

Introduction to Design + Bootstrap Basics

HOSTED BY CATHY CHEN | HACK WESTERN: ZERO TO HERO

Introduction Technological context, terminology	6:30 – 7:00 PM (30 minutes)
Design Design tricks + cheat sheet Collaborative cover photo	7:00 – 7:30 PM (30 minutes)
Bootstrap Set up a Bootstrap site using GitHub pages	7:30 – 8:15 PM (45 minutes)

Design is **not** about making things look
pretty.

Design Terminology

- User Experience (UX) and User Interface (UI)
 - UX is concerned with interactions, UI is concerned with the layout
 - Commonly bundled together
- Vector graphics
 - Images created with mathematical equations, therefore are **scalable**
 - Used in Adobe Illustrator, common formats: AI, PDF, SVG, EPS
 - Created on **storyboards**
- Raster graphics
 - Images created with **pixels** and are not scalable
 - Used in Adobe Photoshop, common formats: PSD (working file), PNG, JPEG, GIF
 - Created on **canvases**
 - Colour formats: RGB, CMYK

Web Terminology

Common web languages:

- HyperText Markup Language (HTML)
- Cascading Style Sheets (CSS)
- JavaScript (JS)
- JQuery

Hosting websites can be done on a third-party site or on your own server.

For GitHub pages (gh-pages), you will need Jekyll to be able to view web pages locally.



Facebook Link Preview: 1,200 x 628 pixels

Free image editors

- <http://pixlr.com/editor>
- www.picasa.google.com
- www.sumopaint.com
- www.gimp.org

Other resources

- Free icons (downloadable in both raster and vector formats):
 - <http://flaticon.com>
 - <http://thenounproject.com>
- UI/UX
 - <http://UI8.net>
- Colour schemes
 - Sip for Mac
 - <https://color.adobe.com>
 - <https://www.materialpalette.com/>
- Prototyping
 - <http://www.invisionapp.com/>
- Free stock photos
 - <http://deathtothestockphoto.com/>