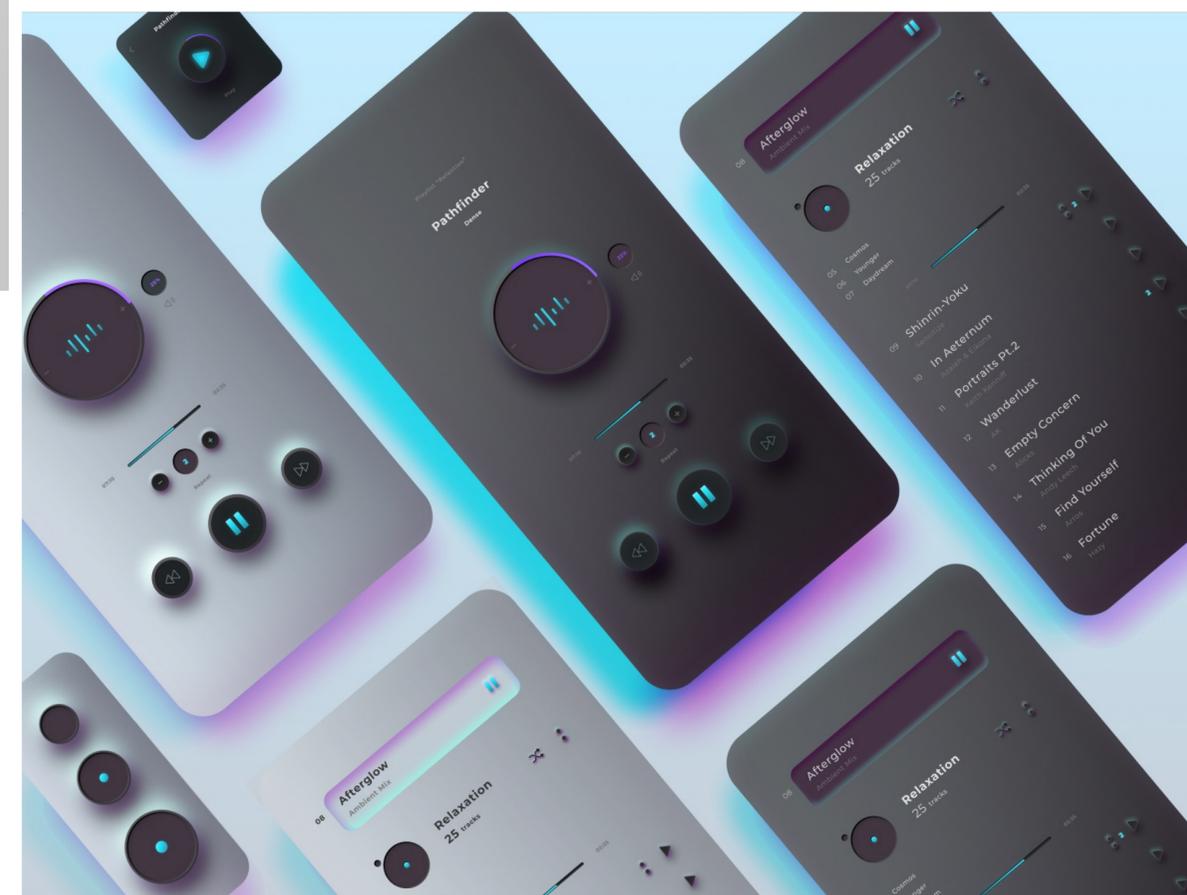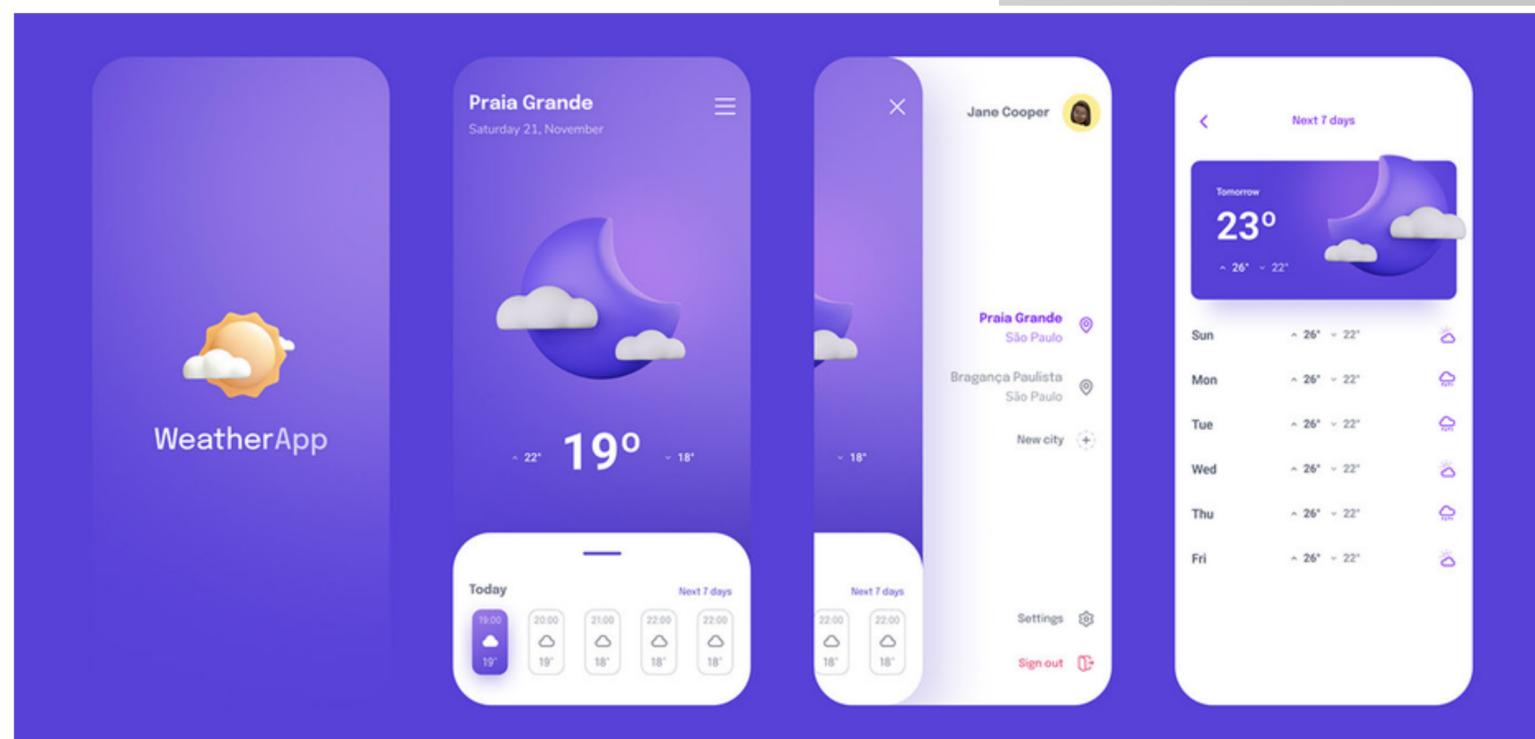
Skeumorphism vs. Flat Design vs. Neumorphism


