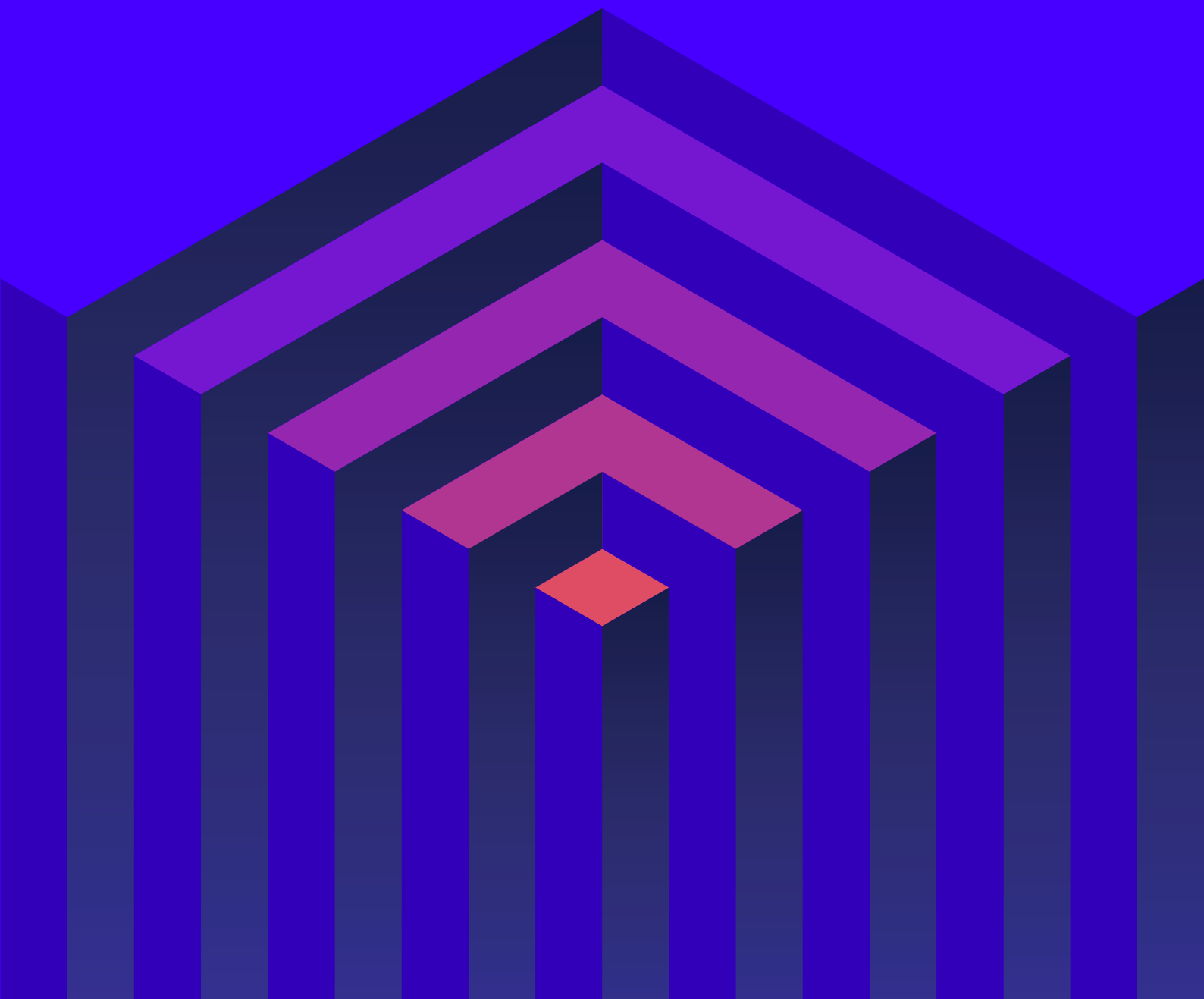




Creating a Design System Quickly With UXPin



The UXPin logo consists of the word "UXPin" in a sans-serif font, centered within a thin black rectangular border.

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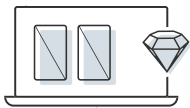
Design Systems in UXPin

UXPin

One platform for consistent design and development.



DESIGN SYSTEMS



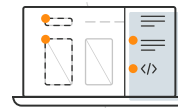
Design Language

Sync Sketch with UXPin for a consistent design language: fonts, colors, icons, assets, and more.



