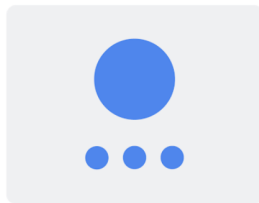


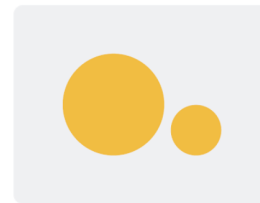
Review visual design principles



Emphasis



Hierarchy



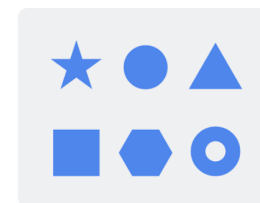
Scale



Proportion



Unity



Variety

In the previous two courses of the certificate program, you refined and improved your mockups using visual design principles like emphasis, hierarchy, scale, proportion, unity, and variety. If any of these terms are unfamiliar, return to an earlier course of the program, [Create high-fidelity designs and prototypes in Figma](#) [↗], and review Week 2, which is all about applying visual design principles to mockups.

Or, if you want a quick refresher about visual design principles, check out these videos and readings from that course:

- Revisit this video about [emphasis in UX design](#) [↗] and this reading about [using emphasis in mockups](#) [↗].
- Revisit this video about [hierarchy in UX design](#) [↗] and this reading about [using hierarchy in mockups](#) [↗].
- Revisit this video about [scale and proportion in UX design](#) [↗] and this reading about [using scale and proportion in mockups](#) [↗].
- Revisit this video about [unity and variety in UX design](#) [↗] and this reading about [using unity and variety in mockups](#) [↗].
- If you want to take your mockups one step further, you should also consider reviewing this video about [applying Gestalt Principles to mockups](#) [↗] and this reading that [introduces additional Gestalt Principles](#) [↗].

Mark as completed

