

Live Session: <https://bit.ly/3ao1rGJ>

UI Elements



User Interface Elements



Free Max



- Single-line item
- Single-line item

Page title

Snackbar with action ACTION

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor

Conversion
537

Sales
345.9

Greyhound divisive marginally far upon

ACTION 1 ACTION 2

Enabled

ENABLED

Unfilled

User interface (UI) elements are the components that we use to create apps or websites. They add interactivity to a user interface by providing touchpoints for the user to use as they navigate; think buttons, scrollbars, menu items checkboxes, etc.

Colour



Primary

Brand color, essential set (1 to 3)



Accent

Use to emphasize actions and highlighted information



Semantic

Success, error, warning, information



Neutral

Text, container border, system icon

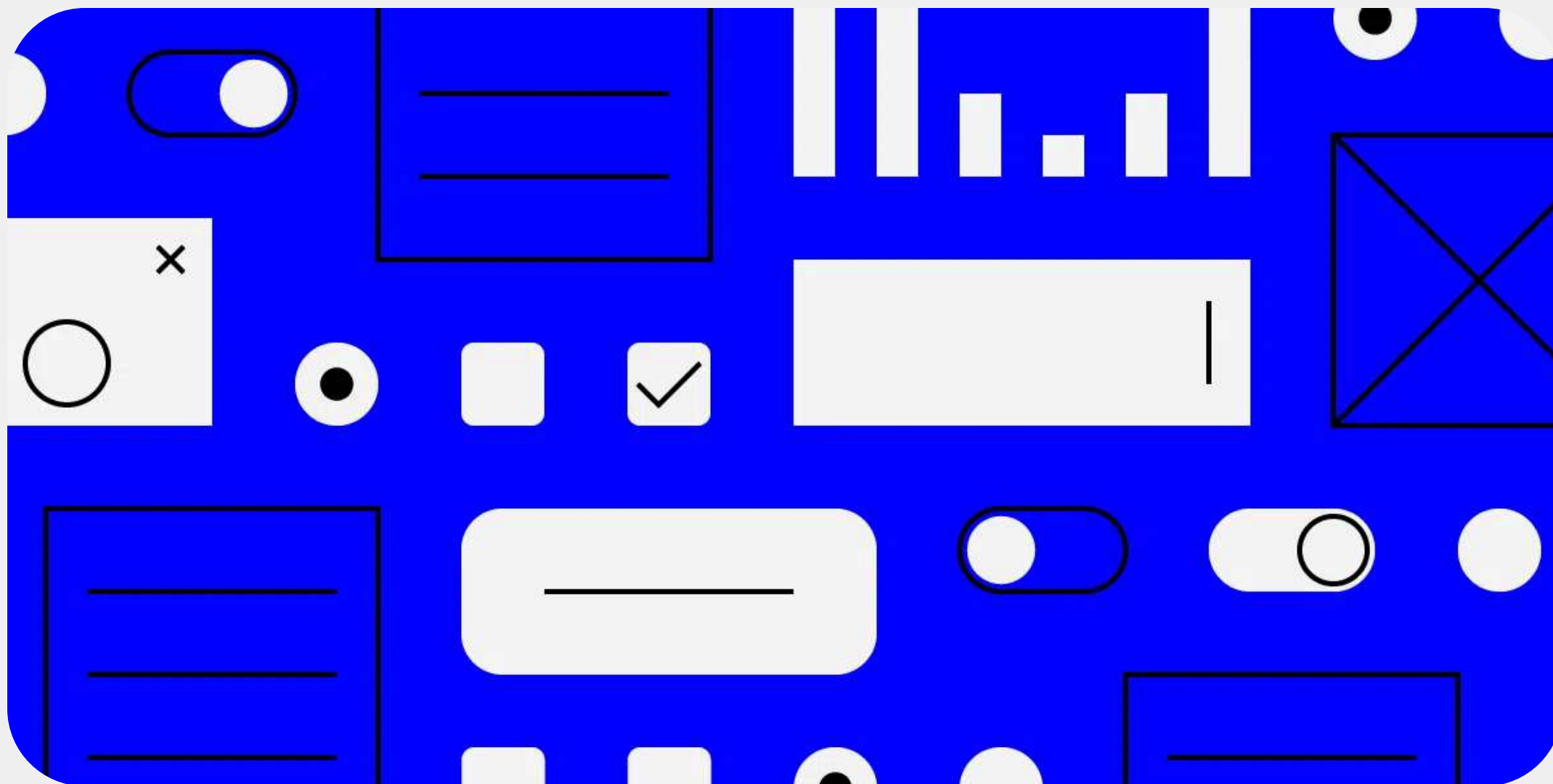


Chart and data visual

Sets of 10 or 20 colors representing data in various

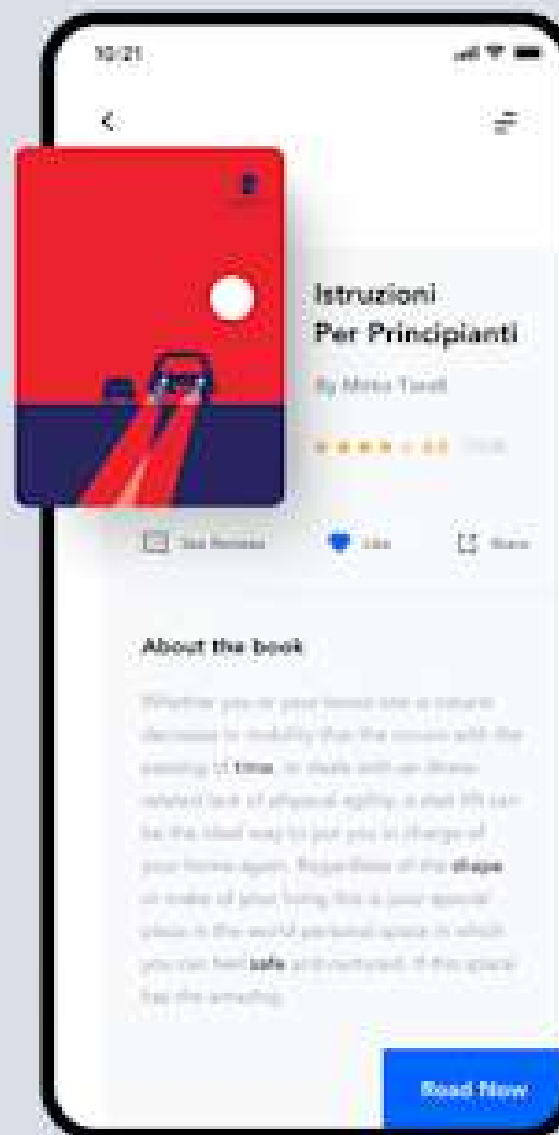
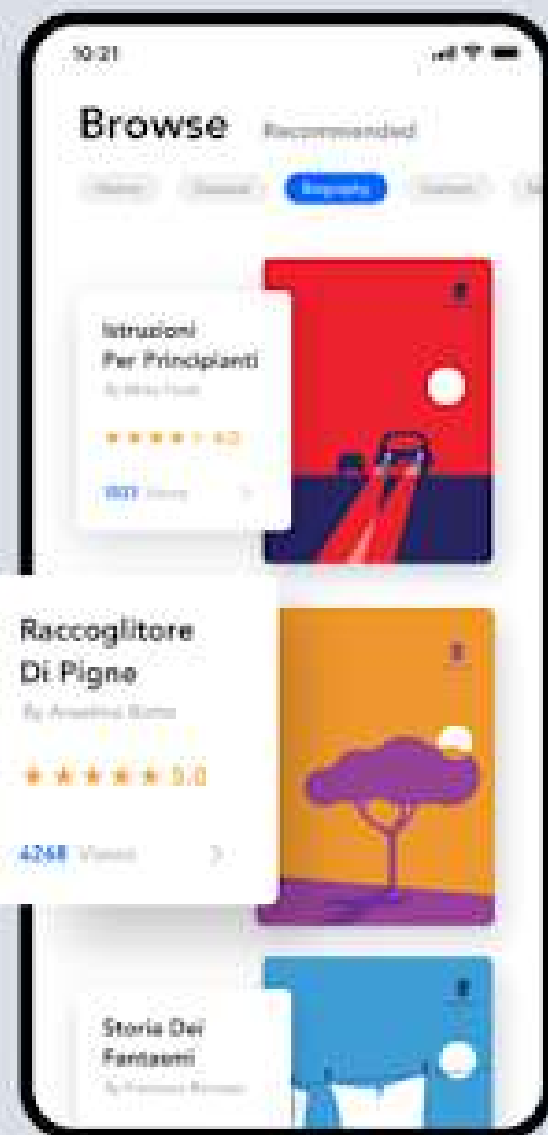
Colors are likely to be mentioned prominently in any UI Design guidelines. Color can establish a brand's or product's basic mood, tone, concept, and connotation. According to Institute for Color research, users evaluate the quality of online products in about 90 seconds.

