# Motion Design System

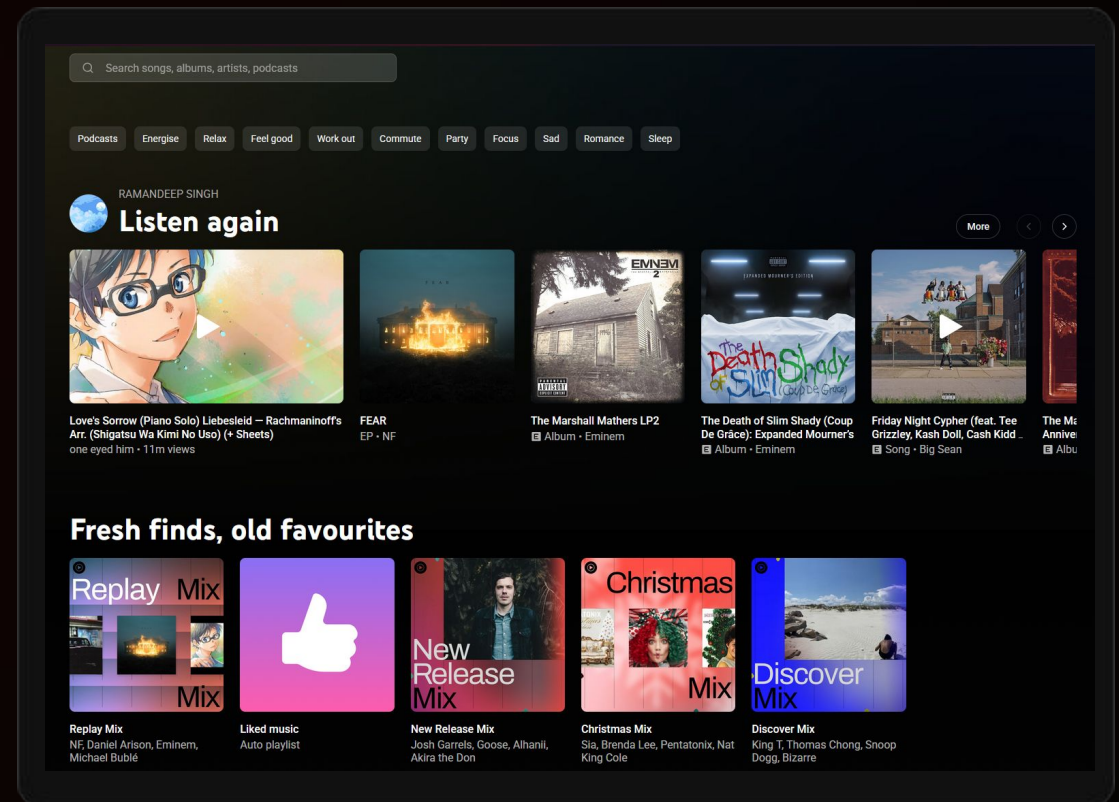Ramandeep Singh | Motion Design

# Brand Identity

## The "Listening" Experience

YouTube Music has the biggest music, audiobook and podcasts. So, the interface must feel as continuous and rhythmic as the music itself.
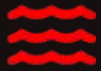
🎵 **Immersive:** Dark mode focus to let album art pop.

🎵 **Rhythmic:** Transitions that feel timed and snappy.

🎵 **Continuous:** Elements morph rather than disappear.

# Motion Principles

## Fluid Morphing

Objects shouldn't just cut in and out. They should reshape. The logo becomes the header; the card becomes the player.

## Staged Disclosure

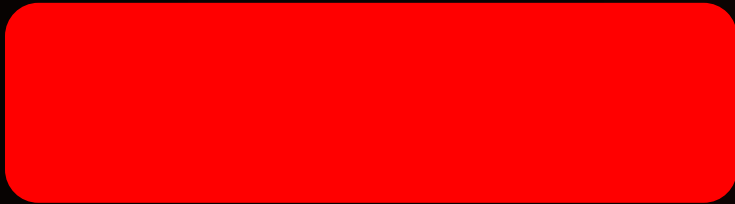Don't overwhelm the user. Reveal content sequentially (choreography) to guide the eye through the hierarchy.

