

- Which classification for UI/UX is better?
- It will depend on specific project, brand identity & type of audience.

In most cases Sans serif are used.  
Make sure not to use more than 2 typefaces.

- Line length : It should be 40 to 60 characters.

- Alignment : 3 types of align :

- most commonly used alignment option for left-to-right languages like English is left alignment.
- Right align can be used for Persian & Arabic languages.
- Center align is usually used to distinguish short text within a layout.

\* Tuesday, December 5 \*

\* Day 3 of UI/UX course \*

\* Contrast \* 07  
UI Design Principle.

- In UI Design contrast refers to the visual difference between two or more elements in a design.

It can be used to create Visual Interest, Emphasize Imp Info & Guide the User's Attention to specific Areas.



- There are different types of contrast that can be used in UI Design:

### 1. Color Contrast



- This refers to the color or lightness between different elements.
- Using contrast in color can help to create a hierarchy of information.
- Draw attention to important elements & improve the readability of text.

### 2. Size Contrast



- This refers to the size between different elements.
- For example larger buttons or text can draw the users attention to the most important elements.

### 3. Shape Contrast



- This refers to the difference between shape of different elements.



#### 4. Texture Contrast



- This refers to the difference between texture of different elements.
- Using Contrast in texture can help to create a sense of depth and visual interest in Design.

Overall, contrast can help you make your Design Better.

#### 08 : Color Pallet

##### UI Design Principle.

- Choosing and applying colors is the most difficult task.
- A color Palette refers to set of colors that are used in a project.
- It includes different categories of colors.

1. Primary

2. Secondary

3. Accent

4. Semantic

5. Neutral.

- A well prepared pallet can have a significant impact on the Design we create.



## 09: Spacing UI Design Principle.

Spacing in UI design refers to the amount of space between or around different elements in a user interface.

- Spacing can be used to create a good visual hierarchy and drawing attention to the most important elements on a page.

- For example: Increasing the spacing between Headline and Body text can make the headline stand out more and convey its importance.

[ Spacing can also help to improve readability and usability. ]

- When elements are too close, it can be difficult for users to distinguish between them & click on the right one.

- Adequate spacing ensures that there is enough breathing room so that users can interact with them without accidentally clicking on other elements.

- There are few terms related to spacing

1. Padding & Margin.



#### 4. Padding & Margin.

- Padding is the space between an element and edge of its container or Inner space of an element.
- Margin is the space outside an element.

• We need a spacing system!

- We can use a Grid system to create appropriate spacing:

A grid system in UI design is a framework used to structure and organize content on a web page or app interface.

- There are many Grid System to choose from such as 4 point, 8 point & 10 point.

Most Popular one are 8 point & 4 point.

- This system is based on the idea that elements on a screen should be aligned and sized base on the 4 or 8 px square grid.
- So that all values like padding, margin & height should be in multiple of 4 or 8 px.