

Lesson 2:

# Visual Design

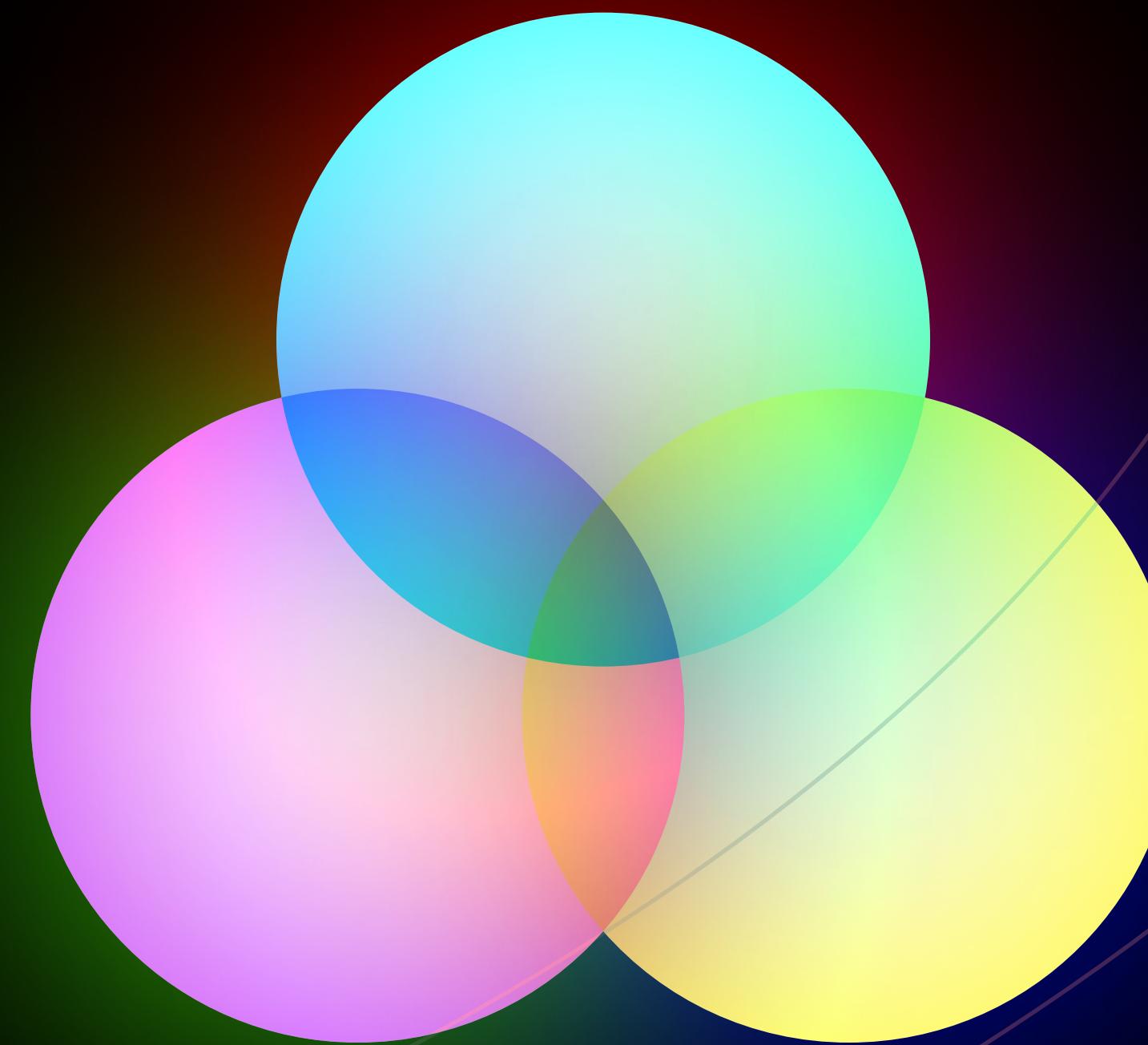
ooo pretty...



Lesson 2:

# Visual Design

ooo pretty...



# You know this already

So let's skip all this nonsense

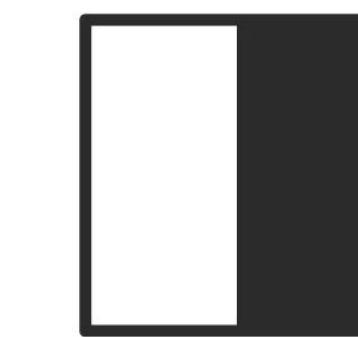
## Visual Design Elements



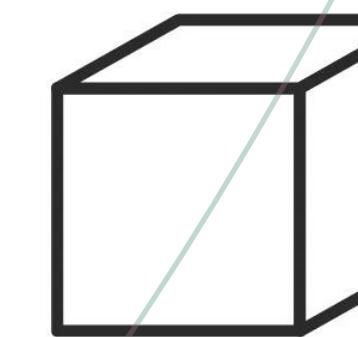
1. Lines



2. Shapes



3. Negative Space / Whitespace



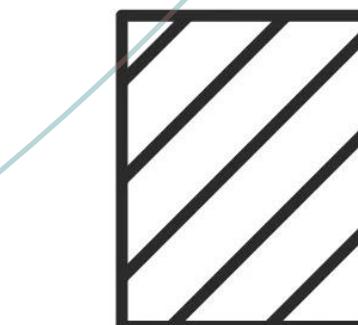
4. Volume



5. Value



6. Color



7. Texture

Interaction Design Foundation  
[interaction-design.org](http://interaction-design.org)

Color

RGB HLS HSB CMYK?????

Red Green Blue  
**RGB**

Hue Saturation Lightness  
**HSL**

Hue Saturation Brightness  
**HSB**

Cyan Magenta Yellow Black  
**CMYK**

Hexideximal

HEX

#ffffff

Decimal	Hex	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
10	A	1010
11	B	1011
12	C	1100
13	D	1101
14	E	1110
15	F	1111