SKEUOMORPHISM
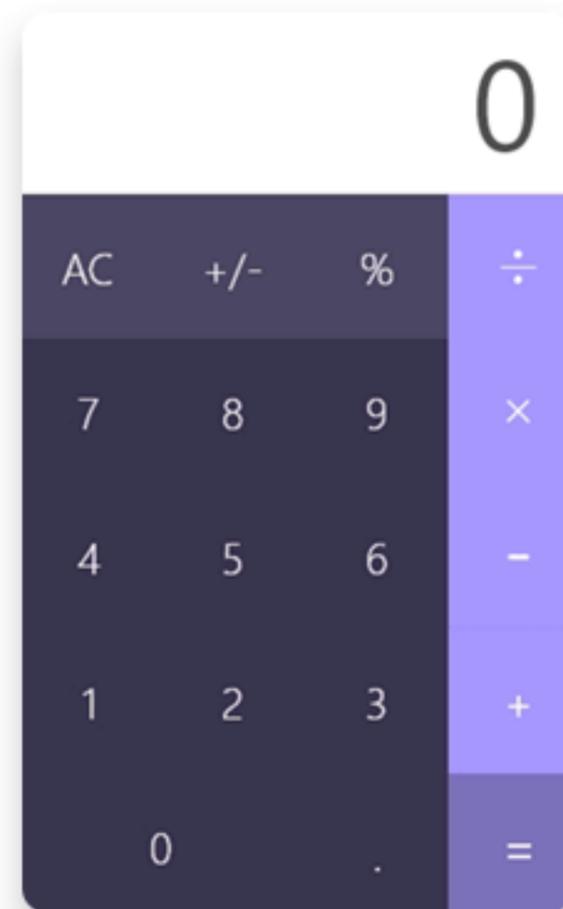
FLAT DESIGN
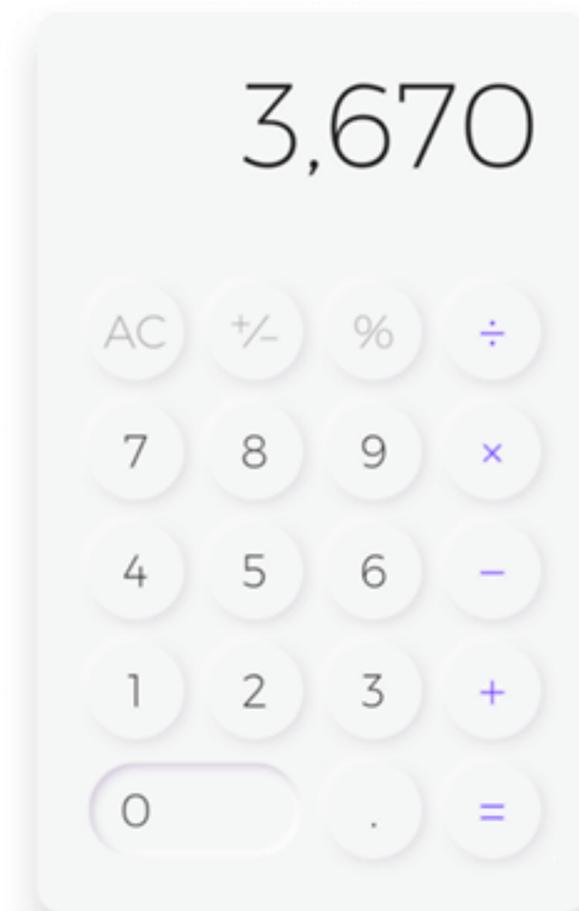
NEUMORPHISM

2. Pictures that are easier on the eyes

These app designs use calming, natural colors and simple layouts that do not overwhelm the user and allow them to look at the screen for long periods of time without being uncomfortable.
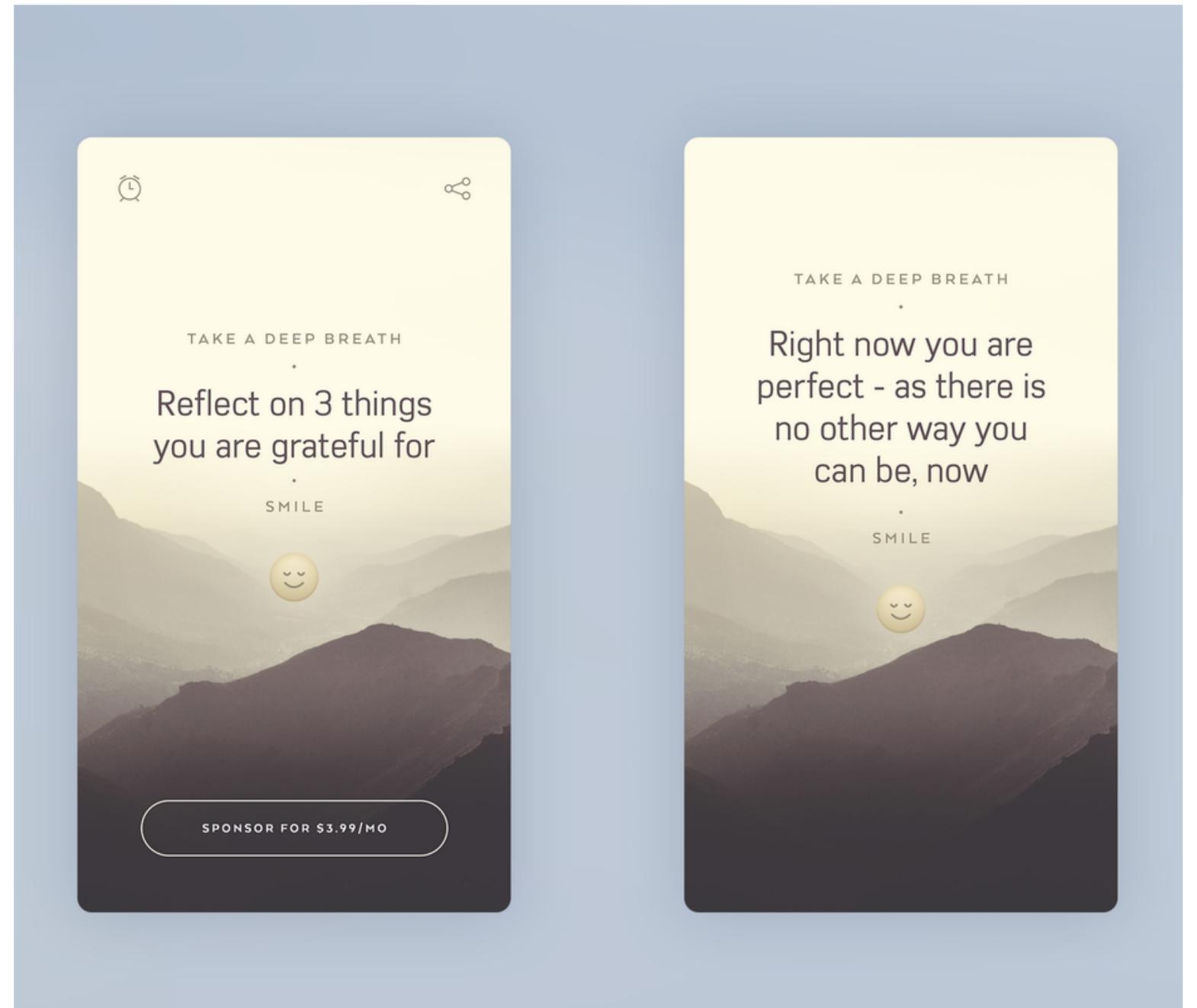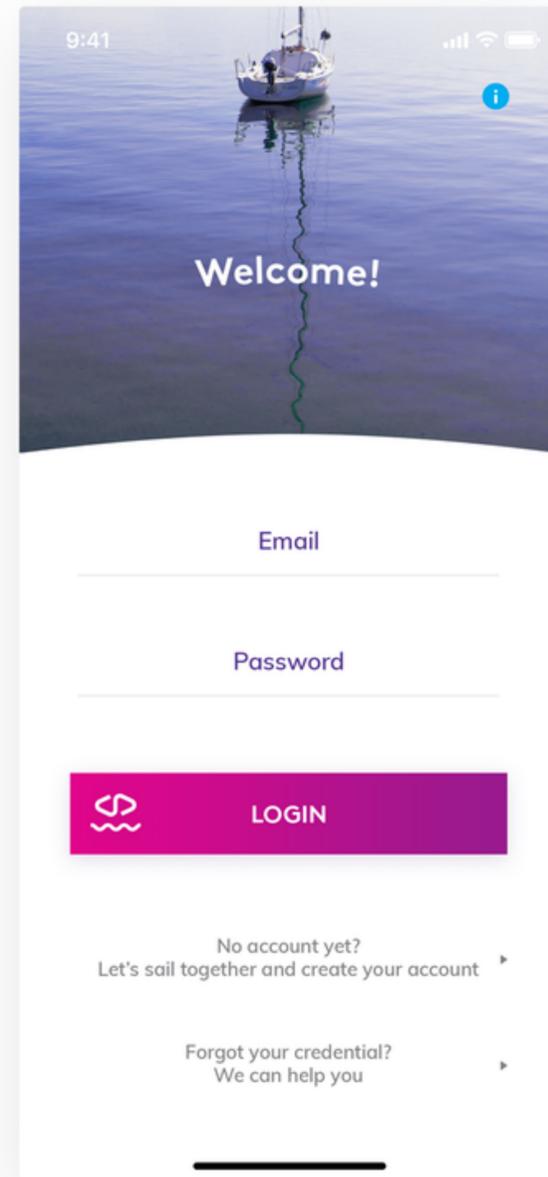
3. Attractive swiping experience

