UI Designs

Evolution of UI Design

Neumorphism

Flat Design 2.0

Flat Design

Skeuomorphism

1980s   2010   2015   2020
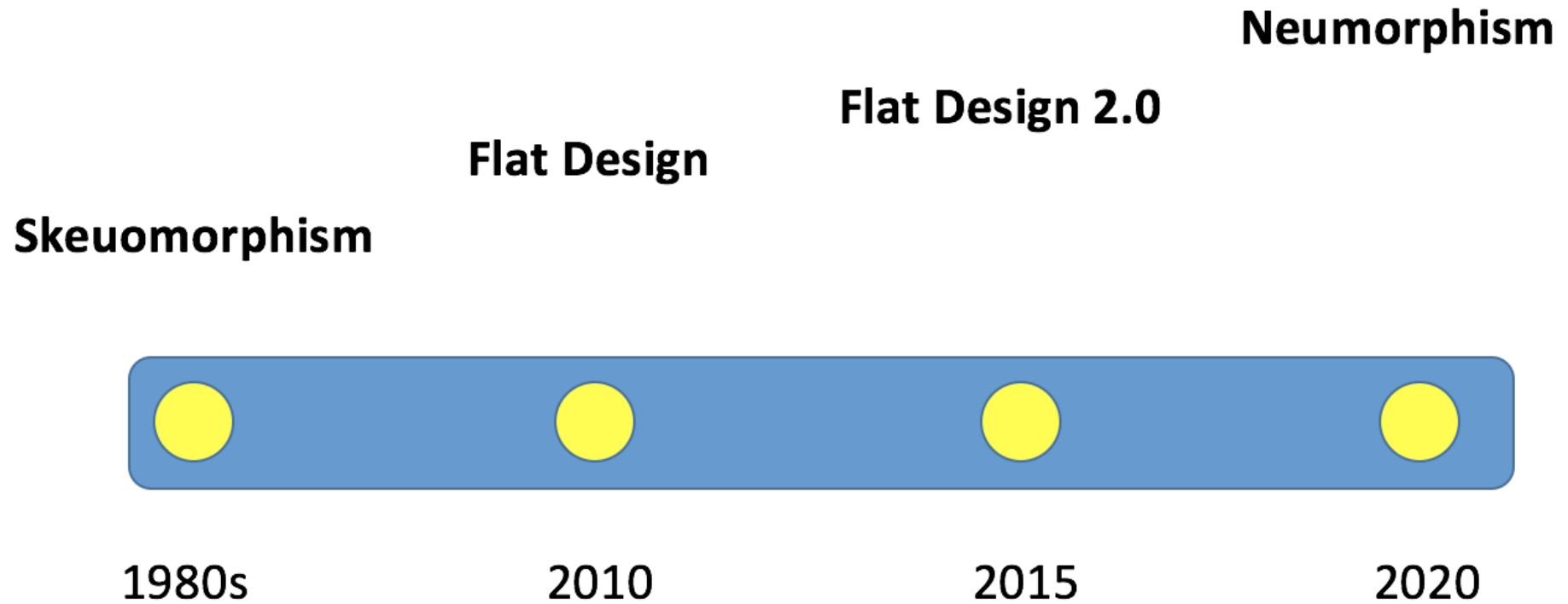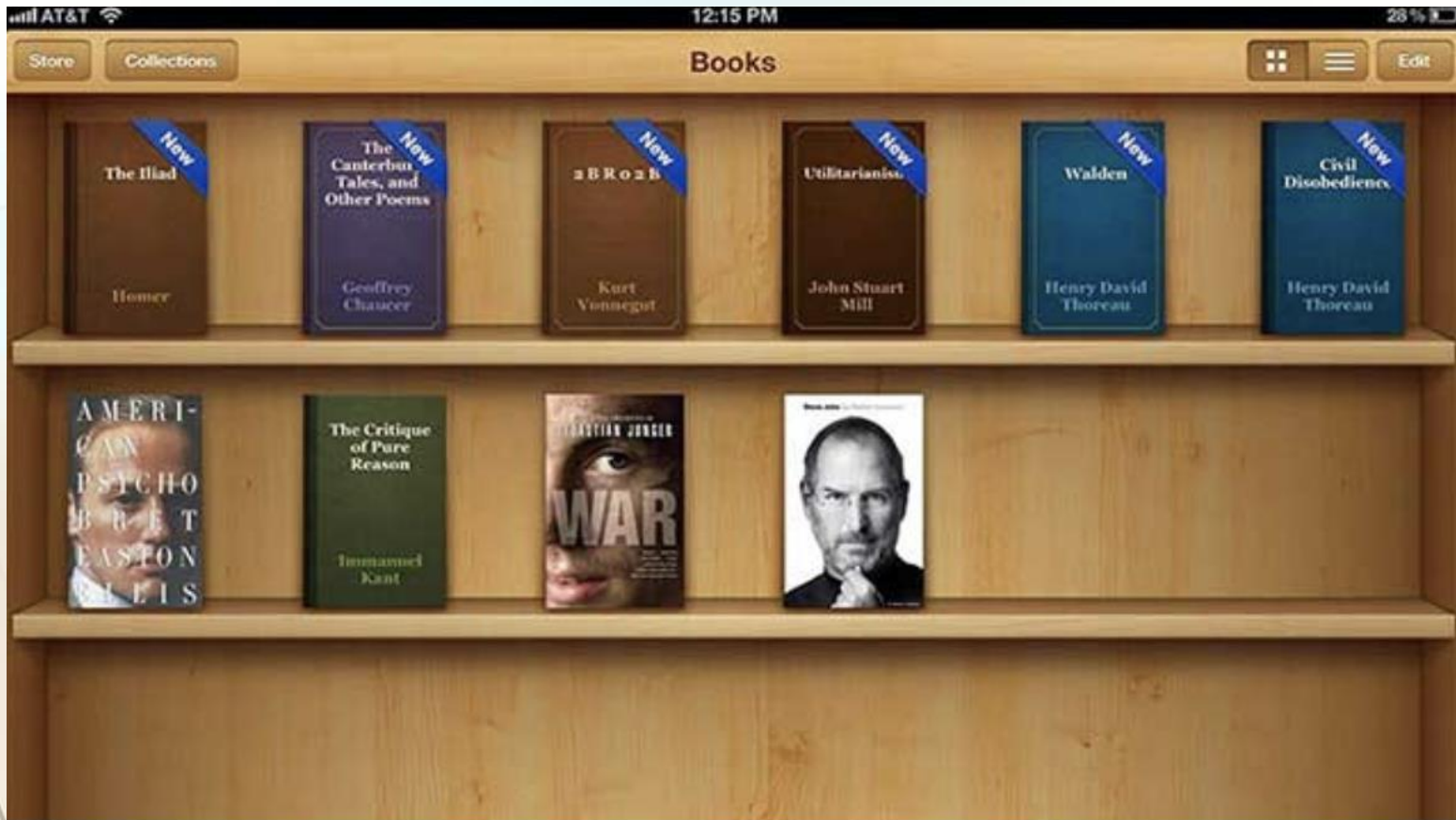
Skeoumorphism

