

#design #development

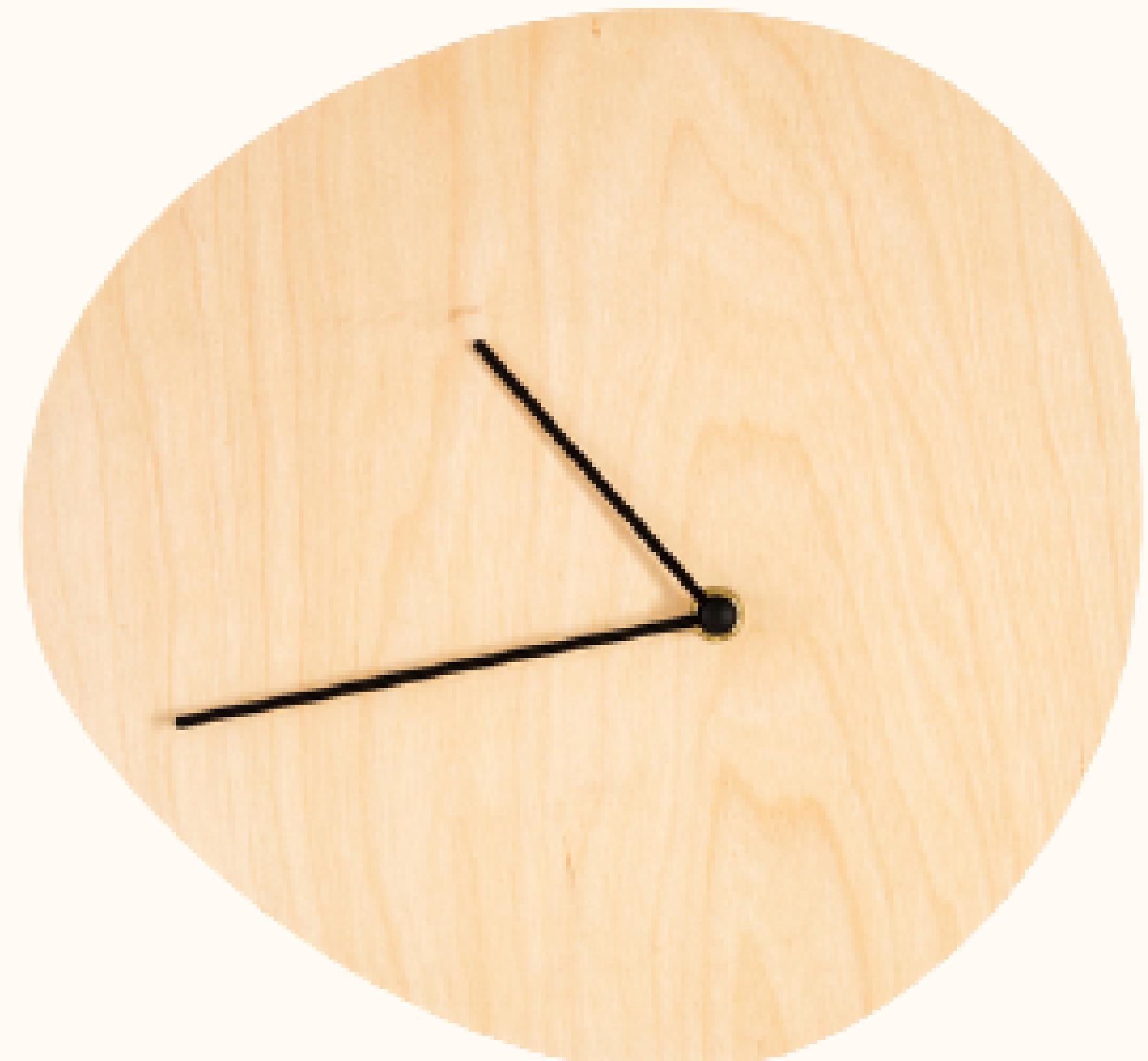
let's make it simple

START

AS A

UI/UX

DESIGNER



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Start morning with a design exercise

Before doing anything, **start training your eyes** and make yourself familiar with the design world. Here are my **favorite design inspirations**:

uimovement

dribbble

behance

mobbin.design

awwwards

instagram/ui.colour

instagram/appbrainy

instagram/ofspace.agency

instagram/interfacely

bestwebsite.gallery

Exercise: Observe the usage of typography for heading, body, title and color selection, consistency in design, find what's good and bad in design.