While clicking is quick and easy, swiping is just more fun!
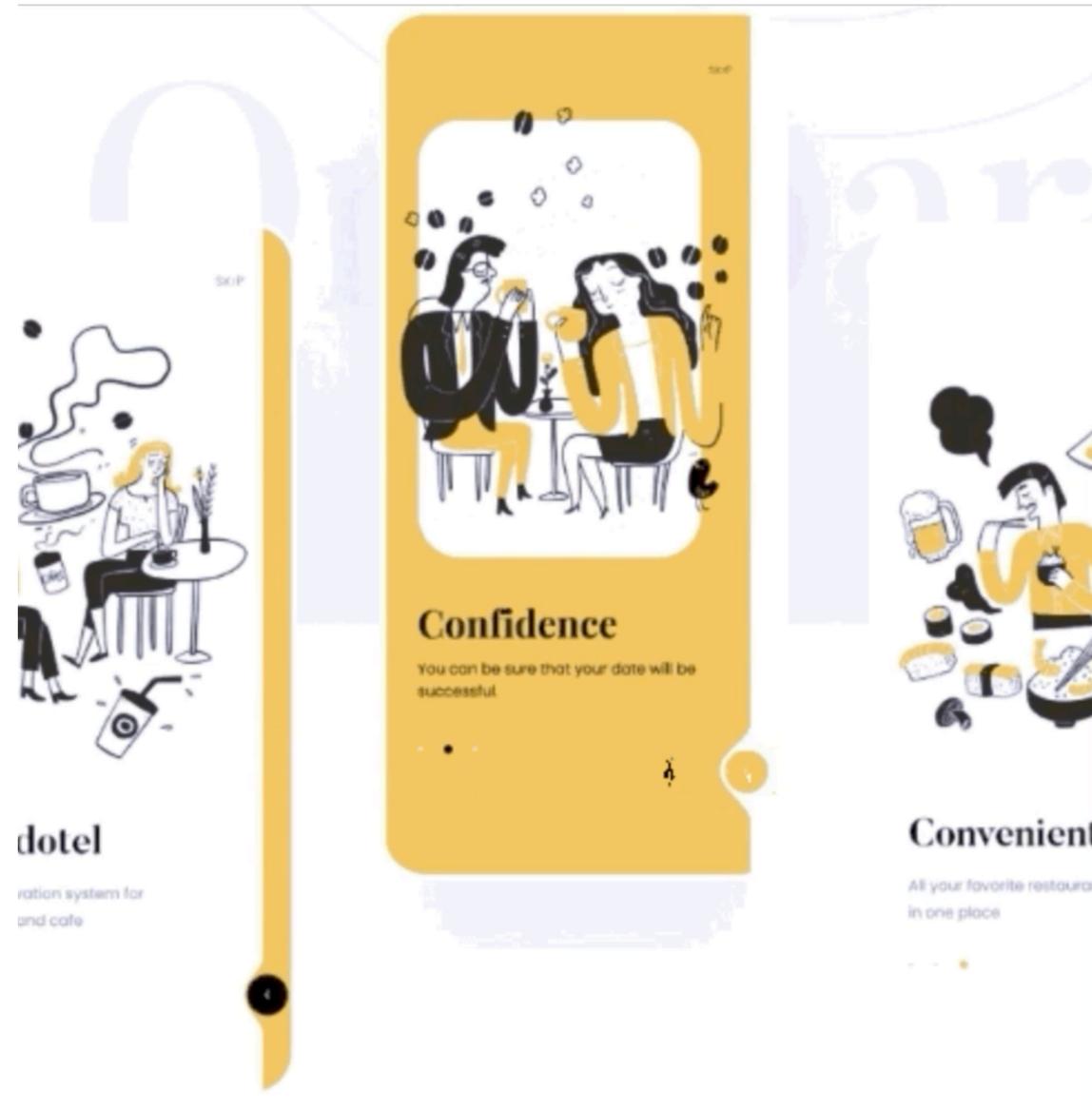
4. Depth through shadows and layering

