

# UID

## EX NO : 7

### 1. Introduction to GIMP

GIMP (GNU Image Manipulation Program) is a free and open-source graphics editor used for tasks such as photo retouching, image composition, and UI/UX prototyping. It supports a wide range of file formats and includes powerful tools that allow designers to create and modify visual elements with precision.

### 2. Creating a New Project

To start designing an app interface:

Open GIMP and go to File → New.

Set the canvas size to match a standard mobile screen (e.g., 1080x1920 px).

This blank canvas acts as the workspace for UI layout design, enabling placement of headers, buttons, content blocks, etc.

### 3. Designing the Base Layout

Using GIMP's tools:

Rectangle Select Tool: Draw layout sections such as headers, footers, navigation bars.

Bucket Fill Tool: Add background colors to sections.

Text Tool: Add UI text elements like titles, labels, and buttons.

Shape/Brush Tools: Simulate buttons, input fields, or icons.

Each component should be placed thoughtfully to ensure logical flow and usability.

### 4. Organizing Using Layer

Layers in GIMP allow separation of design elements for easy editing: Each UI element (e.g., button, header, icon) should be on its own layer.

Layers can be renamed (e.g., "Top Bar", "Login Button") for better project management.

Grouping layers also helps maintain structure when working with complex designs.

### 5. Experimenting with Color Schemes

Color plays a critical role in UI design for branding and usability: Create duplicates of your base layout.

Use Bucket Fill Tool or Colorize to apply different color schemes.

Try contrasts, complementary palettes, or light/dark modes to explore design effectiveness.

### 6. Saving & Exporting Variants

Each color variant can be saved using File → Export As (e.g., Layout1.png, Layout2.png).

This makes it easy to present multiple designs to users or stakeholders for feedback.

### 7. Collecting User Feedback

Use tools like Google Forms or Microsoft Forms to create a feedback form:

Include questions on aesthetics (color, layout appeal) and usability (ease of navigation, readability).

Share exported images and request users to choose preferred designs.

Questions may include:

Which layout do you find most visually appealing?

Which design feels easiest to use?

Any suggestions for improvement?

## 8. Iteration & Refinement

Based on user feedback:

Refine color choices or rearrange layout elements.

Address any usability concerns.

Create new variations if necessary and re-test to finalize the design.

## 9. Final Output & Testing

After refinement, the final design:

Should be tested again to ensure it meets user expectations.

Can be used as a reference or imported into actual UI development tools

