Microsoft Design Language

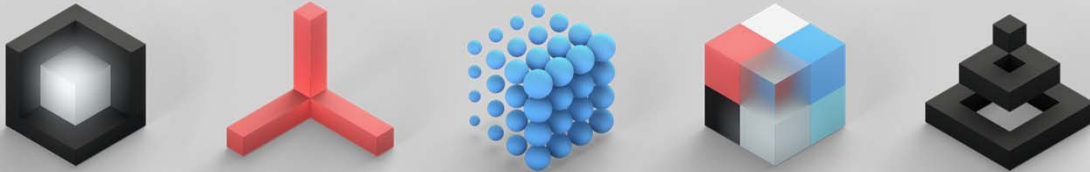|		
Introduced with Windows 8	First real attempt of providing design guidance to developers	Guidelines on layout, interactions, styles, etc
Consideration in app submission	Effect was suggestions became requirements	TILEAPOOLZA

Fluent Design System

Fluent Design Principles
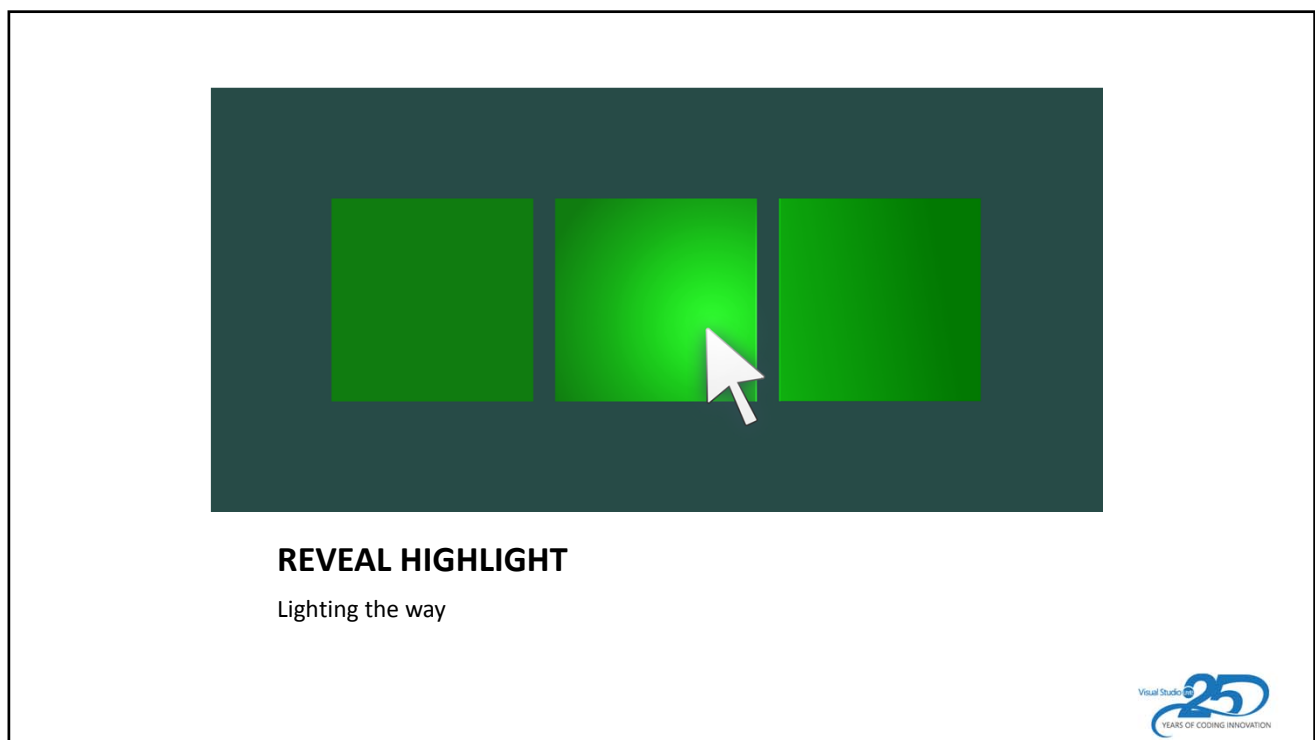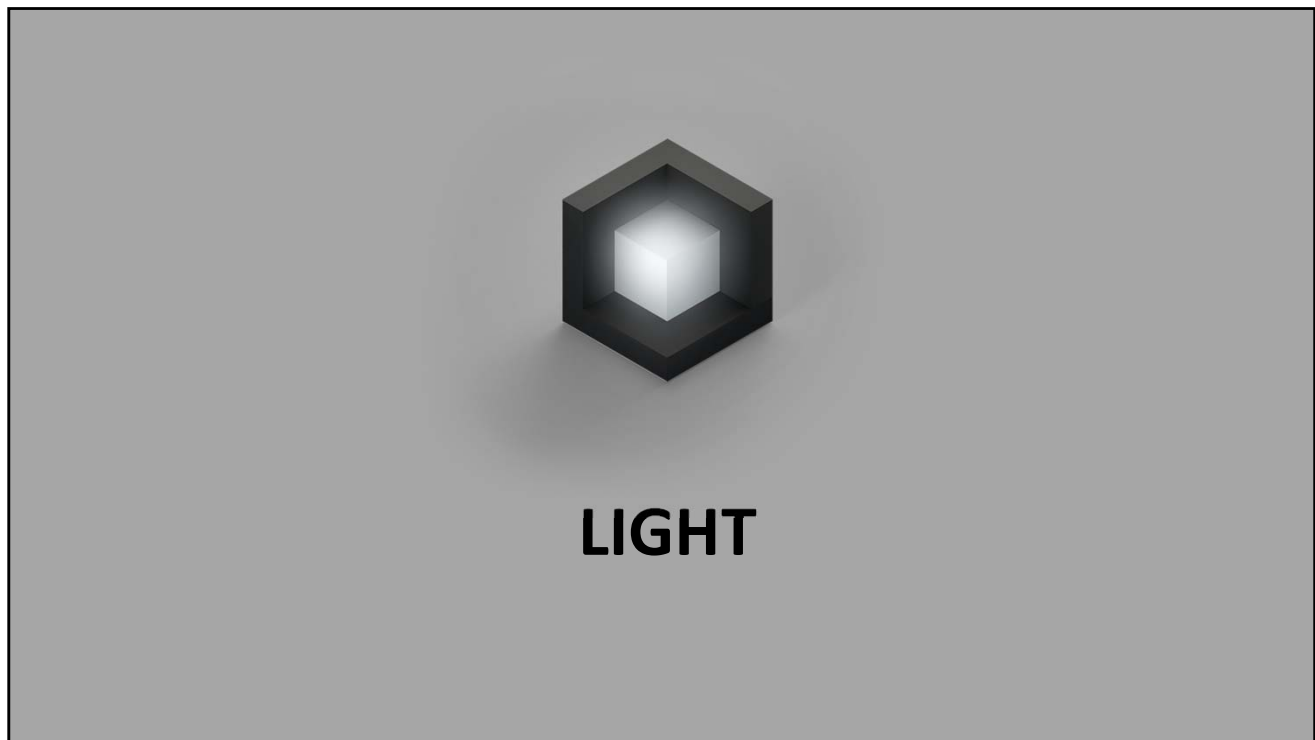
ADAPTIVE
Feels natural on any device