Understand the roles of the various design fields

You want to do UI/UX but it's good to understand the different corners of the design field(requirements, goals, what they do) so that you have a clear picture before going forward.

UI Designer

Motion Designer

UX Designer

Product Designer

Graphic Designer

Interaction Designer

Visual Designer

Information Architect

UX Engineer

UX Researcher

Popcorn time: Read and watch

Start reading design articles, case studies, listening podcasts, watching videos and documentaries

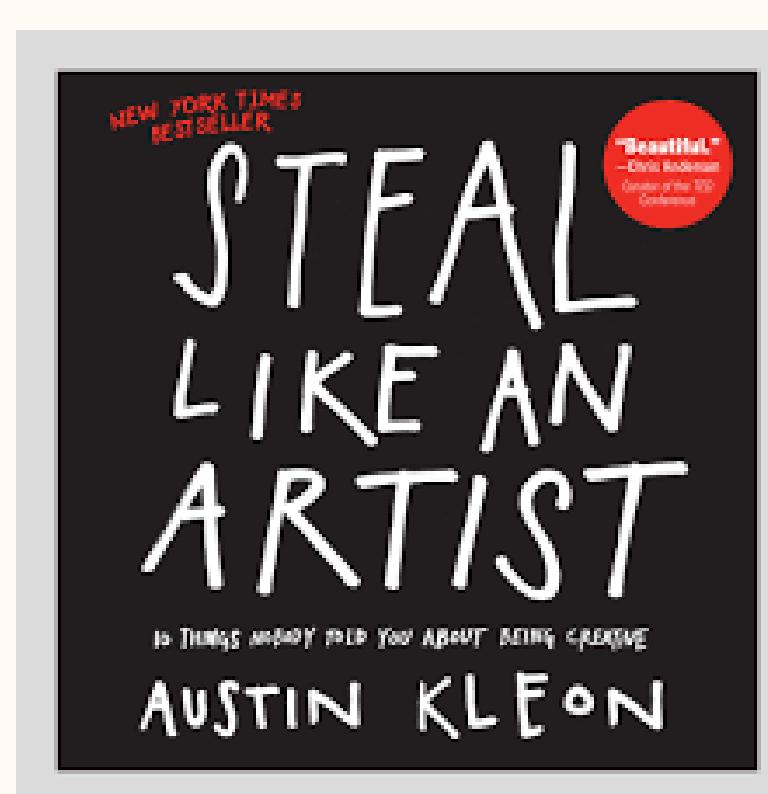
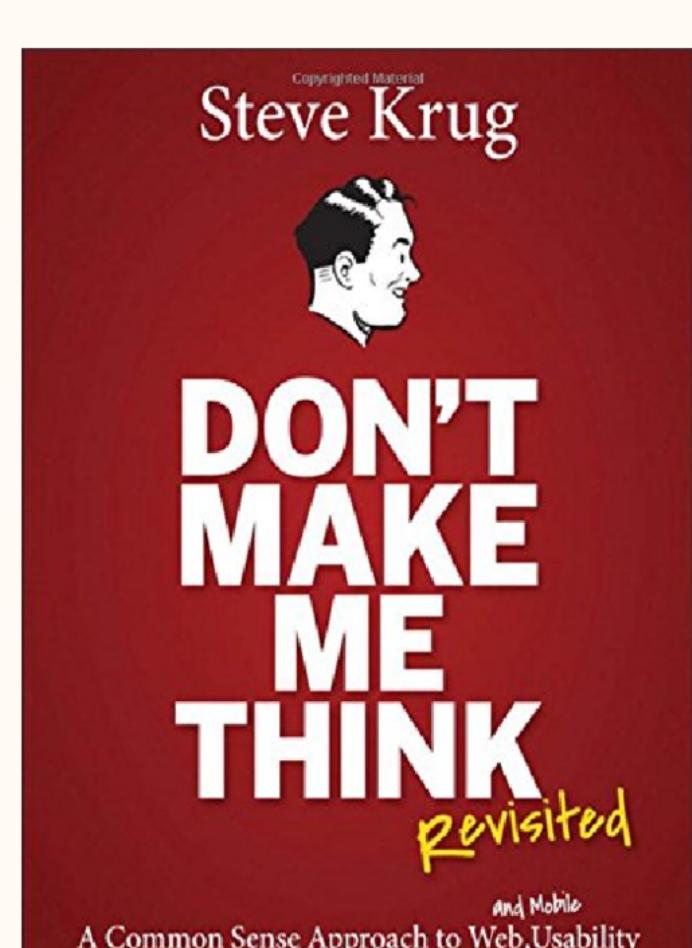
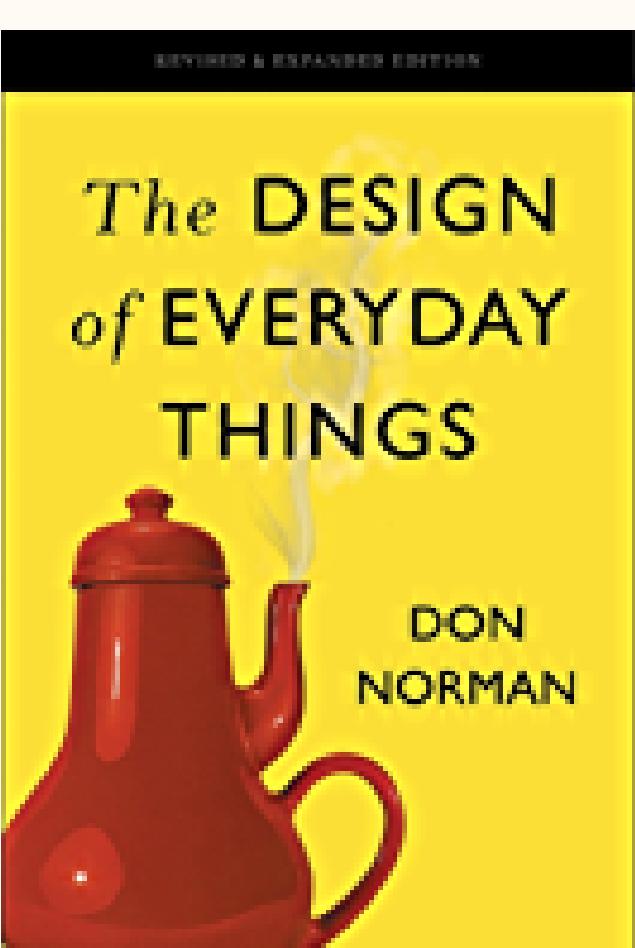
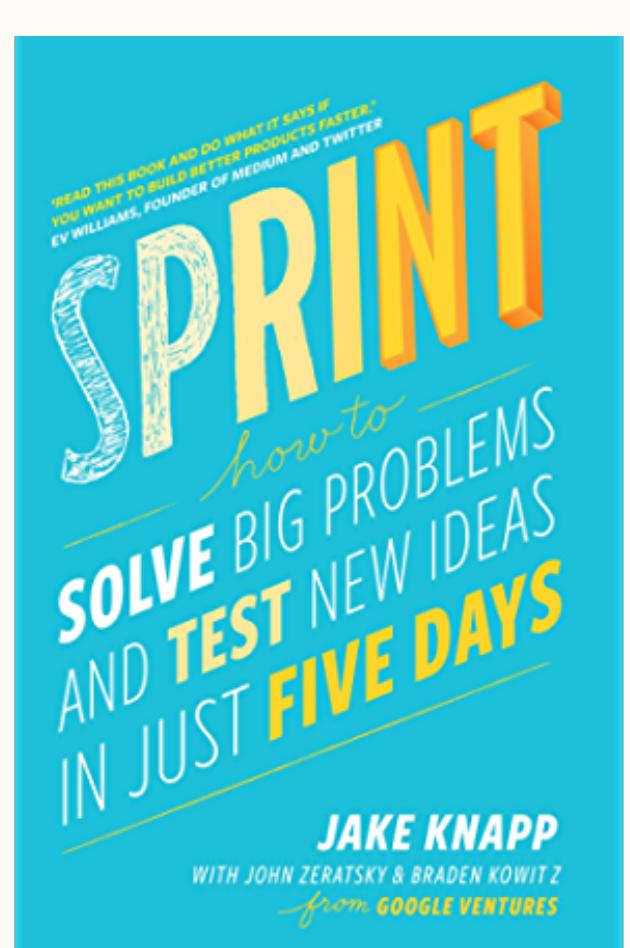
Documentaries: Abstract, Helvetica, Objectified, The Loop, Connecting