UI Patterns

Scale designs consistently with Symbols and interactive components.



Automated Documentation

Documentation syncs everywhere and travels with library elements.

✔ Modular design and development

Scale quickly with design system libraries.

✔ One source of truth for everyone

Close your knowledge gaps. Formalize your design and code conventions.

✔ Painless documentation and developer handoff

Eliminate busywork. Generate style guides, specs, and documentation.



Tracy Dendy
HBO

“My productivity and developer productivity have both increased. They love that they can collaborate and move quickly to a powerful experience.”

To book a demo, call +1 (855) 223-9114 or email us at sales@uxpin.com

Introduction

Back in 2016, the team at [UXPin](#) started user research for our first design systems platform. After 40+ interviews with design and engineering leaders and a survey of 3,100+ designers and developers, we've concluded that traditional tools don't always support a scalable design process.

They're too fragmented, disconnected, and unfocused. Effective design tools must be a complete hub for design and development.

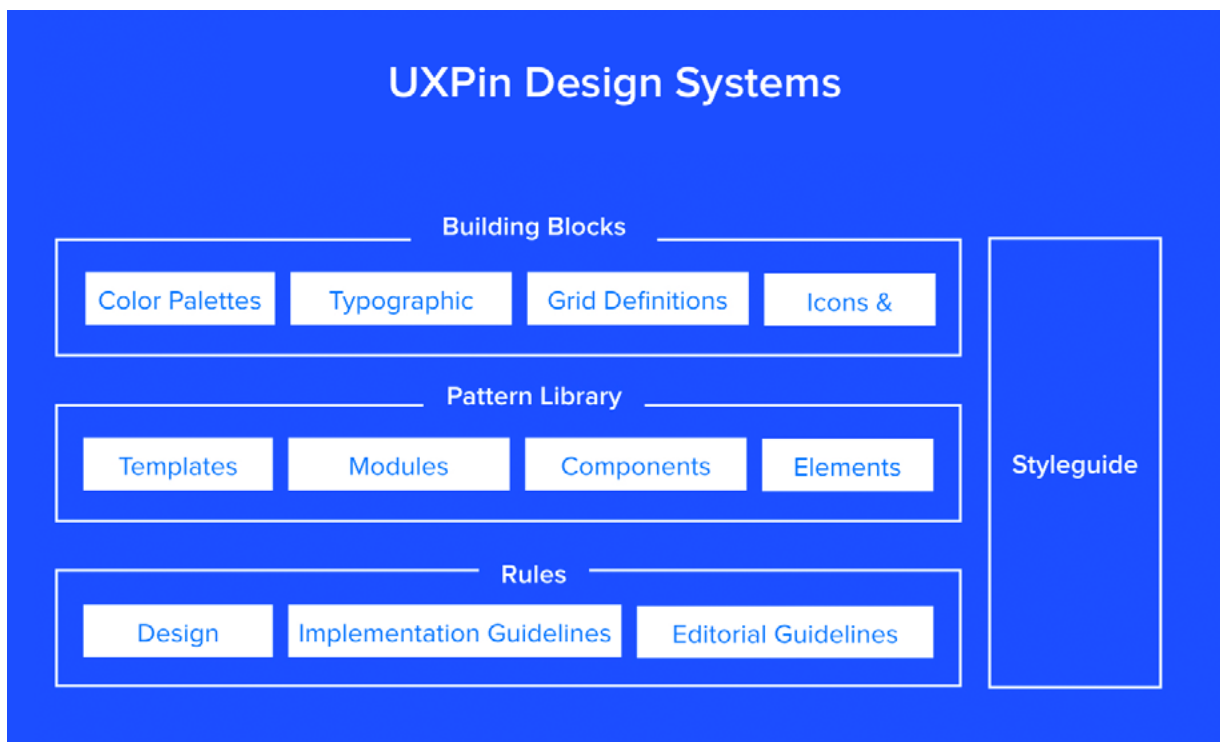
We've summed up the research with simple rules for our design systems platform:

- Dynamic environment, not static documentation
- Actionable system, not a reference document
- Connection between design and development, not just a library of design patterns
- Lives inside the same platform as prototyping and collaboration tools

With these principles in mind, let's explore how [UXPin Systems](#) reduces the time and effort of creating a documented design system.