Skeuomorphism is a term most often used in graphical user interface design to describe interface objects that *mimic* **their real-world counterparts** in how they appear and/or how the user can interact with them.

A well-known example is the recycle bin icon used for discarding files. Skeuomorphism makes interface objects familiar to users by using concepts they recognize.
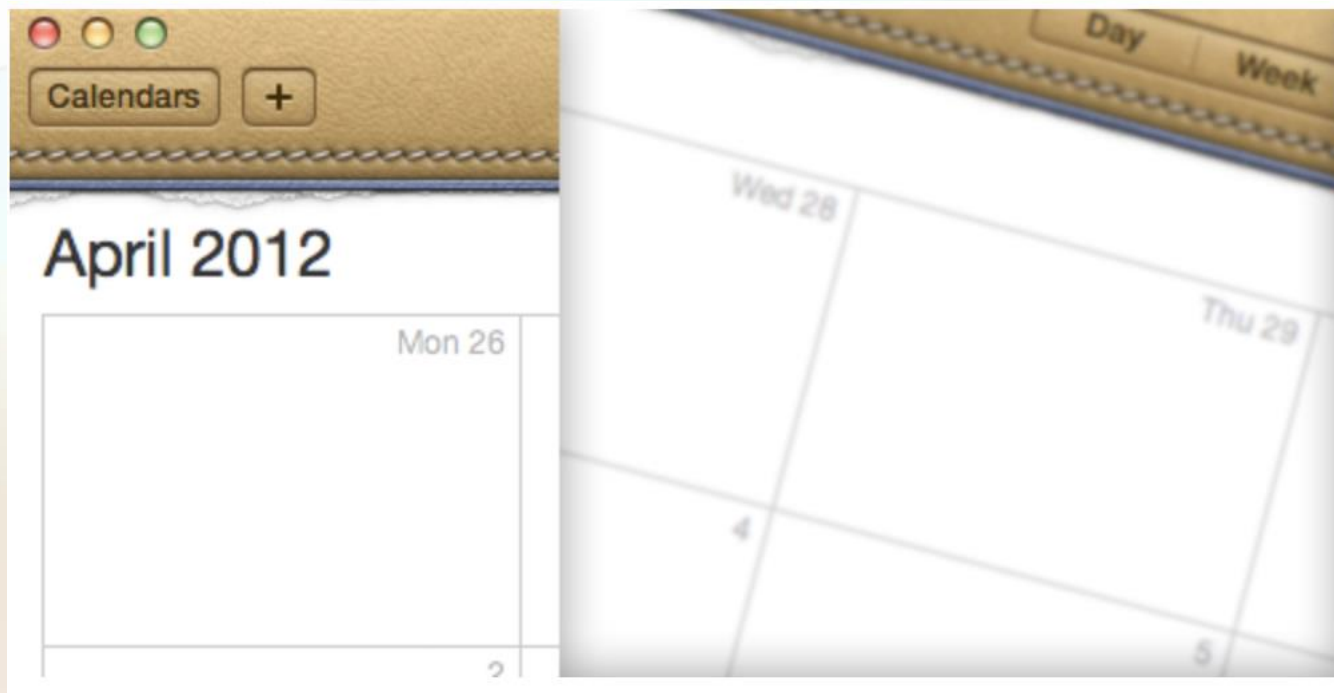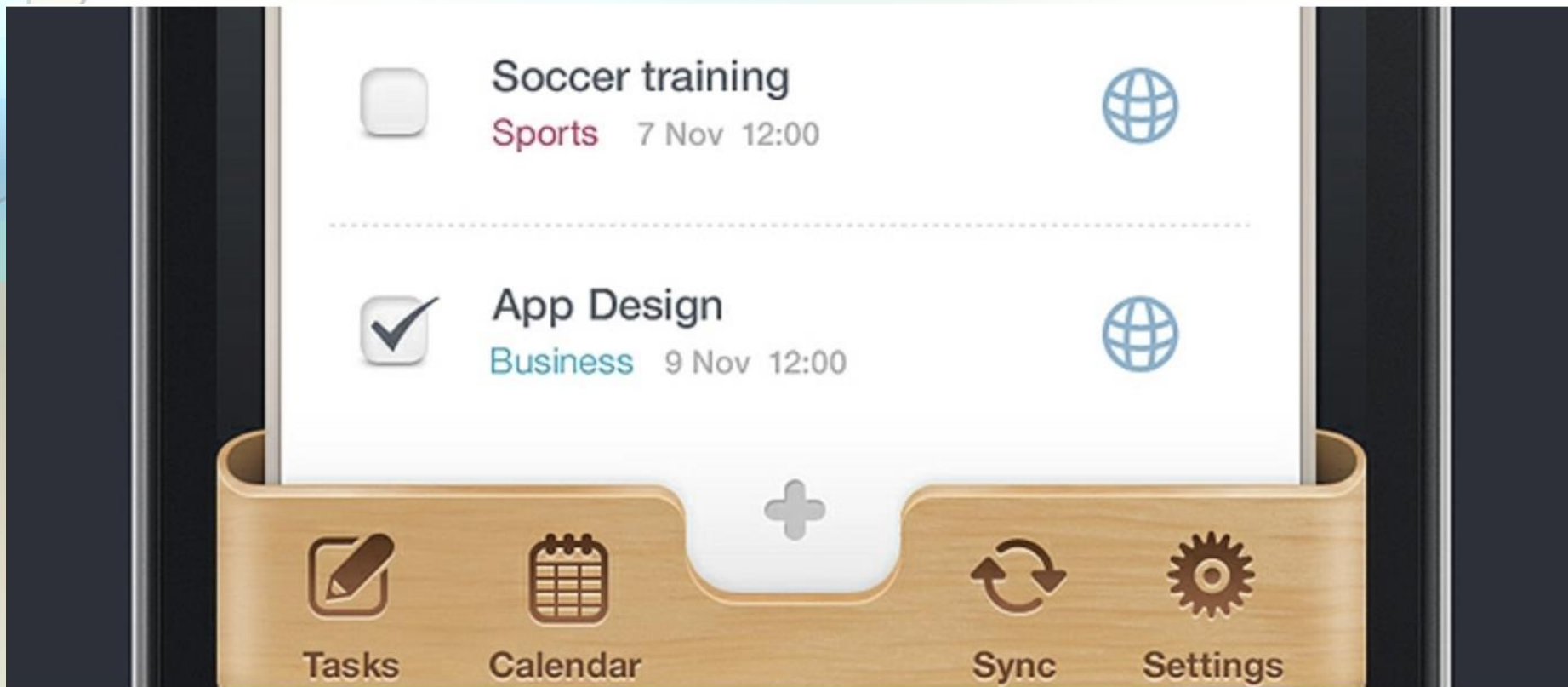
Skeoumorphism