Shapes



When using shape in a UI, identify your brand's distinctive shape, such as an organic or geometric form that reflects your brand's attributes. Create a set of similar, related shapes based on this shape to use across your product, helping to unify your brand's expression throughout it.

Images



Images can be an effective tool for capturing users' attention and differentiating your product. A single image can communicate more to the observer than a lengthy block of text. Furthermore, images can break down language barriers in ways that text cannot.

Typography

Display

Modal Titles

light

42pt

Header

Page titles

bold

34pt

Title 1

Tabs, titles, forms

medium

28pt

Title 2

Buttons, tabs, titles, forms

medium

22pt

Headline

Info paragraphs

regular

20pt

Body

Station descriptions

regular

14pt/13pt

Caption

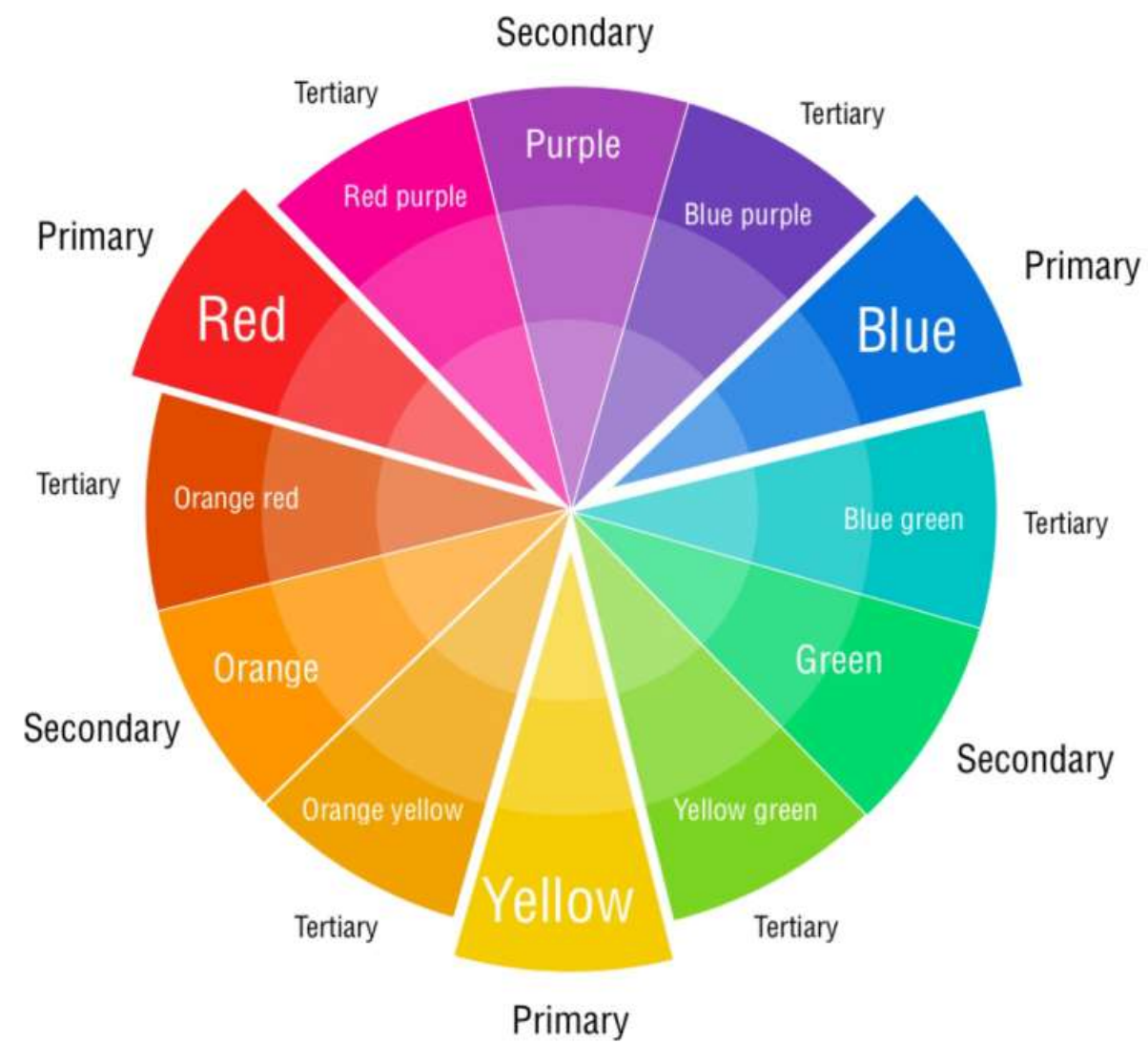
Time stamps, footers

regular

12pt

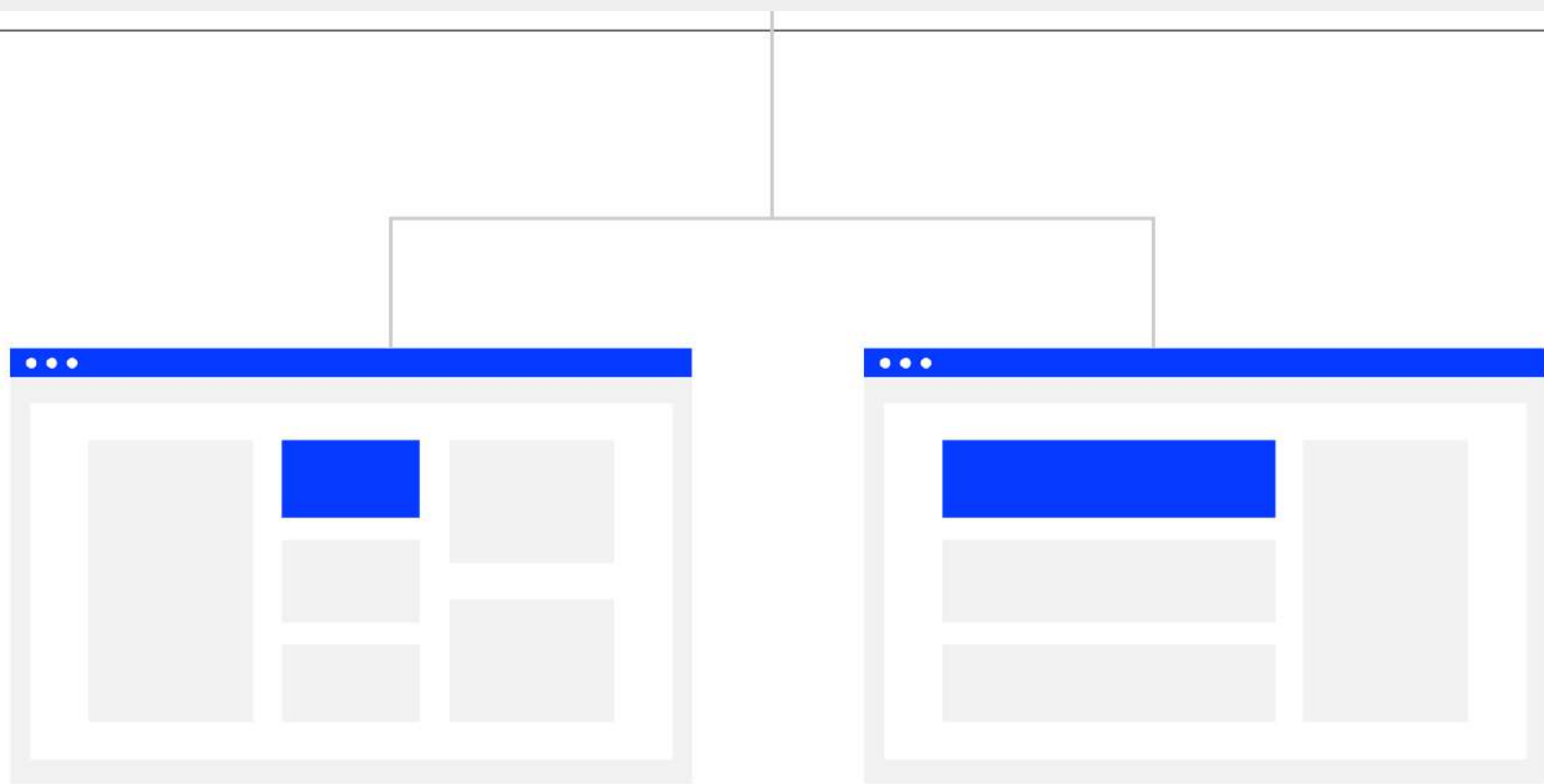
Typography is the art of organizing typefaces on an interface to make all copy readable, legible, and scalable to the audience in web and mobile UI design. Visually appealing typography can even catch users' attention and effectively increase the interface conversation rate.

