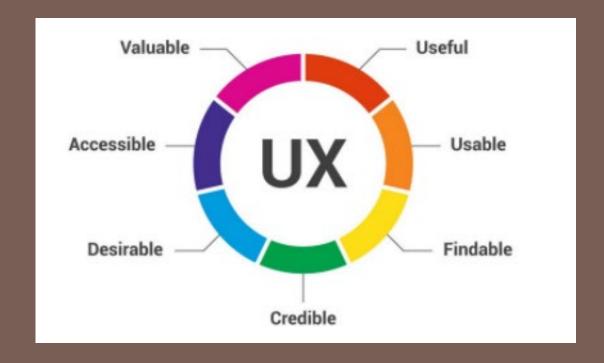
1/35



6MMCS001W MOBILE USER EXPERIENCE LECTURE

Layout & Composition, Style Guide

Principles of good visual design

5 Visual-Design Principles in UX

Visual-design principles inform us how design elements go together to create well-rounded and thoughtful visuals.

Graphics that take advantage of the principles of good visual design can drive engagement and increase usability.

SCALE

The principle of scale refers to using relative size to signal importance and rank in a composition.



VISUAL HIERARCHY

The principle of visual hierarchy refers to guiding the eye on the page so that it attends to design elements in the order of their importance.



BALANCE

Balance occurs when there is an equally distributed amount of visual signal on both sides of an imaginary axis.



CONTRAST

The principle of contrast refers to the juxtaposition of visually dissimilar elements in order to convey the fact that these elements are different.



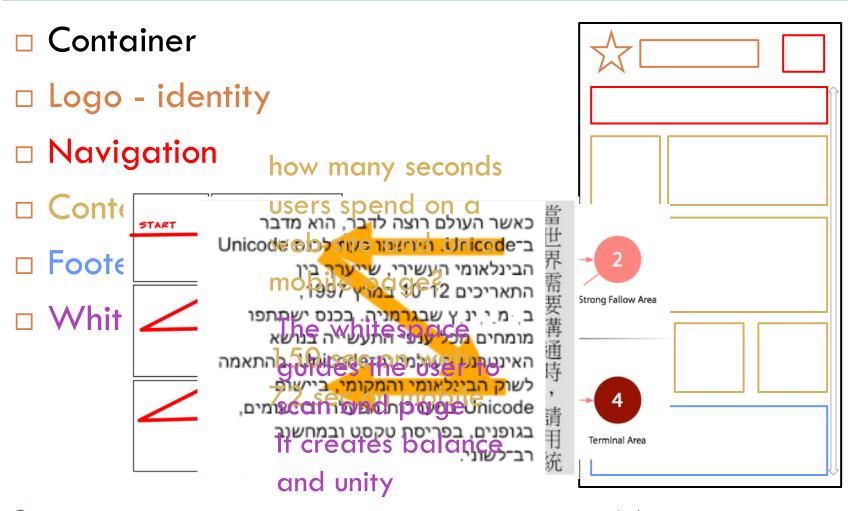
GESTALT PRINCIPLES

Gestalt principles capture our tendency to perceive the whole as opposed to the individual elements.



NNGROUP.COM NN/g

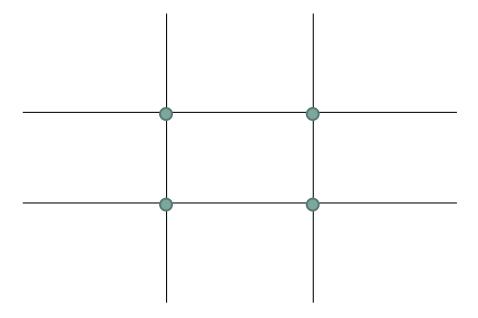




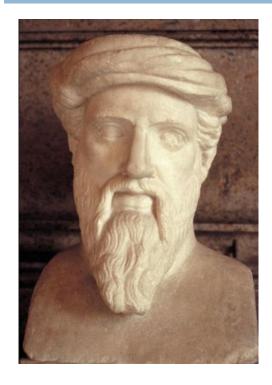
Composition

- Convey visual weight to convey prominence & hierarchy
- The most important element on the page should have the most visual weight. How?
 - position
 - scale
 - colour