## Translation Layer

But it is not always 1:1

Red Green Blue  
RGB

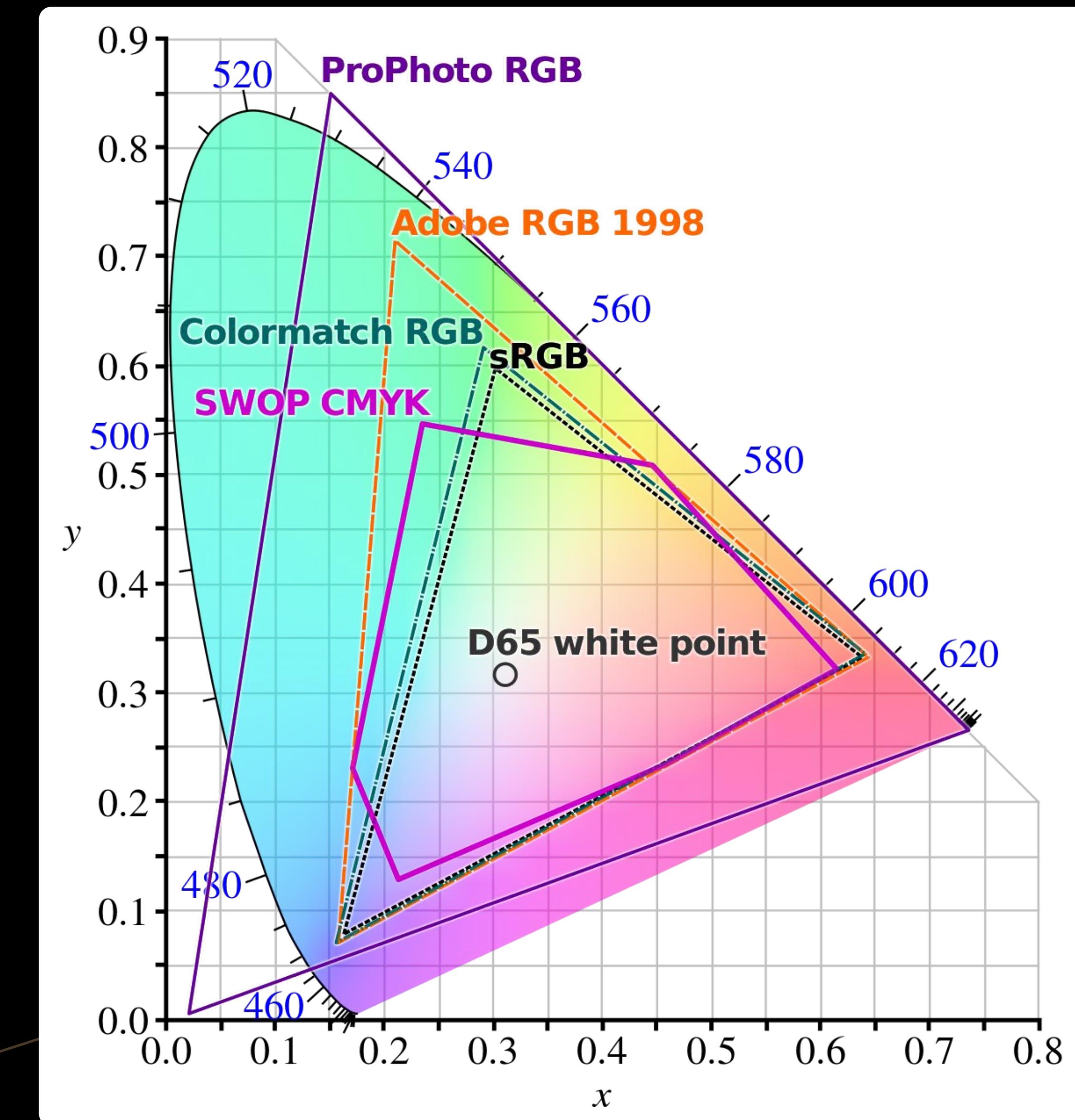
Hue Saturation Brightness  
HSB

Hue Saturation Lightness  
HSL

Cyan Magenta Yellow Black  
CMYK

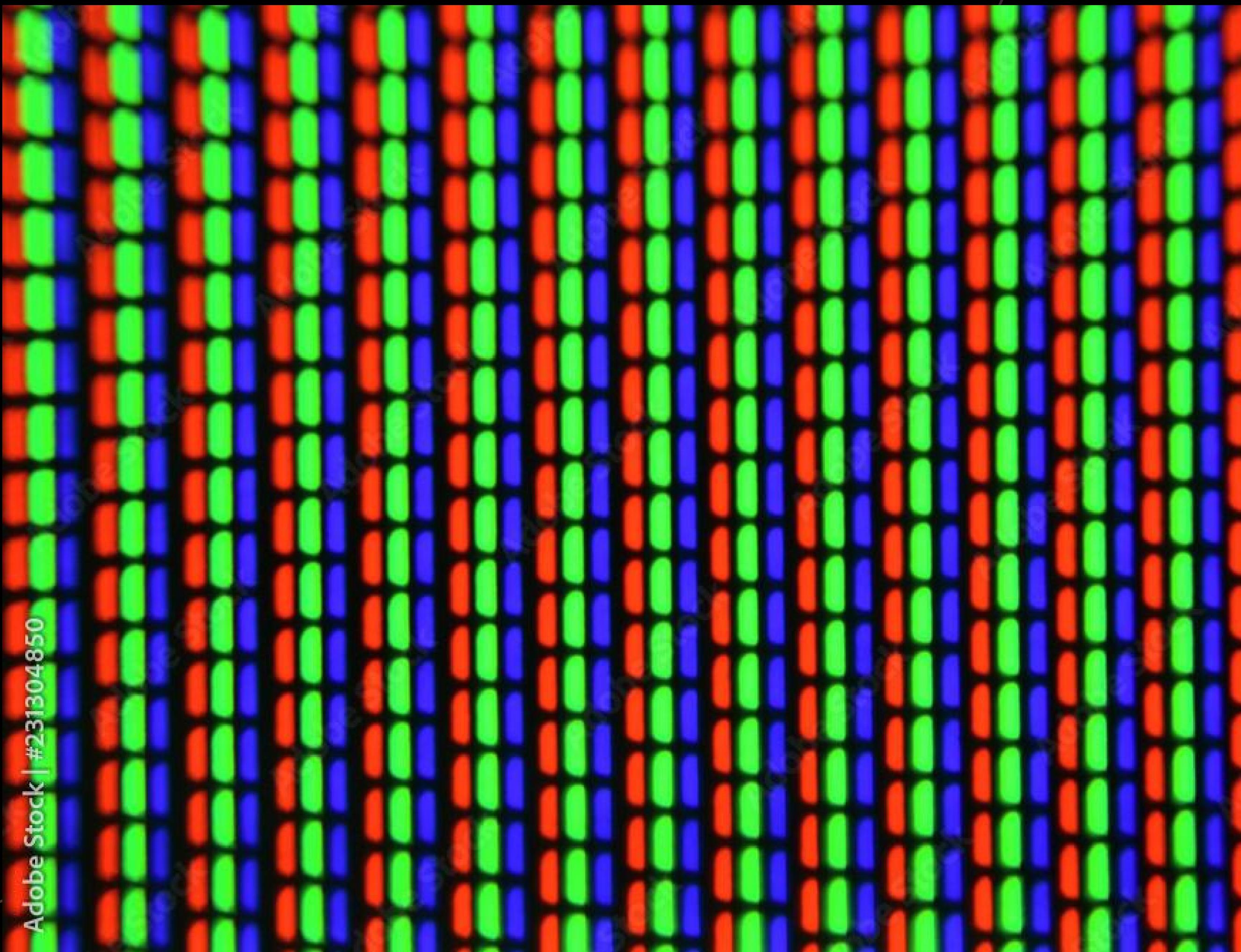
# Color Spaces

Not the same for everyone



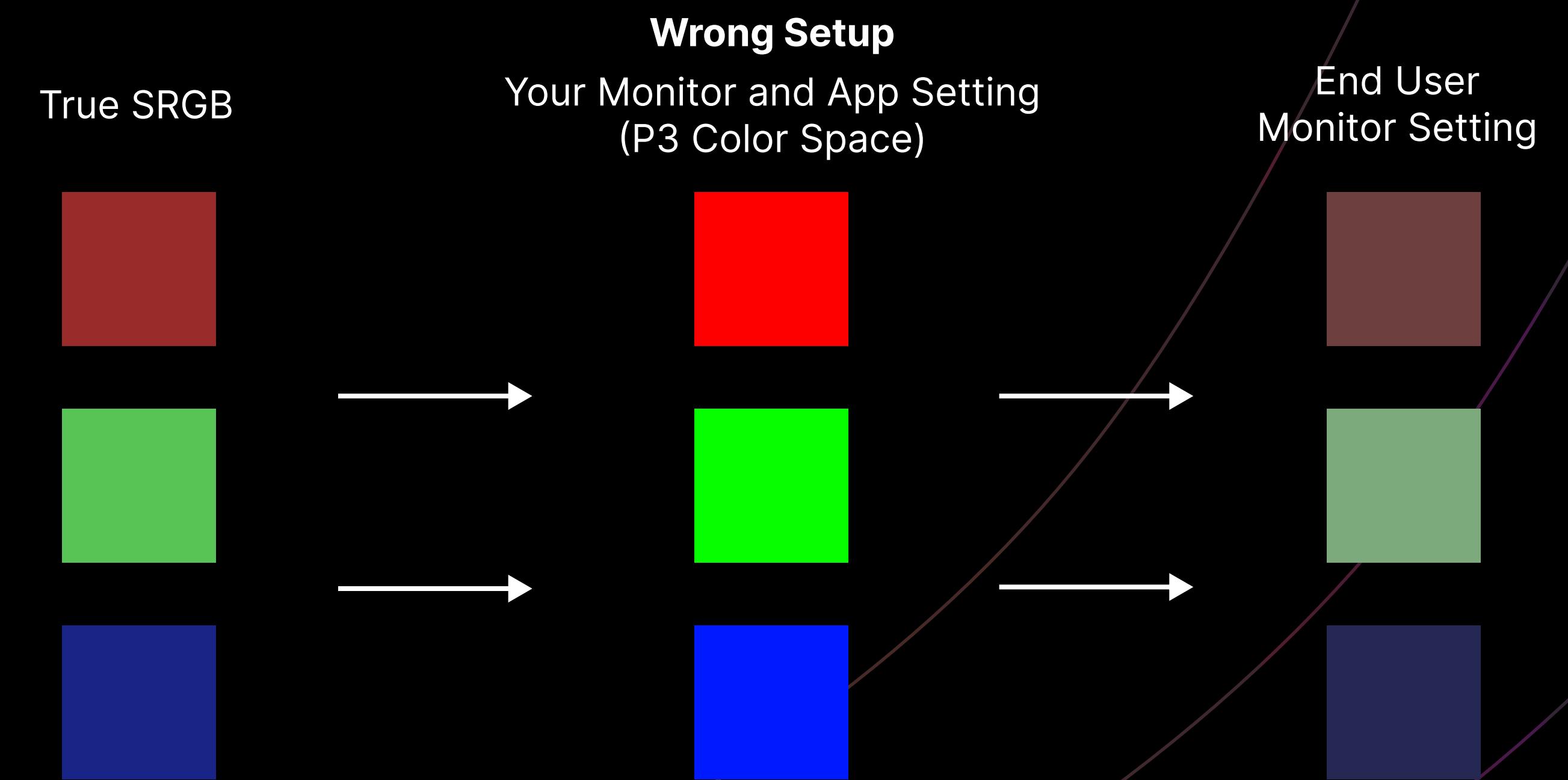
# Color Spaces

Not the same for everyone



# Color Spaces

Not the same for everyone



Stick with the standards

Most monitors are SRGB or larger

Design App → SRGB

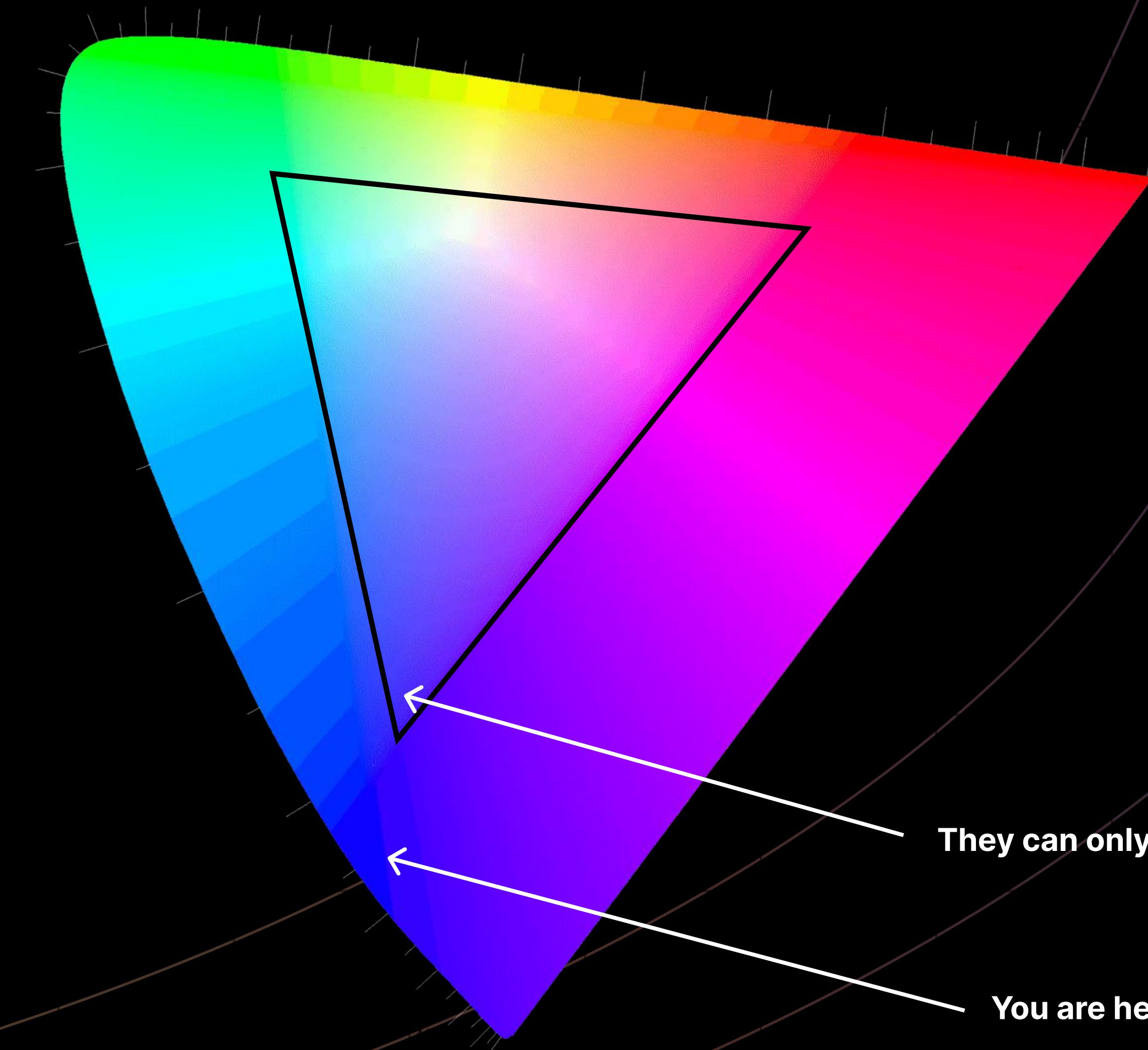
Monitor → SRGB

Don't design higher than your end user

Colors get crushed when outside of  
a color space range

# Color Spaces

Not the same for everyone



**They can only achieve this**

**You are here**

# Values REM vs EM vs PX

- **%** – percentage
- **em** – font size of the element , relative to its parent(3em means that 3 times the normal font size)
- **rem** – font size of the element, relative to the root html element
- **ch** – width of the “0” character (in monospace fonts all characters are of equal width)
- **ex** – x-height of the font used (the height of “x” character)

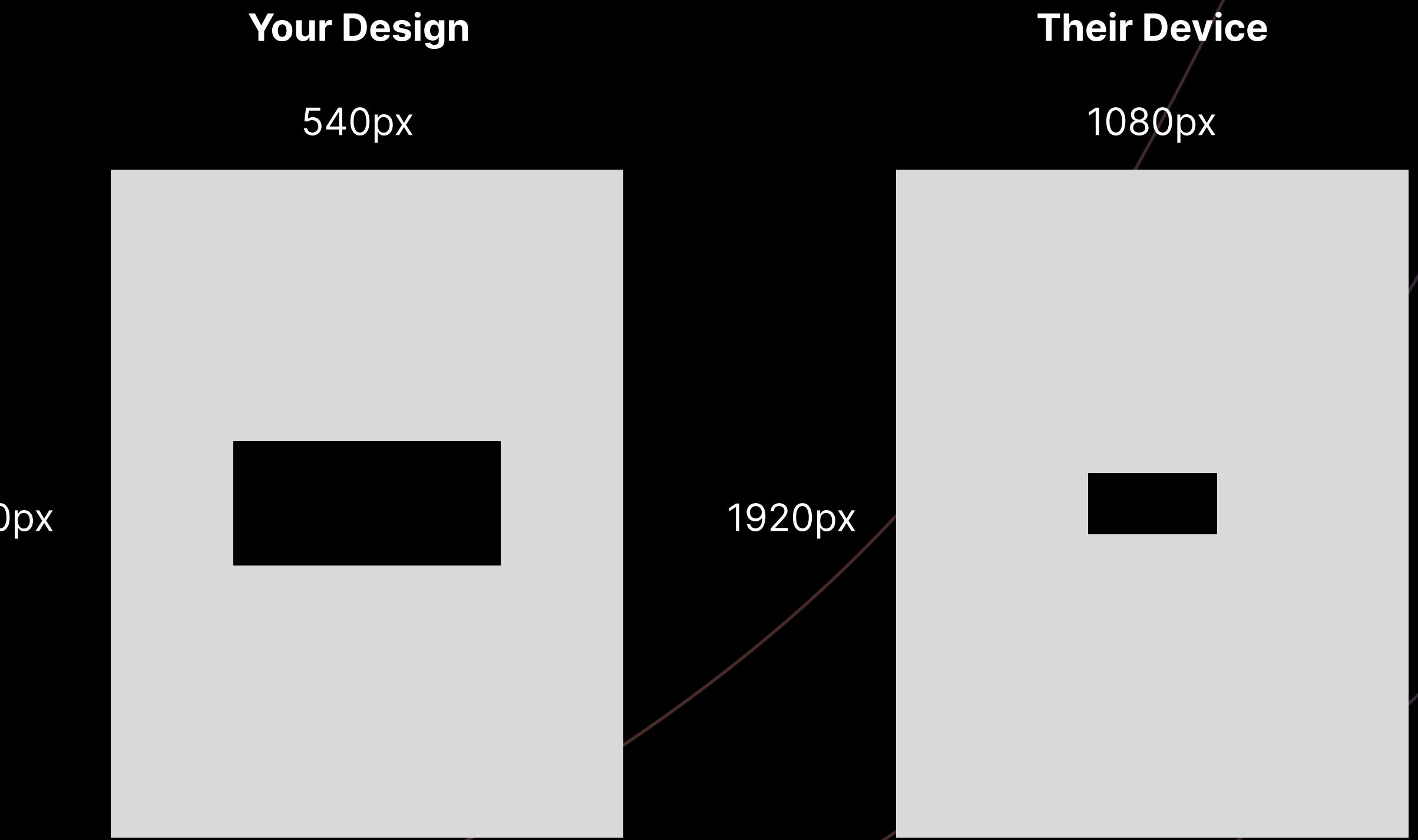
- **cm** – centimeters
- **mm** – millimeters
- **in** – inches
- **pt** – points
- **px** – pixels
- **pc** – pica
- **vw** – % of viewport width
- **vh** – % of viewport height
- **vmin** – % of the smaller dimension (width or height)
- **xmax** – % of the larger dimension (width or height)

# PPI (Pixels per Inch)

This is a unit of pixel density. Devices these days are "retina" and are 2x what you design.

That's why on 4k displays everything gets so much smaller, the design called for a specific px dimension to be used. But now your monitor has 4x the amount of pixels so the UI takes up much less room.

it just happens that most screens are close to what we design. In some cases devices will perform a UI scale to make things fit better.



# 4K

**PAYCHEX FLEX®**

MAIN

- Dashboard
- Analytics & Reports
- Payroll Center
- Company Directory
- Human Resources
- Hiring
- Company Details
- Documents
- Health & Benefits
- Workers' Compensation

OTHER

- Company Settings
- Help Center
- HR Library

1 1991&& Support Client 15 EE P016 1991P016

Dashboard

**Analytics & Reports**

**Workers' Compensation**

**Demographics**

**People**

**Tools & Resources**

**Current payroll**

**Employee registration**

**Last Payroll**

**Tasks**

**Full Time vs Part Time**

Category	Count
Full Time	1127
Part Time	70
Unassigned	276

[View Report](#)

**Employee registration**

Employee accounts	Registered
217/1502	14%

[View People List](#)

**Last Payroll**

RRRRE February 1 - February 1, 2024

FEB SUBMITTED 2 February 21 by Marvin Drake

**Total Cash Required** \$0.00

[Go to Payroll Reports](#)

**Tasks**

1920 Require Action

[View All](#)

**Health & Benefits**

2 Newly Eligible This Month

[View details](#)

**Last Payroll**

RRRRE February 1 - February 1, 2024

FEB SUBMITTED 2 February 21 by Marvin Drake

**Total Cash Required** \$0.00

[Go to Payroll Reports](#)

**Wayne Solomon**  
wsolomon@paychex.com

 Looking for a resource? Coronavirus (COVID-19) Help Center

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# 1920

**PAYCHEX FLEX®**

MAIN

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Dashboard

**Analytics & Reports**

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[View details](#)

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[Go to Payroll Reports](#)

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# Based off non-static values

- **%** – percentage
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- **rem** – font size of the element, relative to the root html element
- **ch** – width of the “0” character (in monospace fonts all characters are of equal width)
- **ex** – x-height of the font used (the height of “x” character)

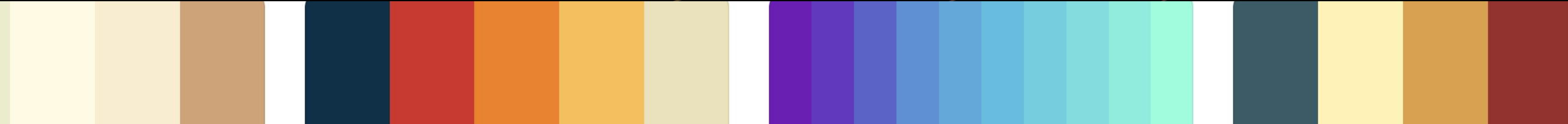
- **vw** – % of viewport width
- **vh** – % of viewport height
- **vmin** – % of the smaller dimension (width or height)
- **xmax** – % of the larger dimension (width or height)

# Color Use

I don't have much here because it's so subjective and depends on the project.

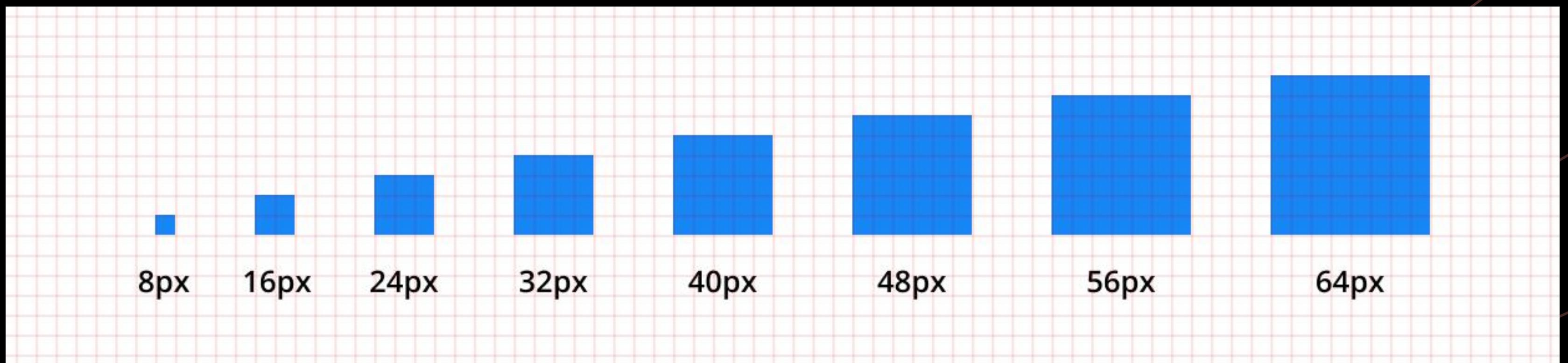
## Some tips

- Keep it simple to start, refrain from overusing colors
- Use colors as signifiers
- Colors can add fun or messaging
- Colors invoke emotion
  - casual (limited pallet, blues)
  - business/corporate (monochrome, with one core color)
  - fun/crazy (colorful, red/pink/yellow/etc)
- Don't be afraid to switch it up, find what works



# Scales

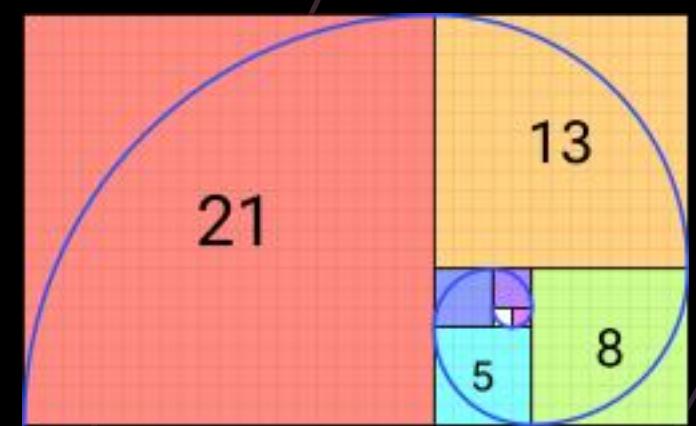
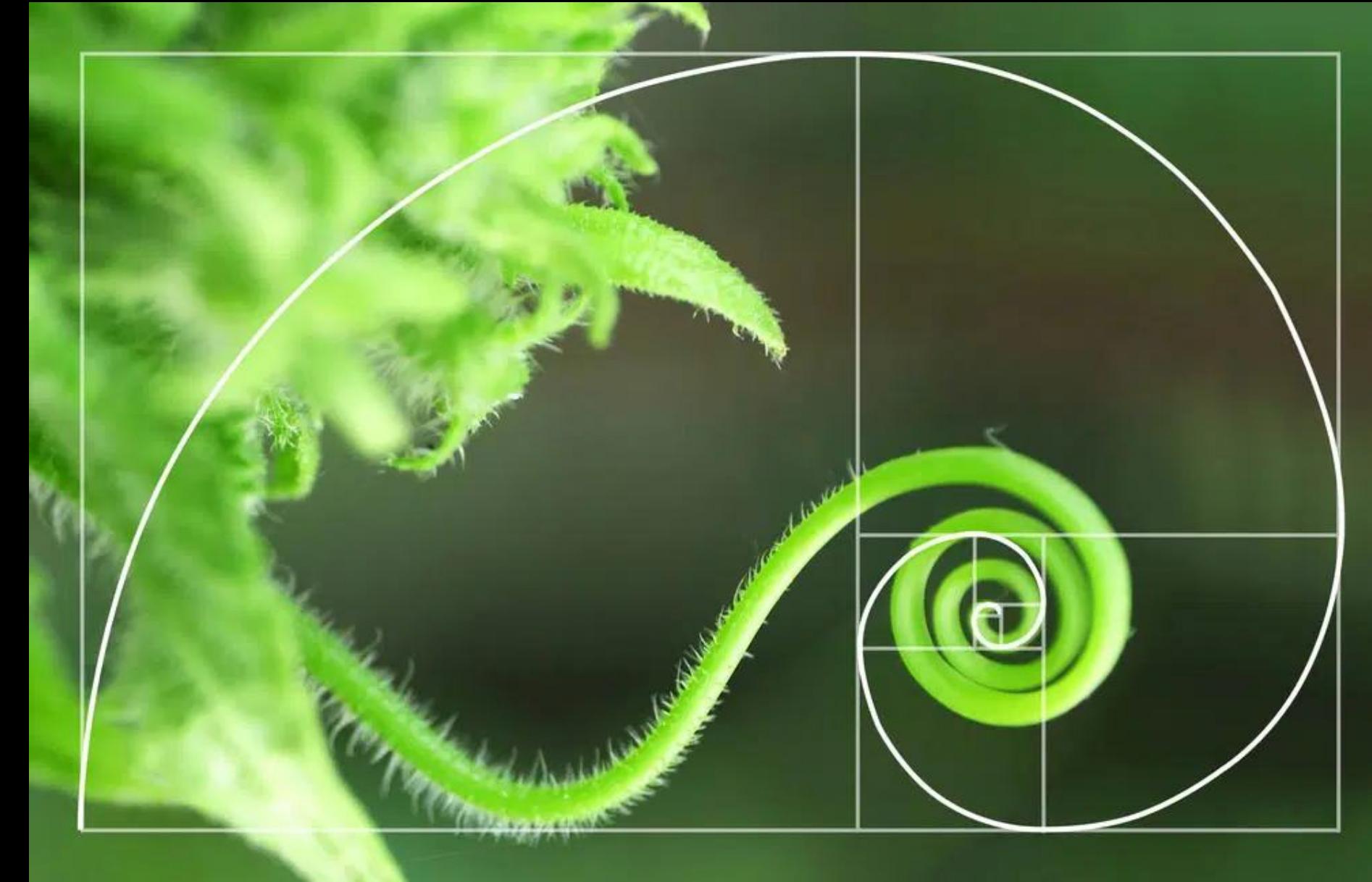
Mainly for organization and consistency



Scale Category
H1
H2
H3
H4
H5
H6
Subtitle 1
Subtitle 2
Body 1
Body 2
BUTTON
Caption
OVERLINE

# Math-tastic

A bit overkill, but nature ay?