Color Theory



Color theory is a set of rules and guidelines used by designers to communicate with users through visually appealing color schemes in visual interfaces.

Layouts



The layout is the structure that supports an interface's visual components. It works by allowing the eye to shift to group, rank, and make sense of the information. It also aids the content in emphasizing the most important information on the site.

A good layout design is related to the design objectives, which is reflected in a positive user experience. As a result, we can say that a good layout helps the user find what he is looking for. This is also reflected in increased task completion and time spent on the site (engagement).

Components



Lifestyle: bed | Feat. besbeddoobie - Another way to row
feat. besbeddoobie | 12:45min | 12:45min

05:20
★★★★





Write New Card
Your entire product design workflow — connected

Statistics

\$19840 +0.5% ↑


Compared to (\$1950) last year





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@ JustDoIt



**Emily Dougrer**
Developer

Hi there! 🍷 We use Boards to share initial goals and ideas.

Type your message... Send

Statistics

\$12380 -3.2% ↓

Compared to (\$13000) last year

Pigma Design Portfolio

Amelia Minderlow
12:45 | 12:45

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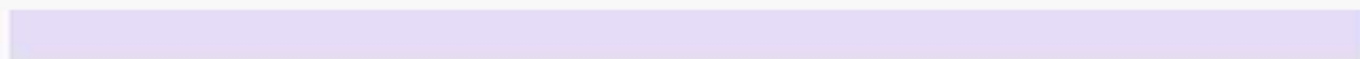
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**Axa Butterfield**
@axa

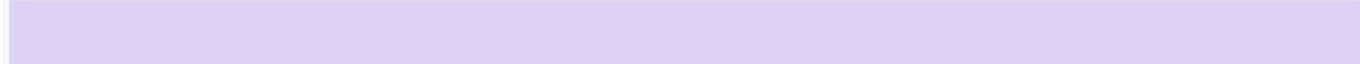
Components are elements that can be used repeatedly in your designs. They help to create and manage consistent designs across projects. Any layers or objects you've created can be used to create components. These can range from buttons to icons to layouts and more.

Spacing

12



16



32



56



96

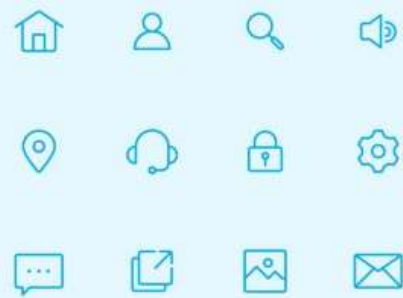


A space in design basically describes a levels of padding or margin separating one element, component or design token from the other.

