

Timer

List



Pomodoro

The Ultimate Guide to Beautiful Components

Mastering Mobile UI



Marcin G.
@ui.martin

Table Of Contents

Introduction

About me and this eBook	05
-------------------------	----

Master the Foundations

Colors	12
Typography	34
Layouts, Grids	46

The Design Basics

Figma Setup	56
-------------	----

Master the Interface

Icons	58
Avatar	68
Tag	77
Button	87
Input	98
Search	100
Checkbox	114
Toggle	124
Navigation bar	131

Tab bar	141
Tab	155
Segment control	162
Tooltip	170
Snackbar	177
Progress indicator	191
Progress bar	202
Card	211
Item list	220
Accordion	228
Empty state	240
Form	250
Banner	261
Dialog	269
Popover	277
Bottom sheets	290
Message card	300
Onboarding	312

Design Insights

Good vs Bad Practices	314
-----------------------	-----

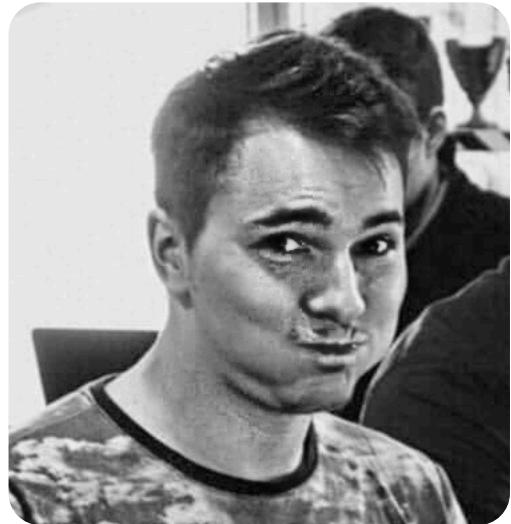


Introduction

About me and this eBook

Nice to see you here! 🙌

I'm Marcin Grygierczyk, also known as [@ui.martin](#), a **UI Designer** with a passion for crafting beautiful, engaging interfaces. Currently, I'm creating visuals at **DesignMe** alongside [@ui.adrian](#).



My work has helped me connect with a **growing community of over 125,000 designers** and enthusiasts on Instagram and collaborate with clients who value clean, aesthetic design. Through my content, I aim to inspire and empower others to elevate their skills and create designs that truly resonate.

This eBook, **Mastering Mobile UI: The Ultimate Guide to Beautiful Components**, is the result of my journey and passion for design.

It's more than just a guide – it's a resource for anyone eager to create better mobile products, whether you're a UI Designer, UX Designer, Product Designer, or even a developer with a love for design.

Inside, you'll find:

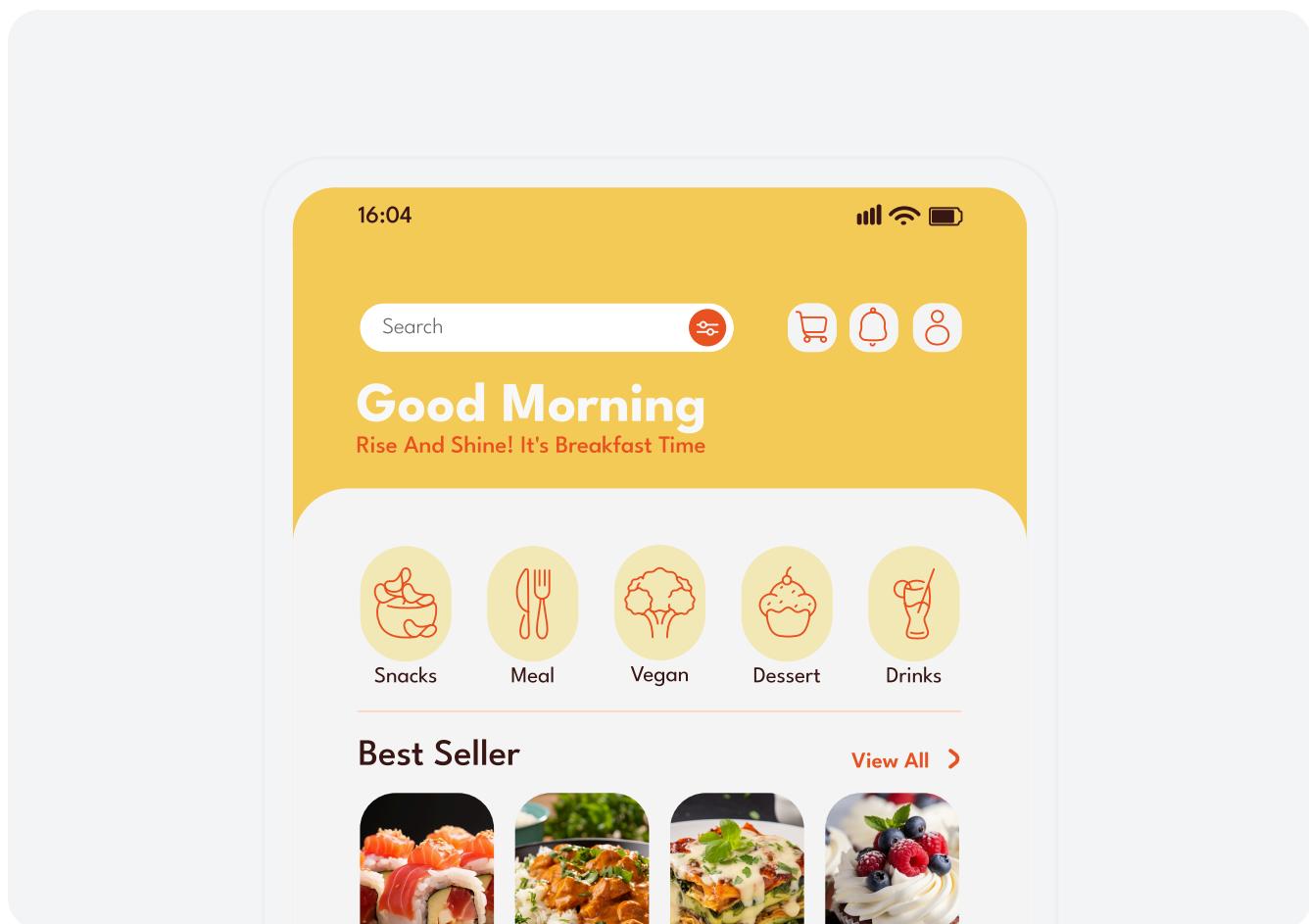
- A deep dive into the **most essential mobile UI components**, from buttons and forms to navigation and cards.
- **Practical tips and examples** to help you create cleaner, more visually appealing designs.
- Insights into **good vs bad UI**, ensuring you avoid common pitfalls and understand what works.
- **Exercises, templates, and checklists** to make applying your knowledge easier.

To make this eBook even more valuable, I've included a **Figma file with all the components and patterns covered in the book**. You can freely use them in your projects, customize them to your needs, or study their structure to learn the principles behind great design.

Why you should read this eBook

- Do your designs **feel a bit off**, no matter how hard you try?
- Maybe you've learned the basics, but you're still looking for that spark to make **your projects shine**?
- Or perhaps you're just starting out, and this is your **first serious step into design**?