## Major Second Scale (1.125)

P	H6	H5	H4	H3	H2	H1
16px	18px	20.25px	22.78px	25.63px	28.83px	32.44px

## Augmented Fourth Scale (1.414)

P	H6	H5	H4	H3	H2	H1
16px	22.62px	31.99px	45.23px	63.96px	90.44px	127.88px

# Your Homework

Find the limit for the Golden Ratio derivative

**Golden ratio**

The diagram shows a horizontal line segment  $PQ$  with point  $O$  as its midpoint. A red semicircle is drawn above the segment  $PQ$ . The radius  $OP$  is labeled  $a$ , and the radius  $OQ$  is labeled  $b$ . The total length of the diameter  $PQ$  is labeled  $a + b$ . The segments  $OP$  and  $OQ$  are shown as yellow lines.

$$\frac{a}{b} = \frac{a+b}{a} = 1.618\dots = \Phi$$

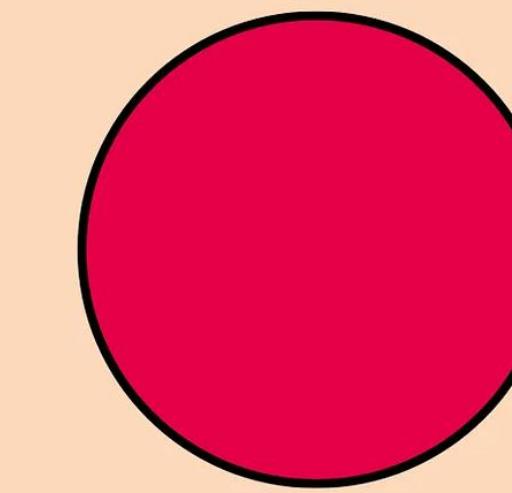
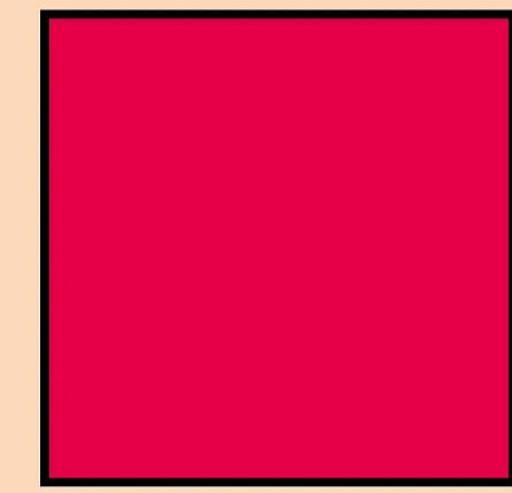
BYJU'S  
The Learning App

Just kidding, math isn't real!

# Shapes and Layout

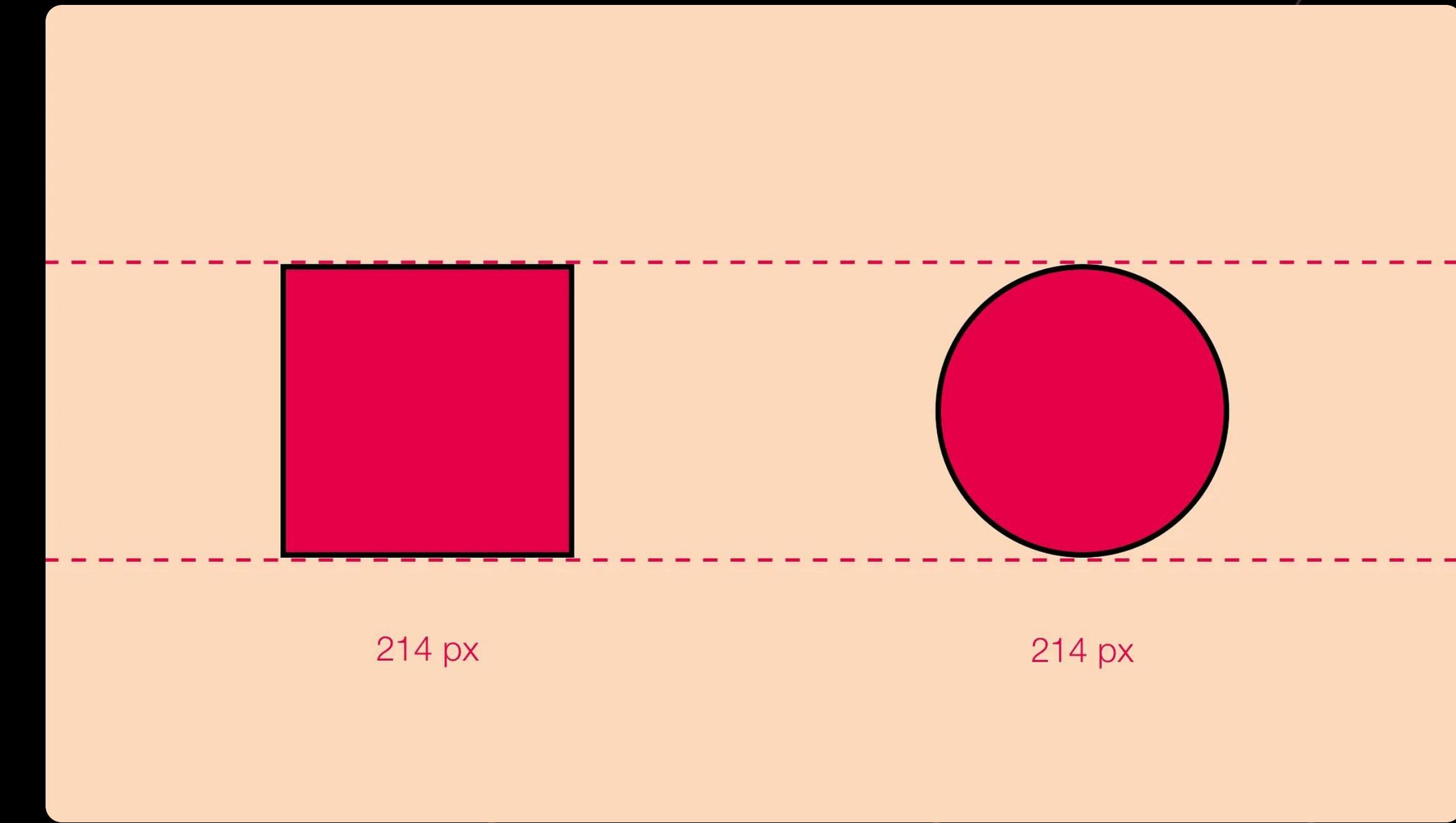


Which one is bigger?

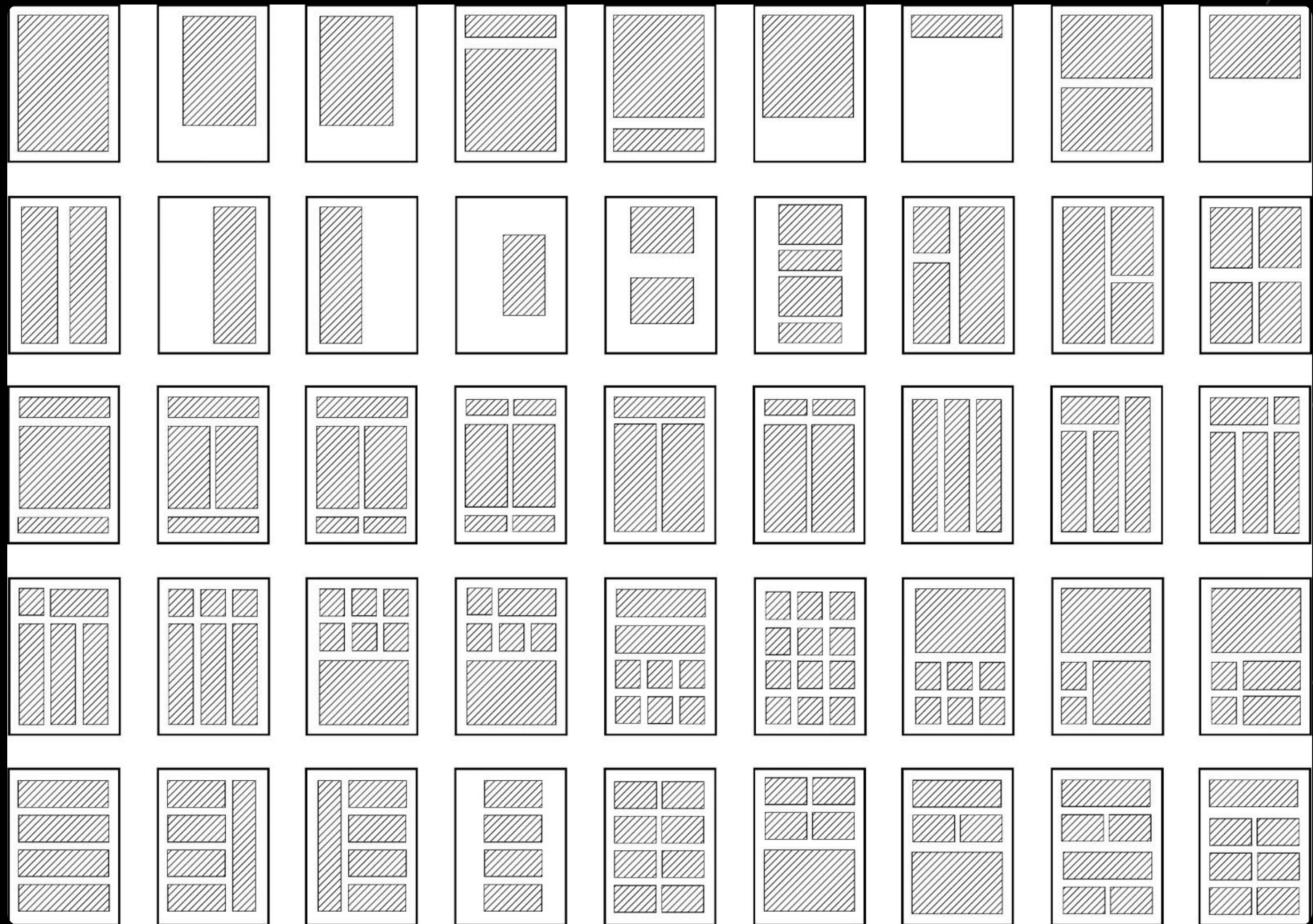


# Optical Alignment

Were you right?



# Layout



# Grids

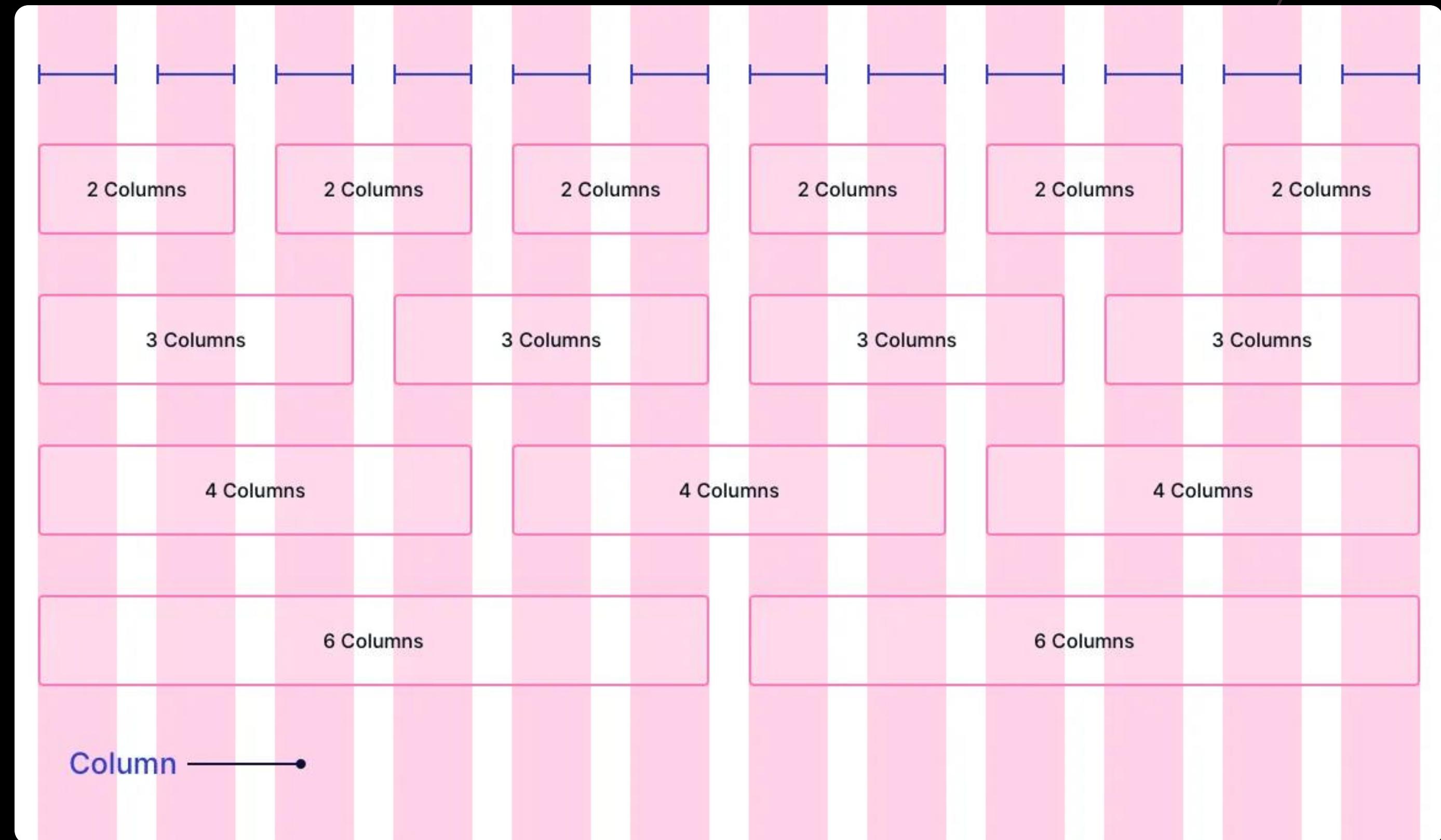
Predictable

More likely to be responsive

Organized

Applies to large and small layouts

Flexible



## 1 Build brilliant commerce & payment experiences

Unify your payment and commerce services, crafting seamless customer journeys and expanding into new markets effortlessly.

[Talk to our team](#)

Business ❤️ Primer

2 |

Walmart

cisco

VOLVO

Deloitte.

okta

3 |

## Powerful automation with zero code

Drive more revenue with sophisticated, end-to-end Workflows. Build brilliant customer journeys and keep customers happy with limitless payment options and commerce services.

4 |

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Our free plan gives you unlimited team members, 3 boards, and 300+ expert-made templates. Signing up with your work email lets you bring in your team faster. See our

### Easy integrations

Miro has 100+ powerful integrations with tools you already use like G Suite, Slack, and Jira, so your workflow is seamless. View the full list in our [Marketplace](#).

### Security first

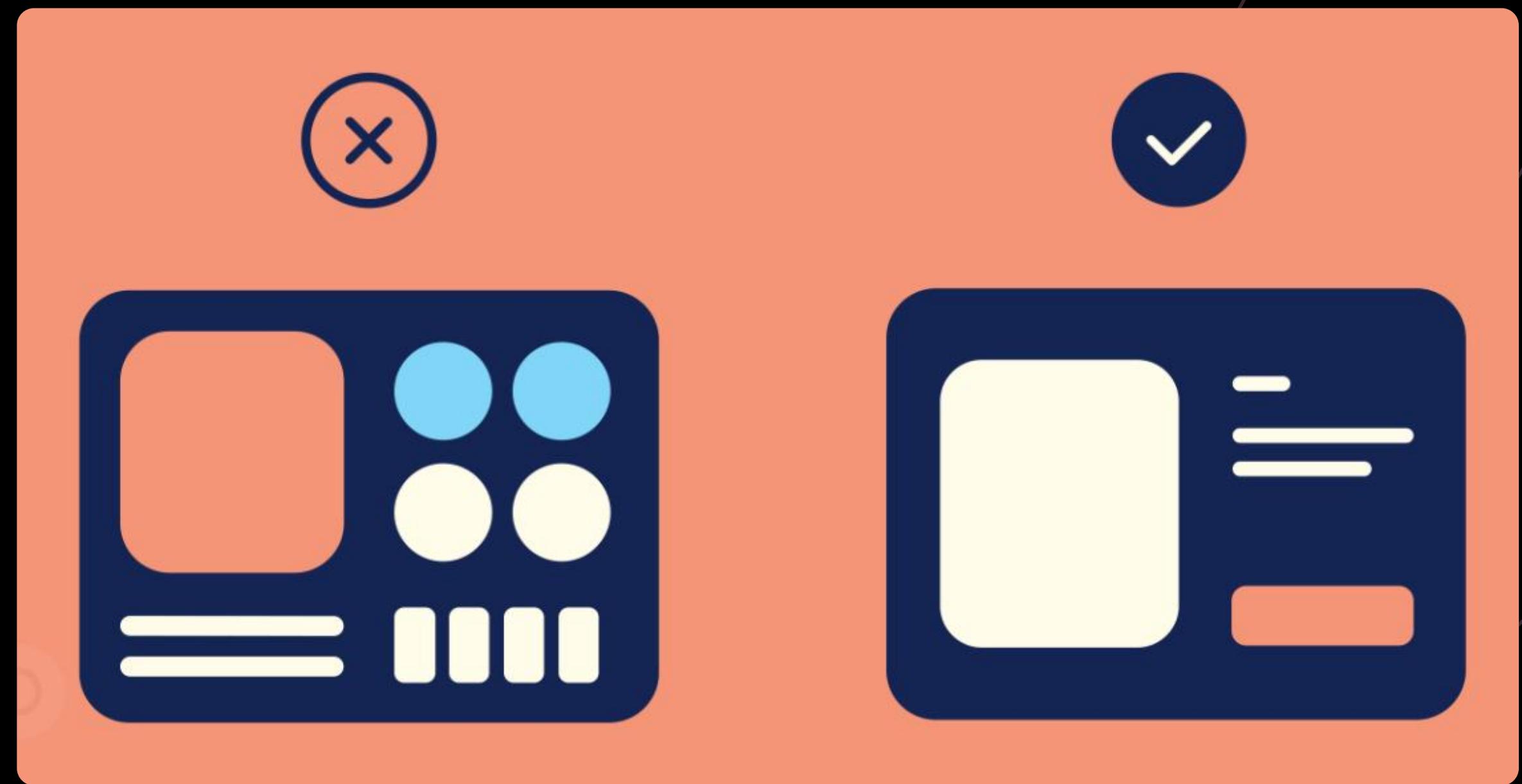
We treat your data like you would — with the utmost care. We follow industry-leading security standards and give you tools to protect intellectual property. Learn more

The hierarchy of

# Spacing

It's really important to get this down. Spacing between elements allows designs to explain themselves through visual hierarchy. The distance between elements invokes various forms or organization.

You'll know you got it when you spend more time correcting yours and others spacing then actually designing.



## Comes with practice

This is one of the most important skills in visual design. It has both a psychological use and visual use.

Leads users where you want them to go and makes it pretty.

**YOU  
WILL READ  
THIS FIRST.**

**And then you will read this line next.**

You will then go back to read this body of text. Want to know why? This takes the most effort to read. This text box has a lot of words, it is in a small font and in a light weight with tight line spacing. No one has time for that! **That's why you hire a professional.**

[You probably read this last line before the rest of the text... didn't you.]

# Well that was technical...

yes it was!