Skeoumorphism

Skeoumorphism

Flat Design

Flat design is a user interface design style that uses **simple, two-dimensional elements and bright colors.**

It is often contrasted to the skeuomorphic style that gives the illusion of three dimensions through copying real-life properties.

Its popularity became prominent with the release of Windows 8, Apple's iOS 7, and Google's Material Design, all of which utilize flat design.

https://www.interaction-design.org/literature/topics/flat-design

Flat Design

Pepsi's redesigned logo ..
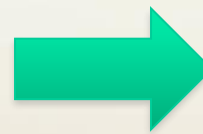
Flat Design

Flat Design
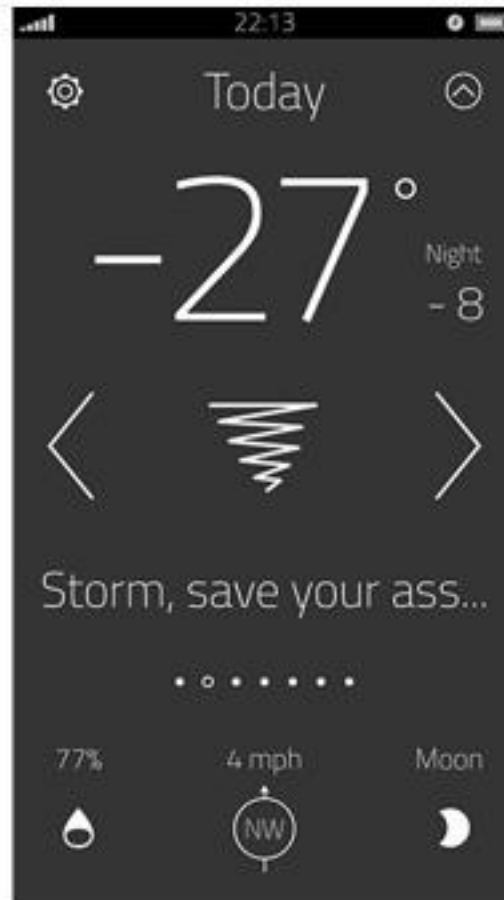
Flat Design

Flat Design

Any issues with this type of design?