Maybe your designs resemble something like this:



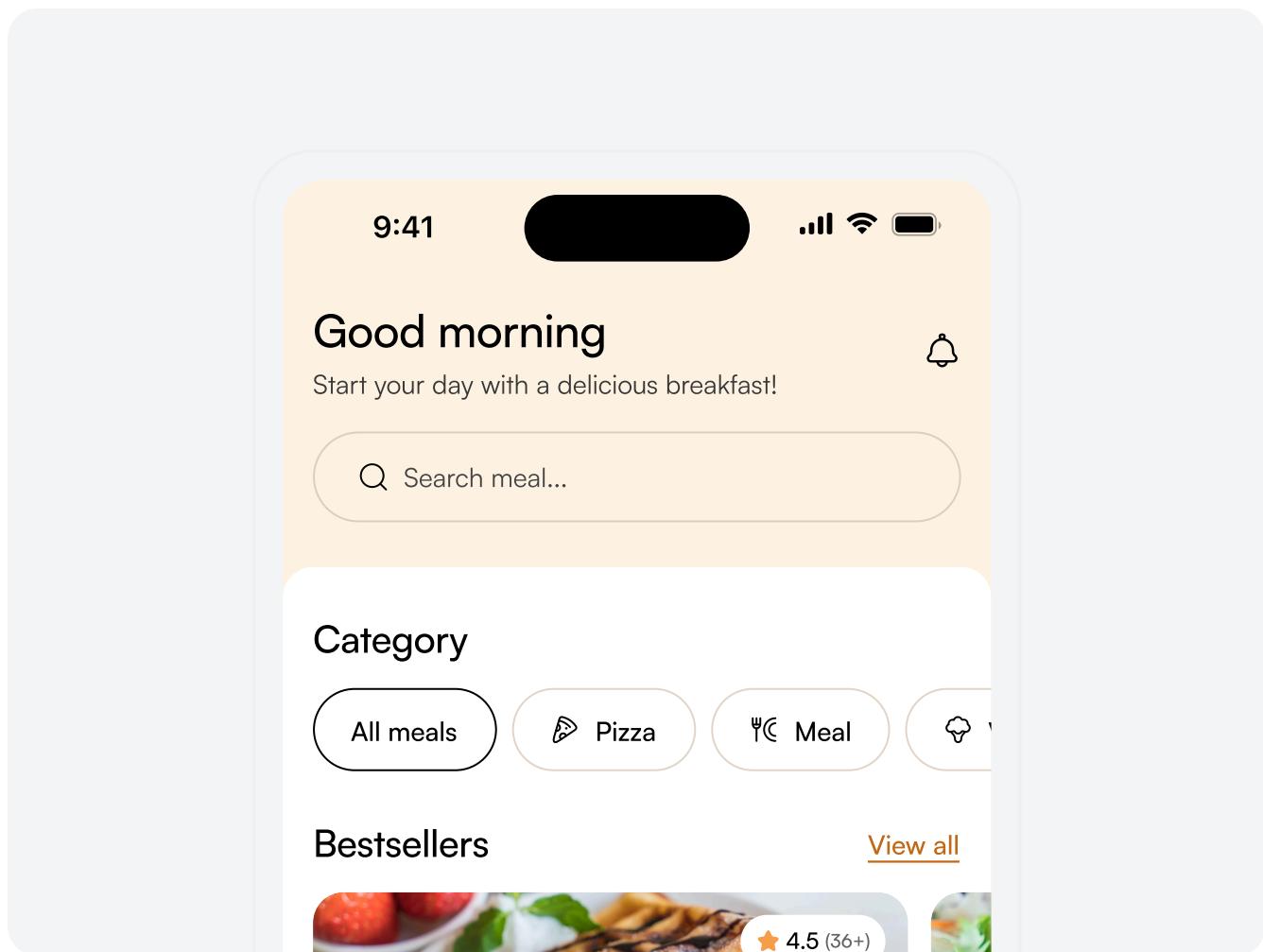
Source: [Template Castle](#), licensed under CC BY 4.0

Does this look familiar?

It's like you're missing that one crucial piece – **the details**. The precise **sizes, spacing, and balance** that make a design go from '**meh**' to '**wow**'.

You know something's off, but you're not sure what. And that's exactly where this eBook comes in.

Now imagine your designs looking like this:



Better, isn't it? Simple tweaks—refined colors, adjusted sizes, and optimized spacing—made all the difference.

These small but powerful changes turned the interface into something clean, engaging, and a joy to use.

This eBook is your guide to making that leap. It doesn't just teach you about UI components—it shows you how to master them. Learn to perfect sizes, refine spacing, and craft interfaces that truly stand out.

Who is this eBook for

- **For Beginners:** Instead of scattered advice, this eBook compiles everything you need into one comprehensive resource. It gives you the confidence to build mobile components that look and work great.
- **For Experienced Designers:** Dive deeper into advanced practices, explore component variations, and fine-tune your skills to create UI that stand out.
- **For Developers:** Build stunning user interfaces without needing a designer by your side.

What Makes This eBook Different?

Unlike most resources that skim the surface, this eBook is designed to give you real-world advice for creating beautiful, functional UI components.

What you will not find in this eBook:

- **Generic advice** that sounds good but is hard to apply in real-world projects.
- **Tips** that look amazing but fail in practical app design.
- **Endless walls of text** without examples to back them up.

What you will find in this eBook:

- **Actionable insights** you can apply immediately to improve your day-to-day work.
- **Good vs. bad design** comparisons to help you understand what makes a design exceptional.
- **Hundreds of real-world examples** to bring the concepts to life and make them easy to grasp.

Let's dive in, get hands-on, and start building components that truly shine! 



Master the Foundations

Typography

Typography

Typography is one of the most important pillars of design – it shapes how users read, interact with, and understand your content. In mobile interfaces, where space is limited and readability is key, getting typography right is essential.

The right typography doesn't just make your design look polished—it creates hierarchy, enhances usability, and guides users effortlessly through your interface.

Why Typography Matters:

- **Clarity:** Well-chosen typography ensures that users can quickly and easily read your content, even on smaller screens.
- **Hierarchy:** Typography helps establish a clear structure by distinguishing headings, subheadings, and body text, guiding users through the content in the intended order.
- **Brand Identity:** Fonts play a big role in reflecting the personality of your product. Modern typefaces can convey innovation, while serif fonts might evoke trust.



Font Sizes for Mobile

Mobile design requires careful attention to font sizing to ensure readability without overcrowding the screen. Here's my list of recommended sizes

Headlines: 20-32pt

These draw attention to key sections and should stand out without overwhelming the layout.

Subheadings: 16-18pt

Perfect for supporting text under headlines or for dividing content into sections.

Body Text: 14-16pt

Your go-to size for general content, ensuring it's legible without straining the user's eyes.

Labels: 12-14pt

Ideal for secondary text, such as form field labels or captions, where subtlety is required.

Menu labels: 10pt*

Typically used for navigation or toolbar menus. While 10px is standard, I recommend 12px for improved readability and balance with icons, ensuring a better overall user experience.