Understanding the nuances of design is harder than  
understanding what looks good at a glance

# It's easy to see that this looks good

but not WHY it looks good

The image displays two screenshots of fintech websites side-by-side, connected by two white arrows pointing from left to right. The website on the left features a dark header with 'Fintech' and navigation links for 'Services', 'Features', 'Pricing', and 'News'. It has a large, bold headline 'Simple way to control your savings.' in black and blue text. Below the headline is a subtext: 'Give all your customers global freedom with the tap of their card.' A central graphic consists of various abstract shapes like a rainbow, a pie chart, and a bar chart. At the bottom are buttons for 'Enter your email' and 'Get started'. The website on the right has a dark header with 'Log in' and 'Sign up' buttons. Its main headline is partially visible as 'your savings'. Below it is a subtext: 'Give all your customers global freedom with the tap of their card.' A central graphic features a red line with a cursor over a text input field labeled 'Enter your email' and a 'Get started' button. At the bottom are logos for 'Google', 'Skyscanner', and 'Bolt'.

# Next Up

The Real Stuff

STEA

wait...

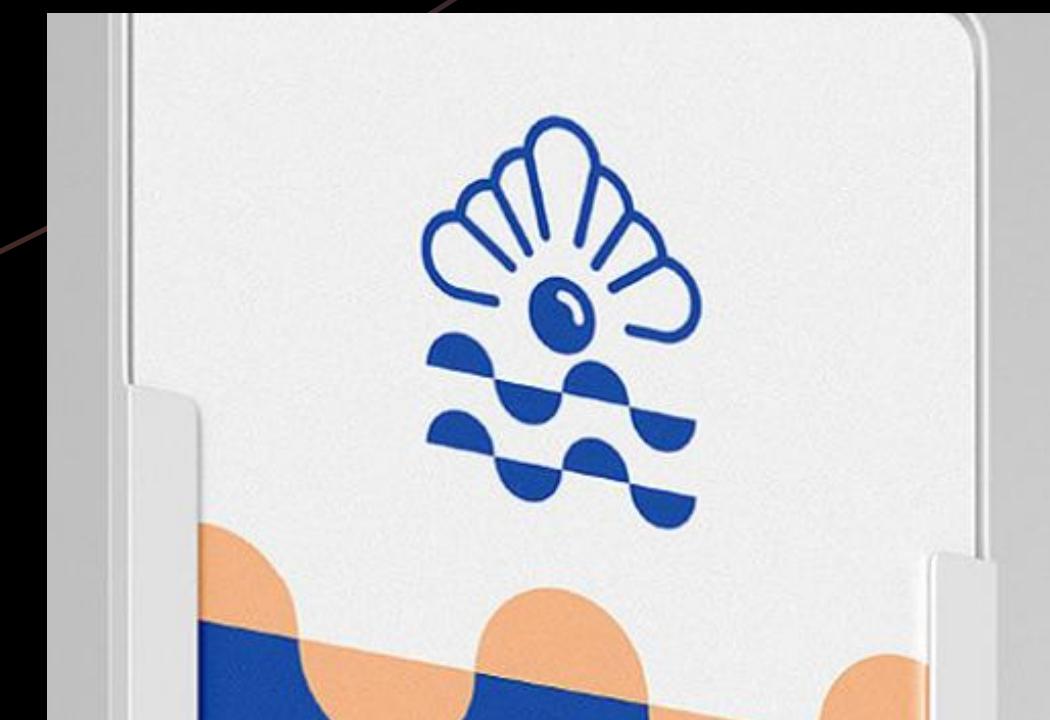
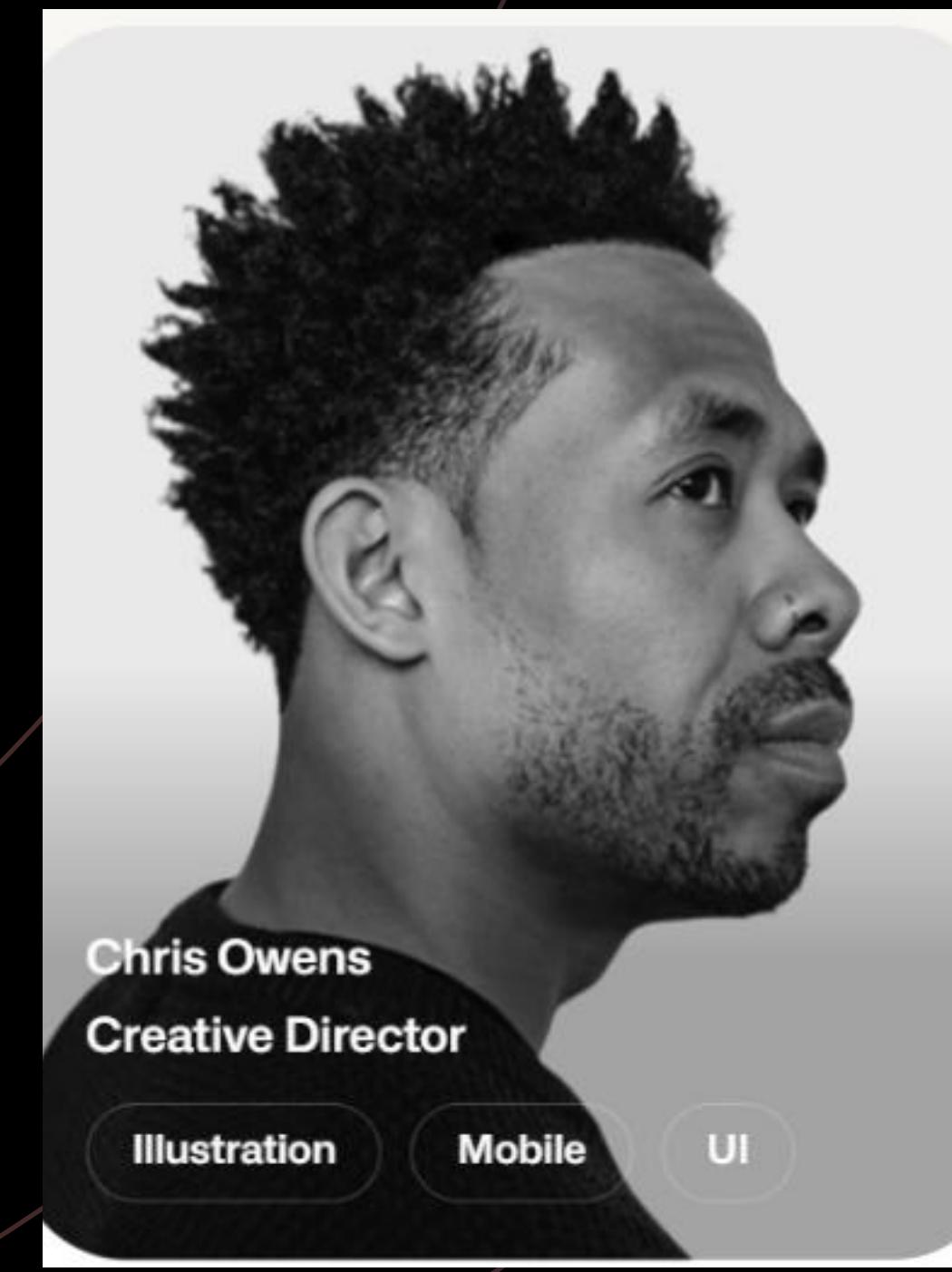
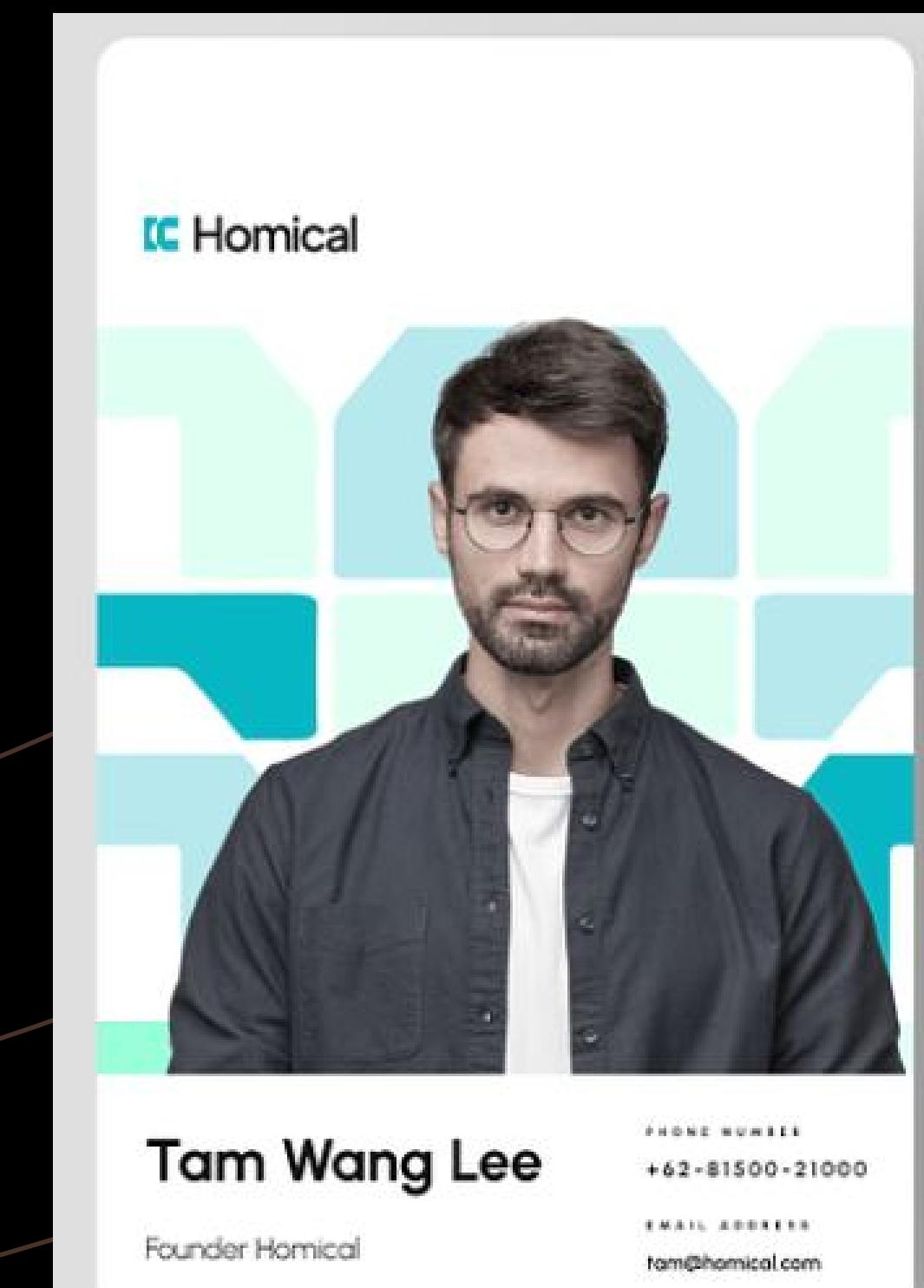
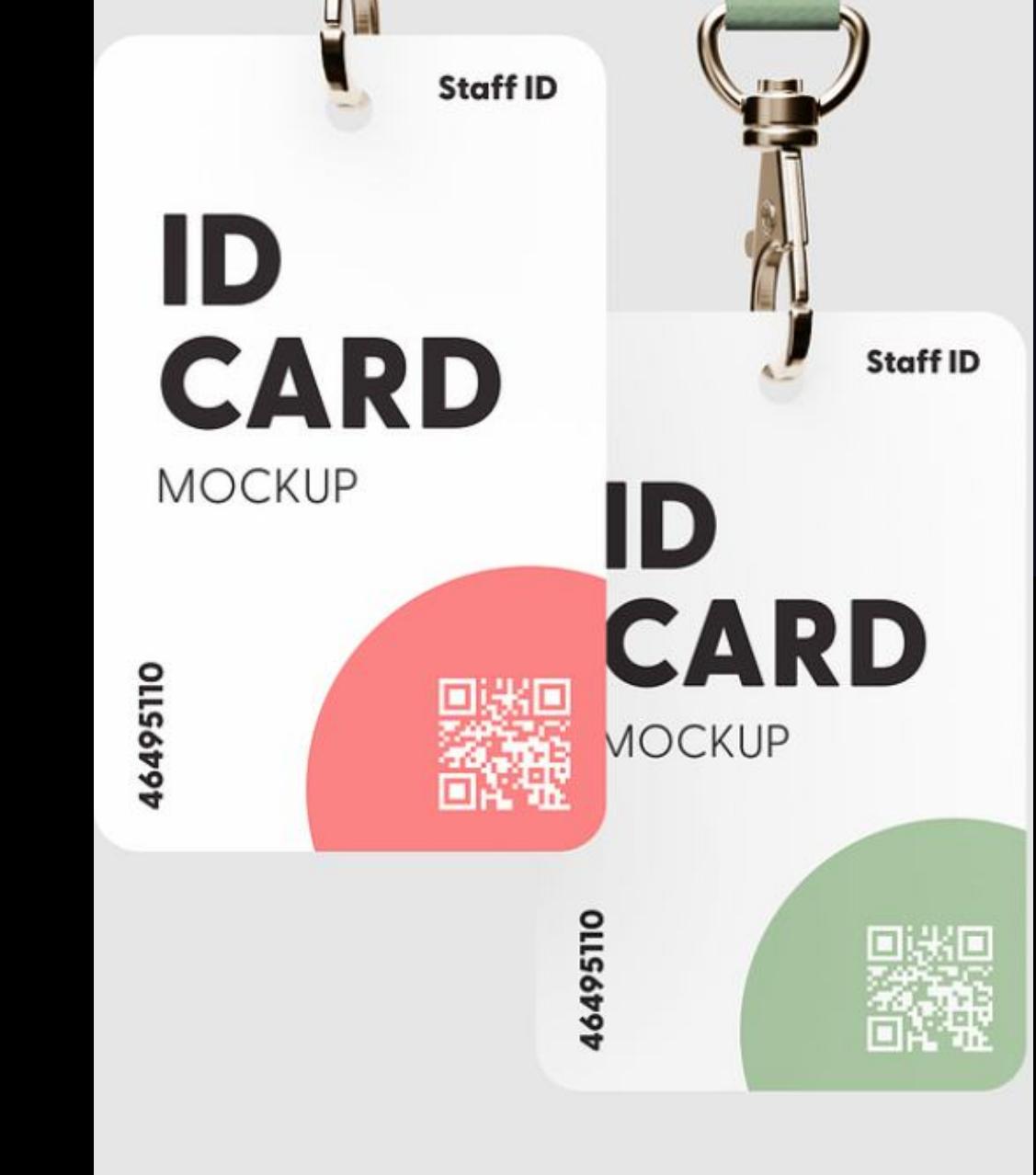
ya, steal

