Spring 2018 — ar589.github.io

Week 3 Interactive Design

Process

Media Queries

Tachyons

Assignment 1

Git

Design Challenge

The Interactive Design Process

What is the job of a designer?

Fully Understand the Content

- What's the point?
- How should the user feel?
- How should the interface work?

Identify Design Opportunities

- How can you generate interest?
- What parts of the content can benefit from design attention?

Understand the Audience

- What are they looking for?
- How can you help?
- How can the design help them?

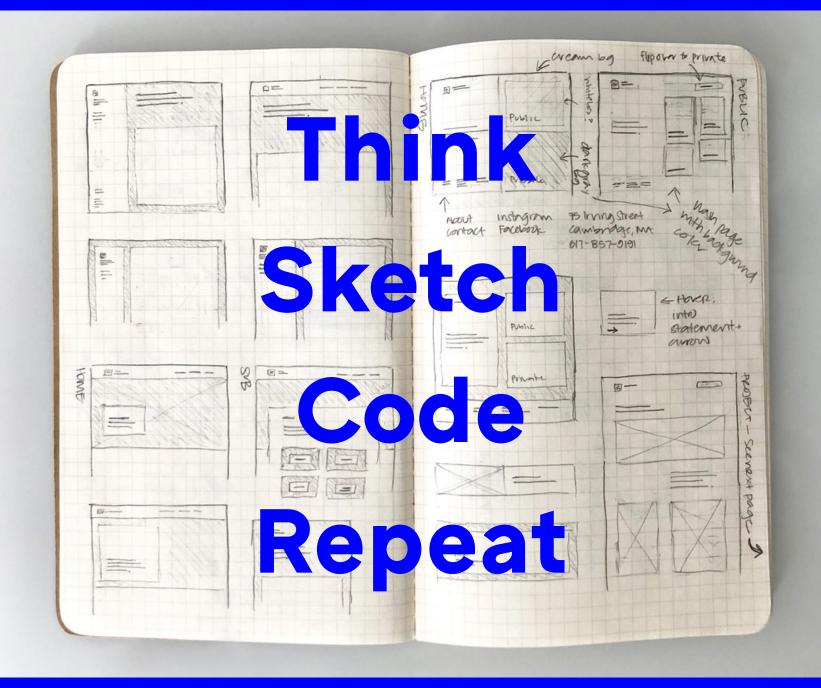
Consider the Context

- What devices will be used?
- What is the user's environment like?
- How does your design adapt?

Create a Visual Language

- Interface elements: links, buttons, menu
- Color palette
- Typography

How do you design in code?



Responsive Design



Elements of RWD

- Flexible Grid
- Flexible Images
- Media Queries

Flexible Grid

Grid gives us this out of the box. Just don't set a fixed width!

```
.grid {
 display: grid;
```

Flexible Images

Images are a fixed size by default. We need to tell them to be responsive.

```
.full-width-image {
 display: block;
 width: 100%;
.no-bigger-than-viewport-image {
 display: block;
 max-width: 100%;
```

@media

A CSS "at-rule" that tests a device's specific characteristics of the browser.

```
h1 {
  font-size: 24px;
@media (min-width: 600px) {
  h1 {
    font-size: 36px;
```

A New Way of Thinking About CSS

What are the hardest parts of desiging in code?

It's a bit slow.

We have to write two differnt types of code (HTML and CSS) in two different places.

Code can get messy while you're working on it.

We want to spend time designing, not organizing.

The "cascade" of CSS can be pretty confusing.

And then media queries, c'mon!

Naming your CSS classes is hard.

And kind of pointless, TBQH.

Tachyons http://tachyons.io

A "CSS Toolkit"

- It's just a bunch of tiny, logical classes
- Based on a mathematical scale
- Built with designing in mind

Key Properties

- Type Scale
- Spacing (margin & padding)
- Sizing (height & width)
- Color

Why is this better?