The Design Systems Process in UXPin

More than just a pattern library or style guide, UXPin provides a comprehensive design systems platform:



Let's look at how to create the foundation of your design system in UXPin:

- Color Palette and Text Styles
- Assets (logos, icons)

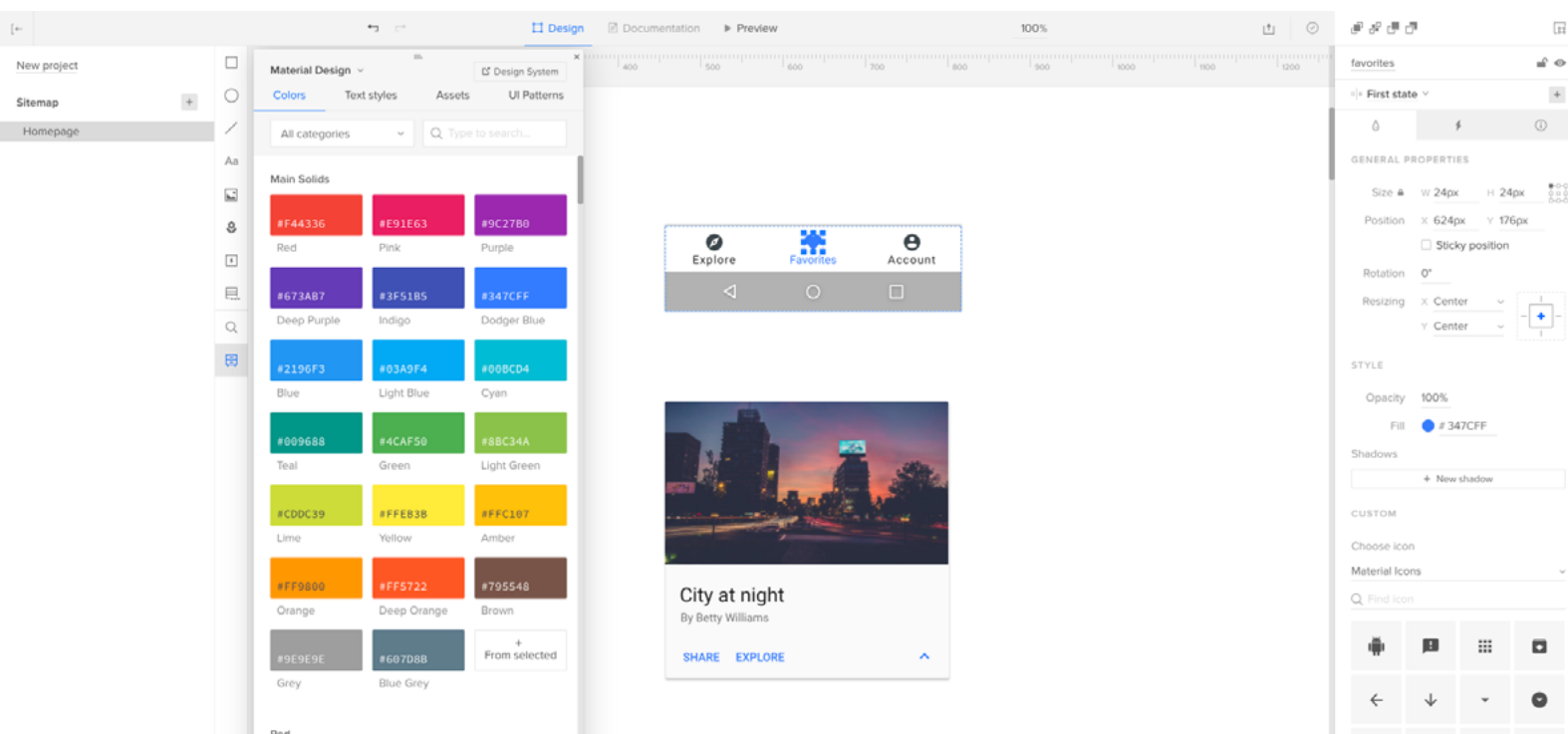
- Design Patterns
- Development Documentation

Important disclaimer: All the following examples were created within UXPin only, but the UXPin Systems solution **also** supports Sketch.

1. Create an Actionable Library of Styles

Start with the most prevalent pieces of any design – text styles and color palette.