but like not actually

**What I mean is when you first start out it's best to take heavy prescriptive inspiration**

As you iterate, find examples to inform specific portions of your design

# ID Card



# ID Card



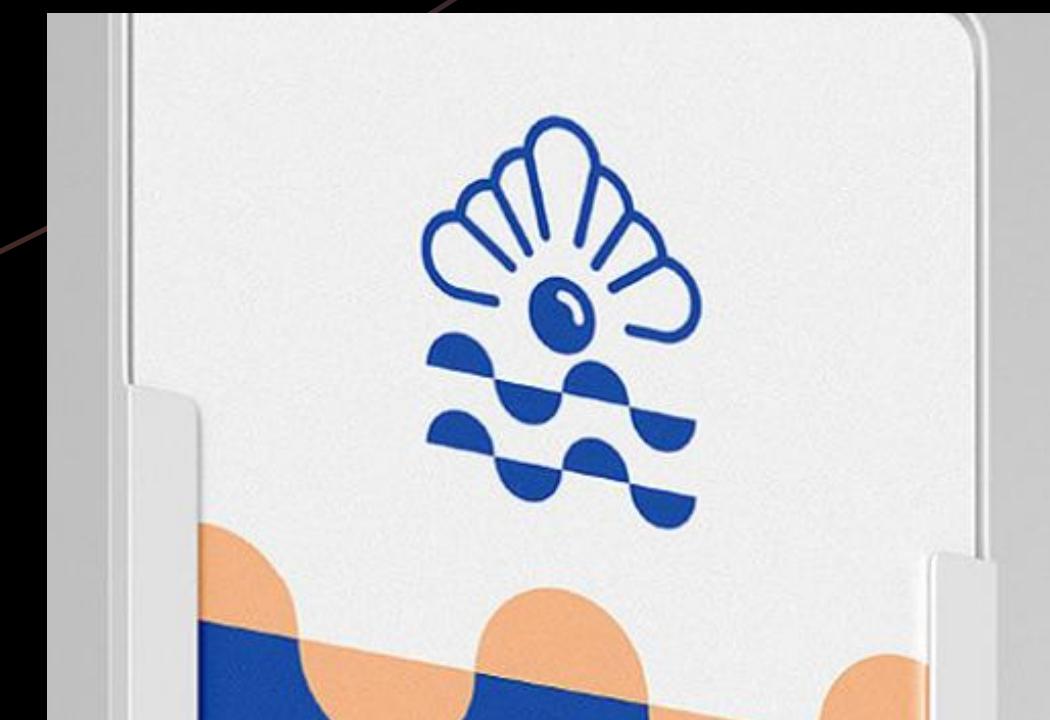
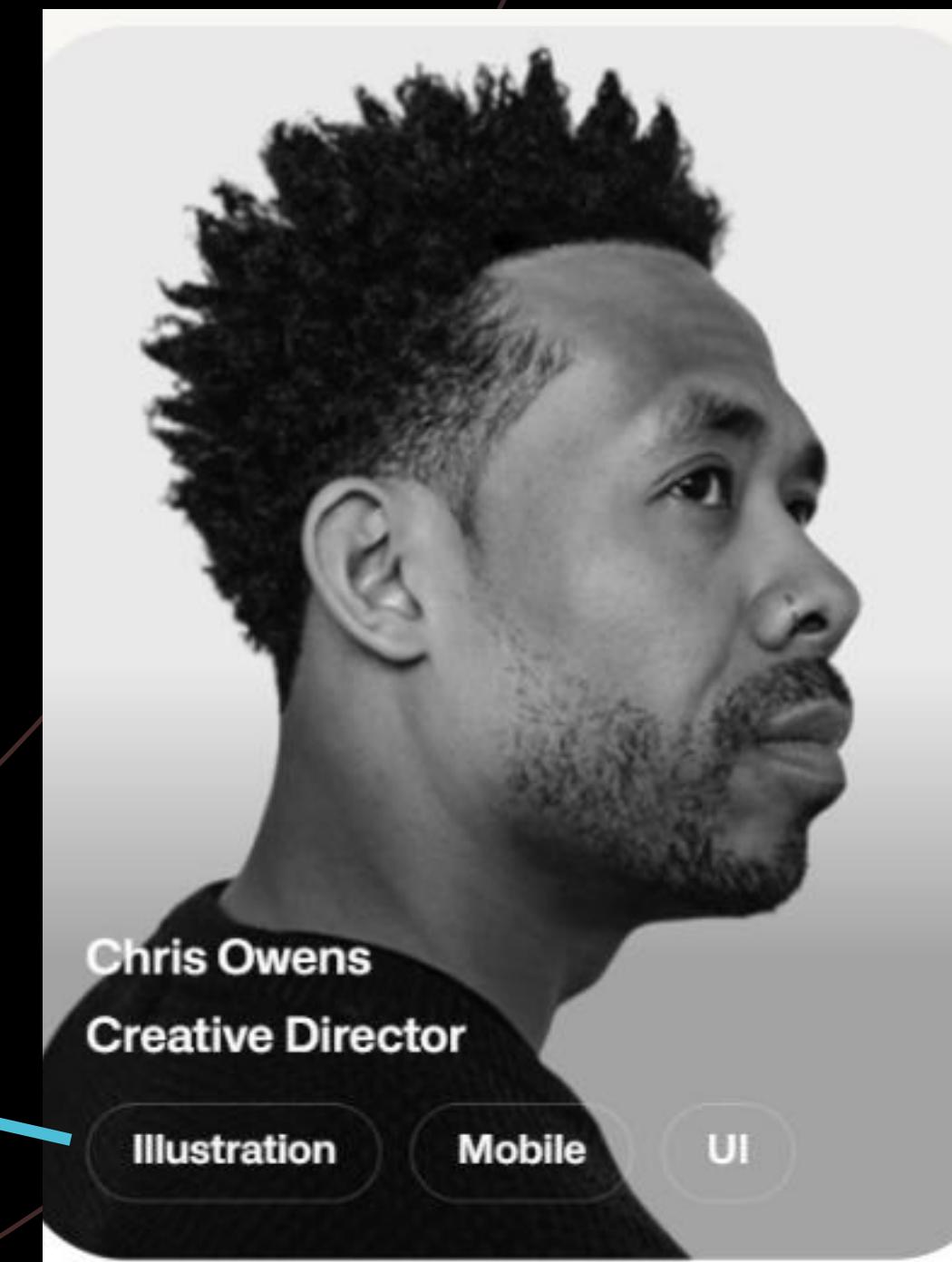
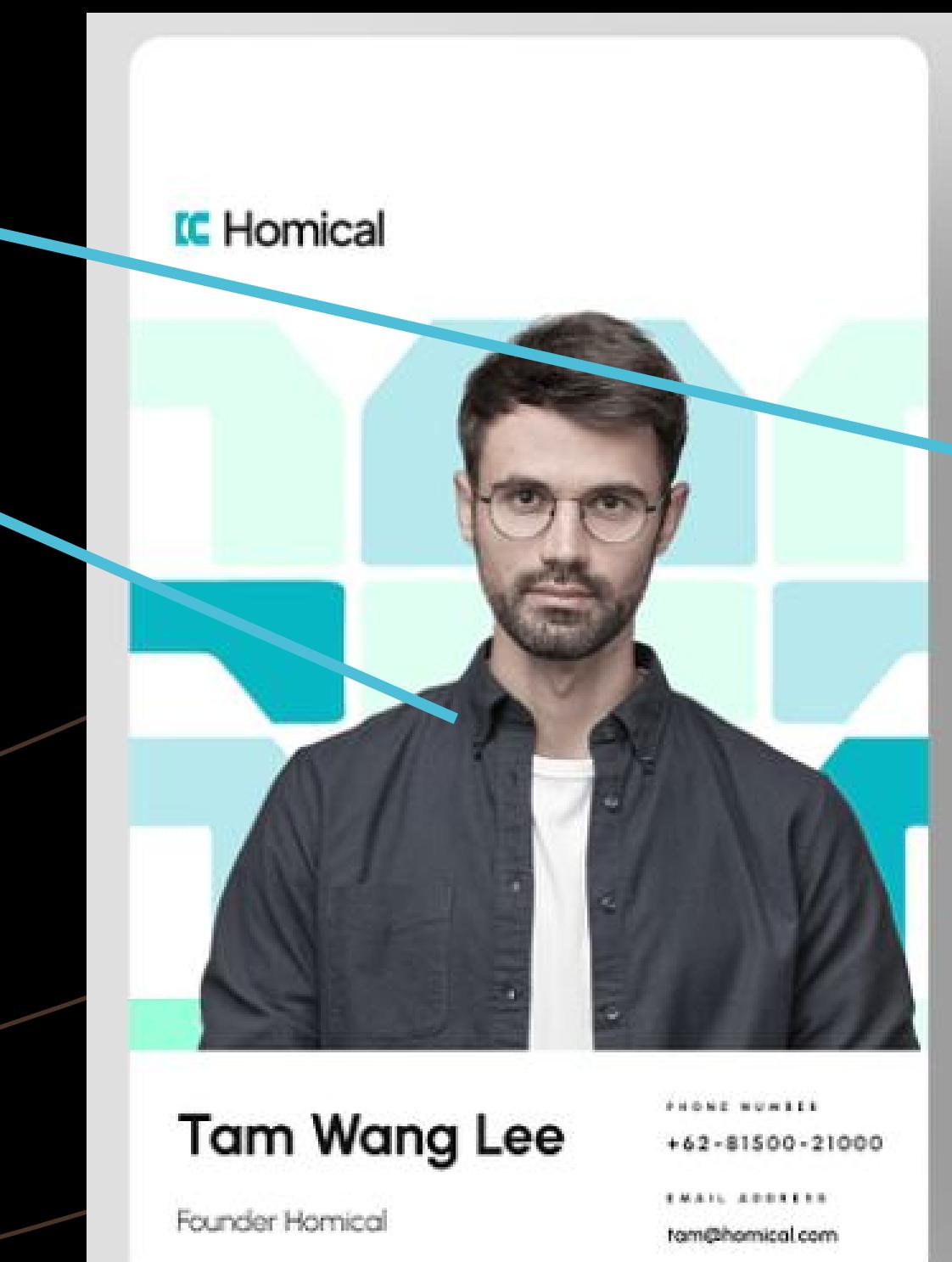
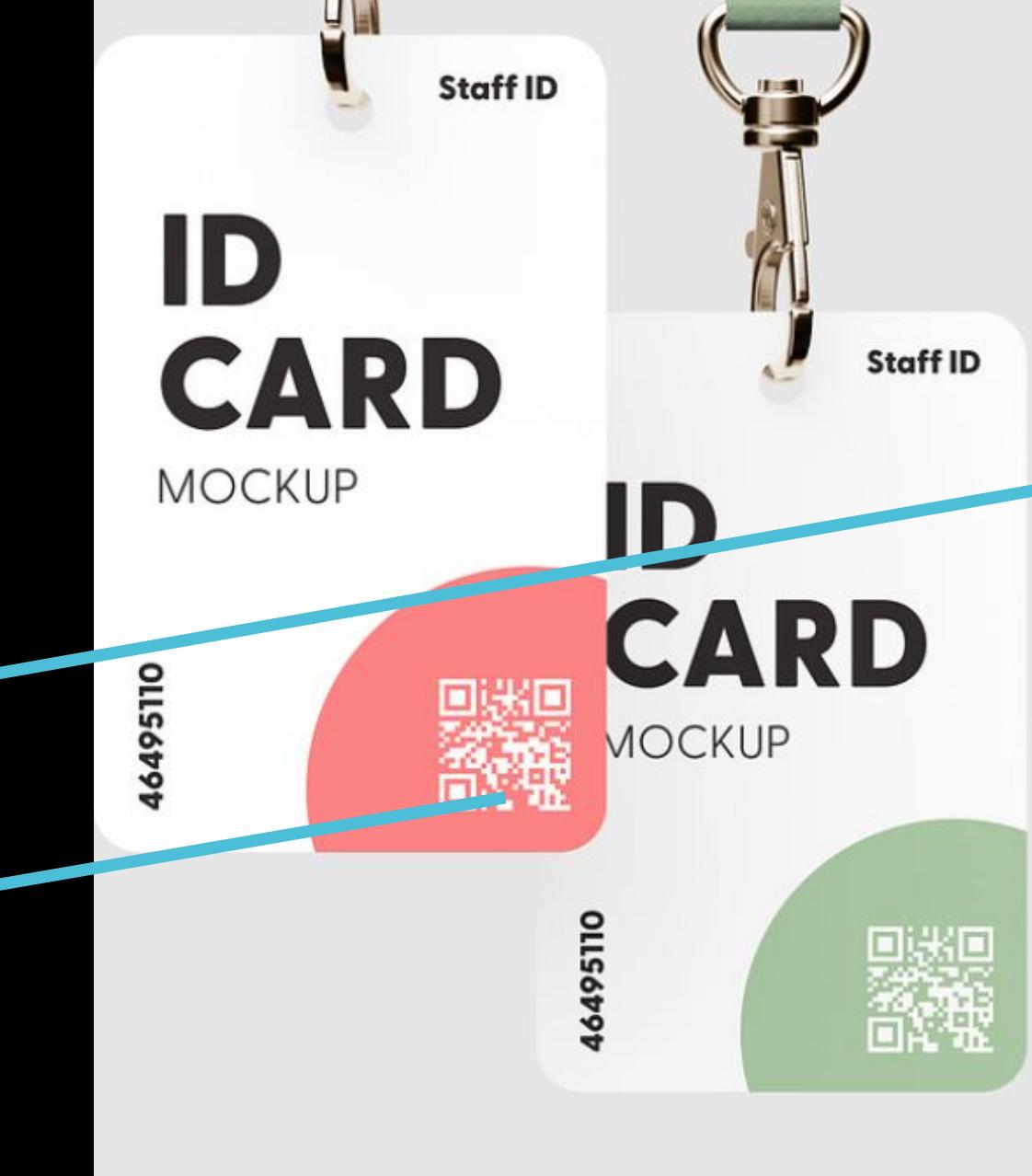
Typography Options

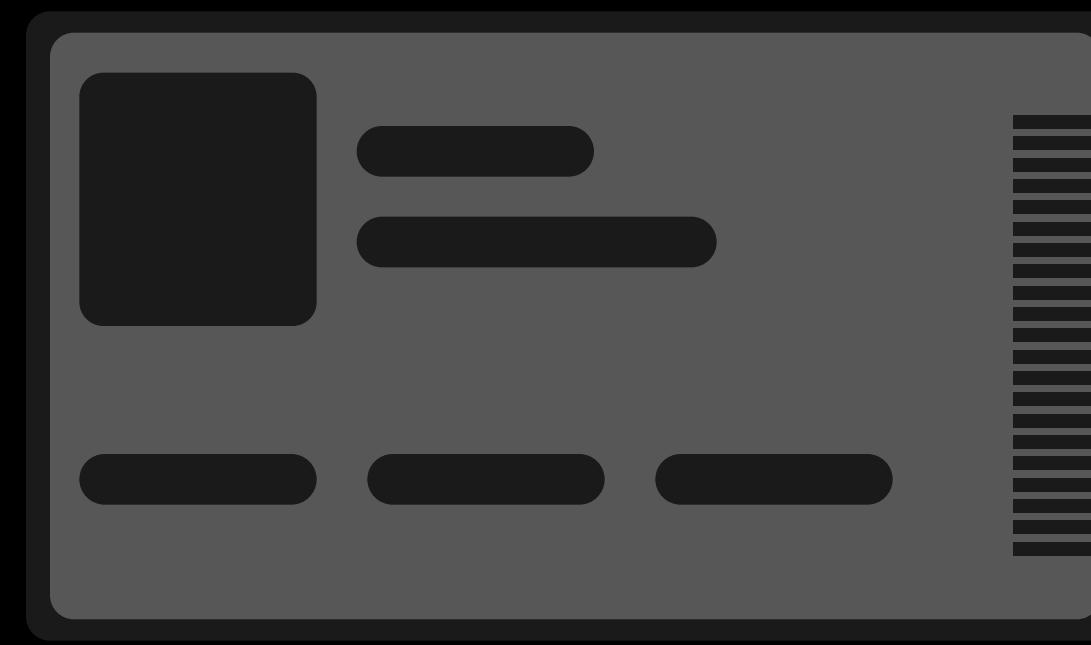
Layout

Ways of doing certain UI

Imagery

Color Schemes





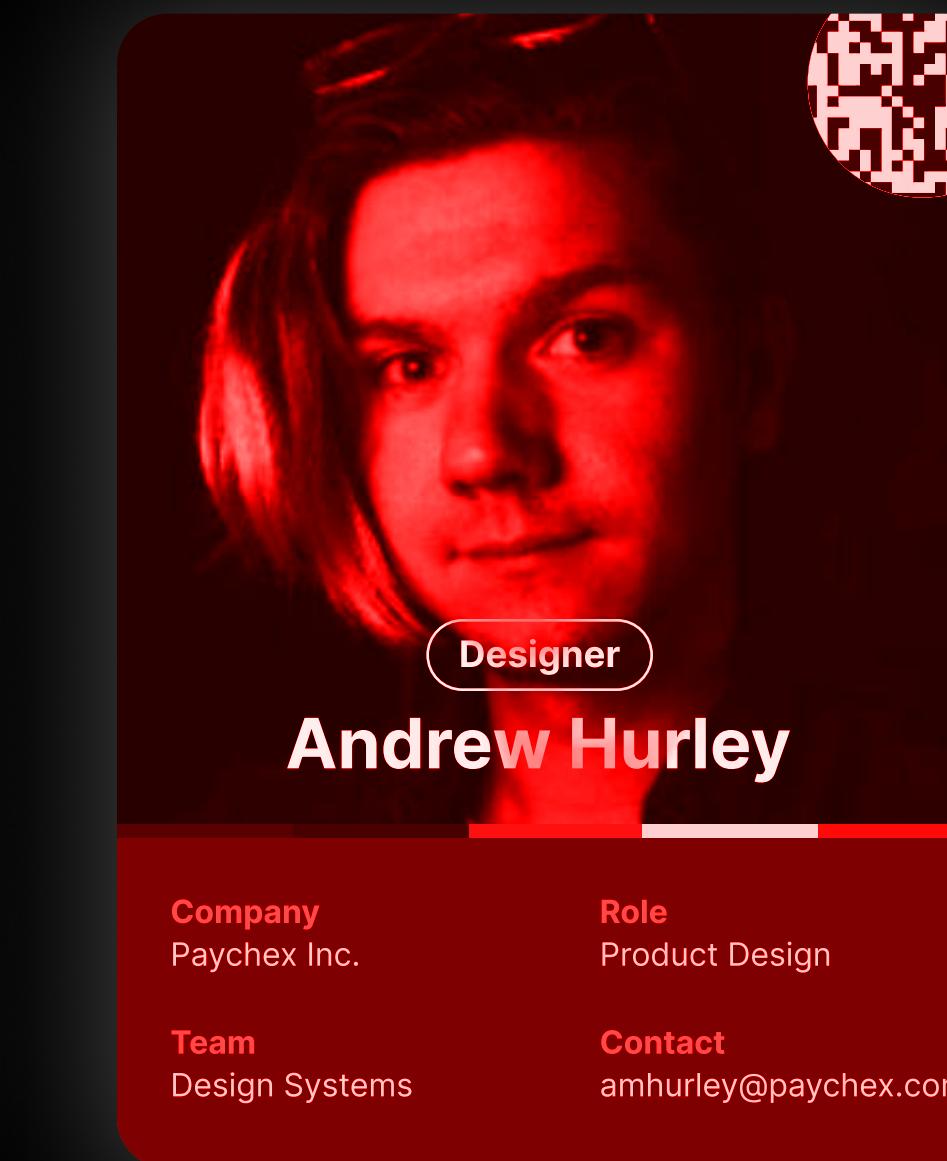
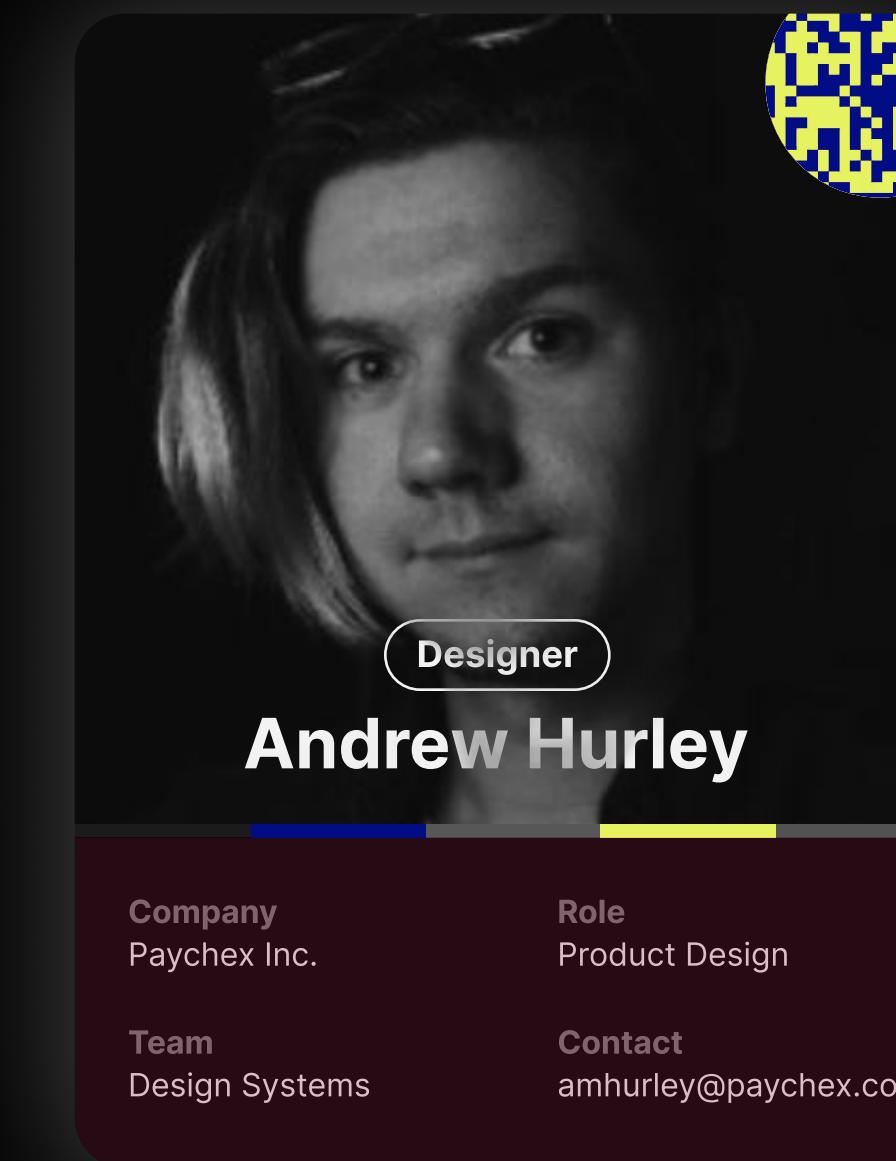
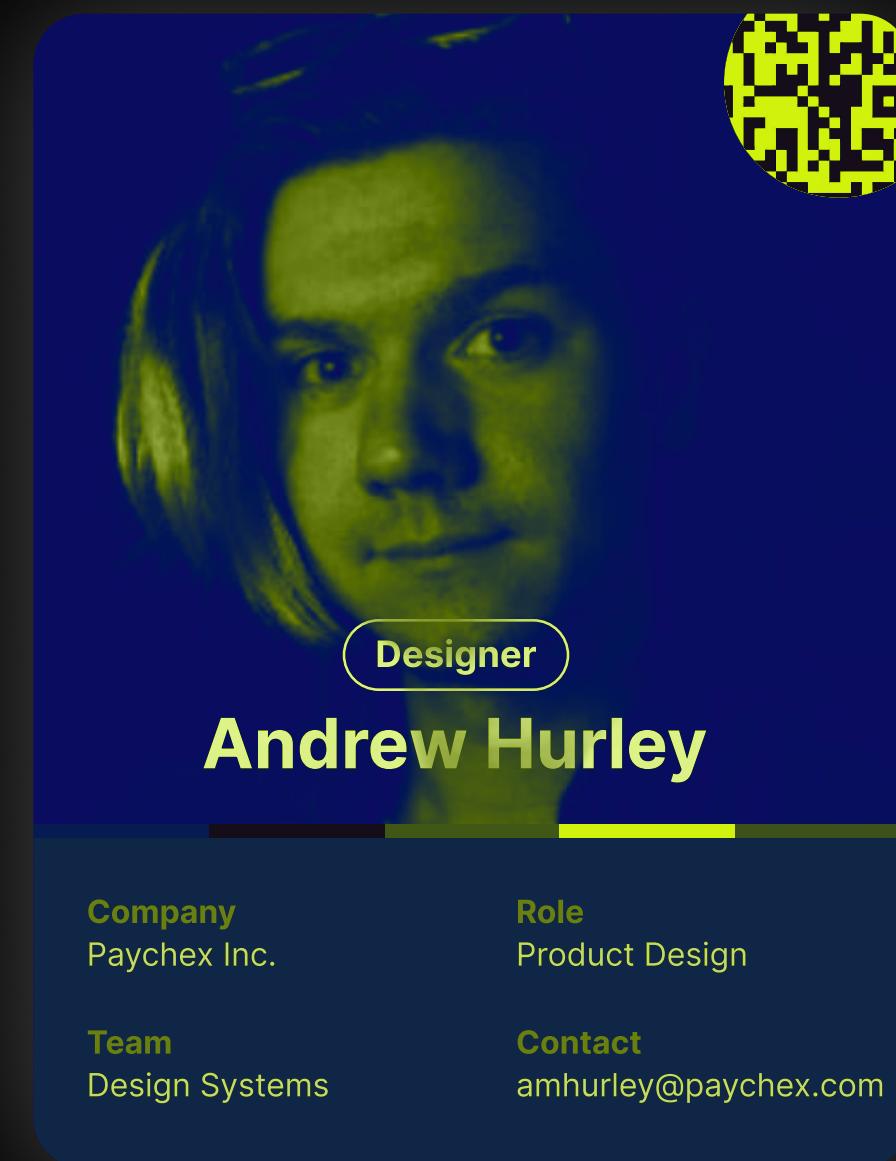
Company  
Paychex Inc.