Shadows and layering are one way of creating the strong depth effect.
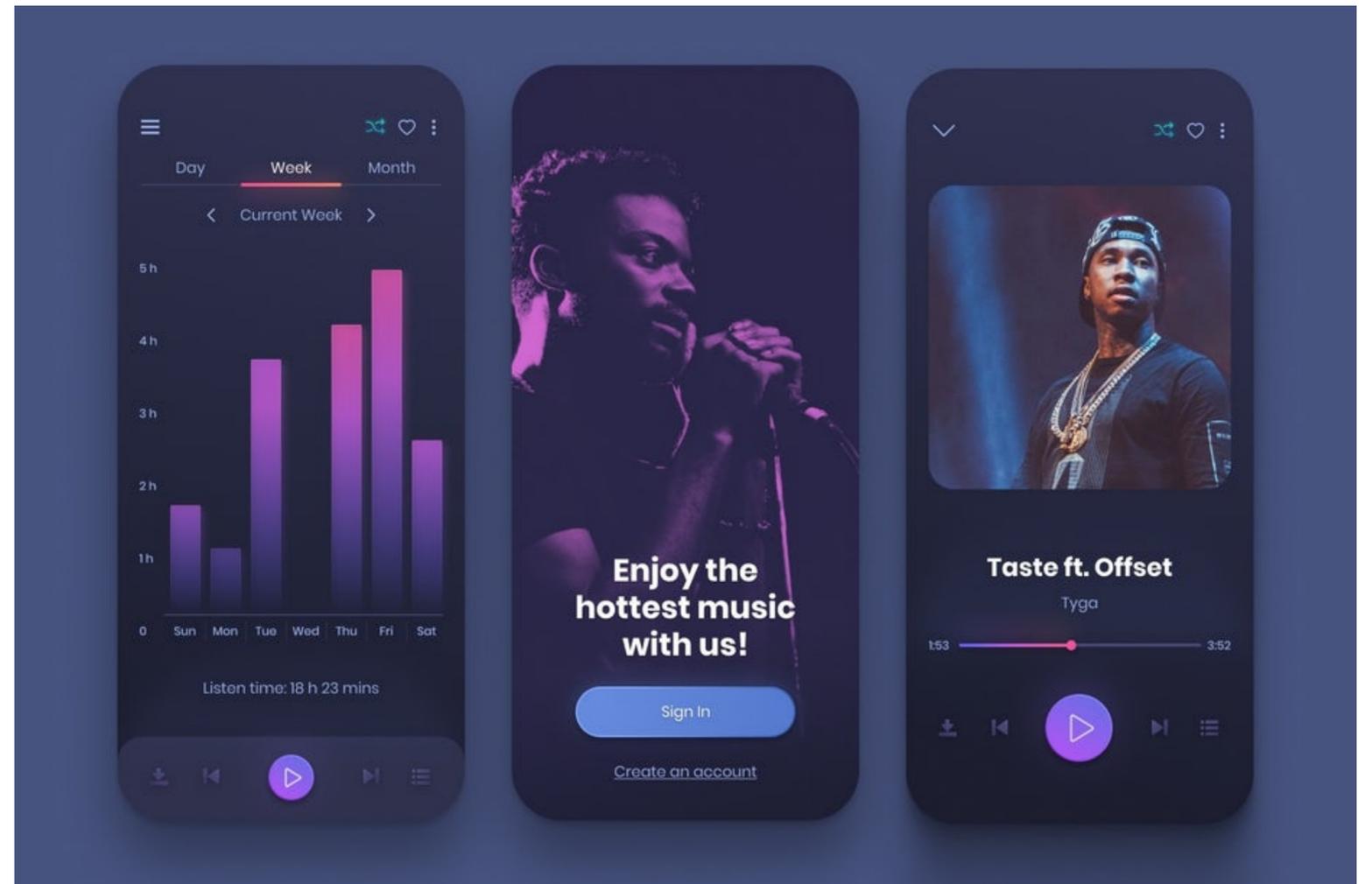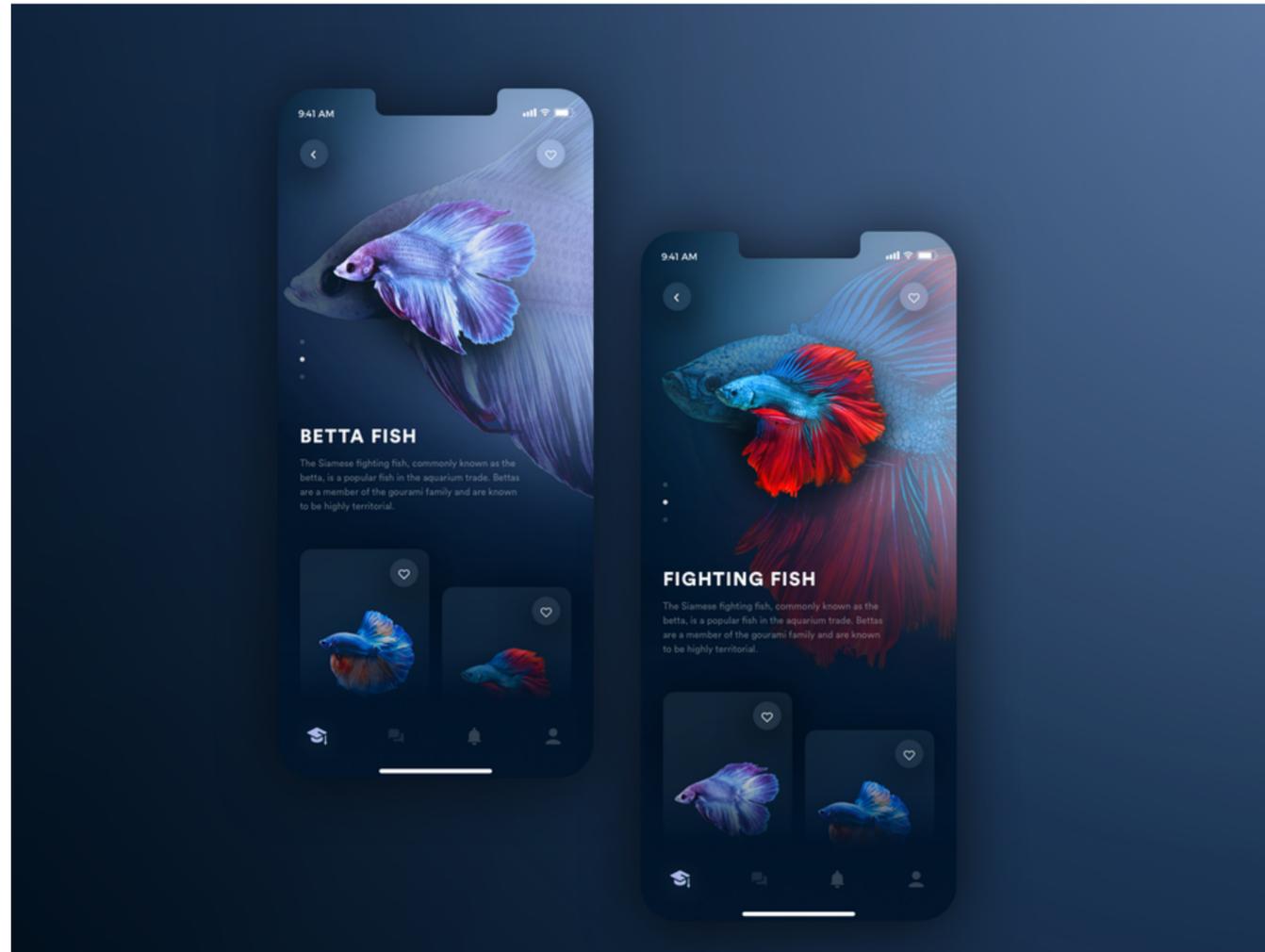
5. Analog inspiration