- Mirrors how you make design decisions
- Faster to implement
- Simplifies the idea and execution of RWD
- Way more stable
- Easy to debug

Using Tachyons

Download tachyons and include it in the head of your HTML document.

```
<!DOCTYPE html>
<html lang="en">
 <title>My cool site</title>
  <meta name="viewport" content="width=device-width, initial-scale=1">
 <link rel="stylesheet"" href="/tachyons.min.css">
 <body>
   <h1>Let's go!</h1>
 </body>
</html>
```

Type Scale

A scale that goes from "f1" to "f7." "f1" is the largest size, "f7" is the smallest.

```
<h1 class="f1">
  A Wonderful Headline
</h1>
```

Media Queries

Three sizes:

```
"-ns": not small, "-m": medium, "-l": large
```

```
<h1 class="f3 f2-m f1-1">
 A Wonderful Headline
</h1>
```

Spacing

Margin and Padding are also on a scale. O is the smallest, 7 is the largest.

```
<div class="ma2 ma3-m ma4-1">
</div>
<div class="ph2 ph3-m ph4-1">
</div>
```

How to Read the Docs

Base

- + Modifiers
- + Media Queries (optional)

Class

```
SPACING
Docs: http://tachyons.io/docs/layout/spacing/
An eight step powers of two scale ranging from 0 to 16rem.
Base:
  p = padding
  m = margin
Modifiers:
  a = all
  h = horizontal
  v = vertical
  t = top
  r = right
  b = bottom
  l = left
  0 = none
  1 = 1st step in spacing scale
  2 = 2nd step in spacing scale
 3 = 3rd step in spacing scale
  4 = 4th step in spacing scale
  5 = 5th step in spacing scale
 6 = 6th step in spacing scale
  7 = 7th step in spacing scale
Media Query Extensions:
  -ns = not-small
  -m = medium
  -l = large
```

Resources

- http://tachyons.io/docs
- https://github.com/tachyons-css/tachyons/tree/master/src
- https://roperzh.github.io/tachyons-cheatsheet

Assignment 1

Art-Directed Article

Find a longform article and create a design using HTML and CSS to enhance the viewer's understanding of the content.

Requirements

- At least 3 images
- At least 1 pull quote
- At least 750 words
- Must use Grid for layout
- Must be responsive

Due Next Week

Let's Git Going

What is Git?

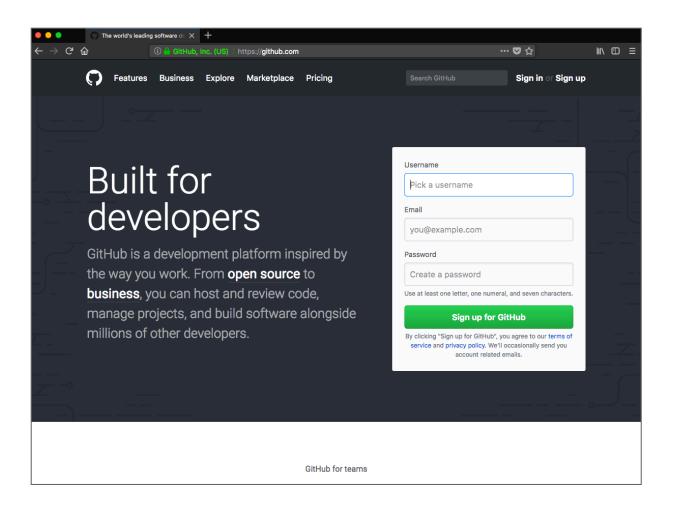
- A distributed version control system that keeps track of your files.
- We interface with Git Github Desktop.
- It allows us to roll back changes, do design experiments, and we'll use a service to turn our Git projects into websites!

