- crotava bisp things

1: 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.

FORTH CHOOS

· 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 apprinterface.

- 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 gold.
- Bo that all values like padding, margin & height should be in multiple of 4 or 8 px.

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many designess use 8 point gold system.

elements.

2. Medium Category : The medium range could be used to: Diport & padding a magin

· Production Street 40

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	4 point grid System.	
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2.	Medium Category: The medium range could be used for	5
	related elements like padding & max	
	of large containers.	
7-1		

3: targe Caregory And the large range can be used for subcon attend of unrelated lelements like spacing between harden and and that langer components of different section . am of the page. whom the ore been until note to litt ream 0-9 or reside the poly of the extension eldersone. 10: Gold · Mindow ut Design Principle. a. Hierarchical Gold: This is a cold that uses a . Gold helps designers to create unified vayouts fasilitate users ravigation and interaction it within interfaces. · A grid gives our design a clear structure and helps user scan the content easily impro and trialing importance. So most important elements take - What's a horidat to tang trappid at an · grid is a set of columns or rows that helps designers align and organize elements within a layout enclosed of There are many types of grids that we can use in our projects! pepending on our needs. Ald has so made - Let's see most common types of Golds in Design x : tubelly arrest himsels usu 1. Column Gold: This is a gold that pivides a Page into vertical earrolles assigniumns afrequal orthogying widths the In the post it was often used in web designs but movadays its used in mobile applications bio act to design as well a may all al alcount of . inserve add to only 8 themas mounted used off sil mesoned seisobayed lought stores of bear are enjoyed through an talepha & heters will

modular aridicultais is a light that uses both horizontal accorded blocks of content that can be arranged in a variety of ways.

I FIAC

- This are best when you want to list many repetable items on a page like for an E-commerce website.

ur peelan Principle.

3. Hierarchical Arid: This is a grid that uses sizes for the strong placement to create a visual hierarchy of .

content are organized based on Level of importance. So most important elements take up the biggest part of the ignid o studio -

4. Baseline Orid: This is a good that aligns text frother let some consistent baseline creating a sense of sythm 3 harmony.

- when it comes to gold there are 2 properties that you should know about:

Gutter refersito the empty space between columns or rous and it helps to create visual & breathing room and prevent the design from looking cluttered.

The margin is the space outside the edges of the grid.

Its the area between content of edge of the screen.

marging are used to create visual boundaries between the content of edge of the layout.

ur pesign Principle and principle and the

consistency in ut pesign refers to the use of a

language, and behavious throughout an application or website

- Media platform to understand consistency:
- In this case it would mean to maintain uniform, visually interactive design throughout the application.
 - · This could be acheived by using consistent design pattern:
 - · Placement of navigation bar
- ent repu cisize if style of Buttons, att tott atota ti -
 - . use of iconsishing mbals, it salet like it septed
 - rolligo grouse of rolling of rolling of the latinages
- Consistency in language and tone is also coucial for any project.

Manigation Menu: No of aptions should be reduced with them.

of cuerges, any breeding petate items.

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· SIMBO

12. Laws of UX ut Designing Plements air apiega su

at. (onsistency.

of ux liquids are a set of principles that guide the design and development of user-centered digital products, websites, and interfaces.

no tuorioussit suoivoided ban ecoupad These laws are based on research is testing.

They aim to create products that are usable, efficient, effective and satisfying for users.

In this case it would mean to maintain uniform, visually interroctive design invariations + Law toward noisely evitorestri · This could be acreated transfer to the series present

· Placement of mariantian bax

- It states that the more choices is given to user the longer it will take them to make a decigion.

.: Designers should aim to reduce number of options presented to the user to ensure a faster decision uno con making aprocessonot bao enounal ai poretaismo -

> Navigation Menu: No of options should be reduced while creating them.

· Consider grouping related items together and presenting them in a smaller more manageble sub menu's.

* 2. Fitt's LOW * to provincialis objects that are class eacher are perceived

The time required to move to a target area begins of the distance to the target the raise of the taget the

· hotolar an hariancan ad

* Statistics attention *

en beledet utitigentibillog per di cons such.

- In simple term.
- . This means that targets that are larger and closer to the starting point will be easier and quicker to select than taxgets that are smaller & further away.
- · Prample of Button size & Placement.
 - · barahismo Menú Ttema hao rolos arma
 - · Interactive elements.

8. Continuity: This principulas edono Brothers Hat are carrynged, in a smooth continuous axunes

- This law gays that users spend most of their time on other websites so they expect your side to work the same way.
 - It says we should be consistent in our

by Clostine: This principal another humans tend to - atalgano an 221 Navigation amoni avigarag

searching the property search son :

boing att ai appeal atoms and sattlet so

1. Proximity: objects that are close together are perceived 1. Proximity: objects that are close together are perceived 1. Proximity: objects that are close together are perceived 1. Proximity: objects that are close together are proximity toward other will 1. Proximity: objects that are close together are grouped 1. Proximity: objects that are grouped 1. Proximity: objects that objects that have of the states that objects that have objects that have of the states of

3. Continuity: This principal states that objects that are arranged in a smooth continuous manner to make the perceived as belonging to the same.

· Interactive elegioning among 20

same color and shape will be considered

4. Closure: This principal states that humans tend to perceive incomplete abjects as complete.

: Por Example: a logo that uses -ve space as letter can create image in the mind of the viewer.

6.	Figure - Oround: This principal states that humans tend
3	to separate visual into figure the object
	of focus and ground background or
	context.

6. Common-Region: This principal states that object that are located within a common boundary or region are perceived as a group.