Flat Design 2.0

"Flat design 2.0" or "almost flat design" is a trend which takes the clean and simple visuals from flat design and adds **some subtle skeuomorphic qualities** such as color variations and shadows.

With this increased depth and dimension, visual variety increases and usability improves.

For instance, Google's Material Design and Apple's iOS interfaces heavily use shadows and/or blurring effects to make their interfaces more intuitive to use.
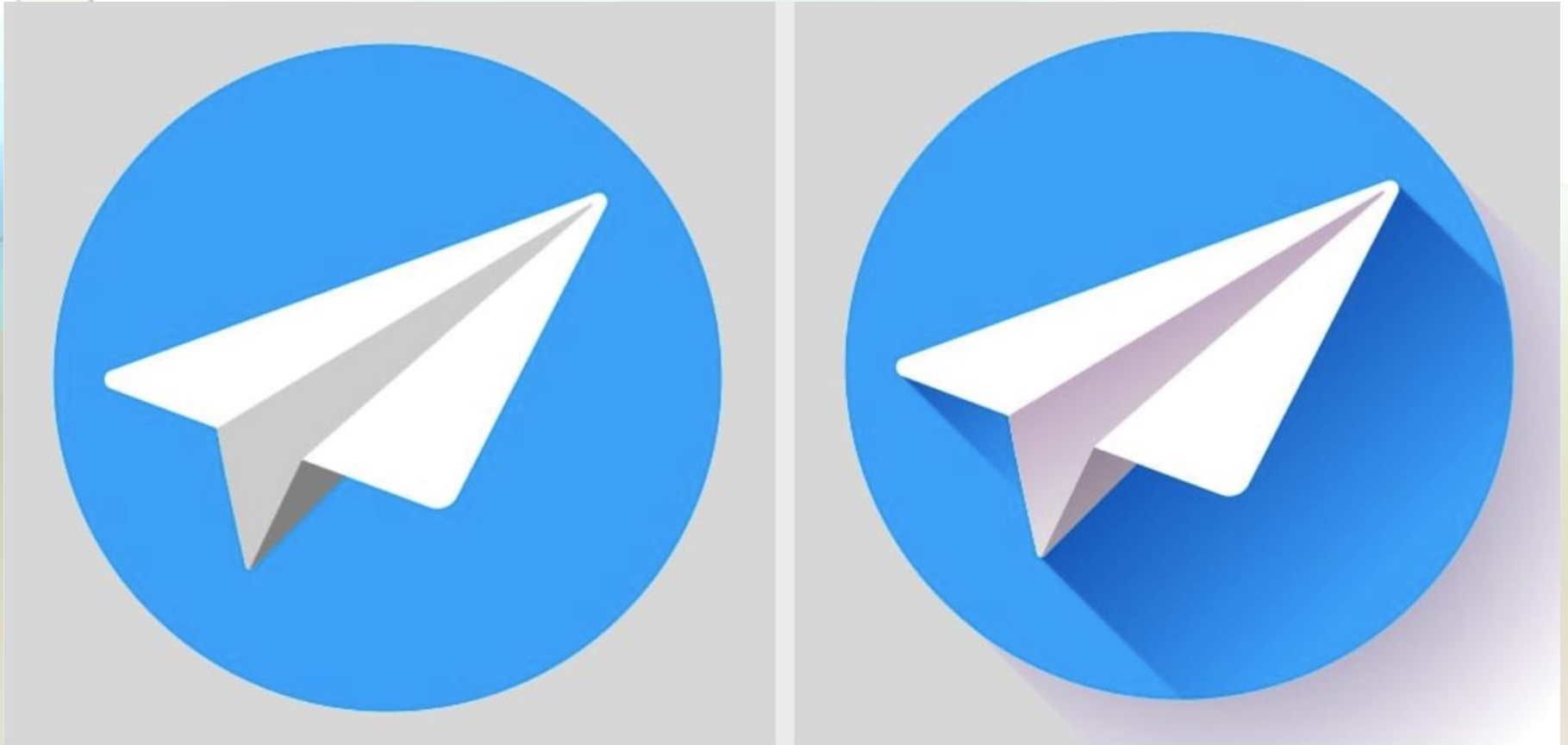
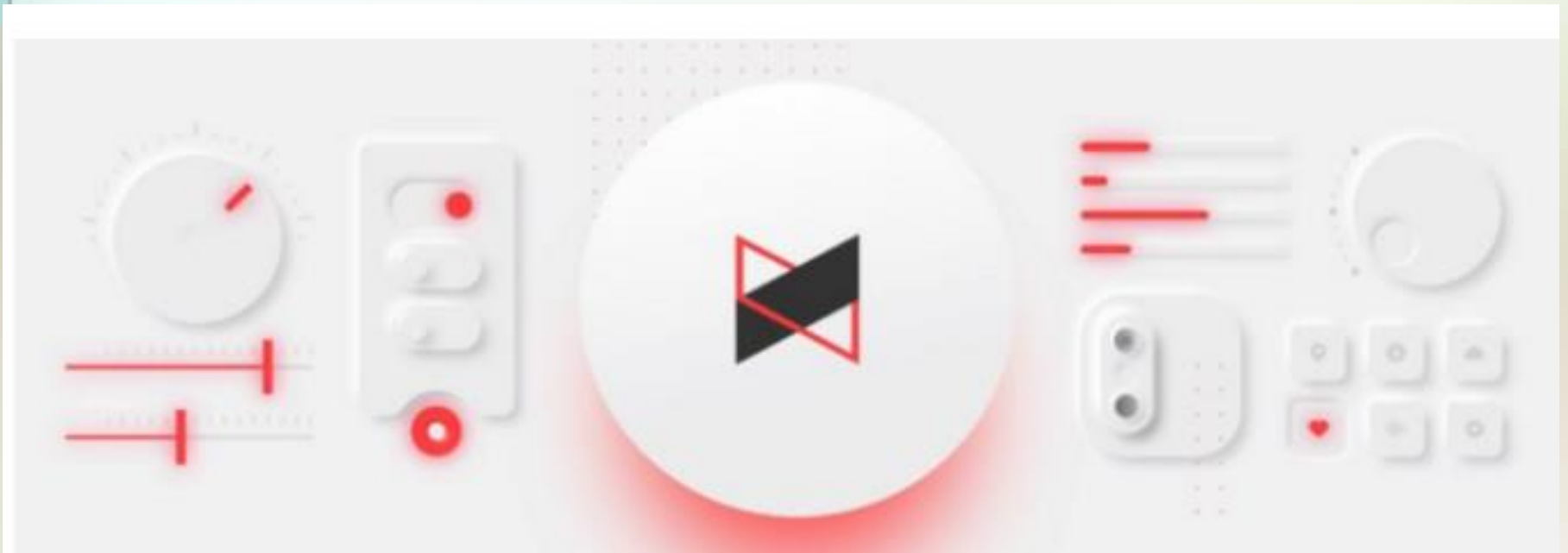# Flat Design 2.0

Flat Design 2.0

Flat Design 2.0

Flat Design 2.0

Neumorphism

New + ~~Skeu~~morphism = **Neumorphism**

Best of Flat Design & Skeuomorphism

Neumorphism originated by combining skeuomorphism with the flat design.

It combines two revolutionary trends which makes it refreshing and an avant-garde design trend.

Neumorphism

Palette: Mostly pale colours

Shapes: Easily accessible shapes are used and re-used where necessary to create an overly repetitive interface.

Representation: Very mild and subtle effects

Effects: Instead of pushing for realism to the max, it uses Double Drop shadows, Gradients, Fill, Stroke …

https://medium.com/@artofofiare/neumorphism-the-right-way-a-2020-design-trend-386e6a09040a