In UXPin, both color palette and text styles can be pulled directly from design projects and saved in a shared Design Systems library (an actionable toolkit that's always synced with a design system). Your entire team will always have access to approved styling, minimizing the temptation of introducing *yet another* typeface or shade of gray.



To add every color or text style, simply select layers in Sketch or UXPin and UXPin will pull the right styling and add it to the system.

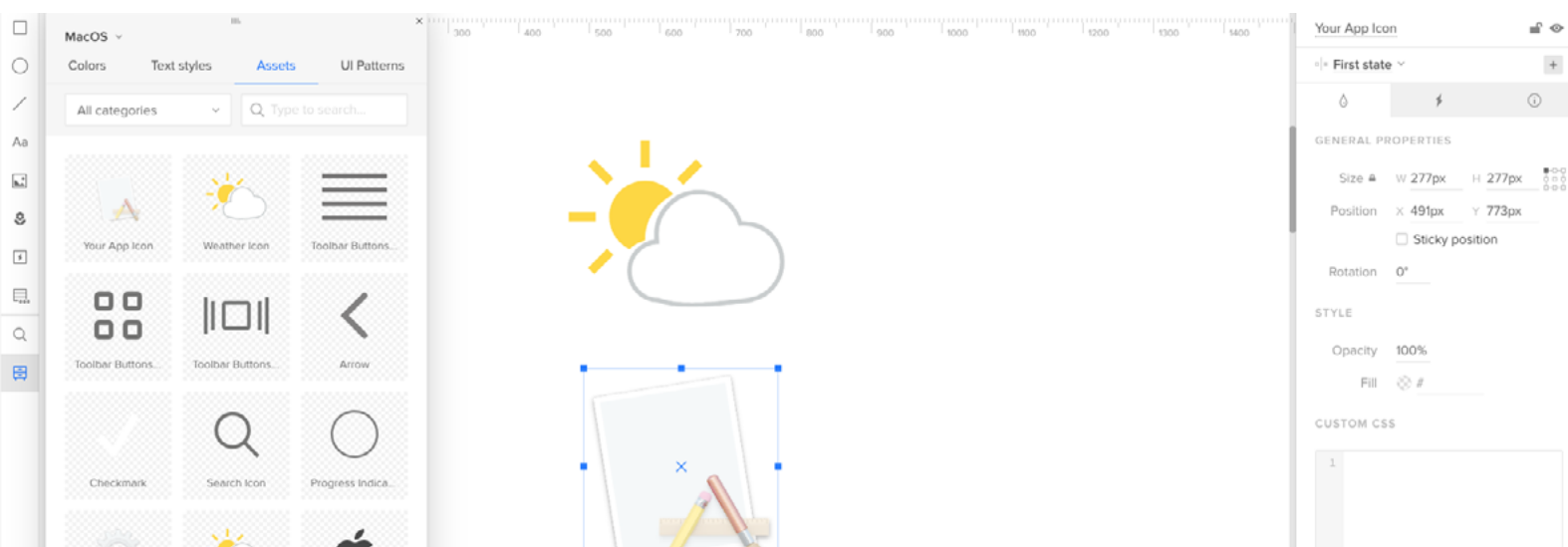
All these styles always stay in sync with the library in UXPin or Sketch, which makes for a living system (not just static documentation).

Now that you've started your design system, it's important to note that you can also set permissions for who can view and modify the design system.

2. Create an Actionable Library of Assets

Just like colors and text styles, you can save all your graphic design assets in UXPin Systems.

Think logos, approved stock photos, or icon libraries. You can save all these in the Design Systems Library, which stays in sync with the Design System and your entire team. One library, directly in your tools and always in sync.