How it Works

- Create a repository
- Commit your changes
- Push changes to Github

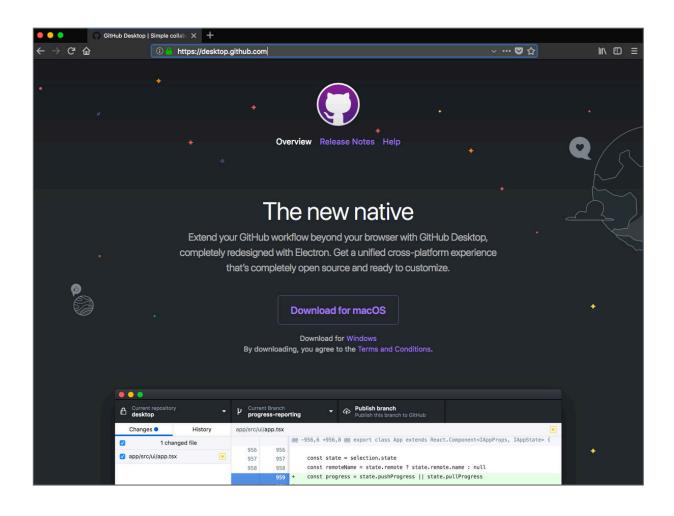
Version Control: Github

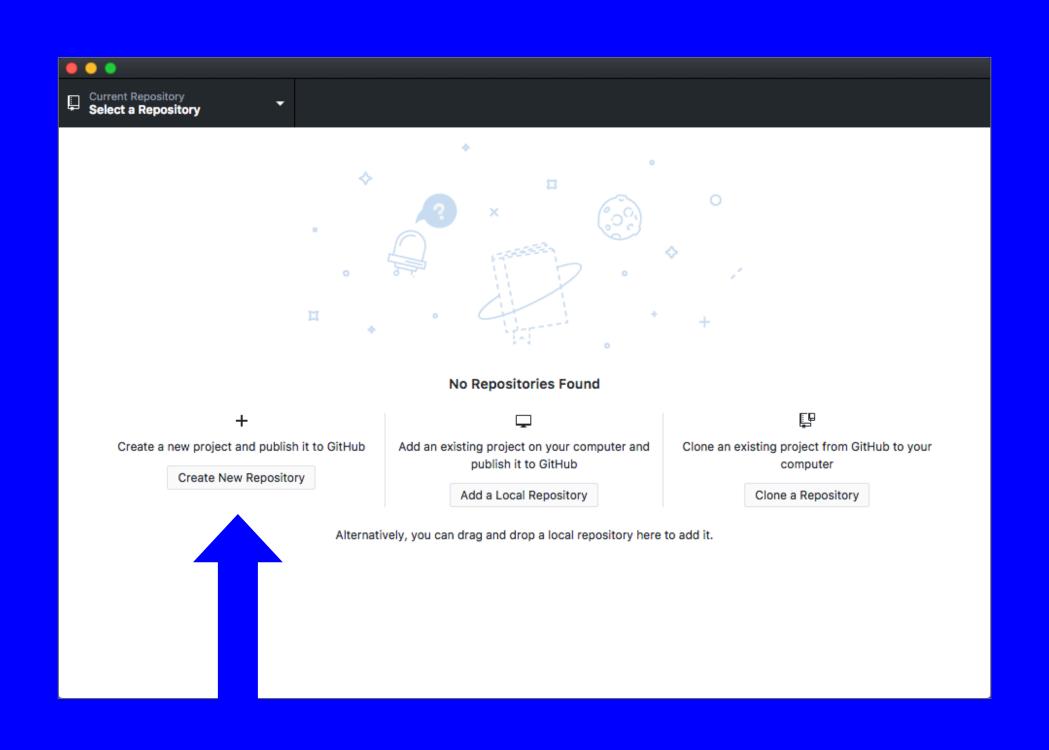