□ Divide the canvas in 9 equal sections



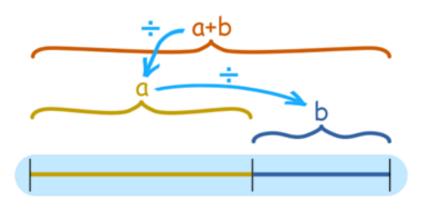
Composition – position – golden ratio



Pythagoras of Samos, Greece

is also equal to

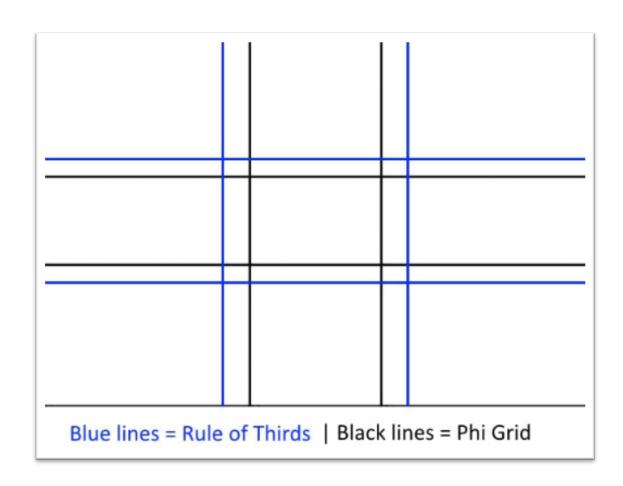
the long part divided by the long part



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

https://www.sitepoint.com/grid-theory/

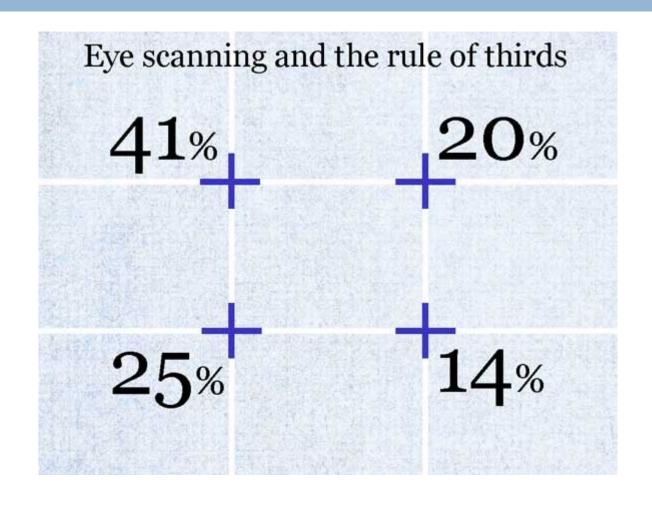
Rules of thirds vs the golden ratio (phi)





video

Eye scanning and the rule of thirds



Rules of thirds vs the golden ratio

Examples from photography











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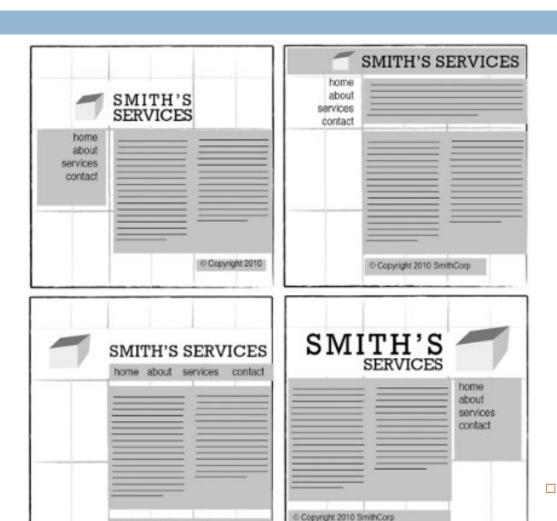
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Golden Ratio in UX/UI Design





Composition – grid theory





https://www.sitepoint.com/grid-theory/

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960 Grid system by Nathan Smith

- 960 width pixels
- 960 with pixel web sites would fit nicely within the average monitor resolution of 1024x768 pixels
- 960 is a flexible number to divide it equally to columns:
 3,4,5,6,8,10,12,15,16
- □ 12 columns
- 16 columns
- 24 columns