Paper and cardboard textures, layouts reminiscent of collages, slightly yellowish backgrounds instead of pure white, and retro-style typographies and button designs.
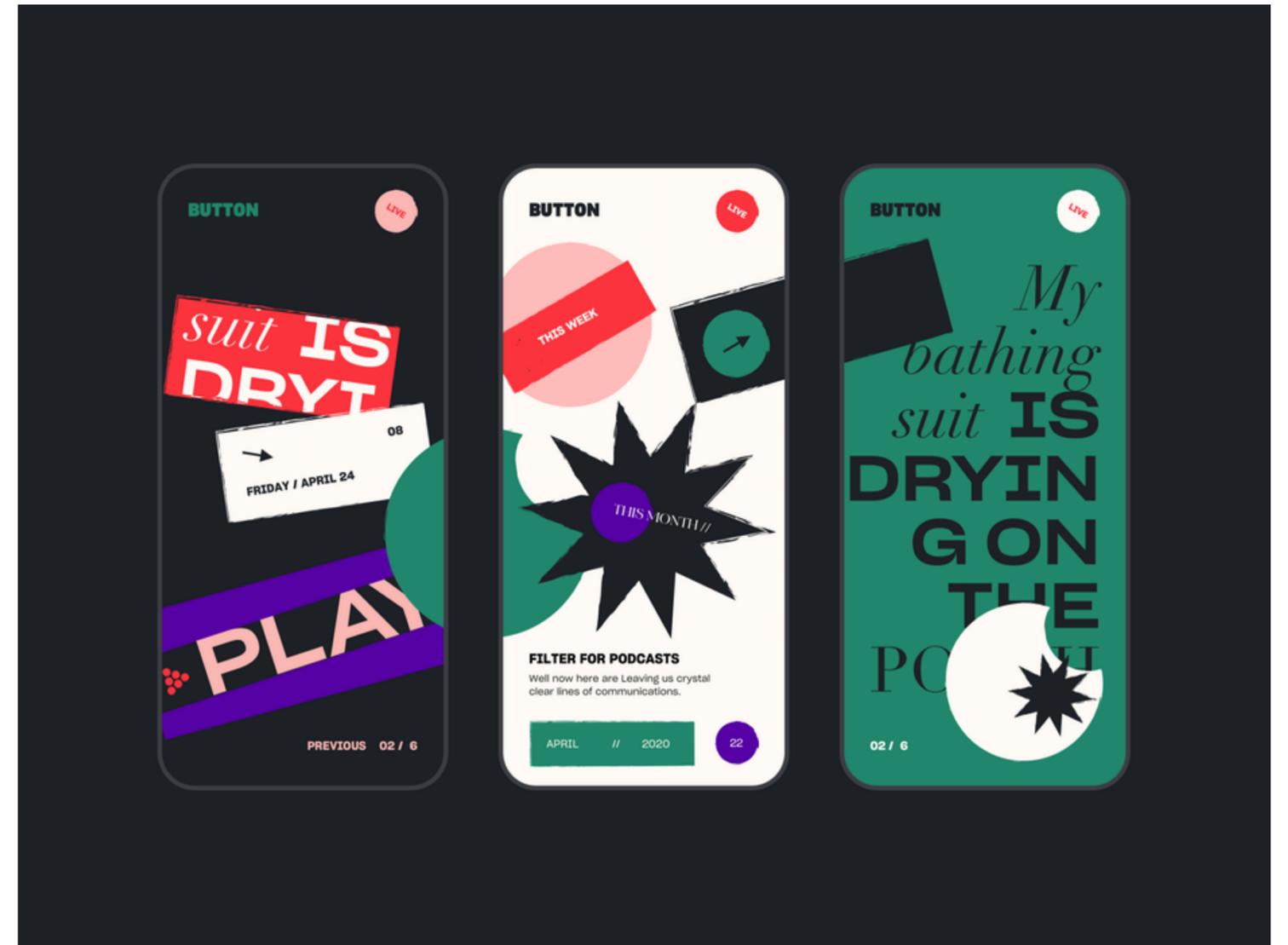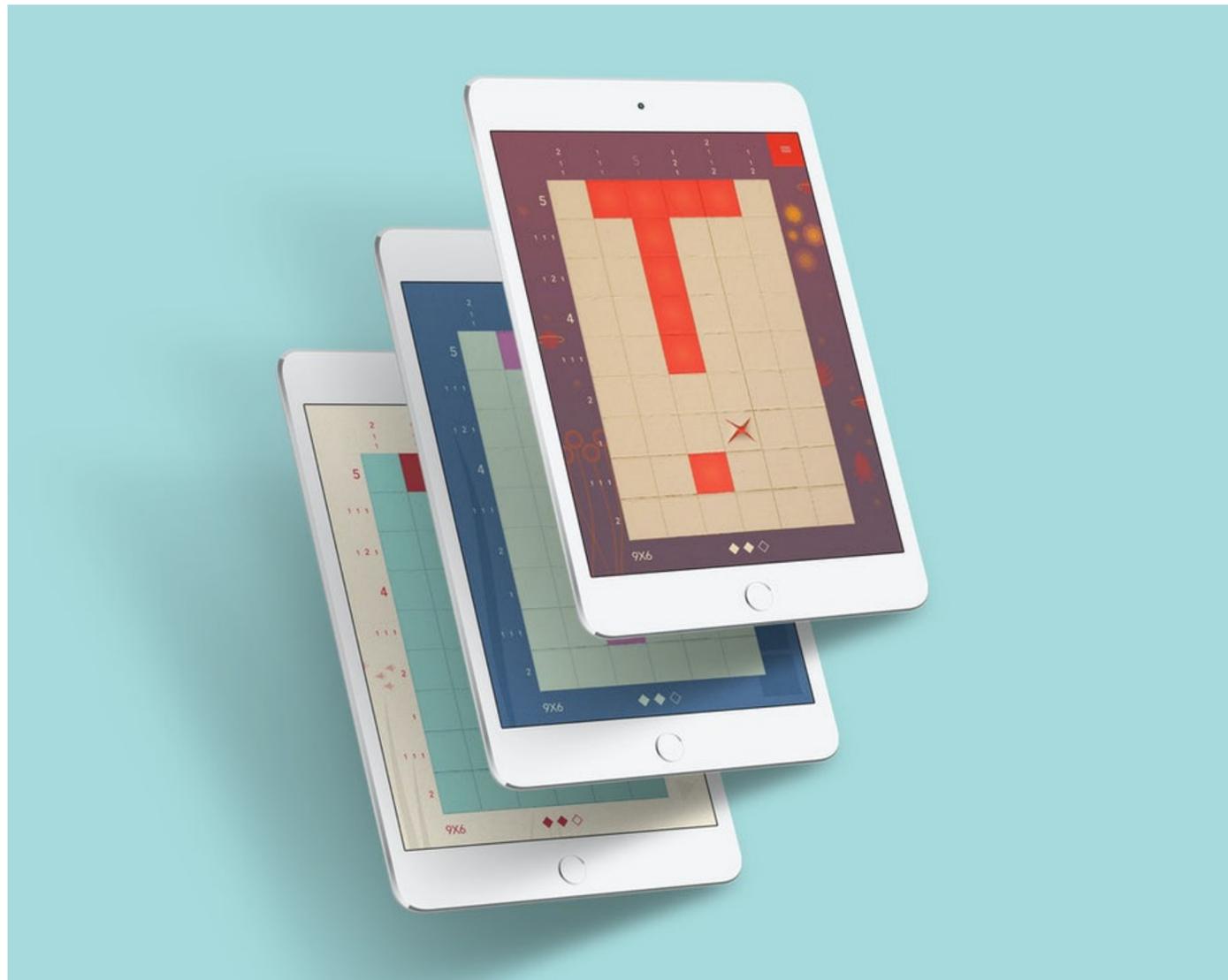
6. Abstract and geometric art

This app design trend strikes a fine balance between intricate detail and simplicity, and contains plenty of variety and artistry.
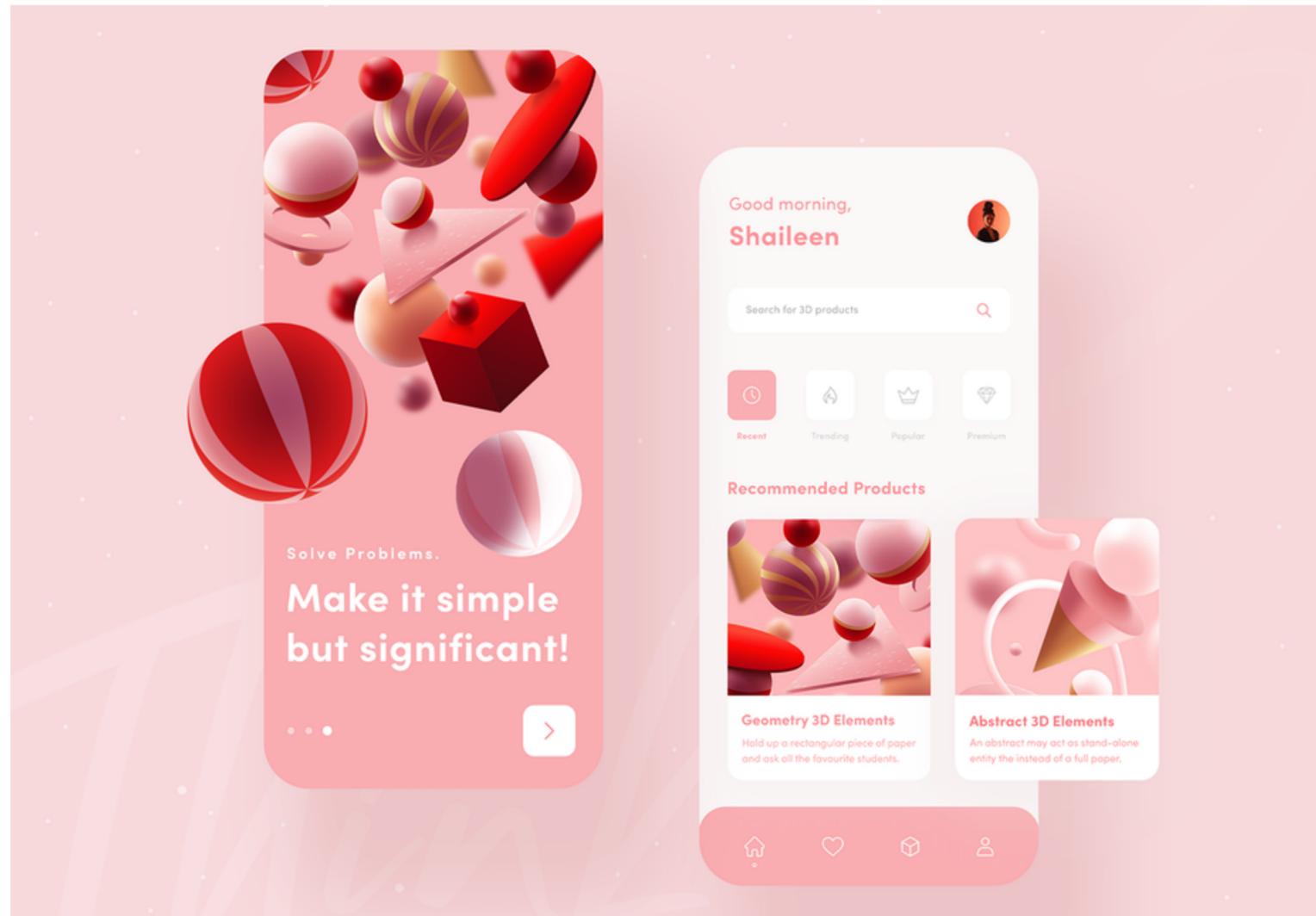
7. Unusual angles