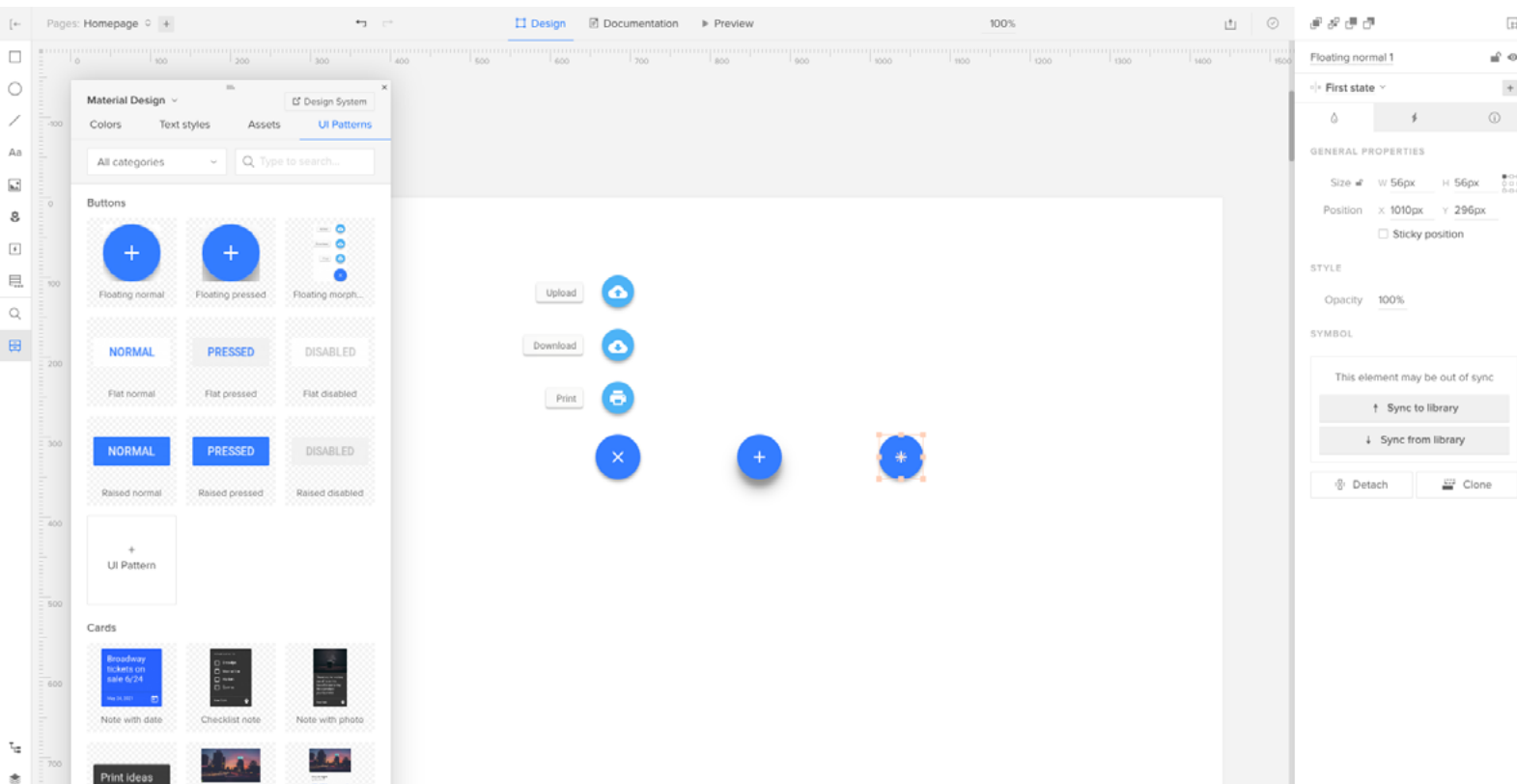


3. Create an Actionable Library of Patterns

You can also save your design patterns in UXPin.

All your symbols from UXPin and Sketch can be saved in a Design Systems Library. UXPin symbols can be interactive and animated, so you don't have to recreate interactions every single time.

Symbols in both UXPin and Sketch have overriding abilities, so you don't have to worry about your patterns being used in multiple places with different copy. UXPin allows you to adjust the copy however you want and sync everything with the library whenever you're ready.