github.com

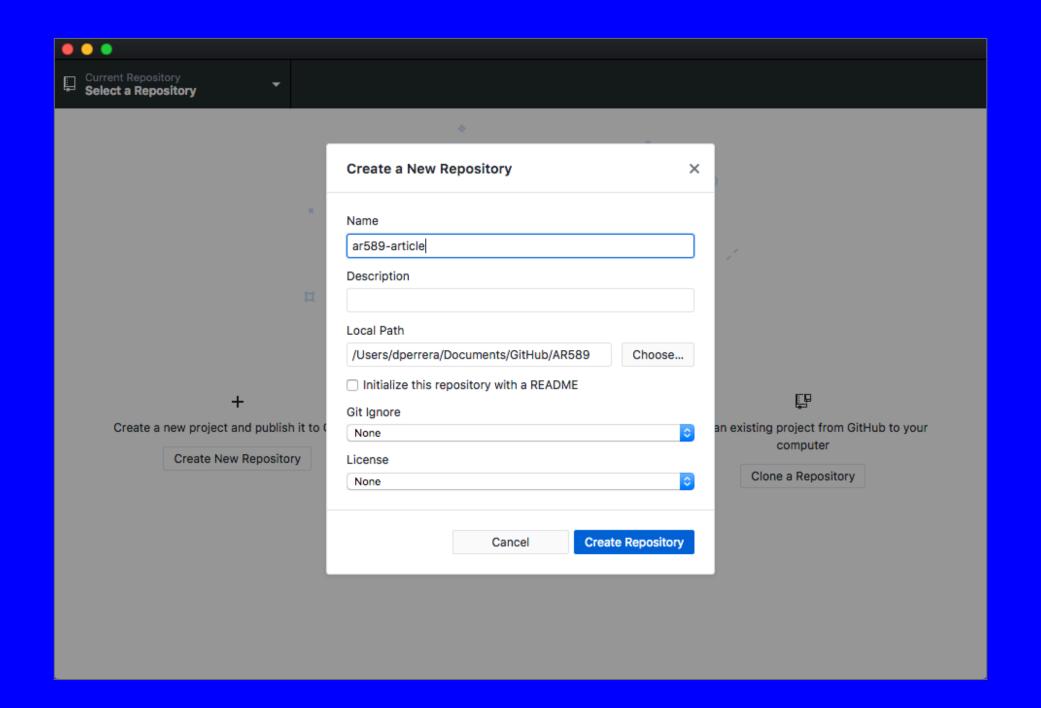


Git Client: Github Desktop

desktop.github.com

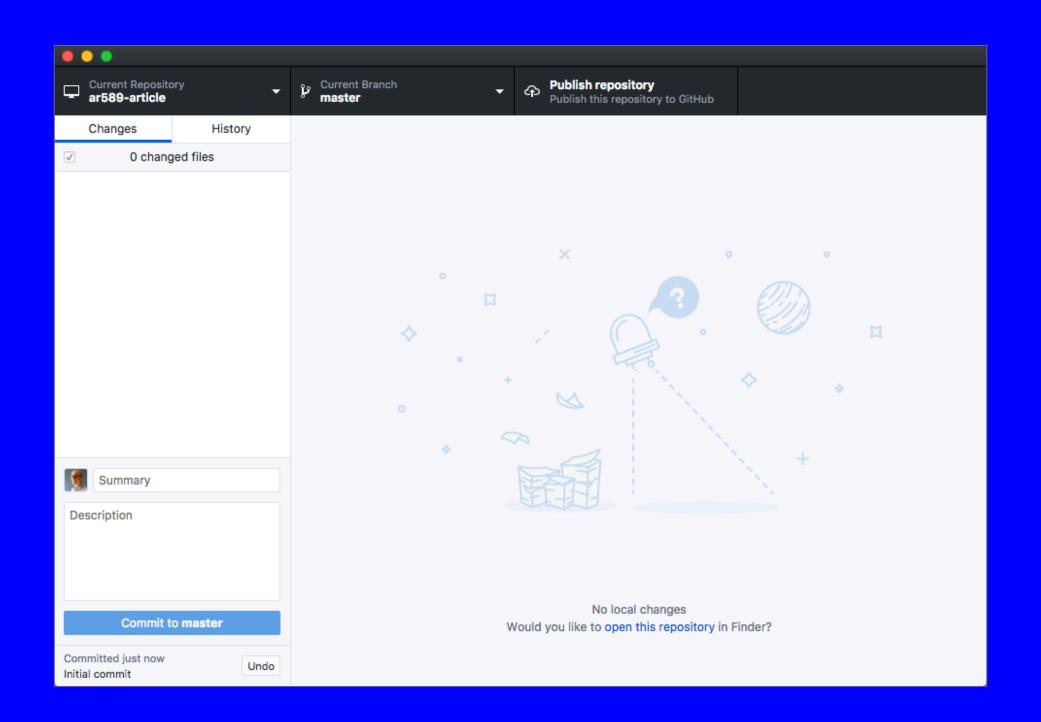


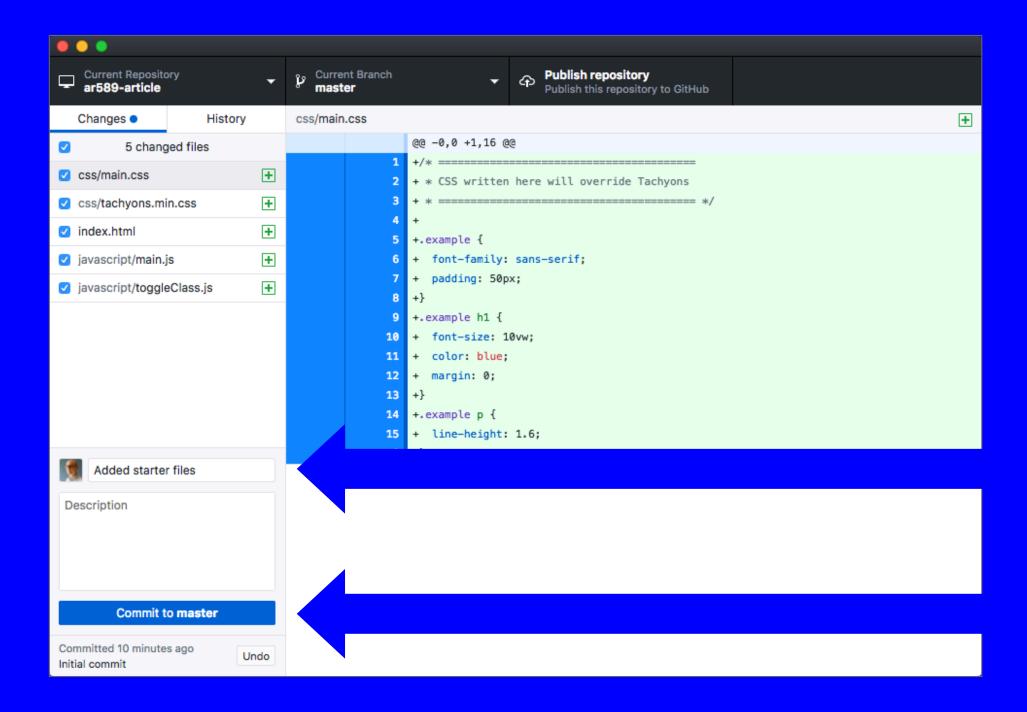