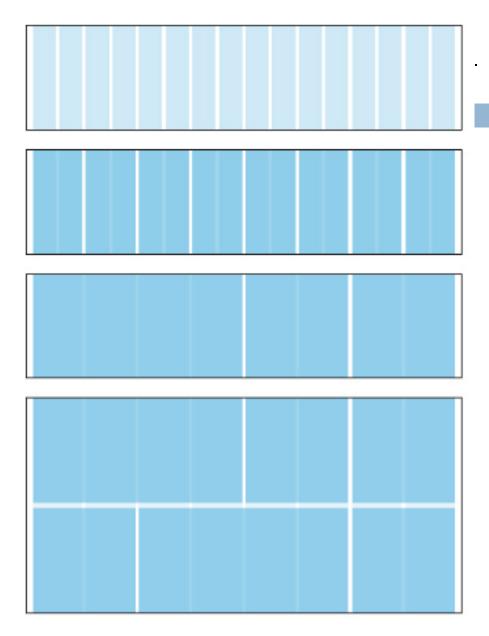
Video demo of 960 grid 13/35

Regions are groupings of similar columns that form parts of the page

8 columns

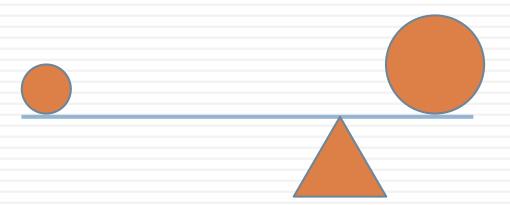
3 regions

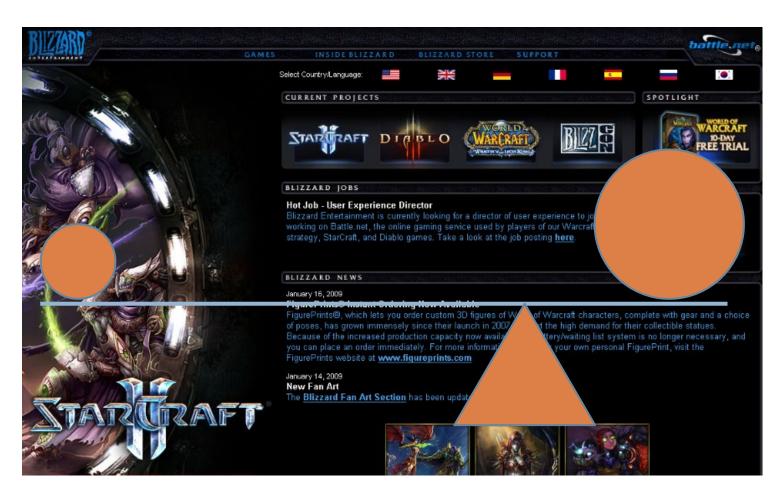
2 fields

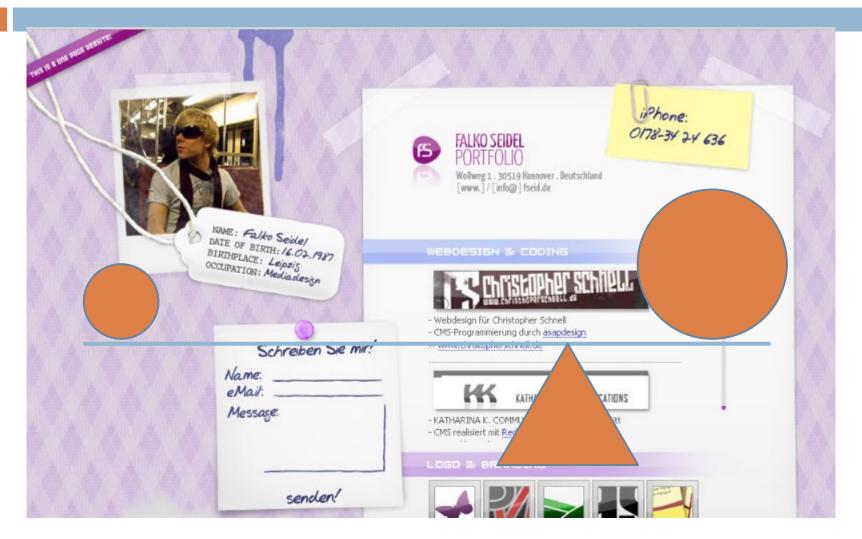


14/35 Visual balance

Balance is the concept of visual equilibrium, and relates to our physical sense of balance. It is a reconciliation of opposing forces in a composition that results in **visual** stability.



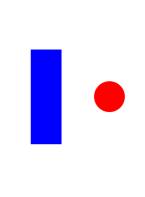






Balance - symmetrical









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Balance - symmetrical

RAZ NÓS VAMOS TE A. UDAR A CRESCER.