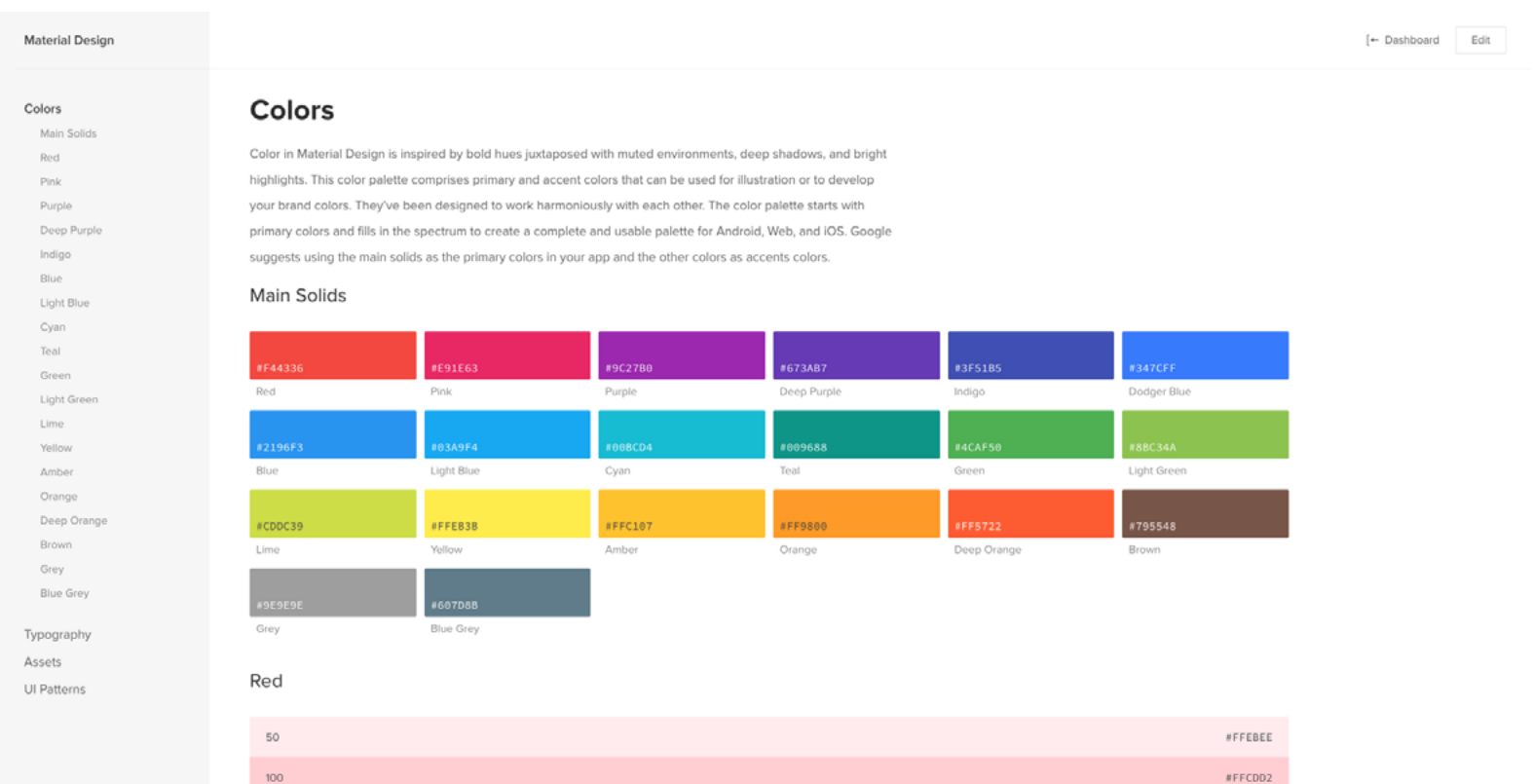
It's a powerful tool to manage all your shared design patterns.

4. Generate a System and Keep it in Sync

Having a library of shared assets is great, but it's definitely not enough to solve the problem of scaling software development.

Most solutions stop here and don't move towards development. We've decided to go all the way.