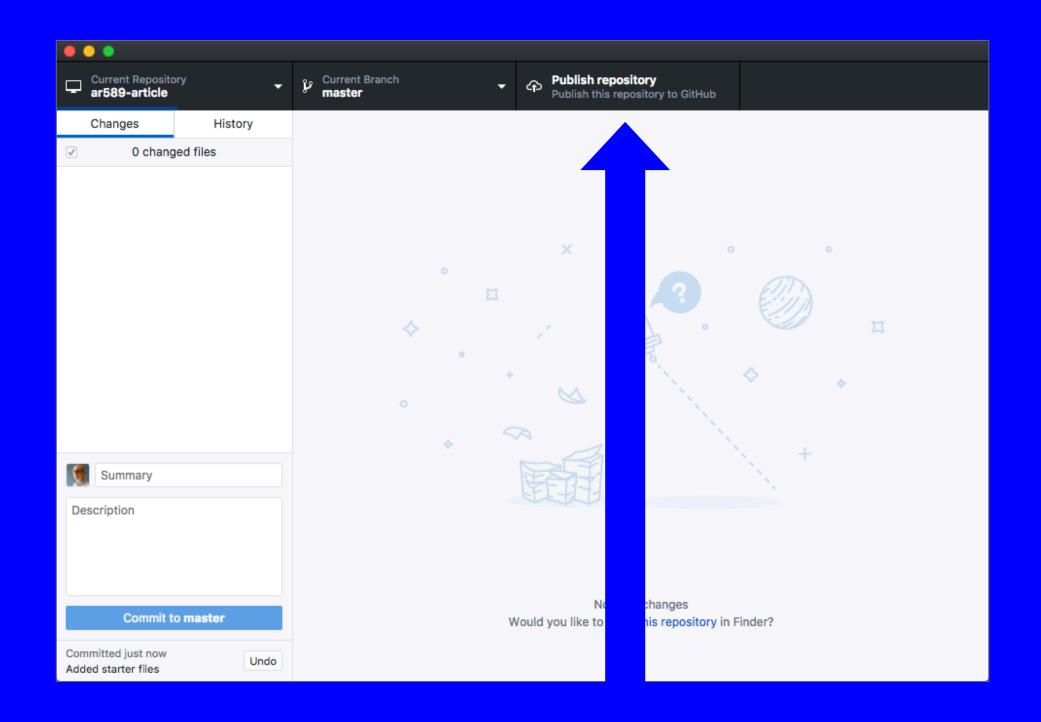


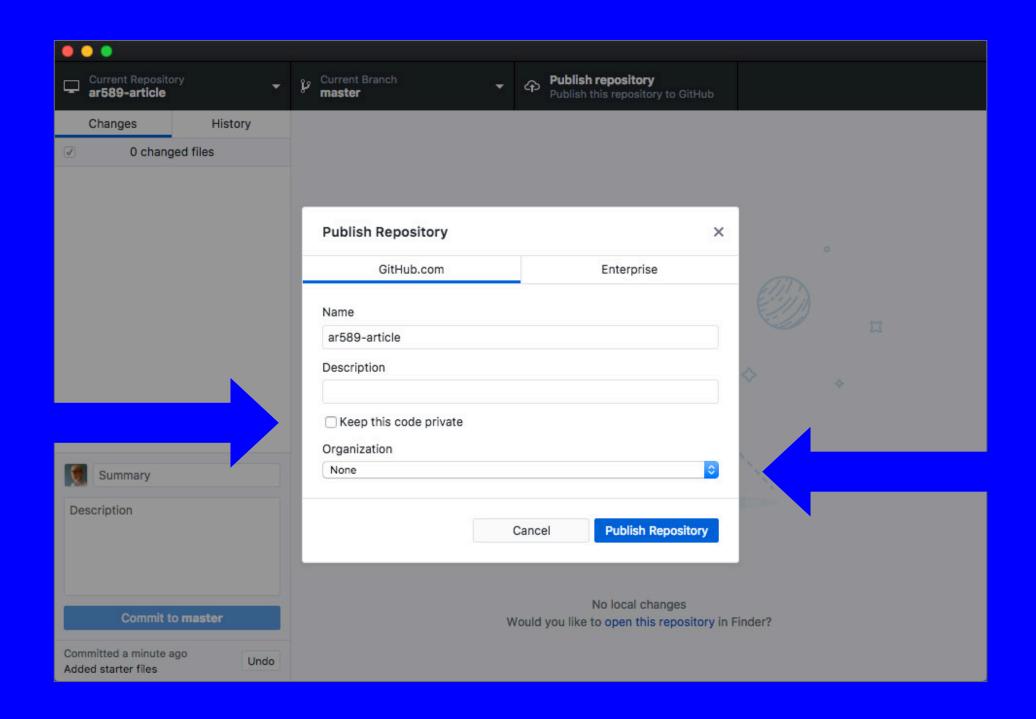
Repository > Open in Finder

Download and put AR589 Starter files into your project.









Design Challenge!

Using Tachyons, design a responsive "Top Five" list of your favorite songs. You must include at least the following information for each song:

- Song Title
- Song Duration (Time)
- Artist
- Album Art