Unusual angles make app designs more interesting and even more dynamic. The result is an app design trend that feels exploratory, playful, and a bit rebellious.
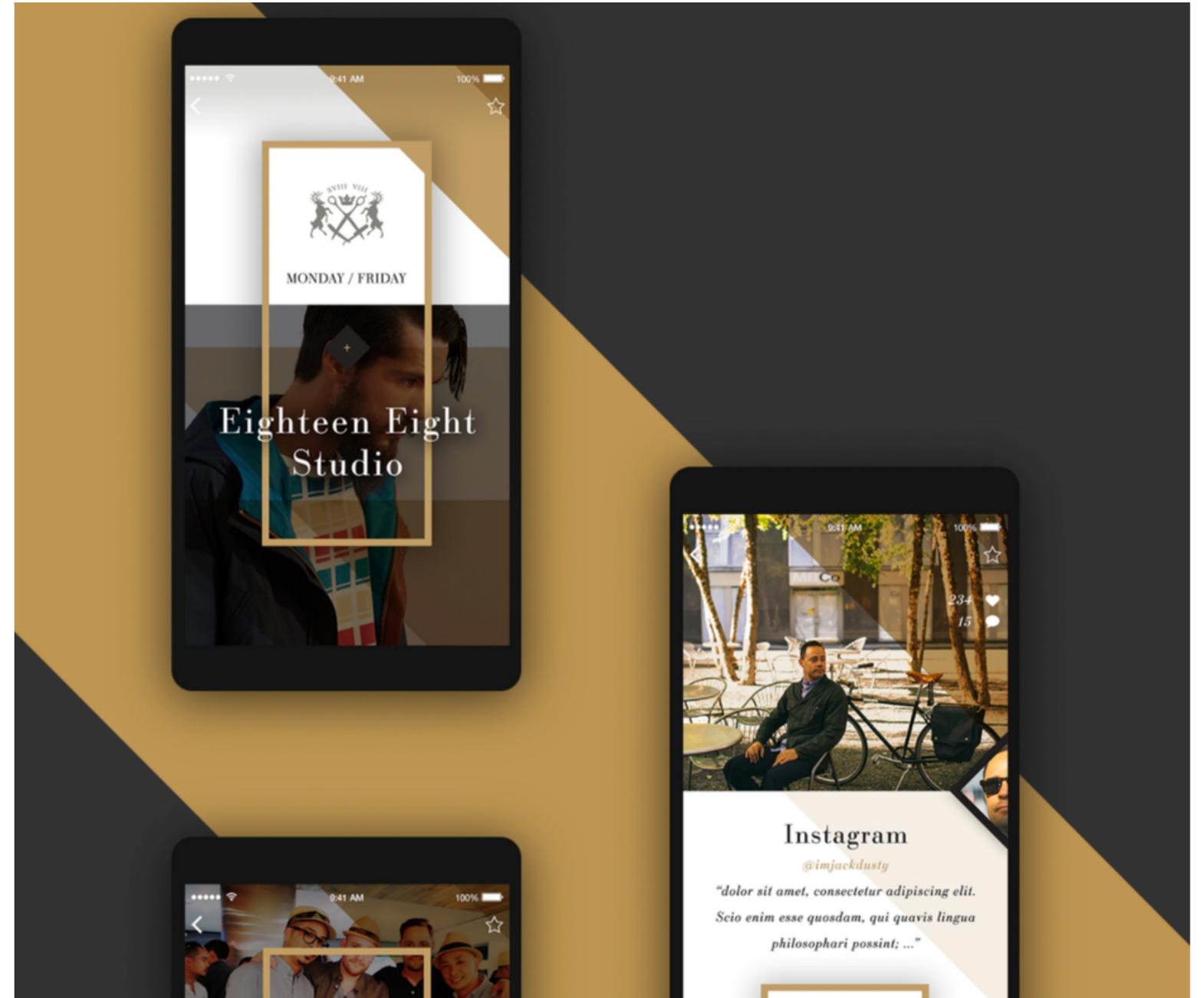
8. Creative data visualization

Unusual charts, animations, and colors that correlate with your data can make it more stimulating and provide users with information in a more engaging way. Wave patterns, for example, are a popular choice as they have an intriguing and hypnotic effect that is pleasant to look at.
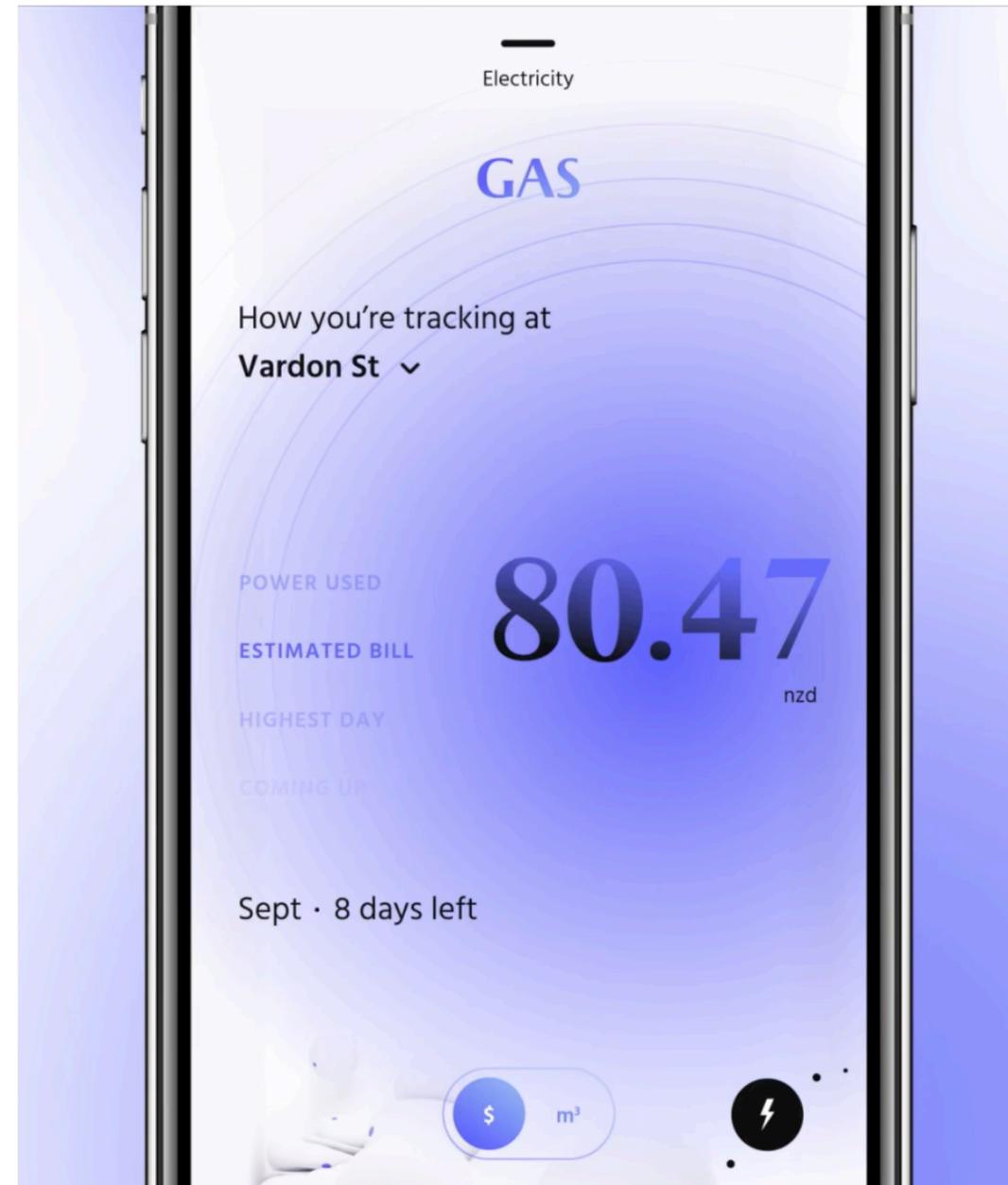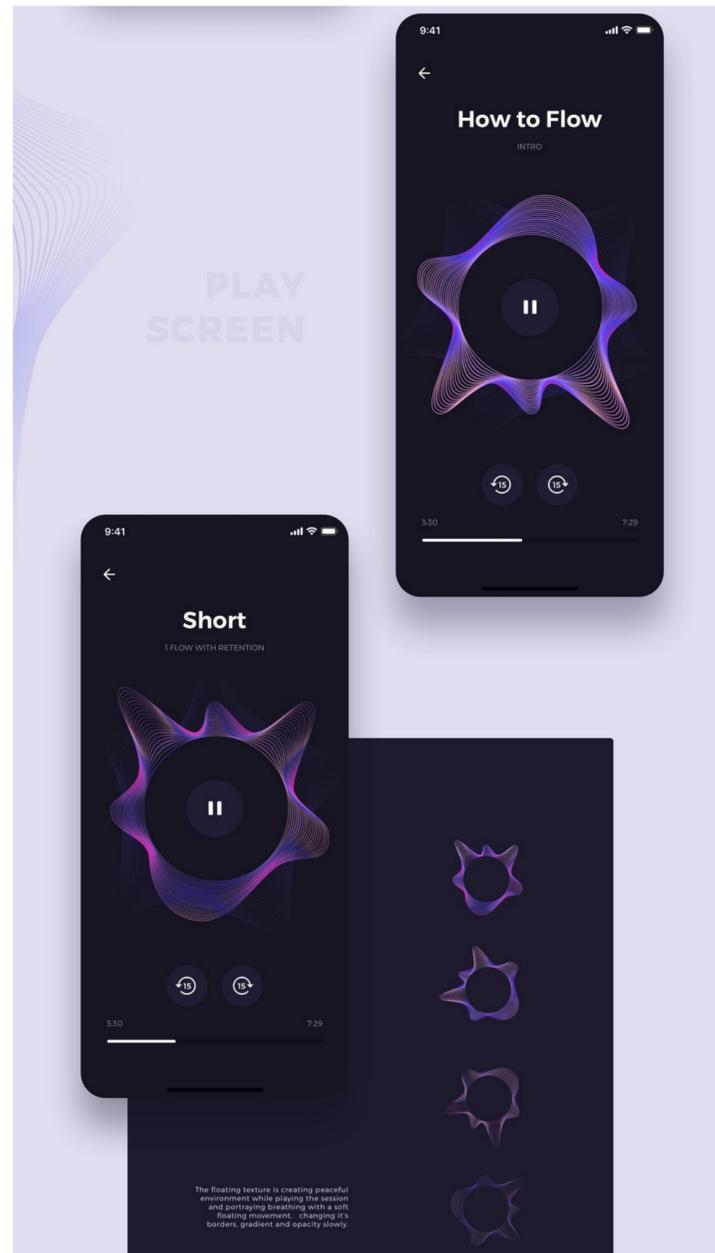
Mood Board