Line Height

This is the space between lines of text, plays a crucial role in ensuring a comfortable reading experience. The right value allows users to easily follow the flow of longer paragraphs while maintaining visual balance in the design.

Line Height
in Mobile Design  32pt

Adapt to Font Size

Line height should be proportional to the font size:

- **Headings (H1–H6):** Use proportions of **1.2x–1.4x** the font size to maintain a compact yet balanced appearance. Avoid excessive spacing, as it can disrupt the text's hierarchy.
- **Body Text:** Apply proportions of **1.4x–1.6x** to enhance readability for longer paragraphs, especially on small screens.
- **Captions and Small Elements:** For supplementary text like labels or descriptions, proportions of **1.3x–1.4x** are typically sufficient.

iOS Guidelines

iOS Human Interface Guidelines recommend line heights scaled to ensure optimal readability on mobile devices.

Typically, the line height is about **1.3x the font size**, creating balanced spacing that enhances clarity and usability on small screens. For example:

- **Body Text (17pt)**: line height **22pt**.
- **Subhead (15pt)**: line height **20pt**.
- **Caption 1 (12pt)**: lineheight **16dp**.

Material Design Recommendations

While percentages offer flexibility, they are harder to control in relation to font size. That's why Material Design uses dp values and a **4pt system** for line-height, ensuring consistent spacing, readability, and alignment across different screen densities.

For example:

- **Body #1 (16dp)**: line height **24dp**.
- **Body #2 (14dp)**: line height **20dp**.
- **Caption (12dp)**: lineheight **16dp**.

My approach

In mobile design, I rely on a **4pt system**, ensuring compatibility with the **8pt grid** commonly used in responsive layouts (i.e. I use the Material Design system). For example:

Headline: **32pt** | line height **40pt.**

Headline: **20pt** | line height **28pt.**

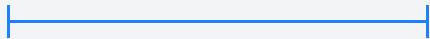
Body Text: **16pt** | line height **24pt.**

Labels: **12pt** | line height **16pt.**

Letter spacing

This is the spacing between characters, plays a crucial role in mobile typography. On small screens, where readability is often compromised, fine-tuning letter-spacing can prevent text from appearing cramped or overly stretched.

Letter spacing



Consider Font Size and Context

- **Small Fonts (10pt - 14pt):** Slightly increase letter-spacing to avoid characters blending together, especially on low-resolution screens. (**+0.5% to +1%**).
- **Medium Fonts (16pt - 20pt):** Default letter-spacing usually works well for most fonts. (**0%**).
- **Large Headings (24pt and above):** Reduce letter-spacing slightly to maintain visual compactness. (**-0.5% to -2%**).

Tailor to Typeface Characteristics

Different typefaces require different letter-spacing tweaks:

- **Sans-serif (e.g., Roboto, Helvetica):** Typically benefit from slight increases, especially in smaller sizes.
- **Serif (e.g., Georgia, Times New Roman):** Often require little to no adjustment due to their natural balance.

Material Design Recommendations

Material Design suggests letter-spacing values in em units for better scalability:

- **Body #1 (16dp):** letter spacing **0.005em (0.5%).**
- **Body #2 (14dp):** letter spacing **0.01em (1%).**
- **Caption (12dp):** letter spacing **0.02em (2%).**

iOS Guidelines

Apple encourages adjusting letter-spacing dynamically based on font size and content. Suggested adjustments:

- **For small text:** Increase spacing slightly.
- **For large headings:** Decrease spacing to maintain cohesiveness.

My approach

In letter spacing, I prefer controlling value using percentages in line with Figma's system. This approach allows for consistency and scalability, ensuring that the spacing adapts seamlessly to different font sizes. For example:

Font **24pt**,
letter spacing **-2%**

Subtle reduction for large headings to maintain compactness and balance.

Font **16pt**,
letter spacing **0%**

Default spacing for most body text.

Font **12pt**,
letter spacing **1%**

Slight increase for smaller text to enhance clarity.