EMPATHETIC
Intuitive and powerful

BEAUTIFUL
Engaging and immersive

LIGHT

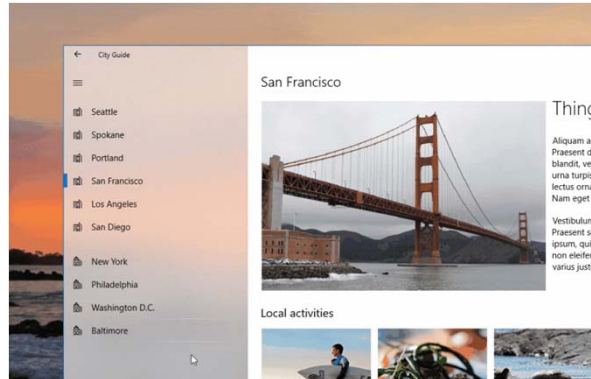**REVEAL HIGHLIGHT**

Lighting the way

Reveal Highlight

Shows interactive space by highlighting the elements borders

Identifies actionable areas to the user, such as commands

Ideal for devices such as mouse or pointer

Adding to Controls

Automatically Enabled

- ListView
- GridView
- TreeView
- NavigationView
- MediaTransport Control
- CommandBar

Enable by Style

- Button
- ToggleButton
- RepeatButton
- AppBarButton
- AppBarToggleButton

REVEAL FOCUS

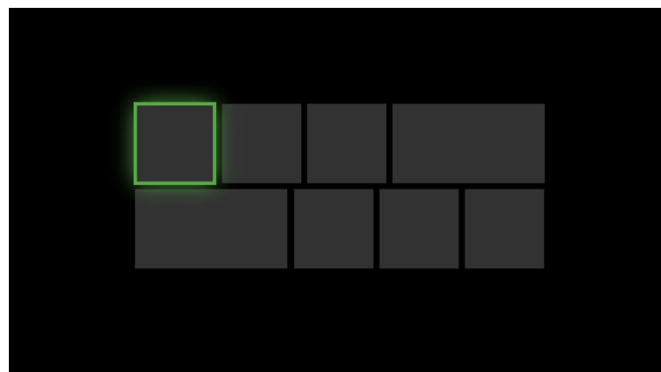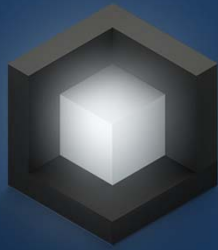Show them where they are at

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Reveal Focus

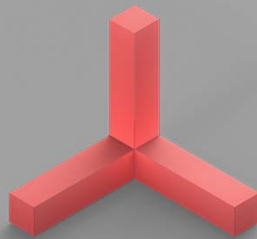Uses an animated glow to define a border

Designs for 10 foot experiences to draw attention

Perfect for devices such as Xbox, Surface Hub, or HoloLens

DEMO

DEPTH

Depth and UIs

Depth helps users make sense of a 2-D world

Historically used in games, but now branching out

Perfect for communicating importance in a UI
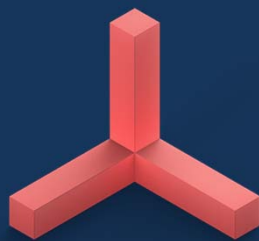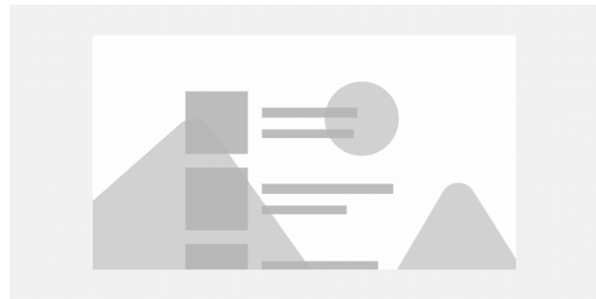

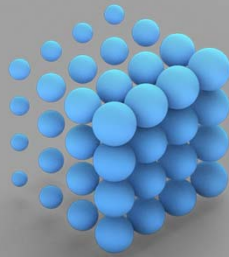**PARALLAX VIEW**

Depth through motion

Parallax View

Depth based view to make the foreground look closer than the background

Works by moving across a small section of the background image during scrolling

DEMO

MOTION

Principle : Physical

Motion should mimic the physical world

Movement is a direct result of manipulation and should match velocity

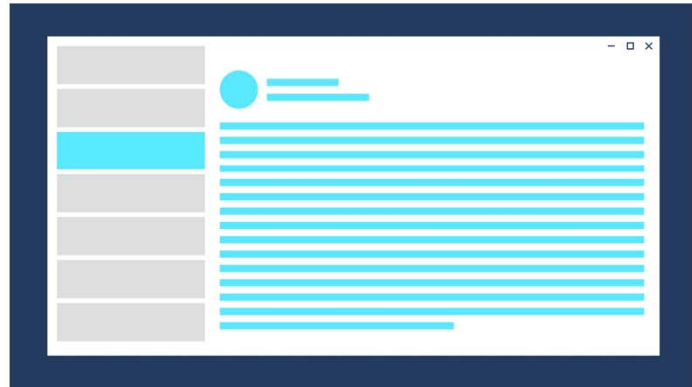Objects should affect the objects around them