Role  
Product Design

Team  
Design Systems

Contact  
amhurley@paychex.com

# Utilize Blend Modes



Layer

- ✓ Pass through
- Normal
- Darken
- Multiply
- Plus darker
- Color burn
- Lighten
- Screen
- Plus lighter
- Color dodge
- Overlay
- Soft light
- Hard light
- Difference
- Exclusion
- Hue
- Saturation
- Color
- Luminosity

# Inspiration

every bits gotta come out of a vacuum, ay?

Dribbble

*Dribbble*

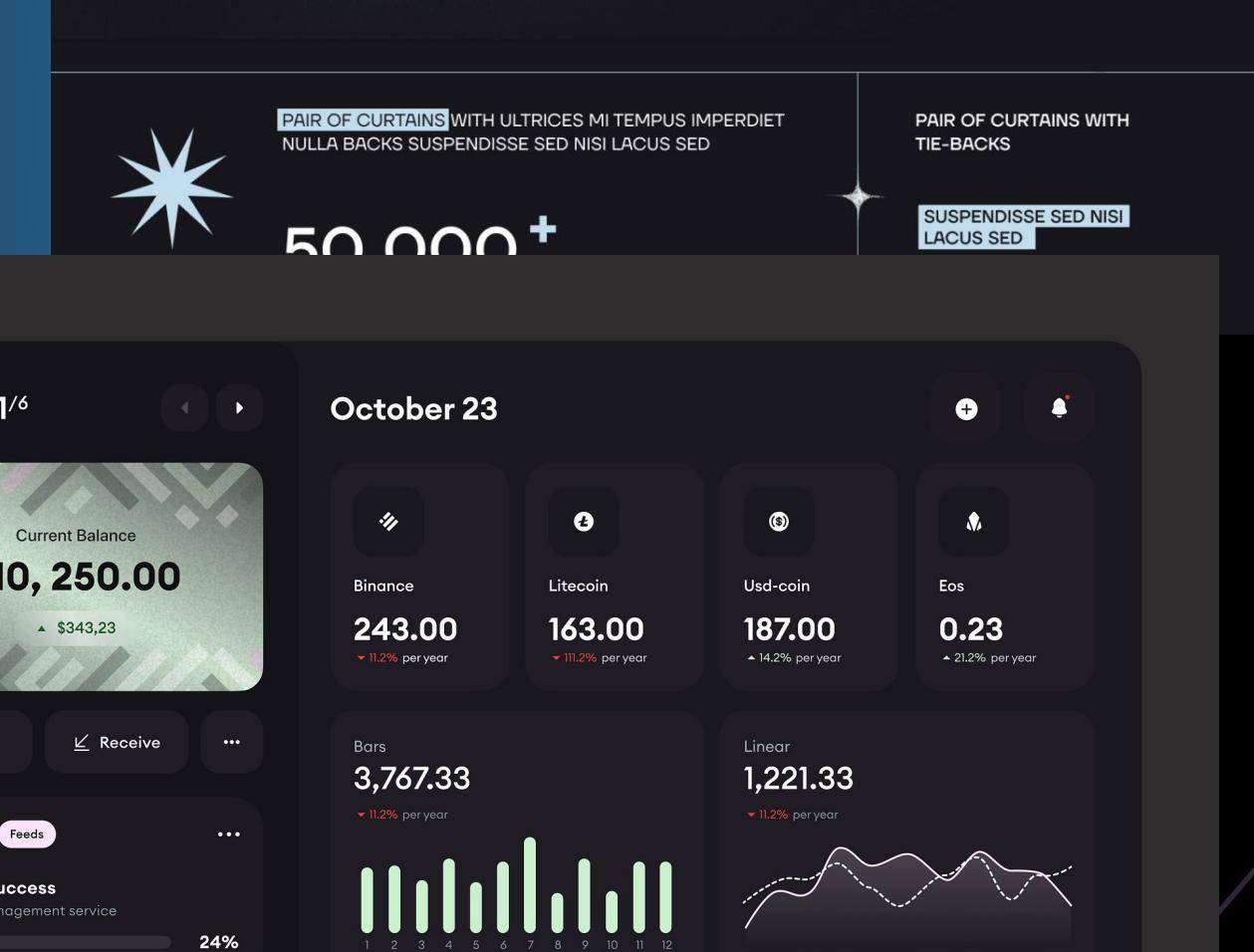
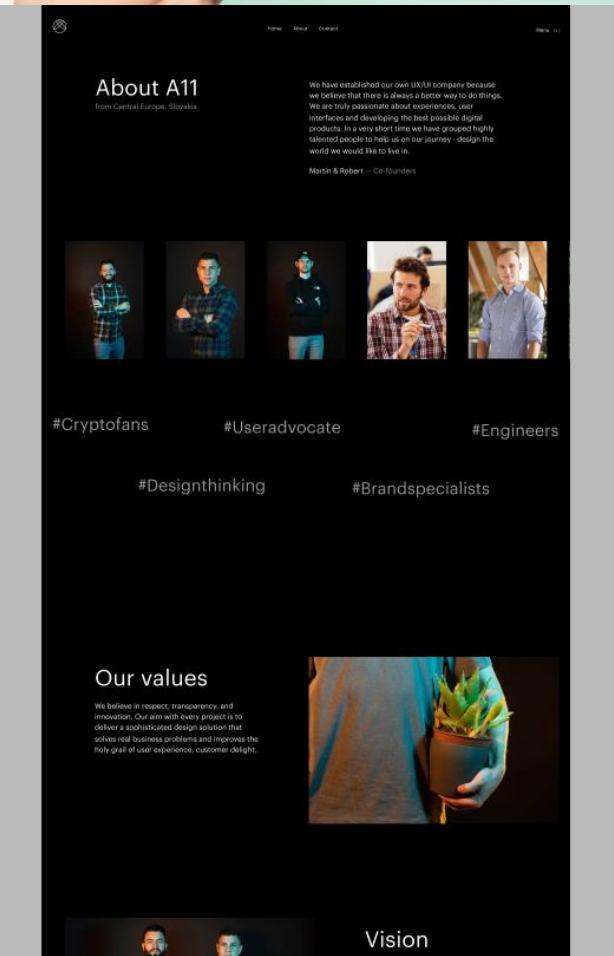
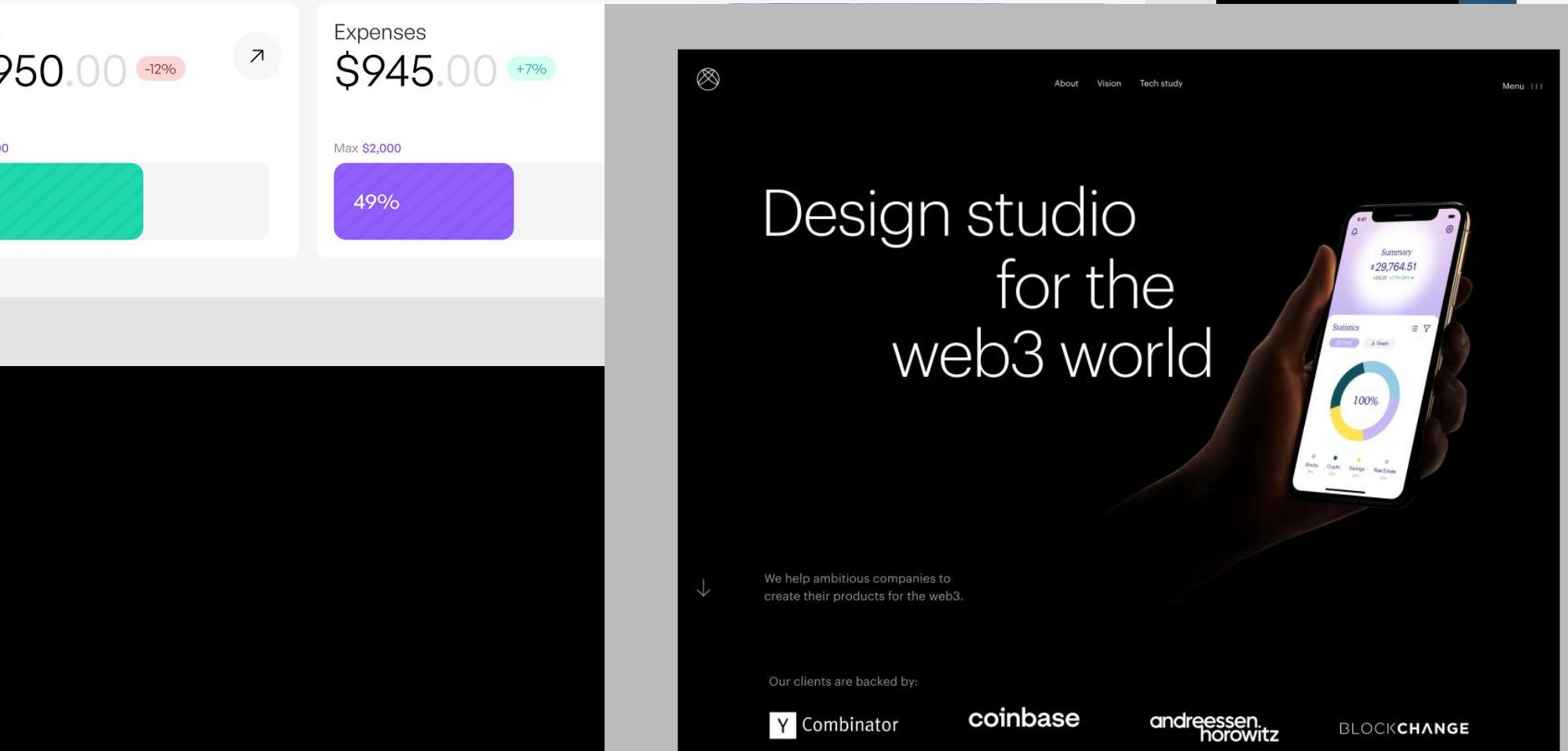
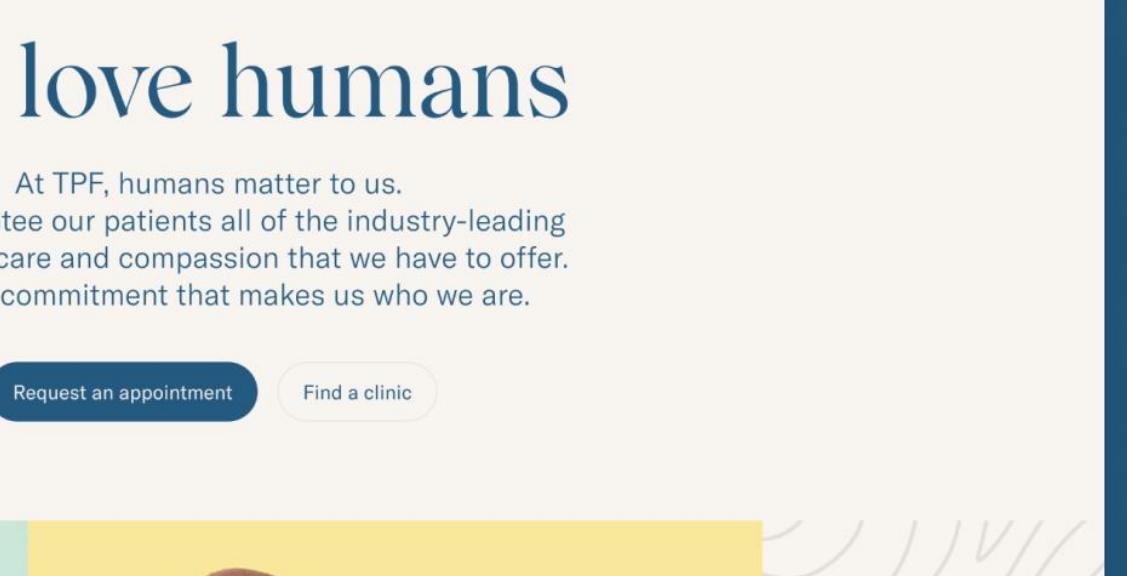
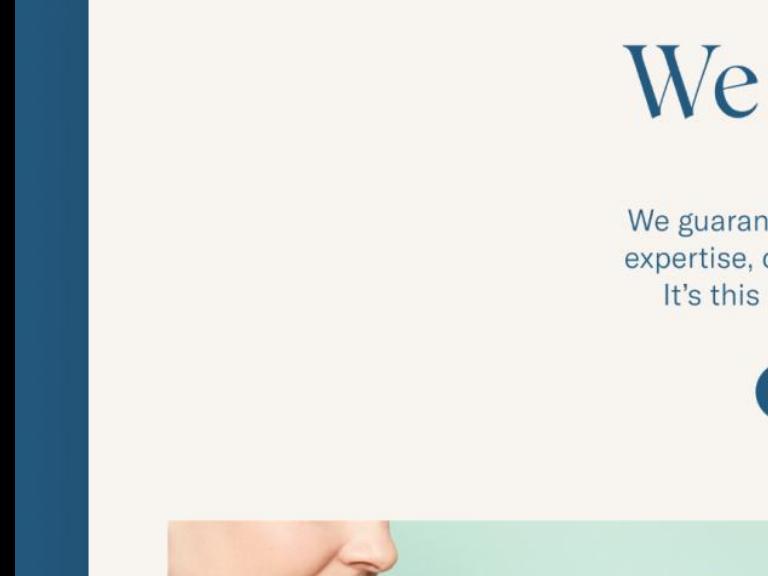
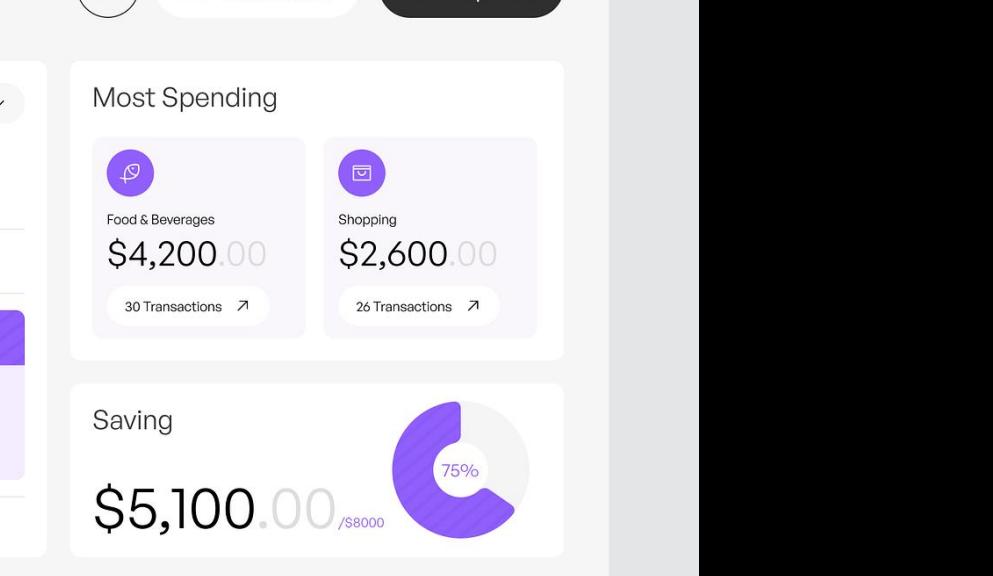
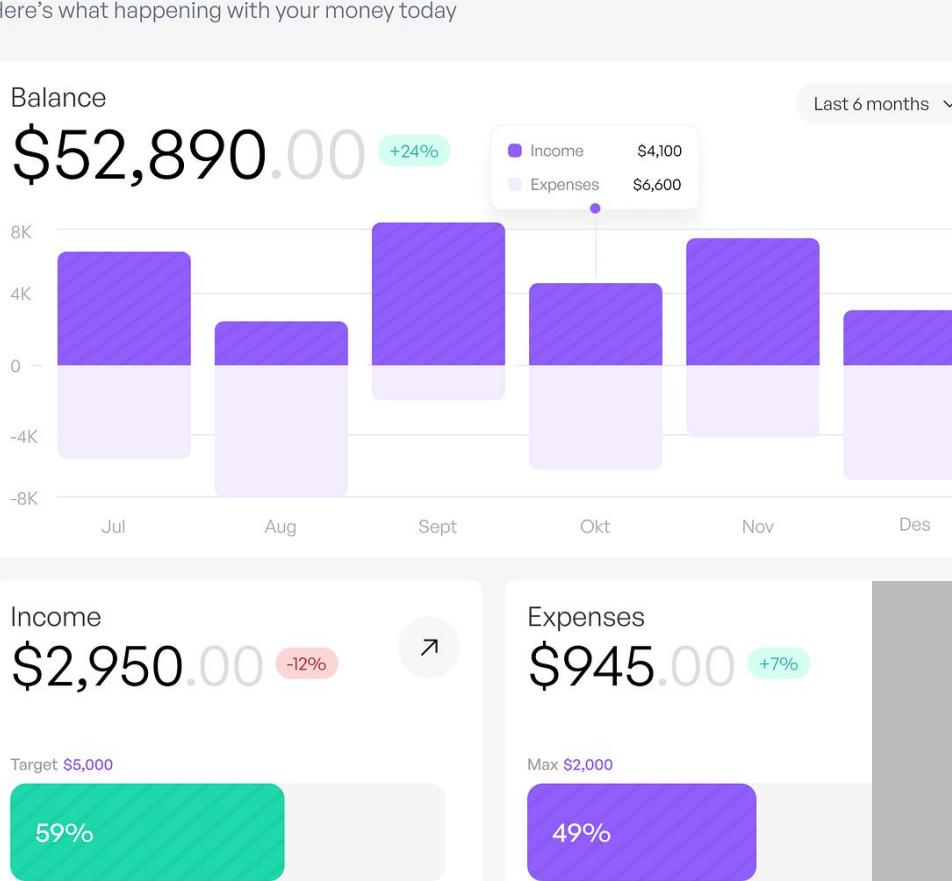
Awwwards

W.