Guide of Line Height & Letter Spacing

Headline 32pt

Line height: 40pt • Letter spacing: -2% • Font weight: **Medium**

Headline 28pt

Line height: 36pt • Letter spacing: -2% • Font weight: **Medium**

Headline 24pt

Line height: 32pt • Letter spacing: -2% • Font weight: **Medium**

Headline 20pt

Line height: 28pt • Letter spacing: -1% • Font weight: **Medium**

Headline 18pt

Line height: 26pt • Letter spacing: -1% • Font weight: **Medium**

Headline 16pt

Line height: 24pt • Letter spacing: -1% • Font weight: **Medium**



Headline 14pt

Line height: **20pt** • Letter spacing: **-1%** • Font weight: **Medium**

Headline 12pt

Line height: **16pt** • Letter spacing: **0%** • Font weight: **Medium**

Headline 10pt

Line height: **14pt** • Letter spacing: **0%** • Font weight: **Medium**

Body 16pt

Line height: **24pt** • Letter spacing: **0-0.5%** • Font weight: **Regular**

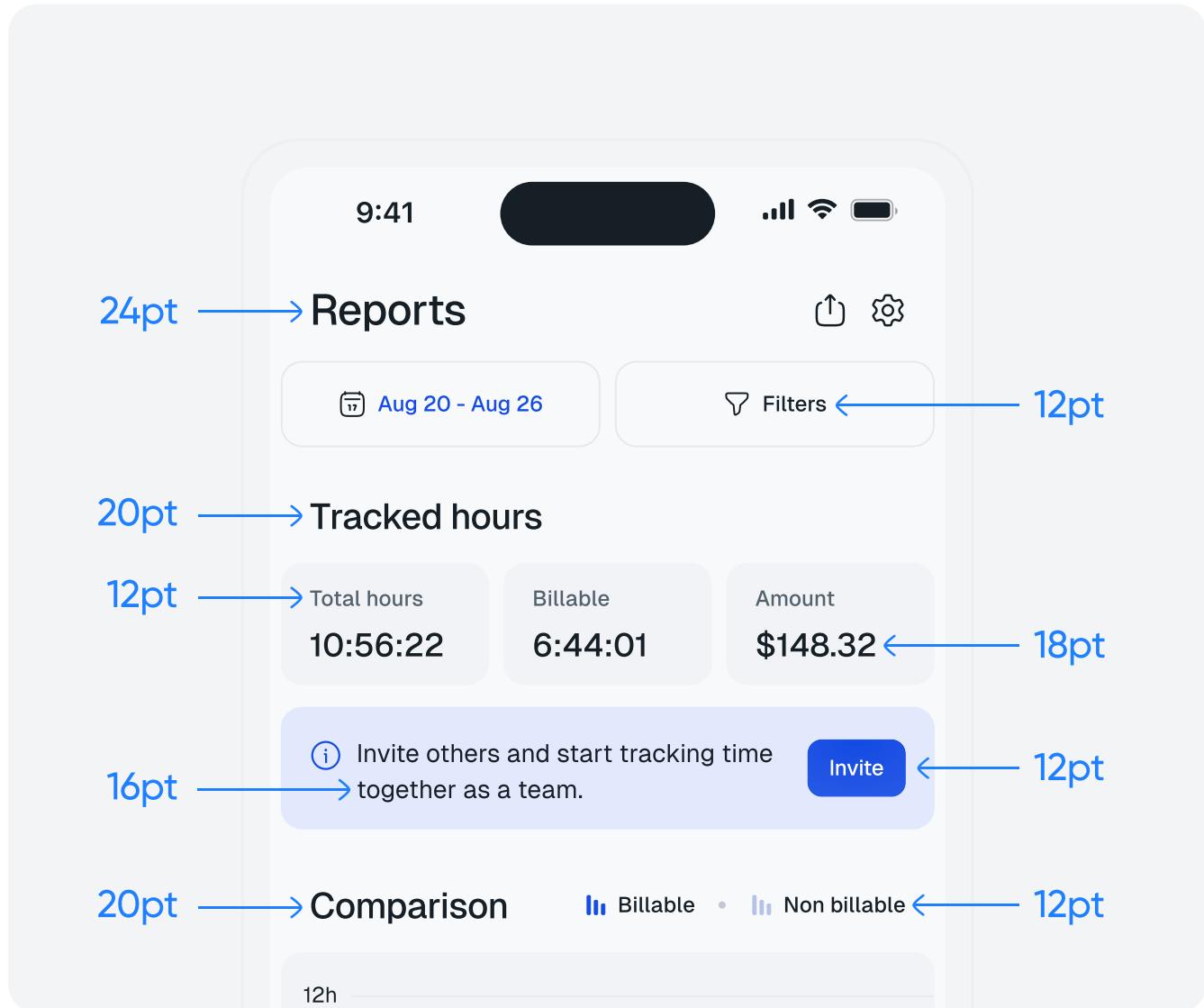
Body 14pt

Line height: **20pt** • Letter spacing: **0-0.5%** • Font weight: **Regular**

Body 12pt

Line height: **16pt** • Letter spacing: **1%** • Font weight: **Regular**

Font Size System Example



Sticking to these ranges ensures optimal readability and visual hierarchy, regardless of the app's purpose or context.



Master the Foundations

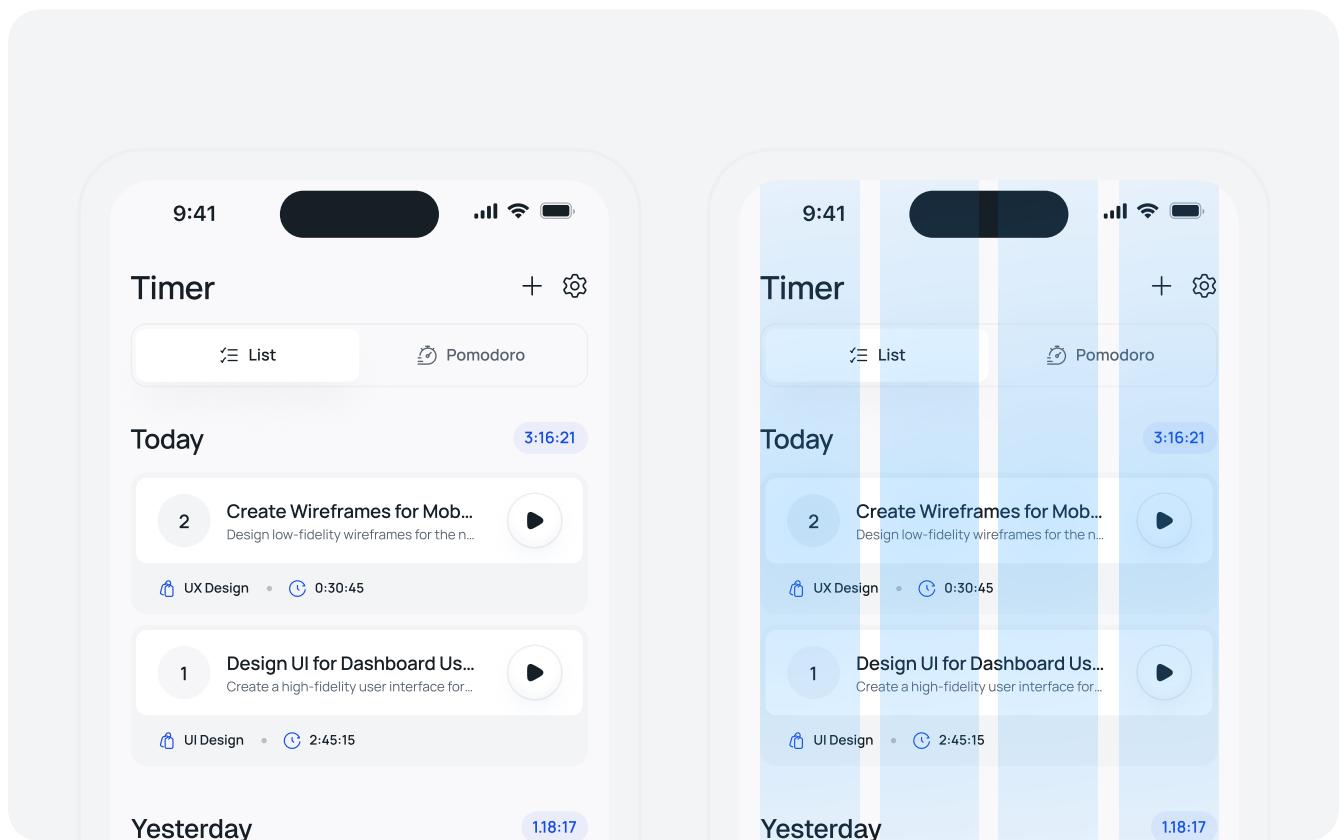
Grid & layout

Grid & layout

When it comes to creating clean, consistent, and visually appealing designs, a well-structured grid system is a non-negotiable foundation.

Grids help align elements, define spacing, and maintain harmony across your interface.

For mobile design, where space is limited and every pixel counts, having a flexible approach to grids and layouts is even more crucial.