Principle : Functional

Motion should have
purpose and intent

Guides user through
complex screens

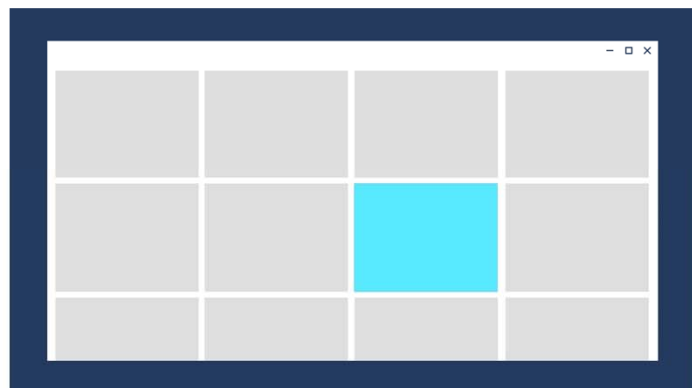Great for increasing
perceived performance

Principle : Continuous

Fluid movement draws
users eyes

Stitches together a user's
tasks, making it feel more
natural

Objects can move and
morph between screens

Principle : Contextual

Provides feedback to the user based

Should feel appropriate to the action on the form factor
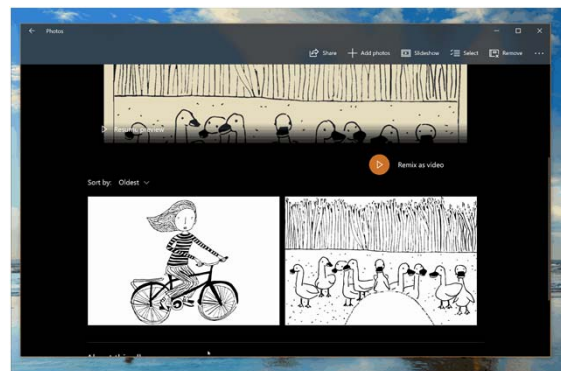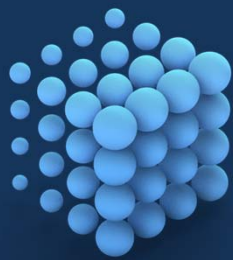
Should tie back to the user's interaction

Pointer Enter/Exit Effects
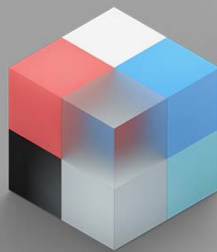
Highlight area of interaction

Display additional information

Subtle movement like zoom in and out
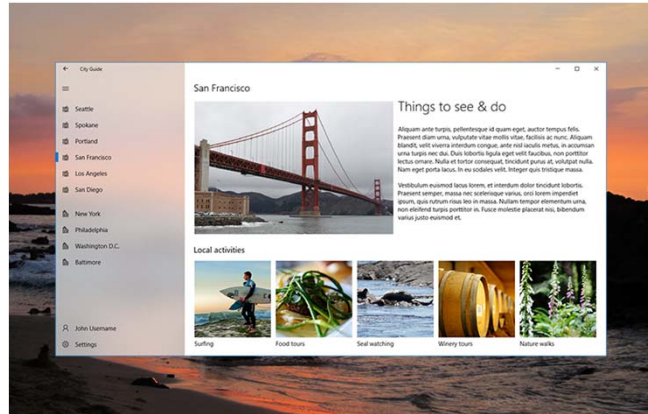
DEMO

MATERIAL

Material in UIs

The real world is made of textures and materials

Effectively translating that into your apps will make them feel more natural

Been around awhile, remember he plastic and glass buttons of the 90's?