Youtube: saptarshi prakash, AJ&Smart, Flux, Jesse Showalter, Punit Chawla

Courses: Interaction Design Foundation, Coursera, Linkedin Learning, Udemy, Udacity & Skillshare

Publications Medium Design Articles, nngroup, Invision blog, Smashingmagazine design blog, etc

Books



Instagram

@kalypsodesigns

@uxgoodies

@misaac85

@ux.cagla

@alexunderhess.design

@ui_gradient

@lubosvolkov

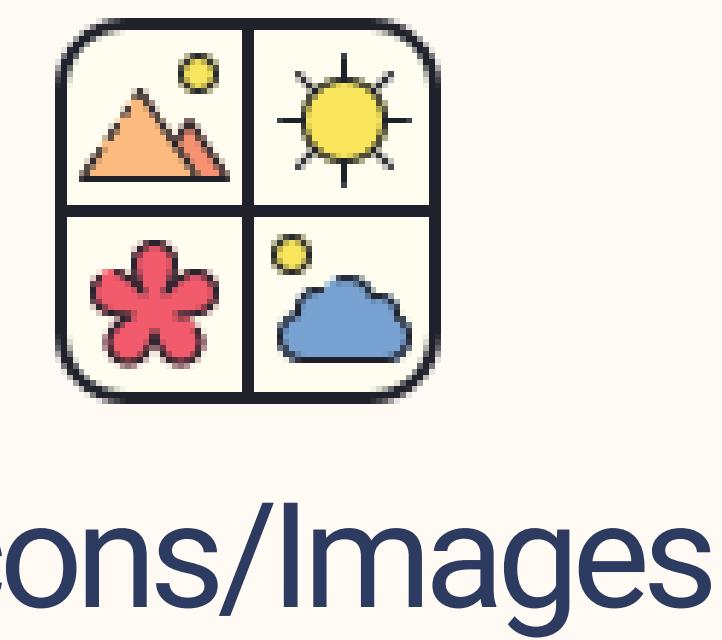
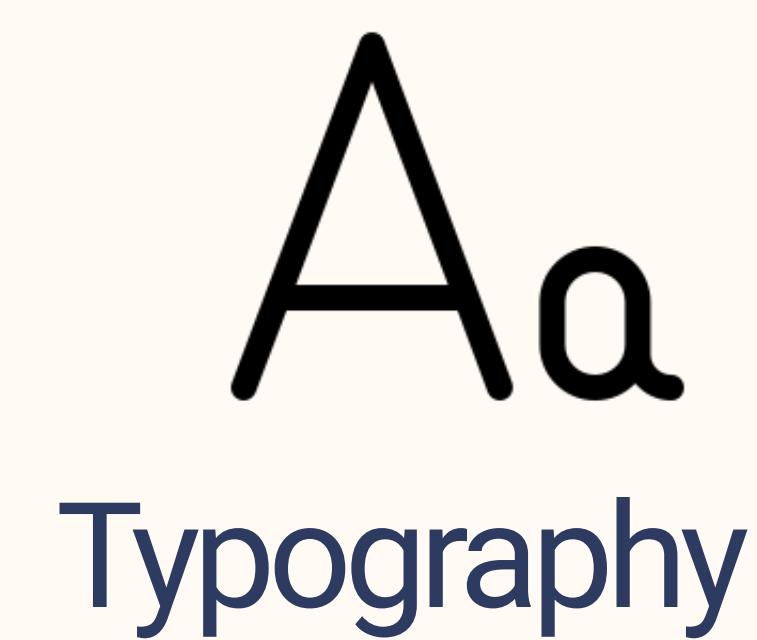
@ui_ux