## Tactile Feedback

Every click yields a physical response. Bars expand, navigation activation and Log In animation.

# Visual Style Guide

## Palette

Primary: #FF0000

Background: #000000

## Typography

Aa

Montserrat Alternates

Geometric, playful, modern.

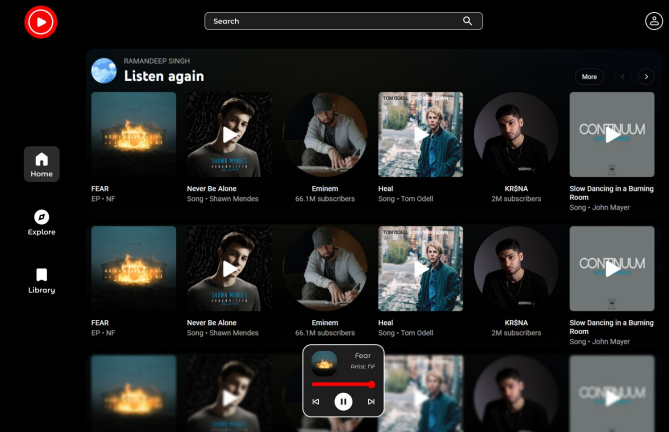## Icons

# Motion Instance 01: Onboarding

## The Problem

Login screens often feel disconnected from the app experience, creating a harsh "cut" when entering.

## The Solution

**Morphing Continuity.** The central logo button physically stretches and moves to become the top navigation bar.

*Code: GSAP Timeline technique / Layout animation*

# Motion Instance 02: Navigation

## The Problem

Static "active states" (just changing color) can be boring and don't guide the eye to the new location.

## The Solution

**Sliding Indicator.** A physical "pill" shape slides vertically to the clicked item. It uses an elastic ease to feel like a physical slider on a mixing console.



### Active Indicator

Indicator physically moves to match selection.

# Motion Instance 03: Search Active

## The Problem

The default  search bar doesn't have an animation, it just expands on click on the input field. (without animation)