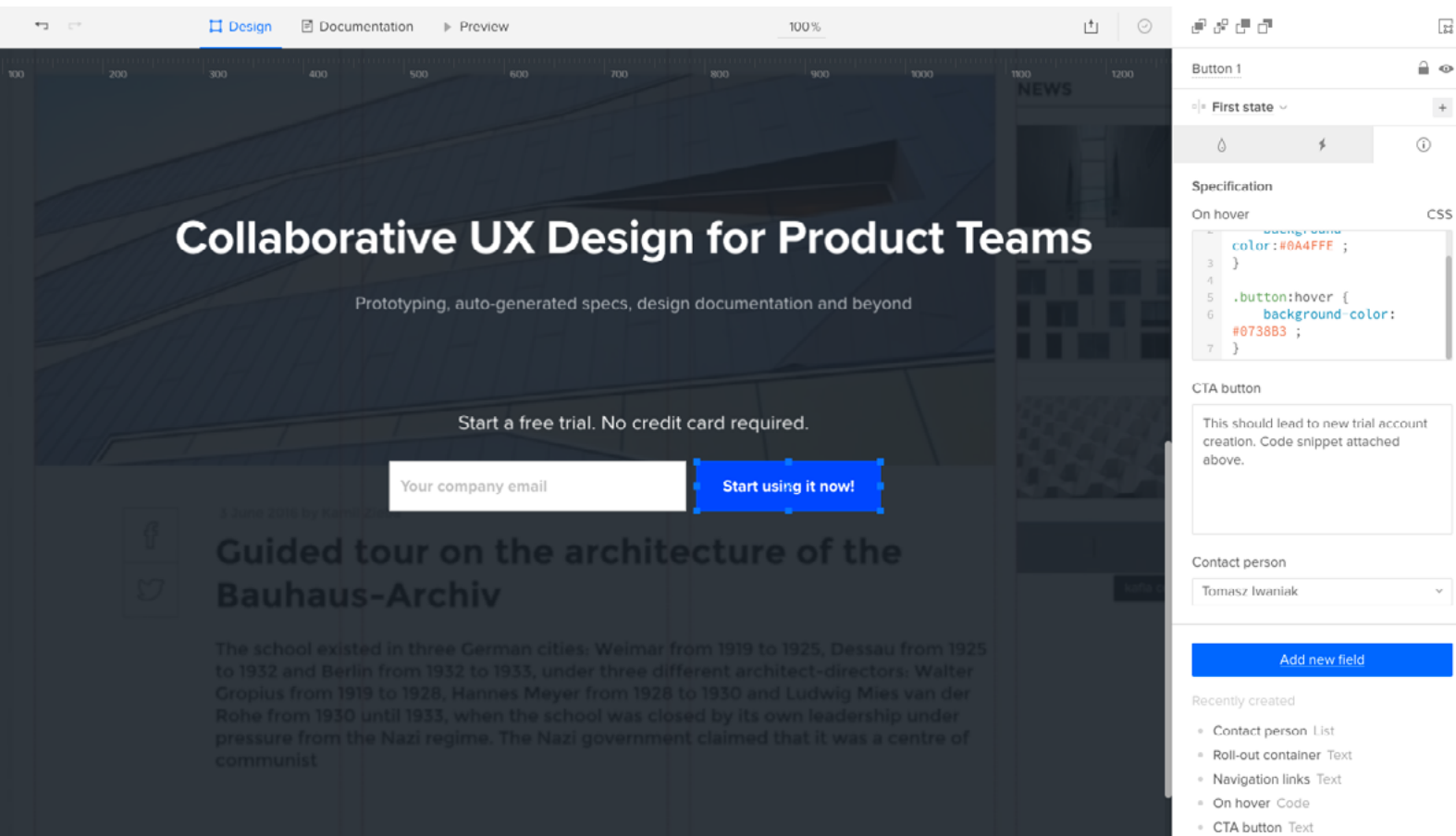
In [UXPin Systems](#), all the colors, text styles, assets and patterns become a living system with one click. Just go into the Design Systems tab in the UXPin Dashboard, select your library, and it comes to life.



A new documentation page is automatically created and always stays in sync with your library. If you add a new pattern or a color, it automatically appears in your design system.

5. Add Documentation for Developers

Once you've generated your system, you can add documentation as custom fields (including code snippets) to any element. The documentation editor makes it very straightforward to document your system.



Again, the documentation is immediately available to your team.

And that's it! You've just created your first full design system. If you want to play around with what you've seen, ahead and start a free trial.

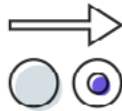
The Full-Stack UX Platform

Your entire UX process in one place



Design:

Create lifelike prototypes quickly with Photoshop and Sketch integration.



Iterate:

Built-in version control improves efficiency and eliminates confusion.



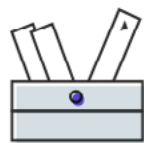
Document:

Cleanly annotate your designs. Insert custom code snippets that travel with elements.



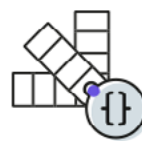
Collaborate:

Get feedback and co-design on any project anywhere.



Scale:

Automate consistency and documentation with design systems (syncs with Sketch).



Implement:

Auto-generate style guides, assets, and specs for developers.

Try UXPin now