@fazurrehman

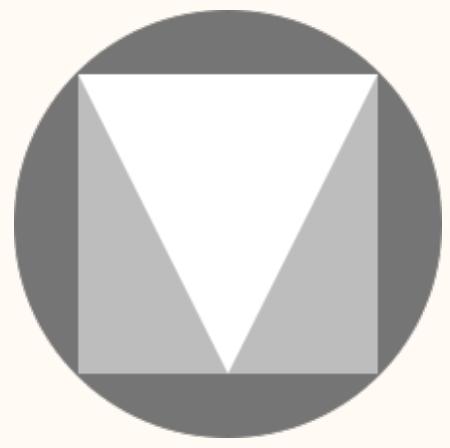
@anfisign

Build your basics: Design Fundamentals/ Design Principles

Always remember to start designing with 1 or 2 fonts(as you grow, you'll get to know what font is best for each project), use 2-3 colors only(60-30-10 rule).
Don't create a mess during the initial days.



Both these guidelines help you to understand the design systems, layout & grids, usability, etc (**Bible of design**)



Material Design
Guidelines for Android



Human Interface
Guidelines for Apple

Every week design lesson(good to start with this only):

<https://careerfoundry.com/en/short-courses/become-a-ux-designer>

<https://www.invisionapp.com/ecourses/fundamental-ui-design>

Use your design tool as a weapon (Start with one ONLY)

100+ Tools are available in the market.

Understand design tools are like your weapon but you can't learn all at once and all have different use cases. So, just start with one and then move forward according to the needs.



Figma

Win, Mac & Web(platform); Design, Prototyping & collaboration; Online only (work/internet),



Adobe XD

Win & Mac(platform); Design, Prototyping(also support voice prototyping) & offers real-time Coediting; Offline(work)



Sketch

Mac only(platform); Design, Prototyping ; Offline(work)



Invision Studio

Win & Mac(platform); Design, Prototyping & collaboration; Offline(work)



For Motion Design: Principle, ProtoPie, Adobe After Effects

Replicate the design for practice

1. **Don't blindly copy** the design. Try to observe spacings, usage of colors, the structure of website and apps, layouts(grids), fonts selection, etc
2. "**Always ask Why**", when you're designing or replicating something
3. **Redesign** any website/apps which you want to improve. Just play with your creativity without thinking much during the initial days.
4. **Participate** in a few design challenges:

dailyuichallenge.com; dailyui.co;
uplabs.com/challenges/delivery-ui-challenge

Get involved with the design community

1. Ask for feedback for your design(learn how to deal with negative feedback also) from designers
2. Build your online presence on Instagram | Linkedin | Twitter | Dribbble | Behance
3. Don't consume the content only, try to share whatever you're learning to track your progress as a designer (Document your Journey)
4. Participate in different designs meetups (meetup.com, alldesignevents.co) offline and online