ACRYLIC MATERIAL
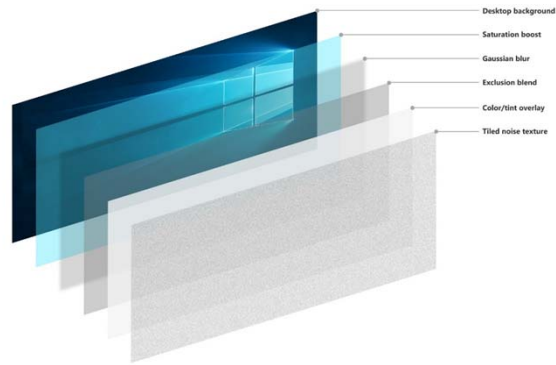
Beauty through texture

Acrylic

Is available as a brush inside of UWP

Use a single acrylic panel or multiple to simulate depth

CPU intensive, Windows will disable if resources are low

System Accent Colors

User selected system accent colors are available as brushes

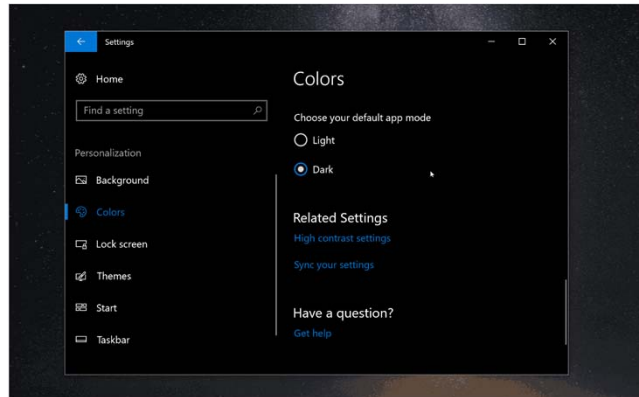Using accent colors gives a level of personalization to your app

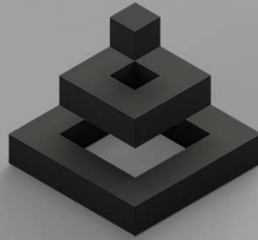Example Calculator app using it for math function buttons

Theming

Users can select from light, dark, and a high contrast themes

Apps can implement themes at app and page level

DEMO

SCALE

Design for Multiple Devices

UI should fit the device

App should take advantage of the features available on each device

Just because it can run on any device, doesn't mean it shouldn't be optimized for each device
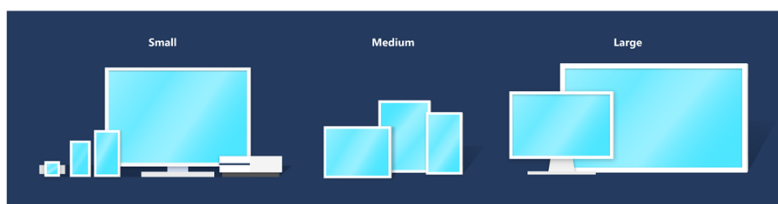
Create a responsive layout

Layouts should move with size of the app

Optimize for inputs as well as layout

Goes a long way towards supporting multiple devices


Design for break points

Size class	Breakpoints	Typical screen size (diagonal)	Devices	Window sizes
Small	640px or less	4" to 6"; 20" to 65"	Phones, TVs	320x569, 360x640, 480x854
Medium	641px to 1007px	7" to 12"	Phablets, tablets	960x540
Large	1008px or greater	13" and larger	PCs, laptops, Surface Hubs	1024x640, 1366x768, 1920x1080

Inking

First class citizen in
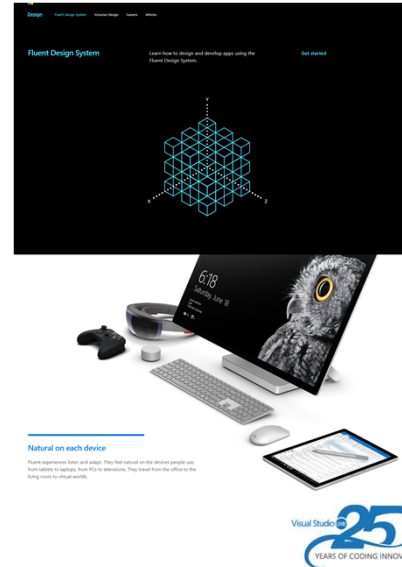Windows 10

Available in Edge, Photos,
Maps, etc
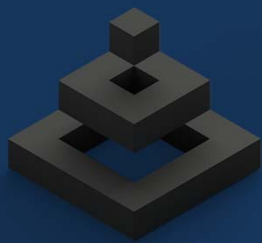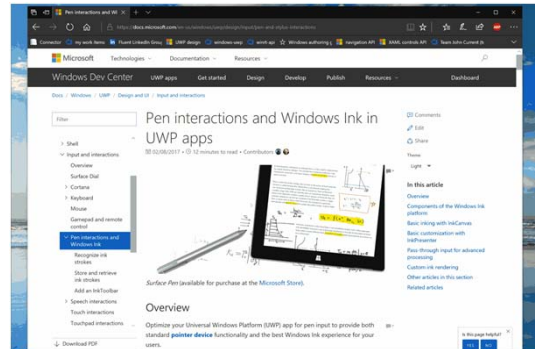
DEMO

Learn more about FLUENT

http://fluent.microsoft.com

- Documentation

- Code Samples

- Design Toolkits

THANK YOU

QUESTIONS OR COMMENTS?

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