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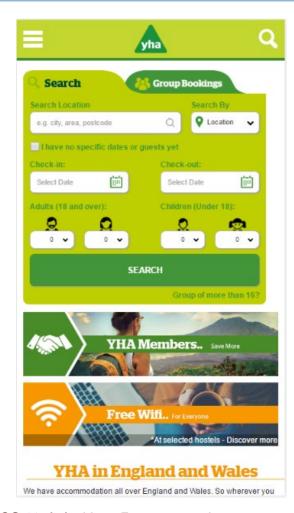
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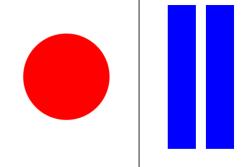




Asymmetrical balance



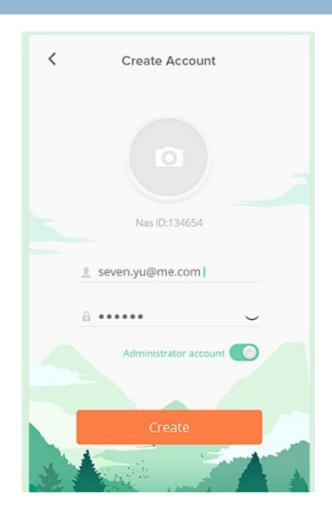


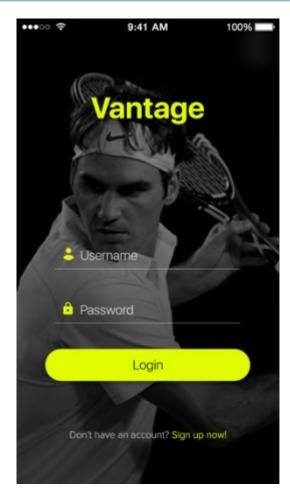


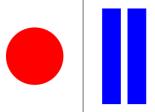
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http://http://orangina.eu/



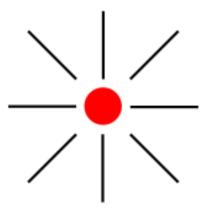






Radiant balance

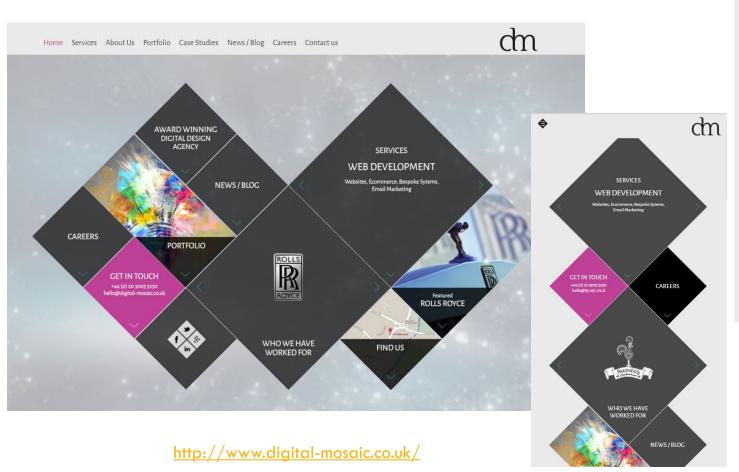


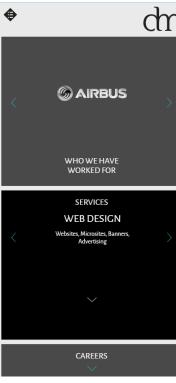


http://www.vlog.it/

Mosaic balance



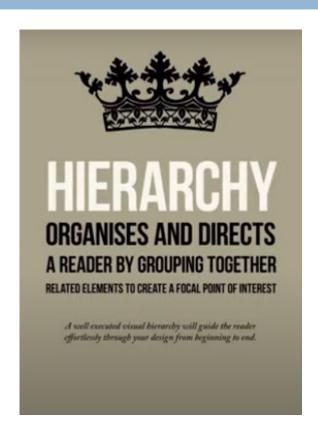




Direct the user to content

Size impacts visibility

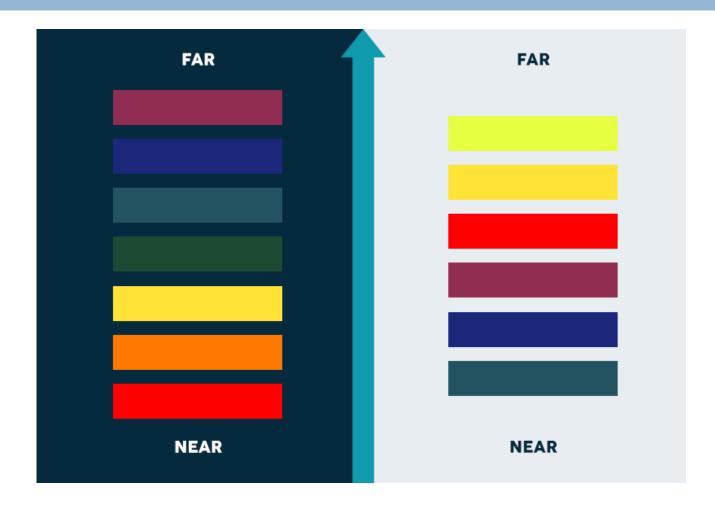
- Is Everything is the same size
- Nothing stands out and there is no focal point
- If everything is important, then nothing is