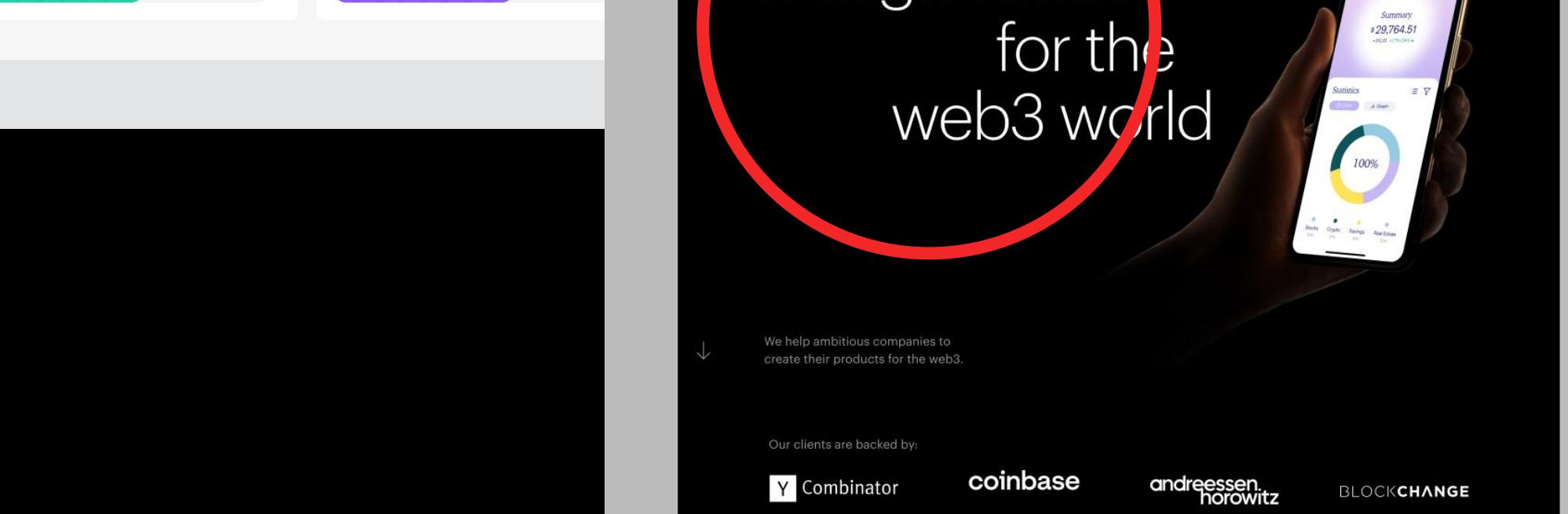
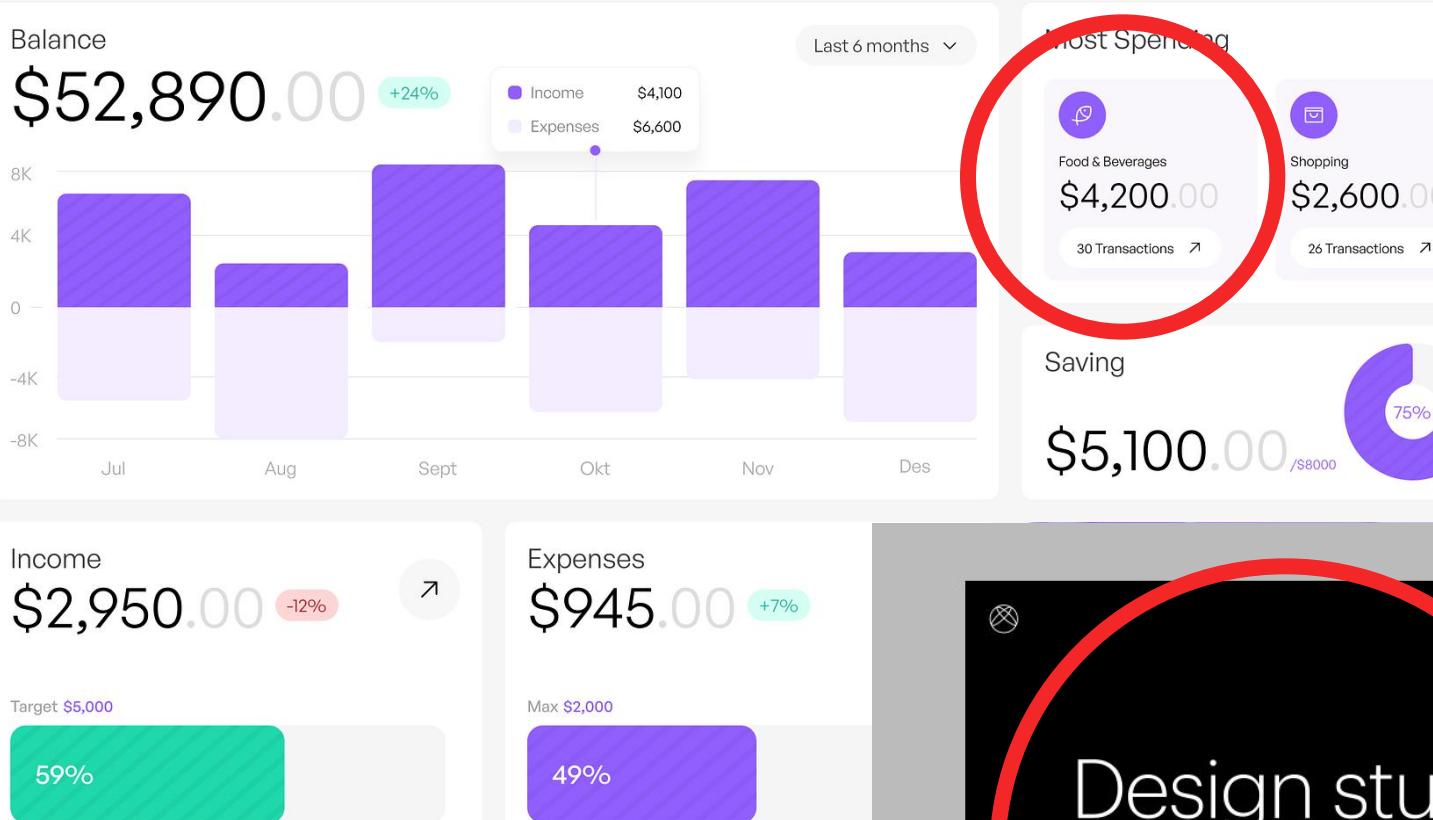
Collect UI

UI

Hi Daniel 🤝  
Here's what's happening with your money today



Hi Daniel 🤝  
Here's what's happening with your money today



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Consult Now

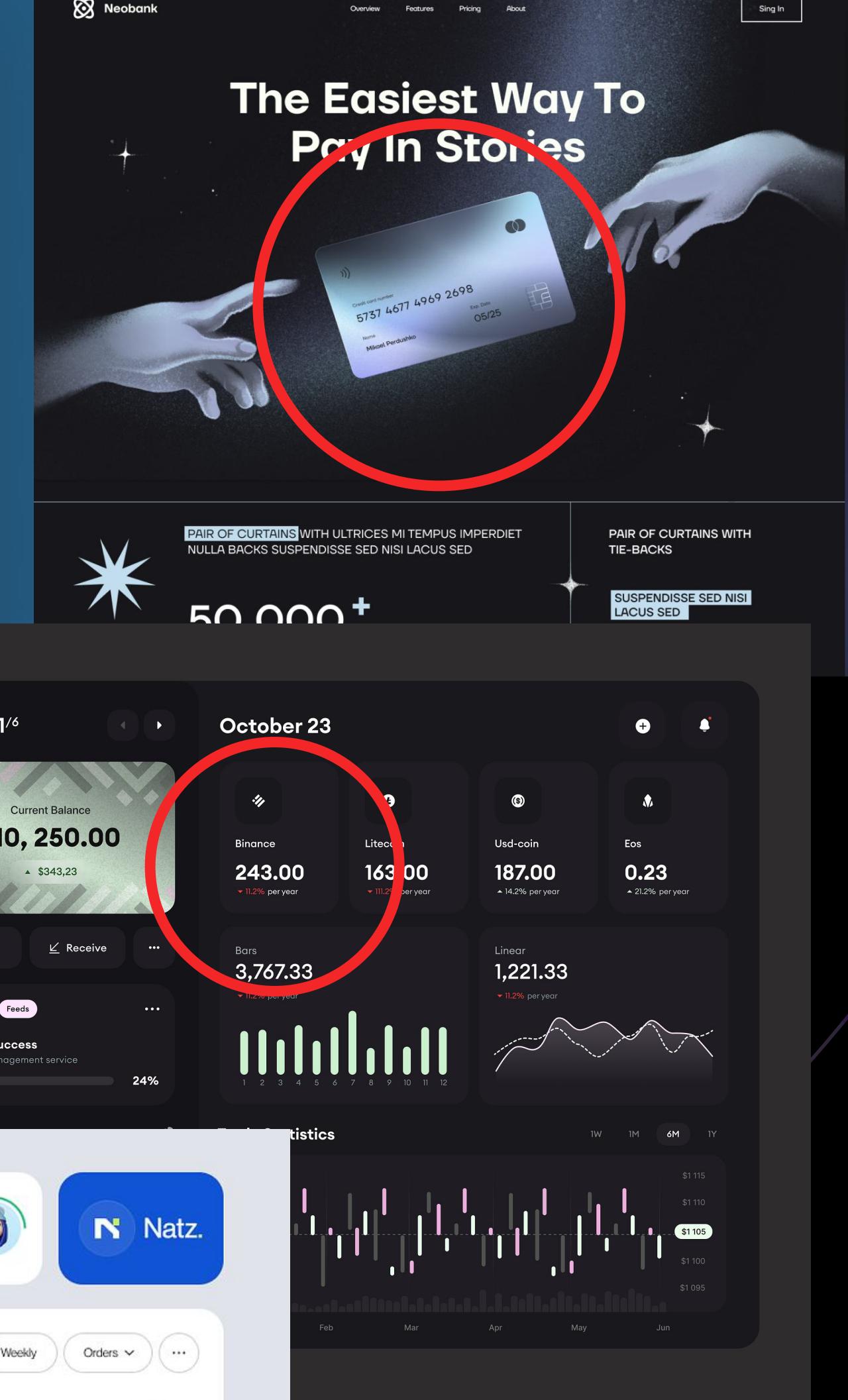
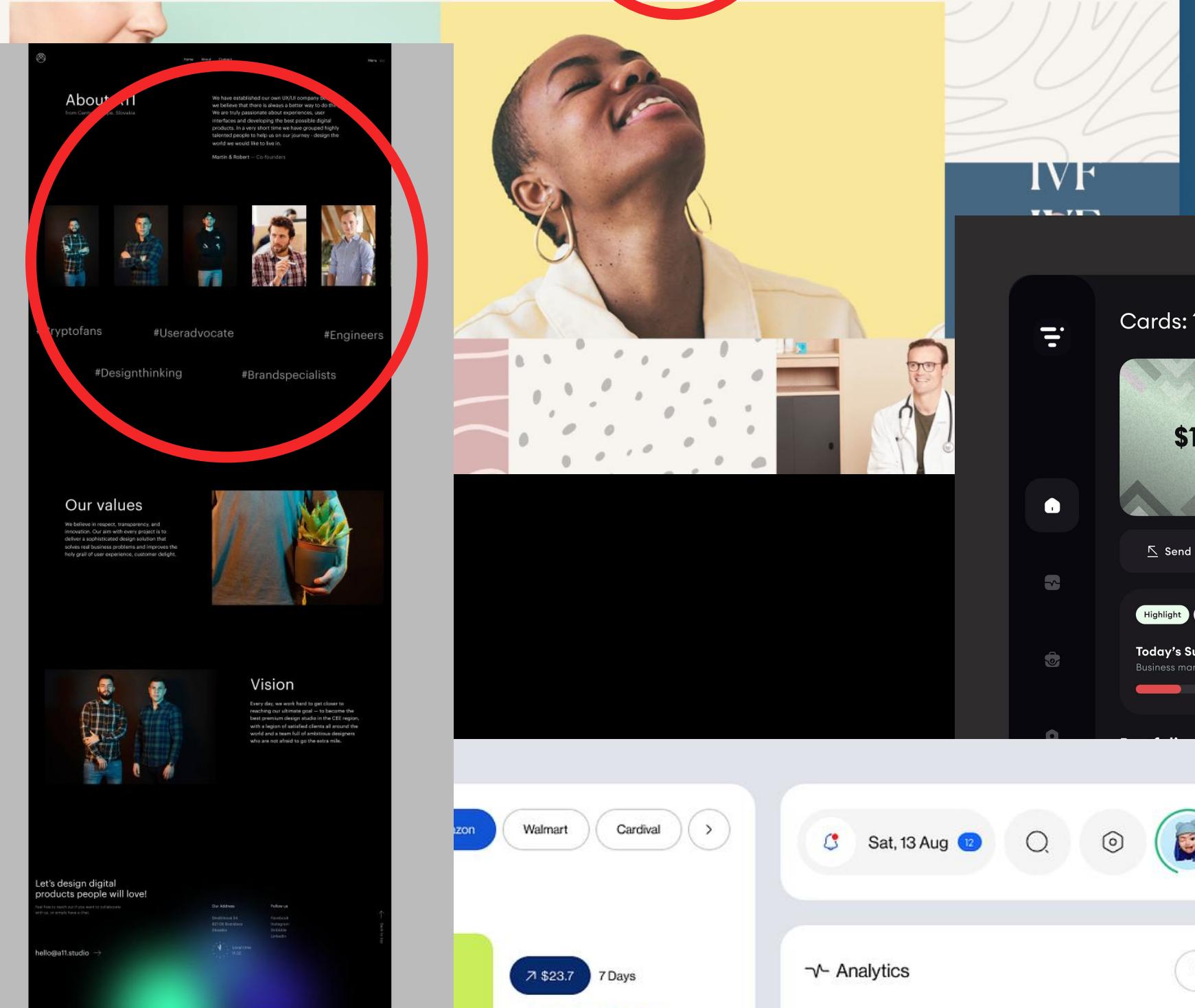
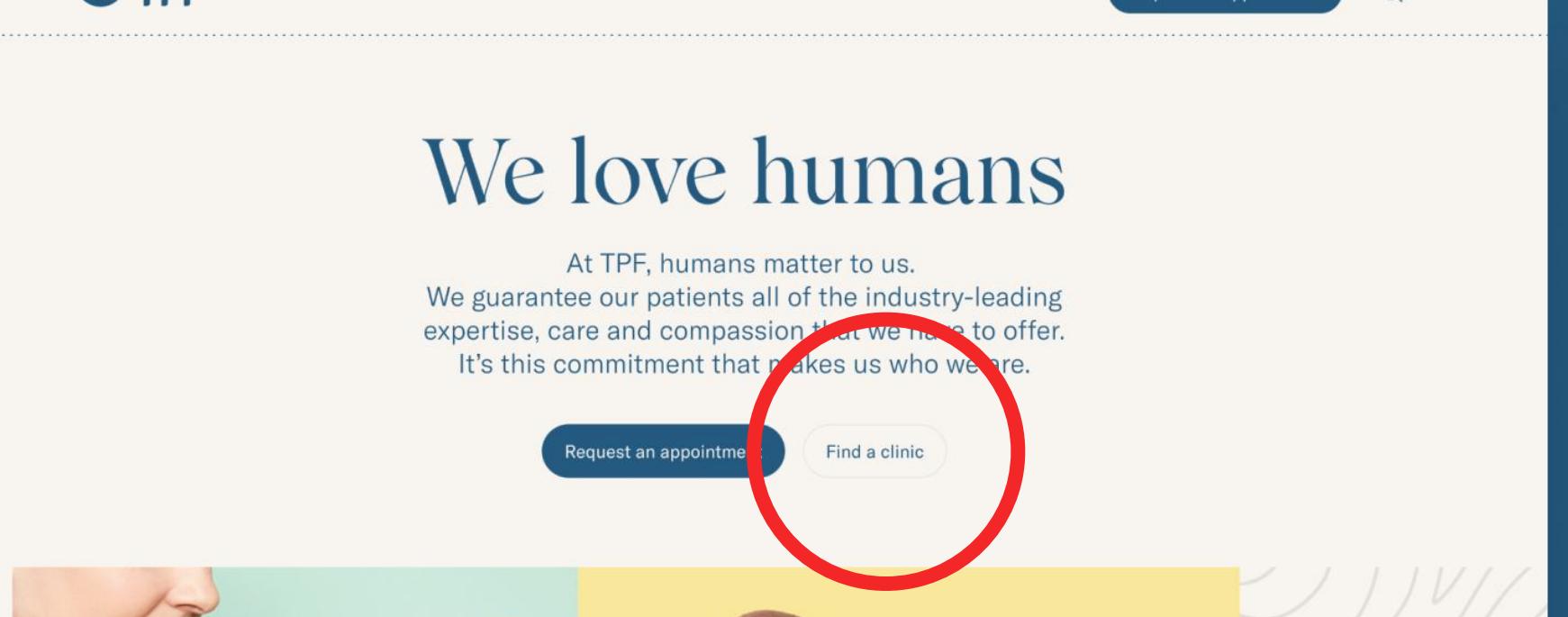
Consult top Indian lawyers from anywhere, within minutes

Get professional legal counsel online, from vetted experienced lawyers. Speak to a lawyer to ask a question or consult with them.