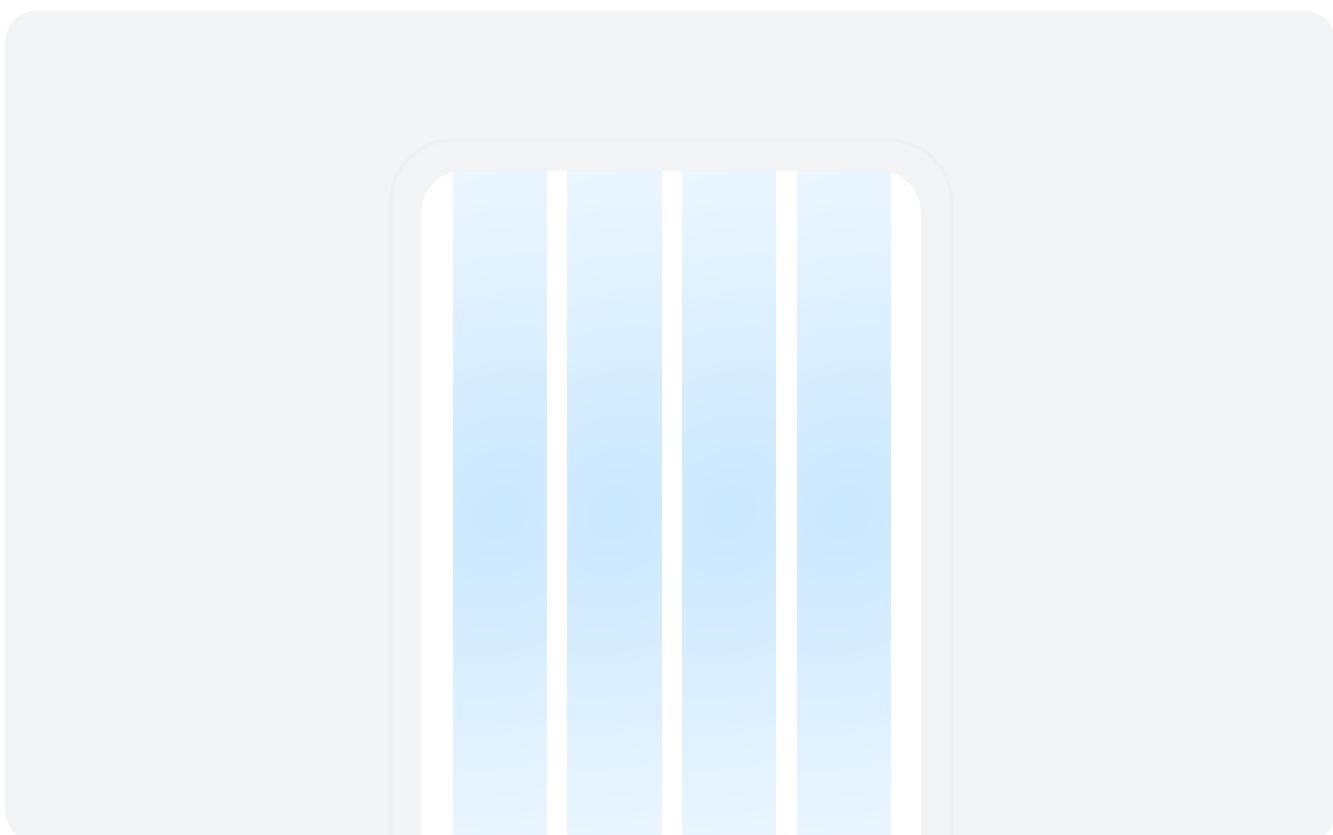


Anatomy of a Grid

A grid is the foundation of any well-structured layout, providing alignment, consistency, and balance. It organizes content into a predictable structure, ensuring a clean design.

Columns

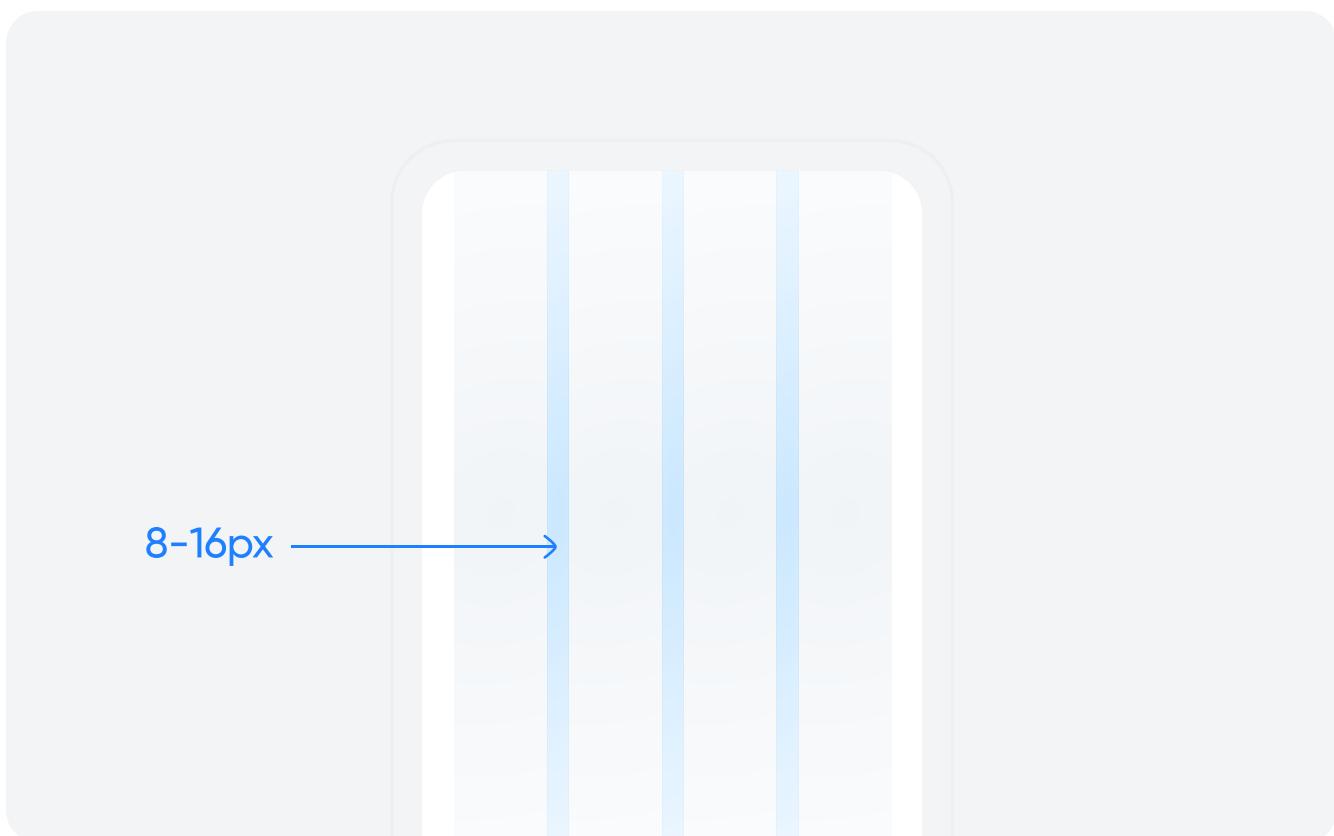
- **Purpose:** They define where content is placed, ensuring alignment and balance.
- **Configurations:** In mobile design, grids typically use **2, 3, 4, or 6 columns**, depending on layout complexity.
- **Width:** Columns are flexible, adapting to the screen size.



Gutters

Gutters are the spaces between columns, preventing content from feeling cramped and maintaining readability.