Spacing Methods

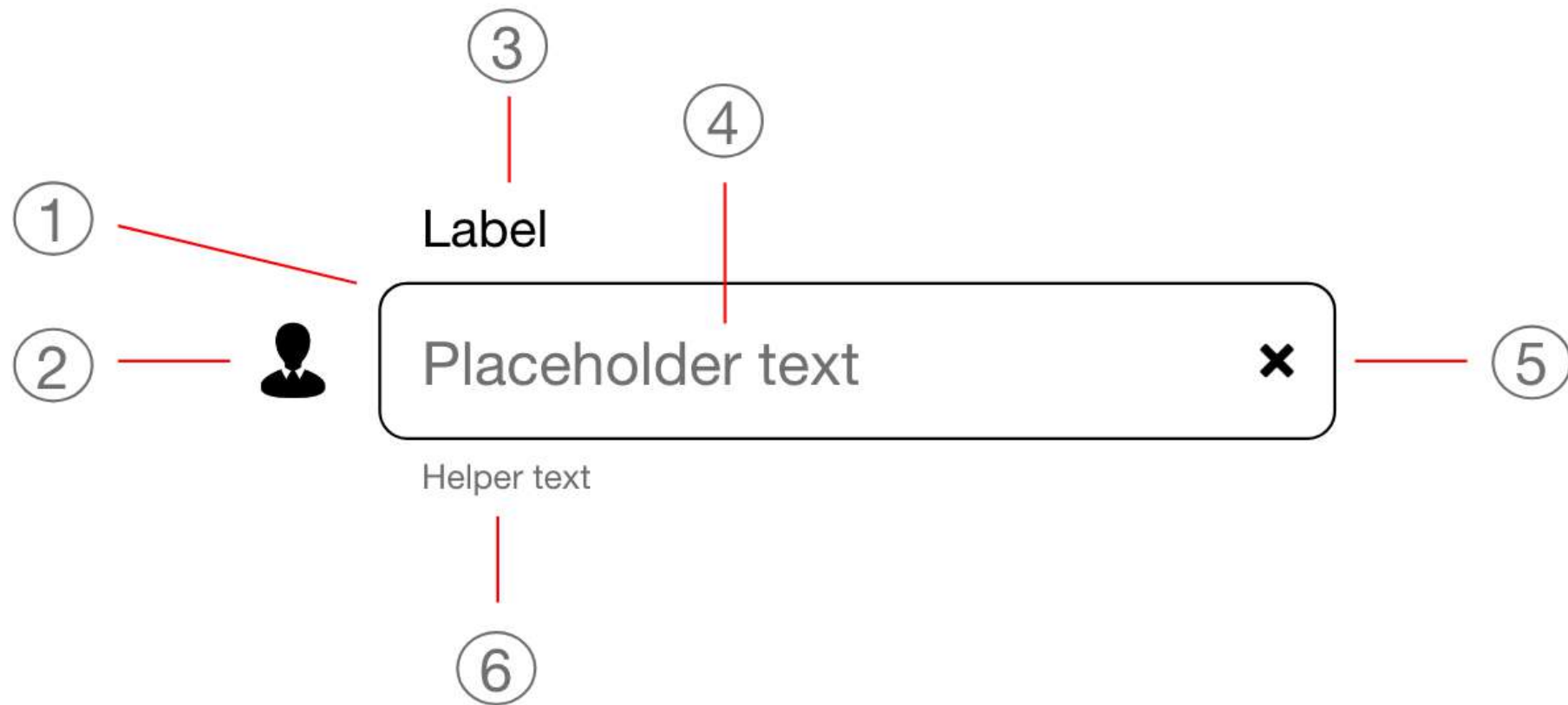
Spacing methods are a set of rules that govern how elements are placed within layouts and components. Spacing methods are finer-grained than the responsive layout grid. Spacing methods are a set of rules that govern how elements are placed within layouts and components.

Icons



The process of creating a graphic symbol that represents a real, fantasy, or abstract motive, entity, or action is known as icon design. An icon frequently represents a program, a function, data, or a collection of data on a computer system in the context of software applications.

Input Fields



Input fields are an important user interface design element because they allow users to enter non-standardized responses. They are used in a variety of situations, but most people have encountered them when entering personal information and delivery addresses on e-commerce web forms or sending online inquiries.