Private & 100% Secure Convenient & Easy Expert Lawyers

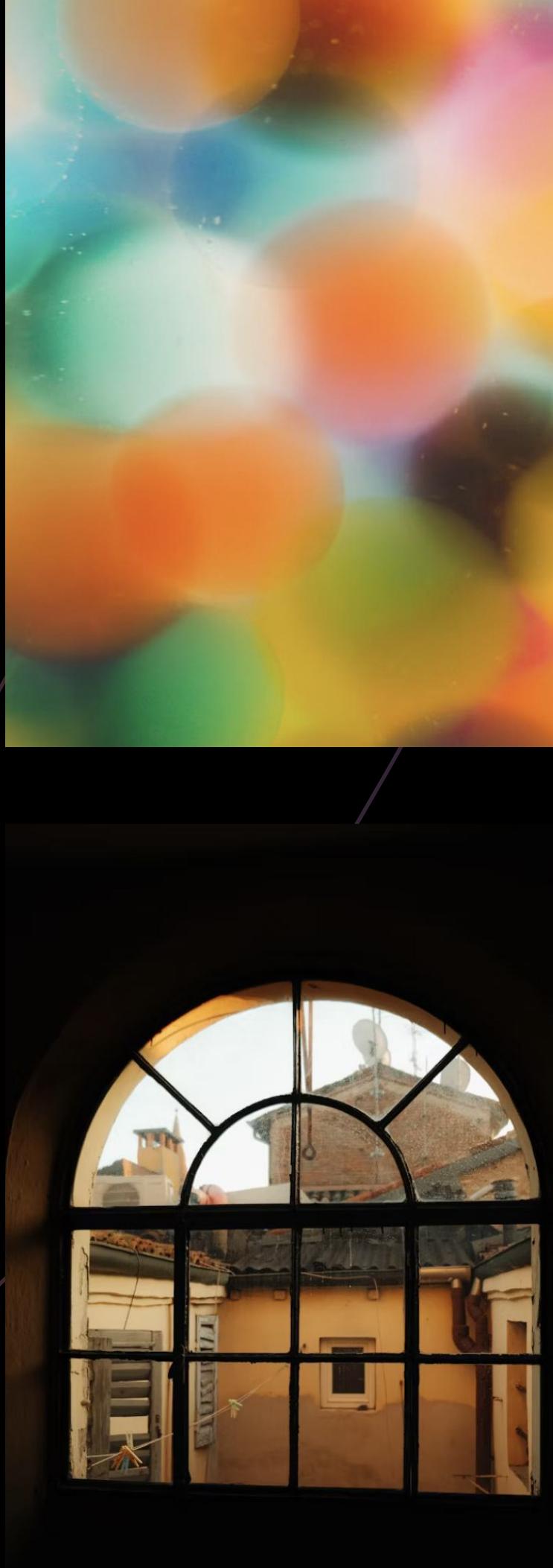
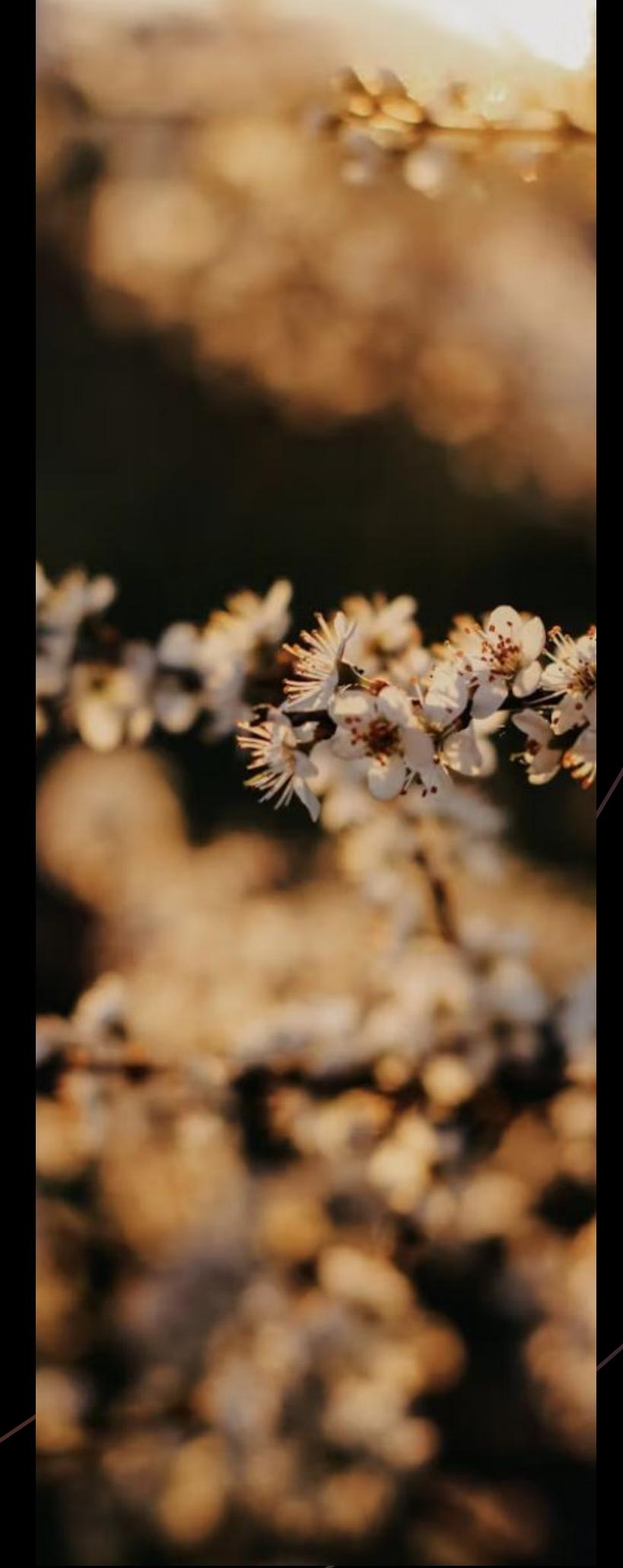
Consult Now Request a call back

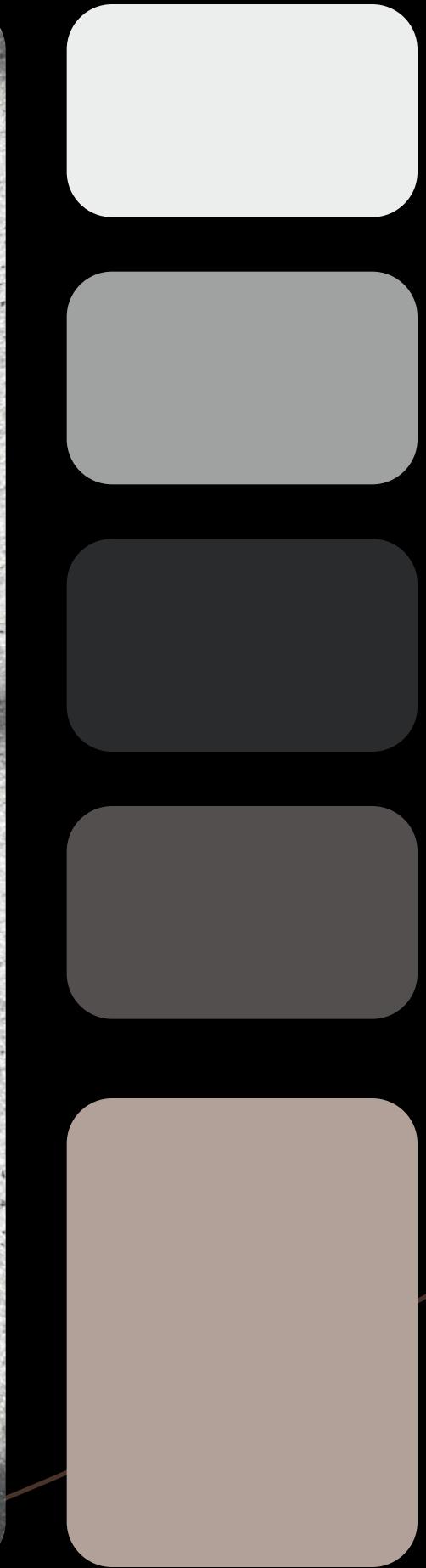
5000+ Consultations 5+ Cities 100+ Lawyers



# The World

Reality provides us with novel inspiration that doesn't naturally occur in the digital realm.





**I made a bagel**  
and used a plate

# Plates, Inc.

**“NO BOWLS, JUST PLATES”**

Plates

Inc.

"NO BOWLS, JUST PLATES"

# Everything is a remix

The only real way novel things come about is through experimentation.

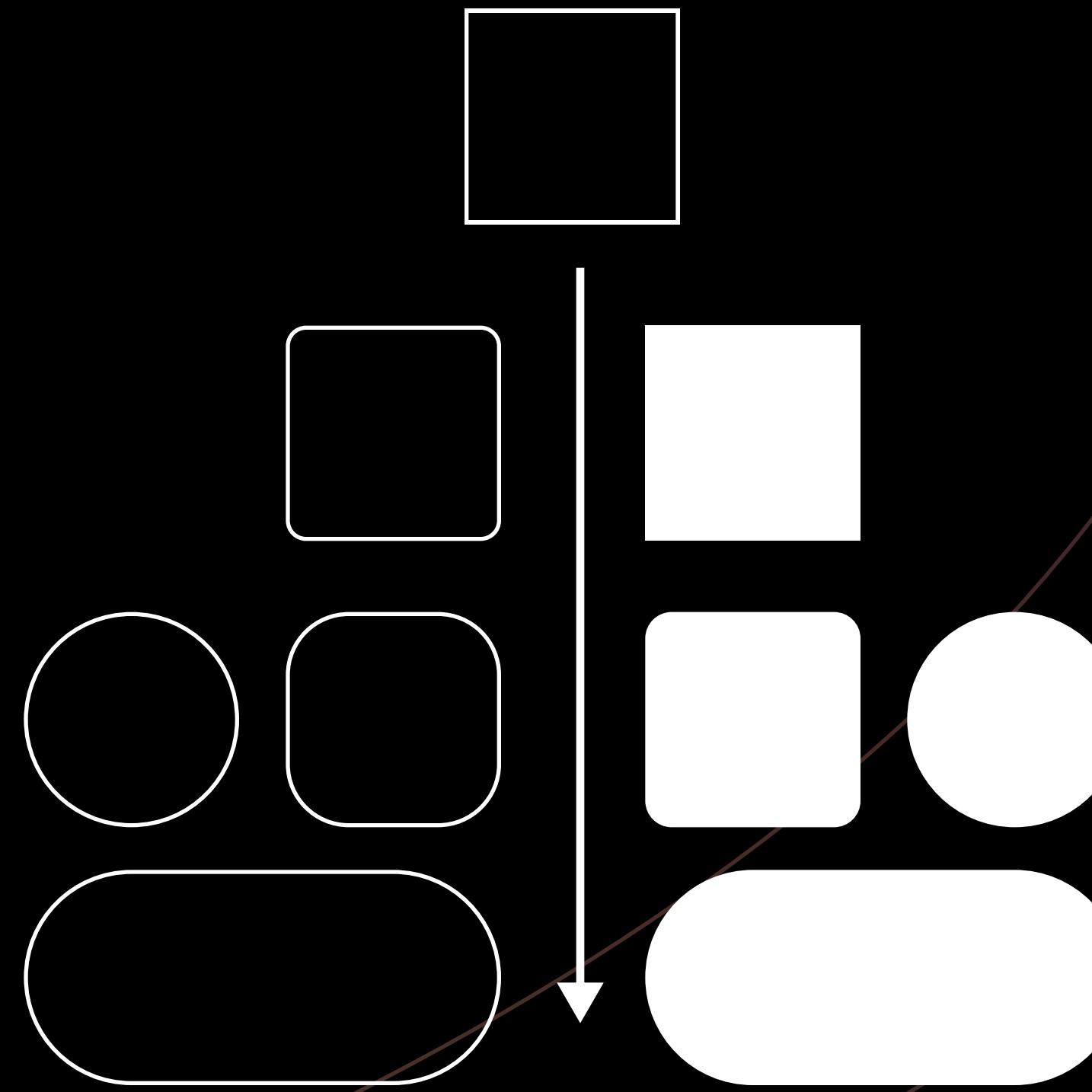
Everything else is inspiration based on our experiences of others experimentation.

A lot of fun comes from experimentation, but it's not necessary to make good design.

Through creative combination of inspiration you can make incredible designs.

# Rapid Iteration

More fun than it sounds



# Don't think, just do

Get lost in the process

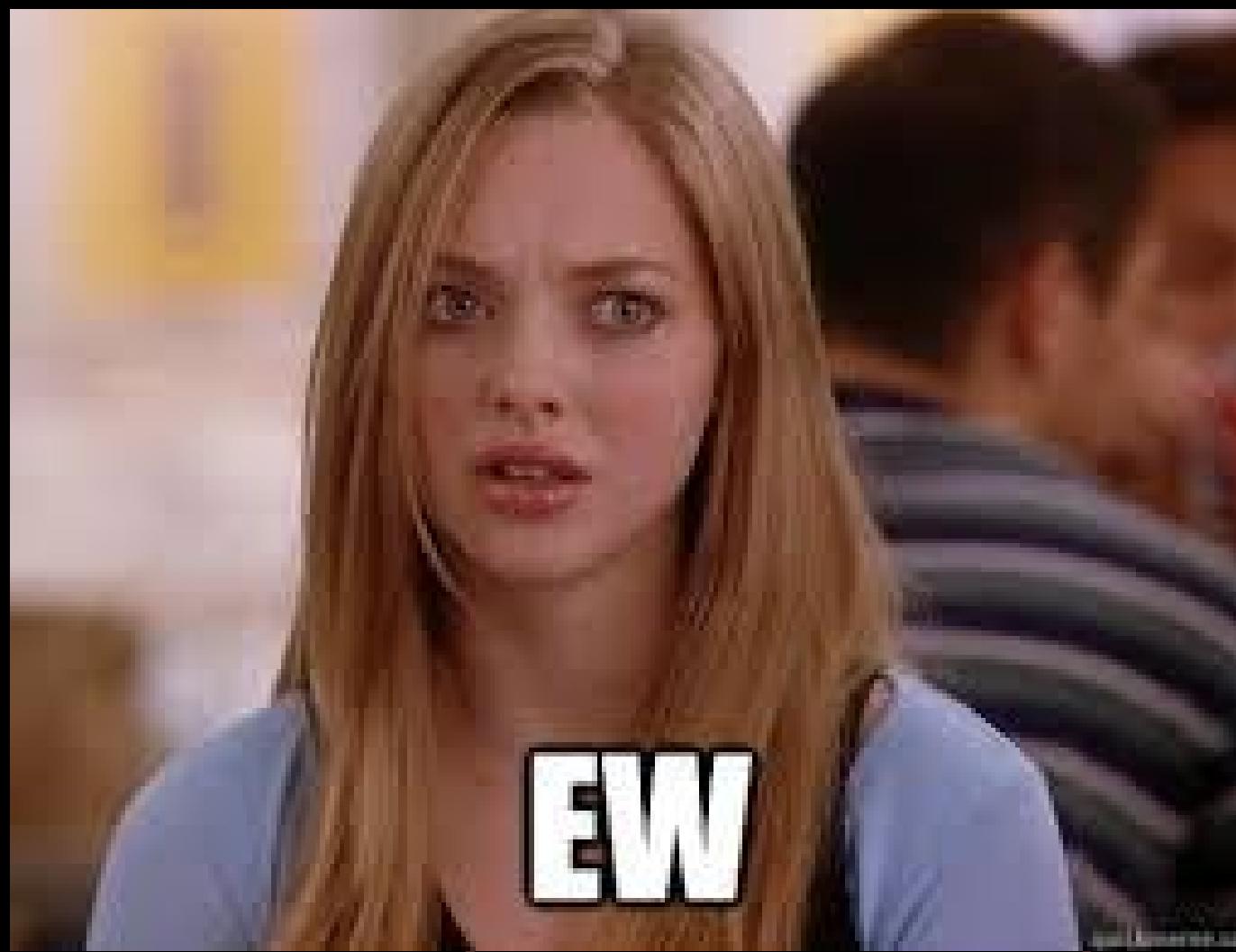


# It's about the exploration

- Do things that don't make sense
- Make tiny tweaks
- Focus on portions of the design
- Don't be afraid to wipe out whole areas of work
- Enhance segments as you go
- Do what feels right for you

# Get Critique

Pain is temporary, design is forever



You're bad and I'm bad

# It's not about you!

People like what they like and it may seem that people like everything but what you design.

At first that's how it will be, but over time you'll notice less and less "bad" critique is given. But it should never be 0.

You don't get better if you're never fixing anything.

# Critique /= Advice

As you advance take criticism with a grain of salt.

Everyone has preferences  
They may not know the context  
They may not know about any restrictions  
You're the designer

Criticism is gut reaction not advice, take what they say and  
consider it as you continue working.

# That being said, criticism is invaluable

Don't get it right away, but mid-late stage design needs it. Overtime you acquire design blindness. Everything either looks great all the time or horrible.

Next Lesson

# User Experience

But first, you're homework

# UX

Next up: Lesson 3 - User Experience

# Homework

Tips:

- Outline the things you want in the UI
- Find inspiration from places like Dribbble
- Iterate, iterate, iterate
- Get critique



## Create your Recruitment ID

We must verify your identity, please present your enlistment ID at the next session!

Must include:

- Photo Area
- Personal Details Area
- ID Code (barcode/QR/other)
- Include at least one color from your theme
- Anything else you want!