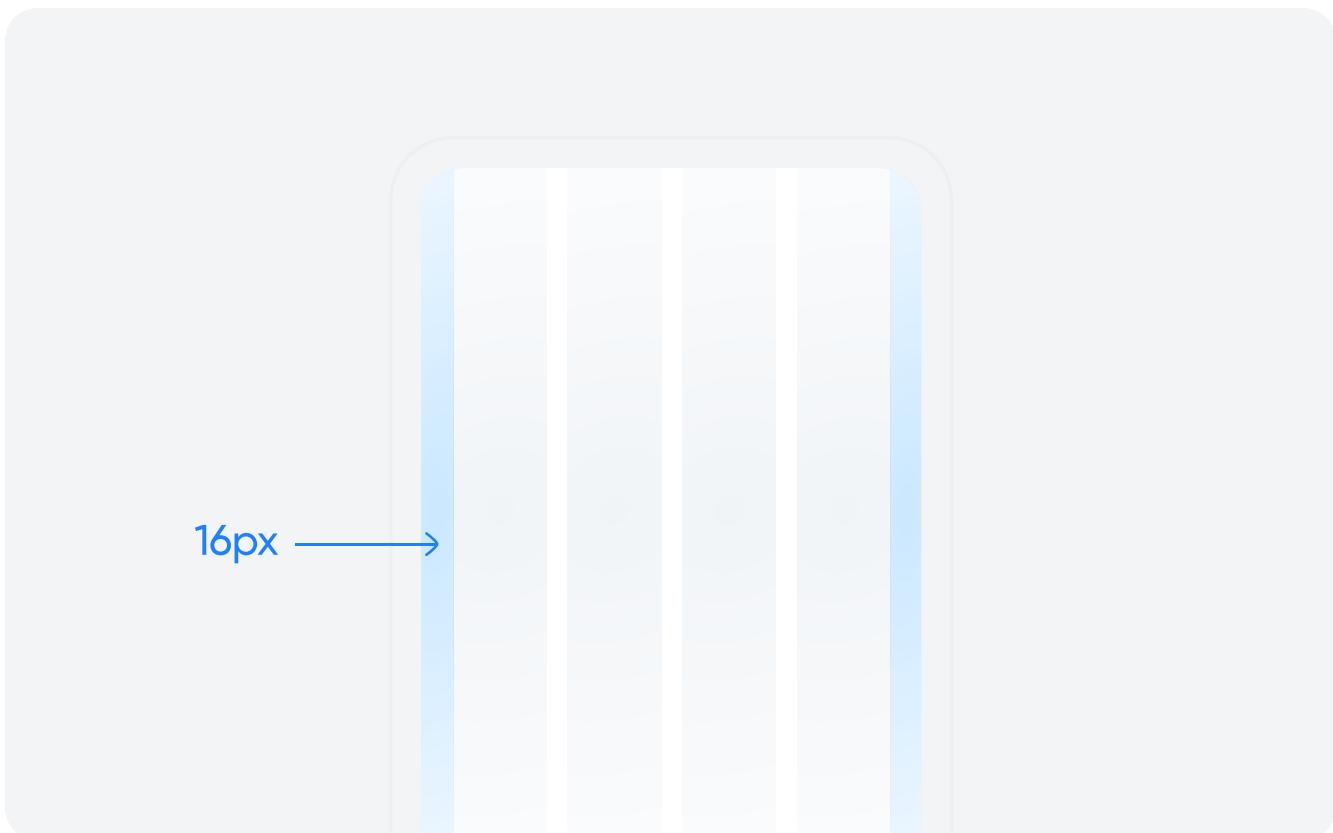
- **Purpose:** They create separation between elements, ensuring clarity and focus.
- **Size:** Gutters typically range from **8px - 16px**, depending on the density of the layout.



Margins

Margins are the spaces between the grid and the edges of the screen. They act as a buffer zone to keep content safely within the layout.

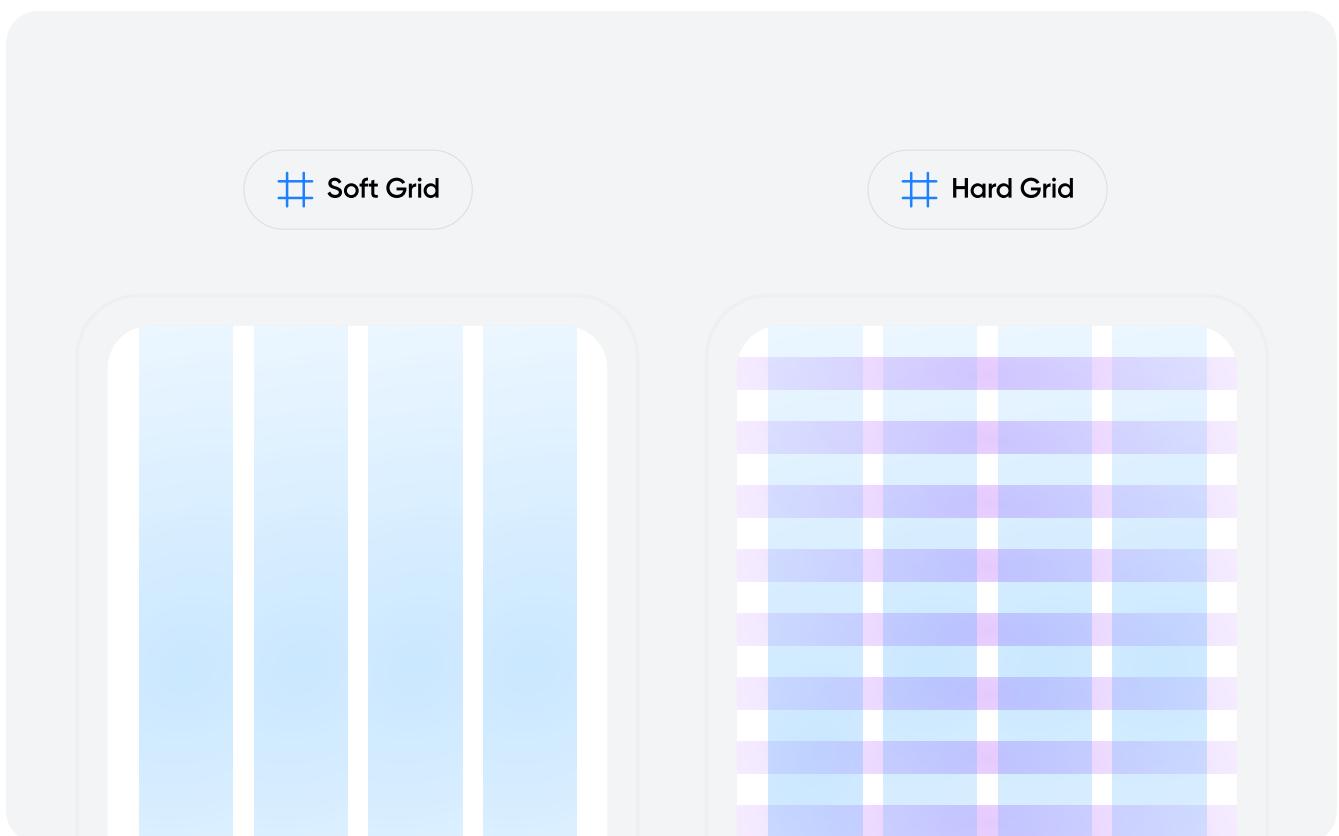
- **Purpose:** Protects content from being cut off or feeling too close to the edges.
- **Standard Margins:** 16px is a common starting point, providing enough padding for comfort and accessibility.



Soft vs Hard grid

The choice between a soft grid and a hard grid is a critical decision in the design process. Both approaches serve unique purposes and cater to different design scenarios.