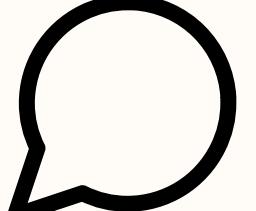
Learn Design Discipline

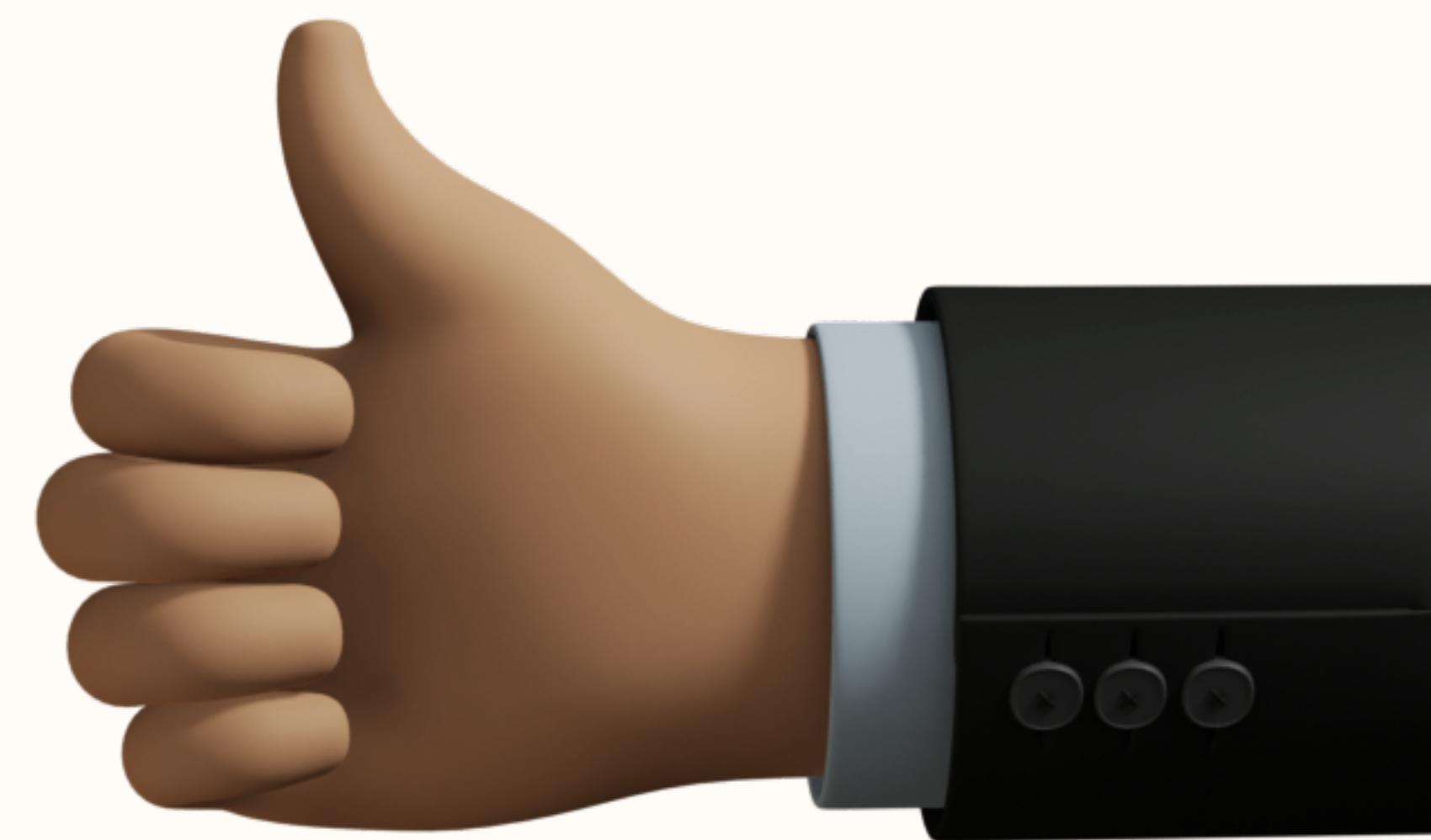
1. Don't try to do extraordinary things at the start. Take baby steps.
2. #respect other designers
3. Understand the difference between STEAL"design | content" AND INSPIRATION.
4. Save money each month to spend it on courses/podcasts/meetups.
5. During the initials days, just observe, replicate, and practice daily(at least 2hrs, consistency is the key).
6. Be more productive(take breaks) with the Pomodoro technique
7. Enjoy the process to become a great designer

Turn on Post Notification
#design #development 

NOW U R READY TO START WITH UI/UX...

*Any doubt? please let me know in
the comments*

 Learn Together. Grow Together...Agree?



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