Colour and contrast draw attention





Typography

□ Fonts organize design







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10X10 WORKSHOPS

USk 10x10 Workshops are an excellent opportunity to learn new sketching skills from a top USk instructor and to meet a new community of sketchers in a location near you. To see the list of 10x10 classes around the world click here. To add your chapter to the list, contact education@urbansketchers.org.





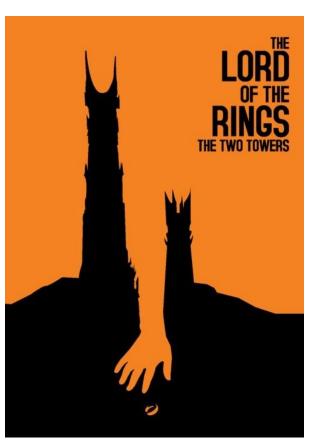


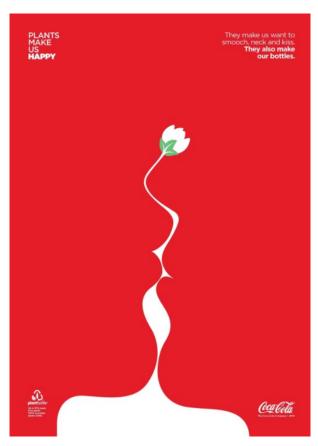
Proximity suggests relationship



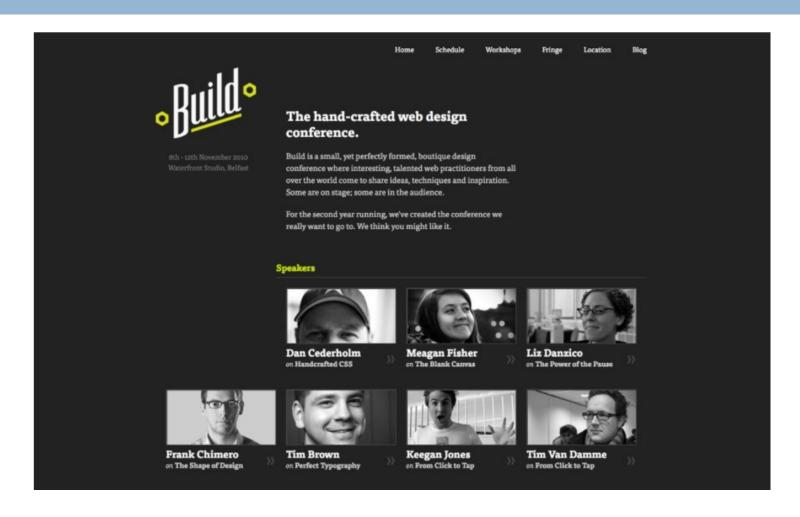
Negative space for emphasis







Space provides emphasis & movement

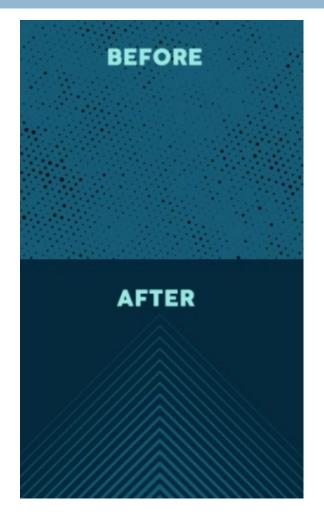


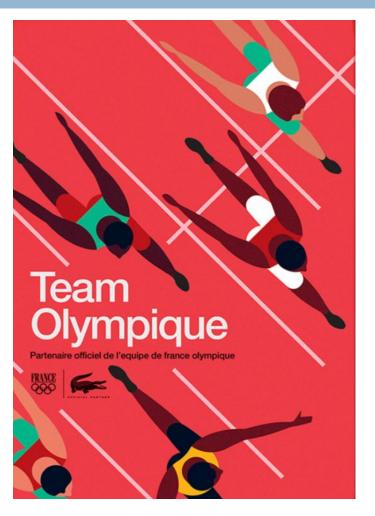
Alignment directs eyes

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Lines suggest movement





Odd-numbered groups create focus