Mood Board

Graphic designers, interior designers, as well as UI/UX designers often use mood boards to convince clients of the look and style they're going for. This is because mood boards make it easy to instantly communicate the ideas and inspiration behind a future design.

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Graphic designers, interior designers, as well as UI/UX designers often use mood boards to convince clients of the look and style they're going for. This is because mood boards make it easy to instantly communicate the ideas and inspiration behind a future design.

Mood boards generally contain a collage of the following elements:

- Color palette
- Patterns
- Fonts
- Images
- Shapes
- Graphics

Mood Board

Colorful
hype
active
alive
gradient
cool
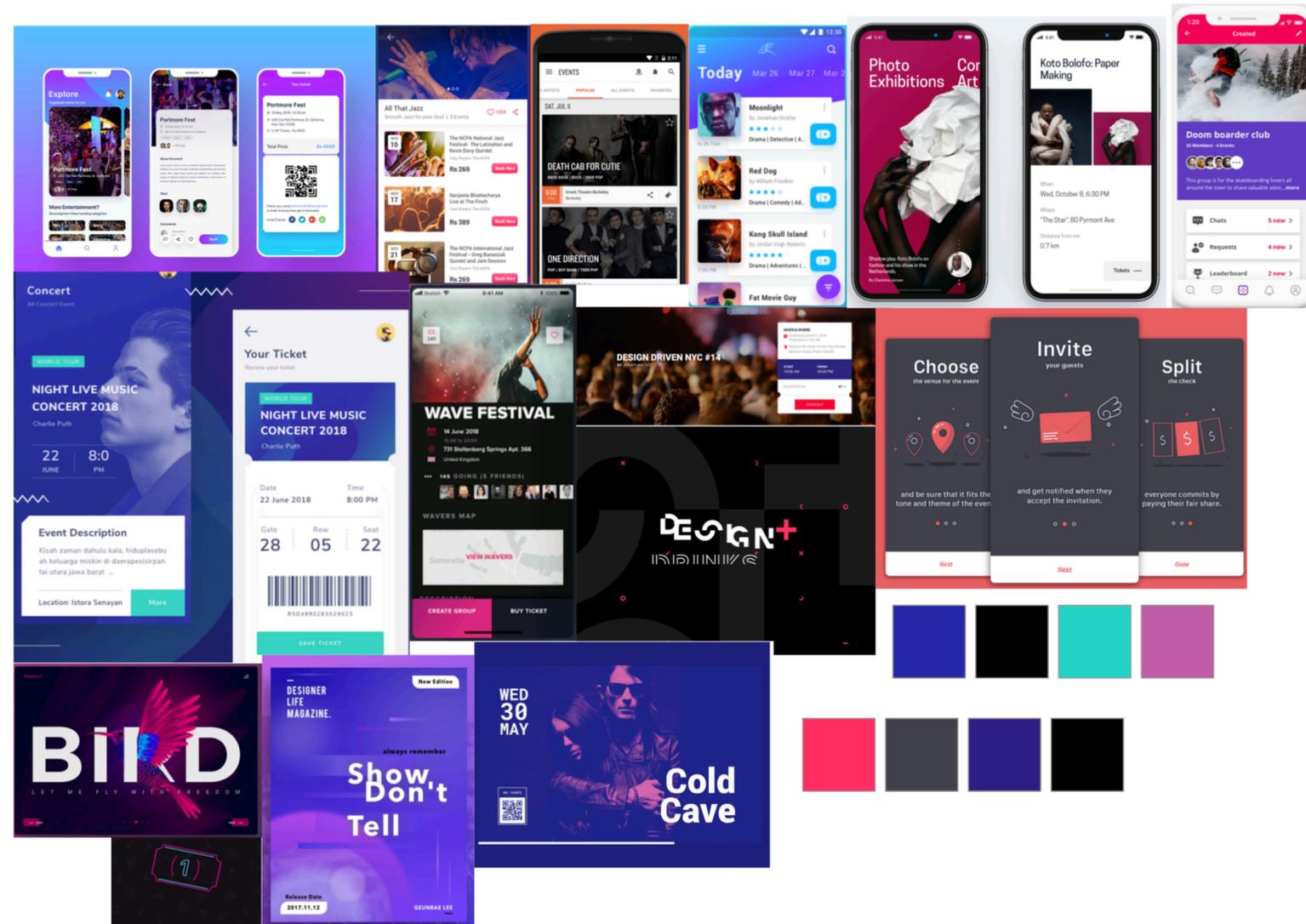
Mood Board