Understanding the nuances of each can help you create layouts that are both functional and visually appealing.



Soft Grid

A soft grid takes a more flexible approach. While it loosely follows the principles of spacing increments (e.g., 8pt), it doesn't require every element to snap rigidly to the grid. Instead, it allows slight deviations to accommodate design needs.

- Elements can deviate from strict increments as long as they maintain overall balance.
- Spacing may be visually aligned rather than mathematically precise.

Hard Grid

A hard grid is a structured, rule-based system where every design element aligns strictly to the grid framework. This approach is ideal for ensuring consistency and organization across all aspects of the interface.

- Dimensions and spacing follow exact increments (e.g., 8pt, 16pt, 24pt).
- All elements snap precisely to the gridlines, creating a highly uniform layout.
- This system minimizes guesswork and simplifies alignment across the interface.

Why I Prefer a 4pt Grid System

While the **8-point grid** is a popular choice among designers, I prefer the **4-point grid system** because this system is much more **versatile**, especially for mobile design. Here's why:

- **Precision and Flexibility:** The **4pt grid** allows for finer adjustments, which is particularly useful when working on smaller components or intricate details in a compact mobile canvas.
- **Consistency:** It ensures that all **spacing, margins, and dimensions are multiples of 4**, creating a unified design language throughout the interface.
- **Scalability:** A **4pt grid** adapts easily to different device sizes, ensuring designs remain cohesive whether you're working with iOS or Android frames.

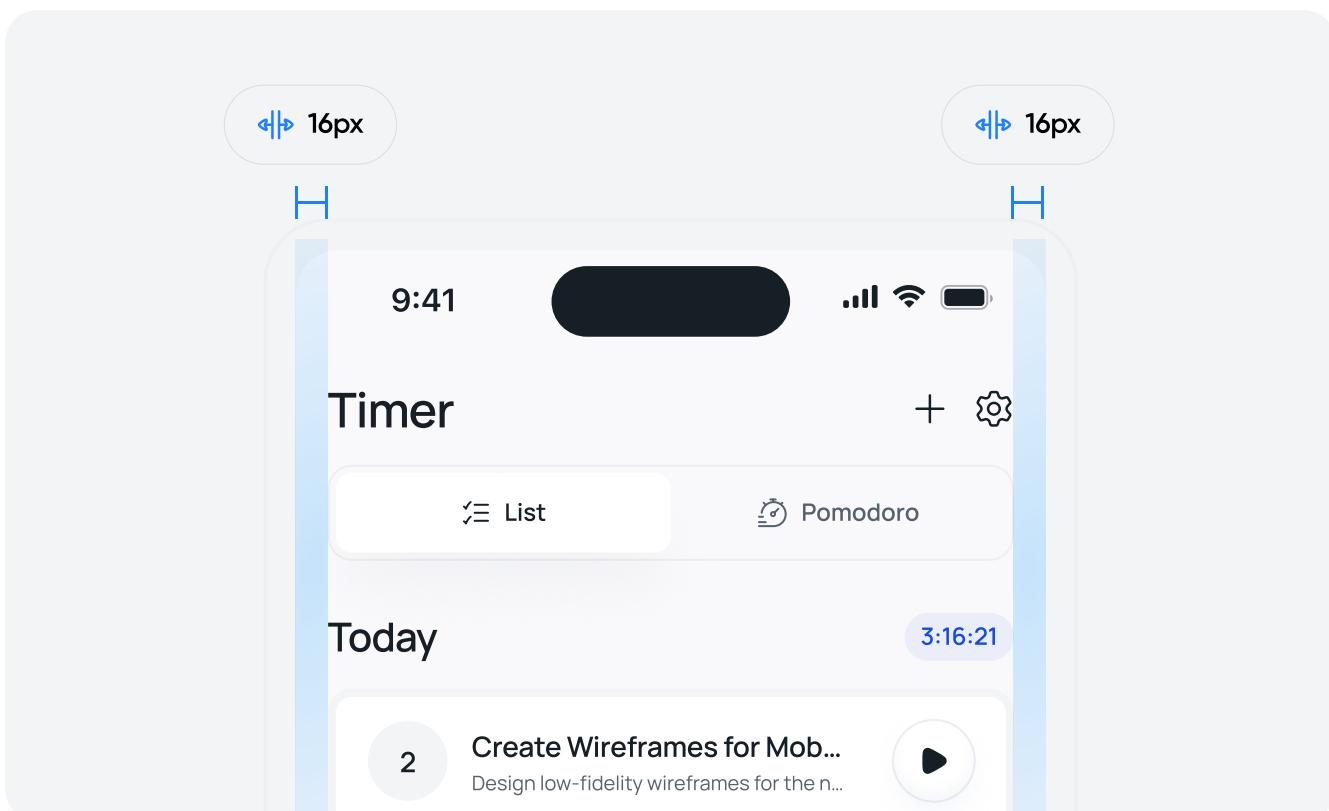


Basing Spacing on Context

One key to effective design is adjusting spacing to fit the context and layout. I tailor my side paddings and grid setups based on the type of layout I'm working with:

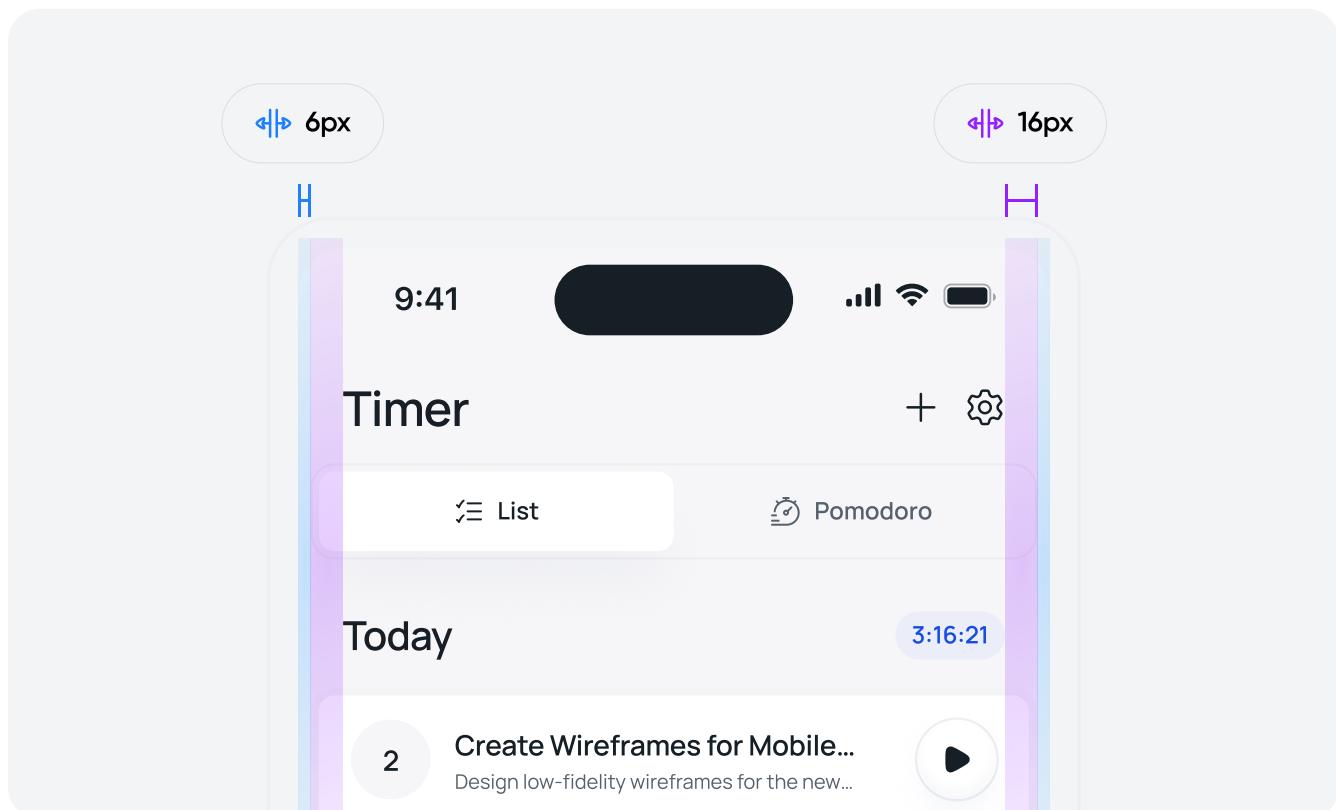
Single Grid Layout:

- Side Padding: 16px
- Content aligns closer to the edges but maintains enough breathing room for usability. This approach is ideal for layouts that focus on simplicity and minimalism, where emphasis is placed on the key content.



Dual Grid Layout:

- Side Padding: **6px** for elements closer to the edges, **16px** for content further inset
- This setup is perfect for building visual hierarchy, where certain elements (e.g., banners or cards) are deliberately closer to the edges, while larger blocks of content are inset. This approach allows for more spacious layouts while accommodating complex content.



By combining these setups, I can create layouts that feel both structured and dynamic, adjusting the density of elements to match the content's complexity.



The Design Basics

Figma Setup

When starting a mobile design project in Figma, one of the first and most important steps is setting up your canvas.

Proper setup ensures that your design process is smooth, your components are consistent, and your layouts are optimized for mobile devices.

Here's how to get started.

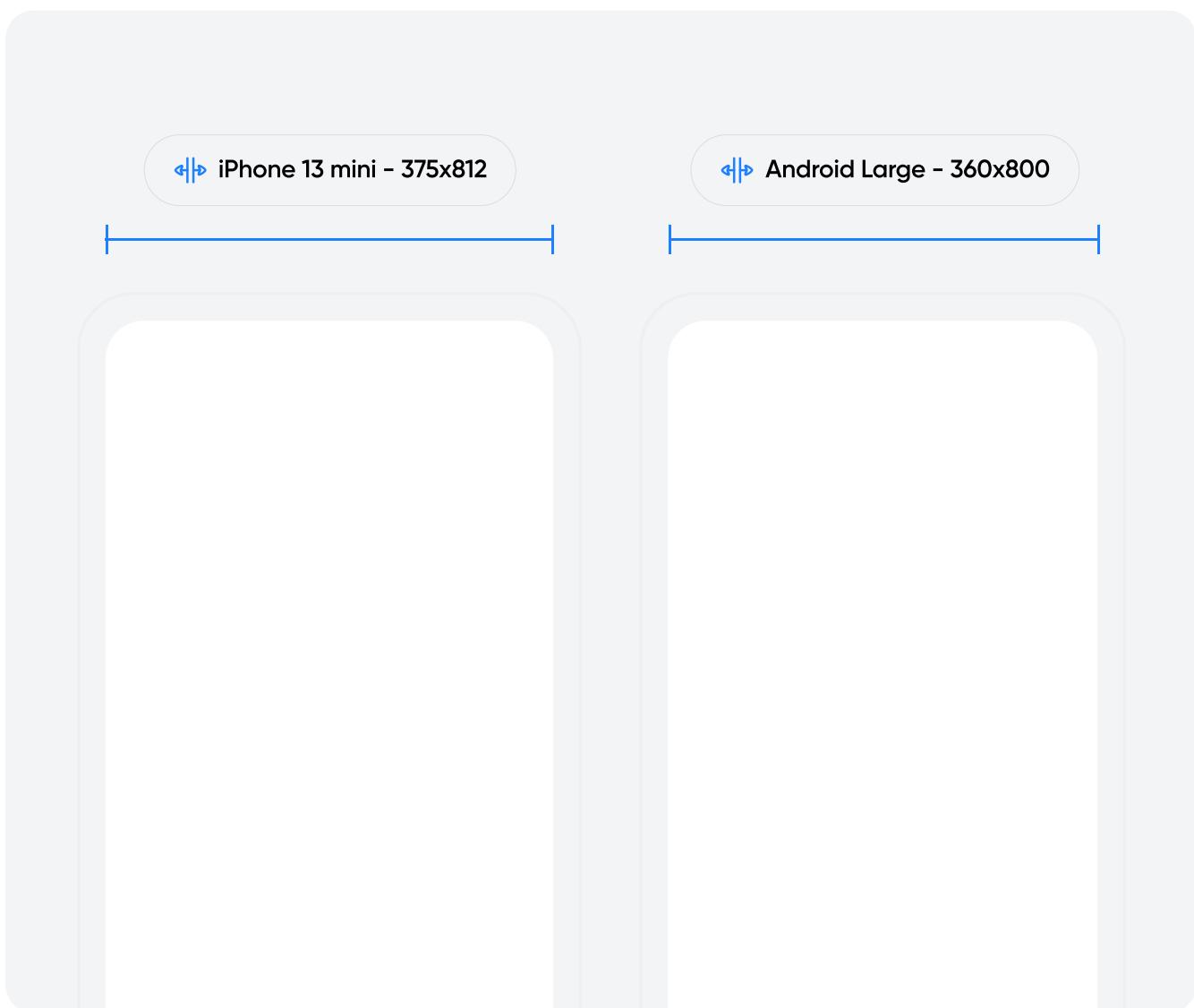
Choosing the Right Frame Size

Mobile screens come in various sizes, but it's a best practice to design for the smallest and most common devices first. This ensures that your designs scale well across all screen sizes and remain functional for the majority of users.

Recommended Frame Sizes:

- **iOS:** Start with **375x812** (e.g., iPhone 13 Mini).
- **Android:** Use **360x800**, which represents the smallest commonly used Android devices.

The Design Basics – Figma Setup



Starting with these smaller frames helps you design within constraints, ensuring that your components fit comfortably and are functional even on compact screens.

Once your design works well on these devices, it's much easier to scale up for larger phones or tablets.

Setting Up a Grid in Figma

To create a complete grid setup in Figma tailored for mobile design, follow these specifications:

- **Grid Type: Columns**
- **Columns: 4**
- **Column Width: Auto** (adjusts based on screen size)
- **Gutters: 12px**
- **Margins: 16px** on both sides
- **Base Unit: 8px** (applies to rows and vertical spacing)
- **Safe Area:** Ensure content is within a central frame, leaving room for notches or system UI elements.