## The Solution

**Reactive Expansion.** The search bar remains an input field until interaction. Upon clicking, it expands with a linear animation to reveal search results, prioritizing content first.
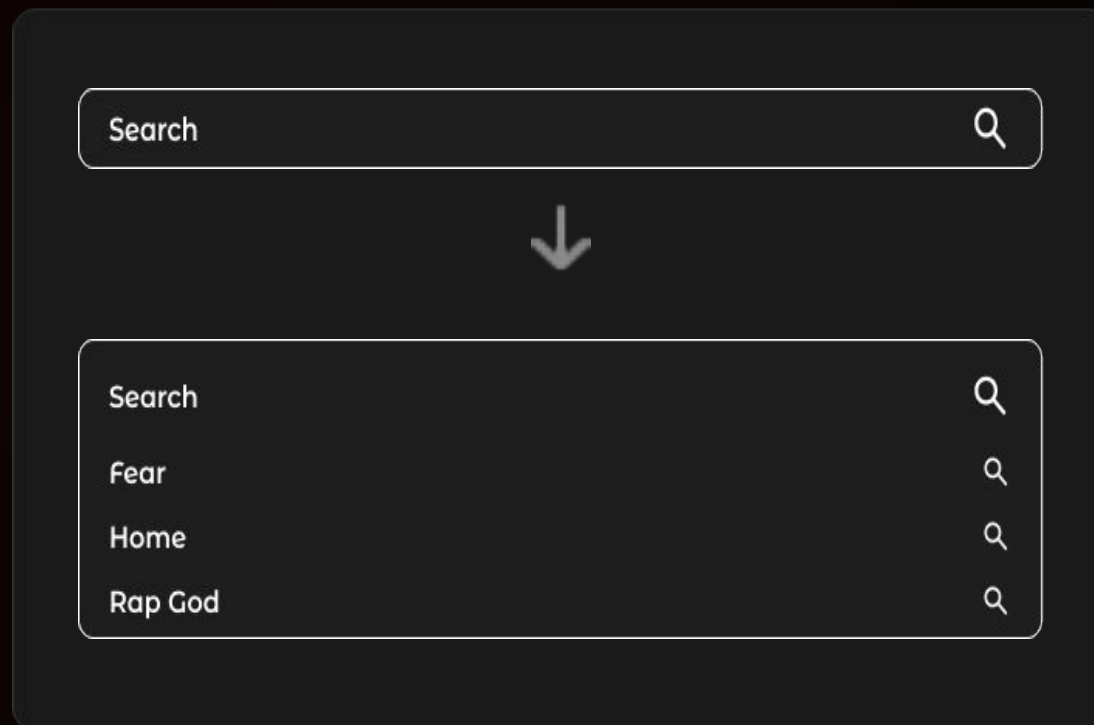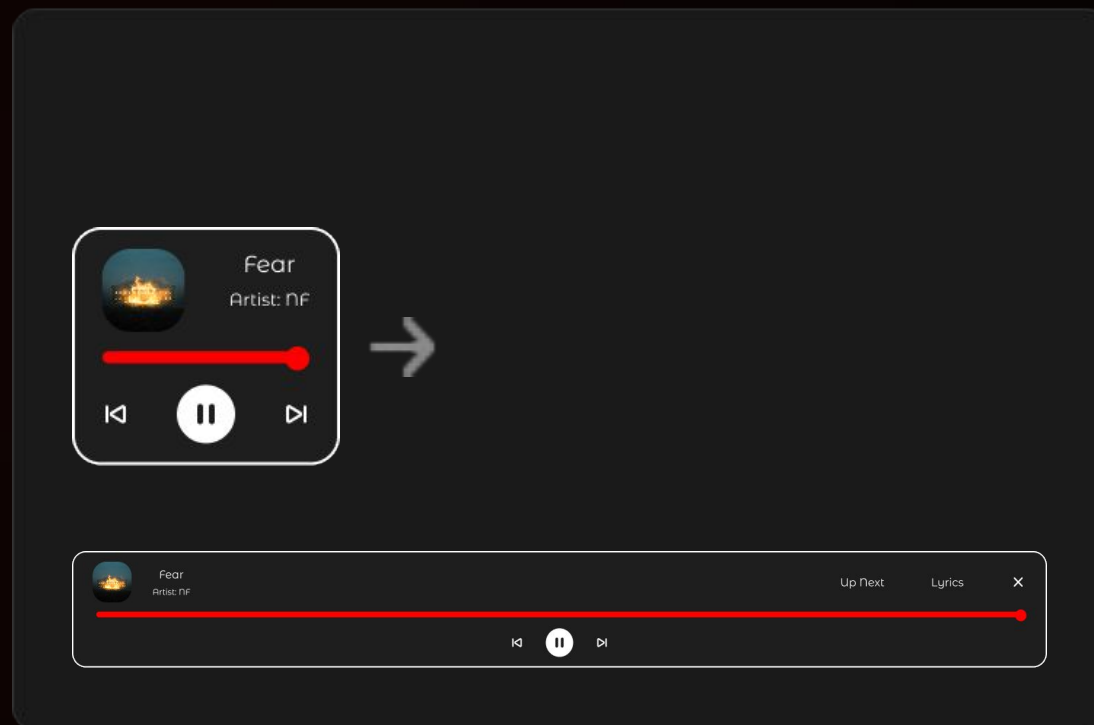
# |Motion Instance 04: Play Music Card

## The Problem

The default  music player is static, it just appears when the user clicks to play any music.

## The Solution

**Reactive Expansion.** The play card now has an active state which expands with an animation to reveal more options like lyrics links and up-next songs.

# Technical Implementation

## Core Stack

♫ **HTML5:** Semantic structure for accessibility.

♫ **CSS3:** CSS Variables for theming (Dark Mode). Flexbox/Grid for layouts.

♫ **Vanilla JS:** Event handling and DOM manipulation.

## Animation Engine

♫ **GSAP (GreenSock):** Used for complex timelines.

♫ **Why GSAP?** It handles SVG morphing and complex easing curves (like `elastic.out`) better than native CSS transitions.

♫ **Performance:** Optimizes `transform` and `opacity` changes to run at 60fps.

Thank
You