Minimal
Simple
Clean
Refreshing

Mood Board

Nutshell
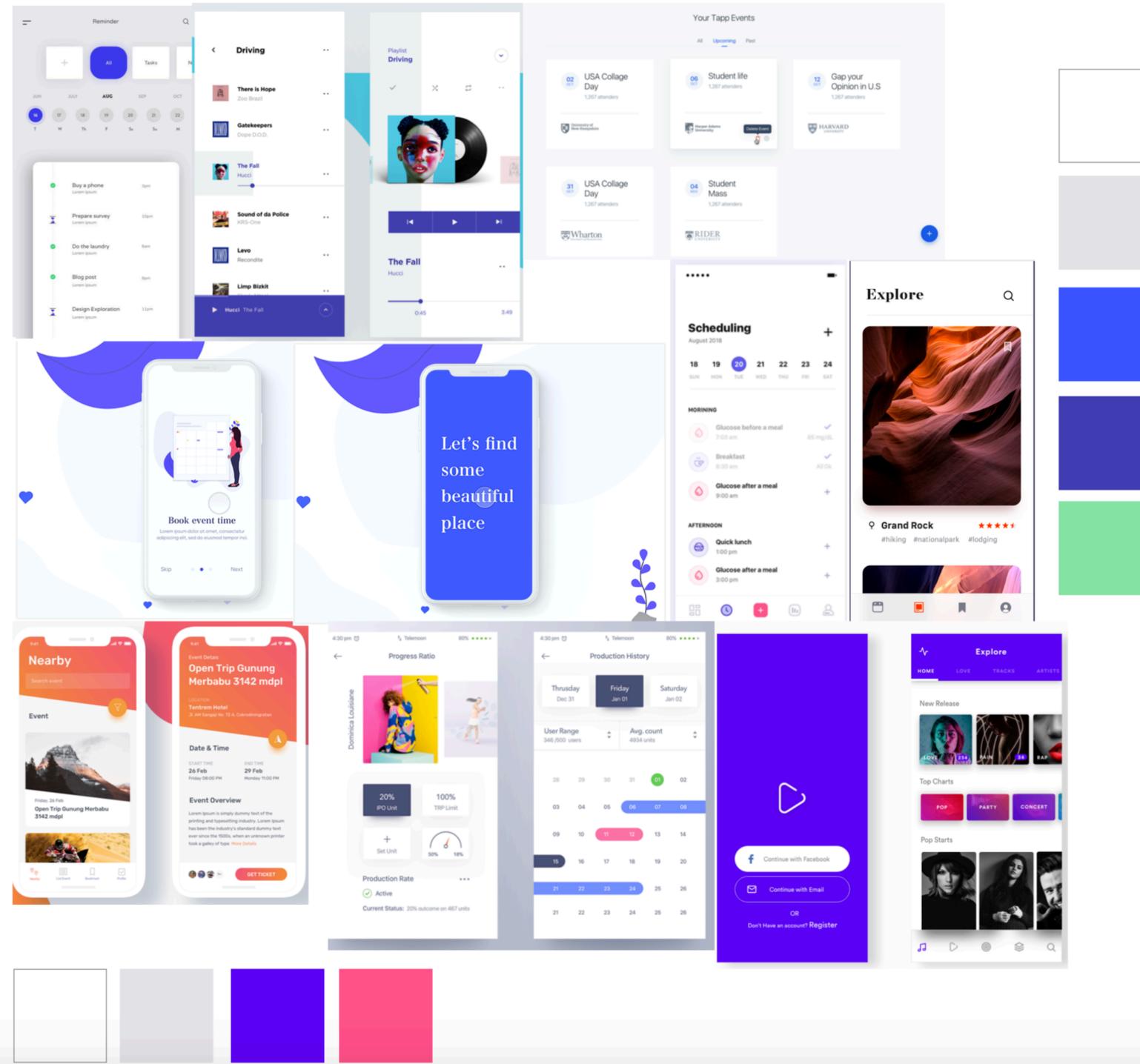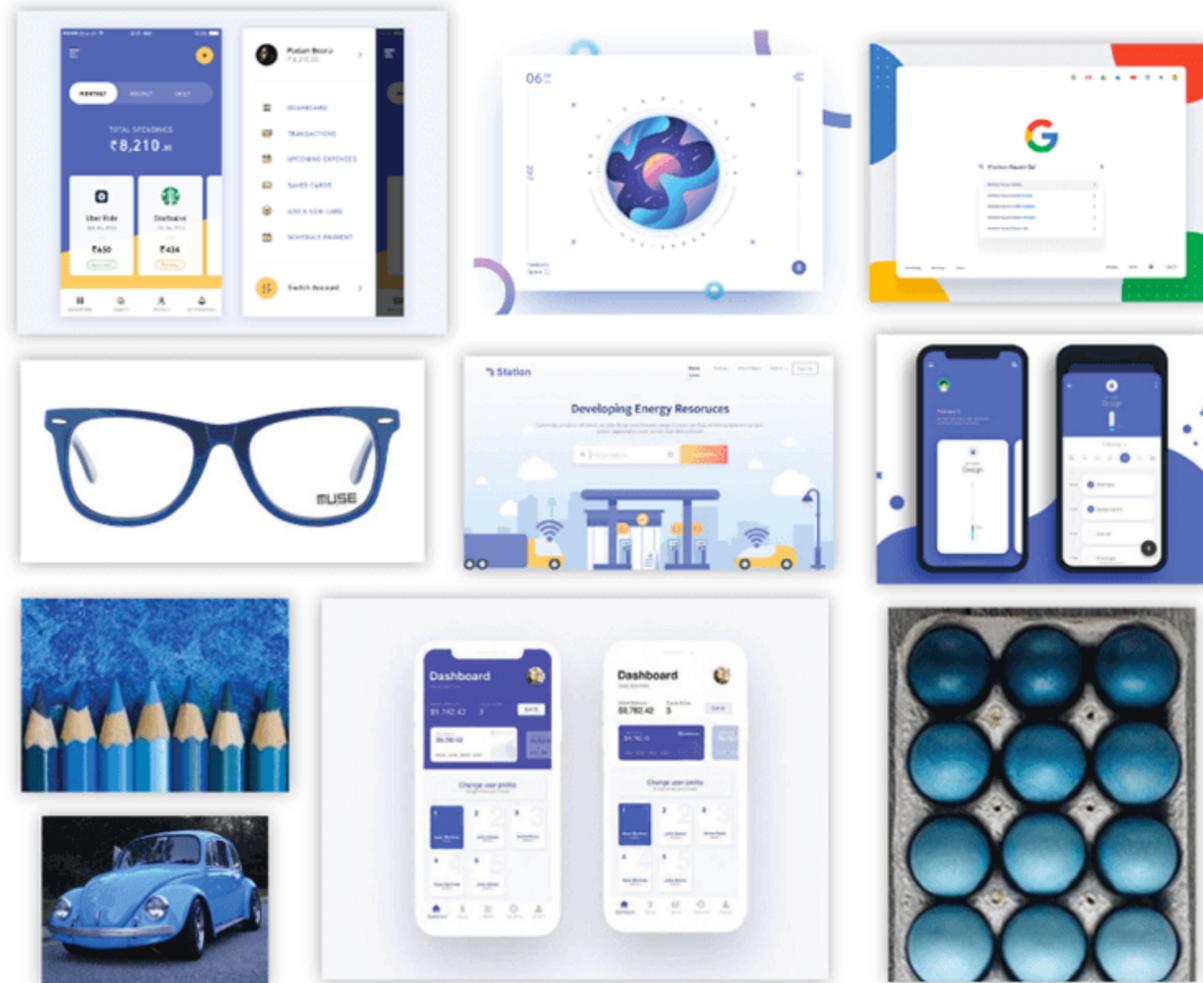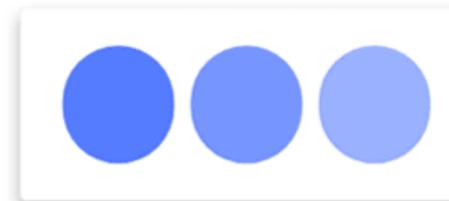
Primary Colour

Azure - Blue

#5680F9

Secondary Colour

#4C36DD

Success Colour
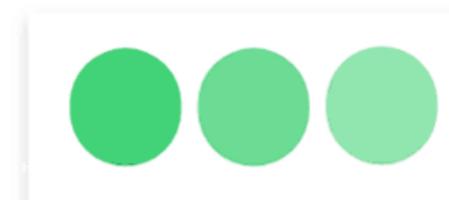
#5680F9

Failure Colour

#5680F9