



# CARDesign

By Nojave

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## GNU GPL

CARDesign open design principals and framework  
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1.

Standard principles.

CARDesign is a simple design style for websites and mobile applications. You can see hyper-simplistic implementations of this style on the UnifiedQUE website found at [‘www.unifiedque.net.’](http://www.unifiedque.net)

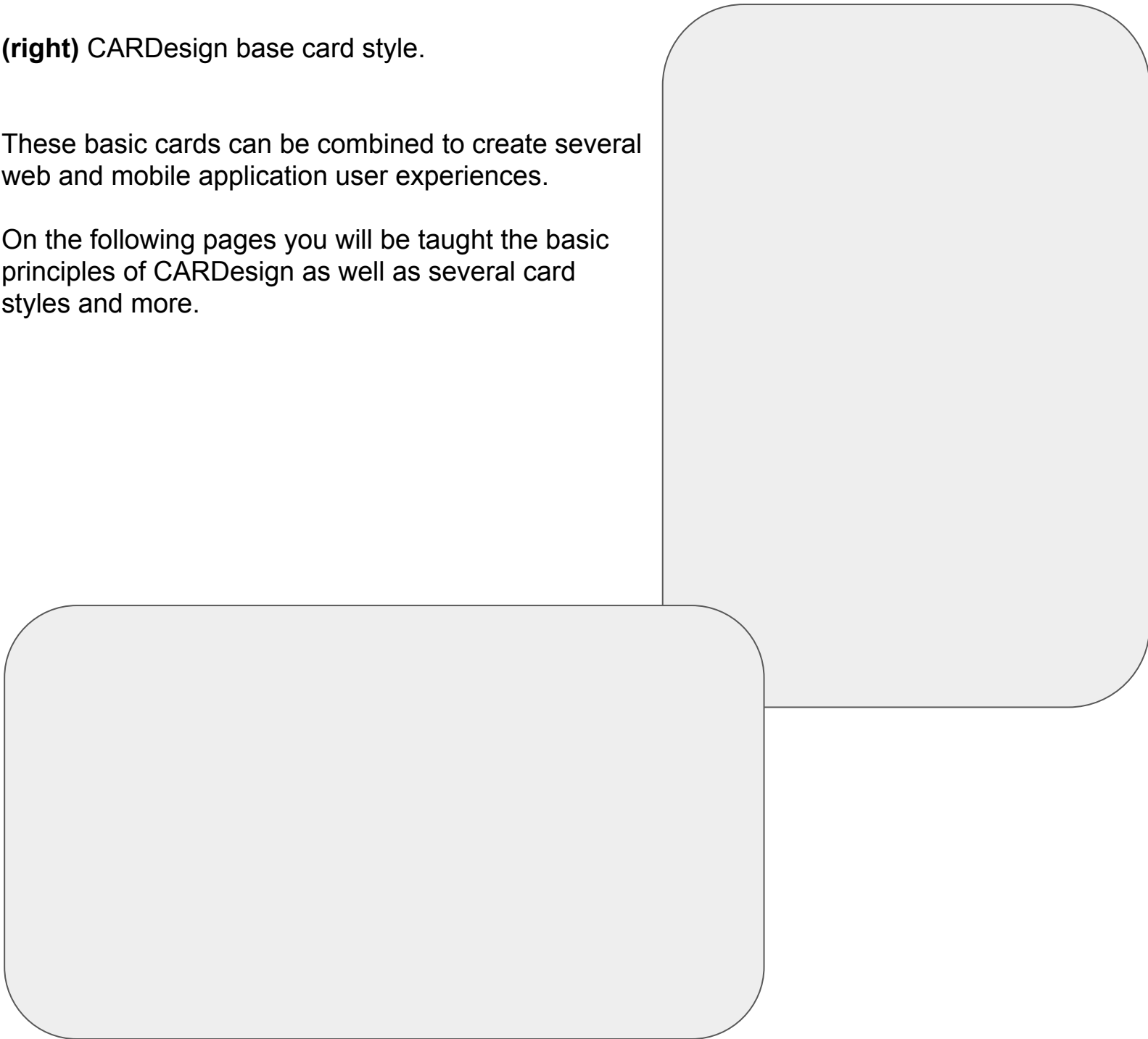
The style is targeted at simple but extremely functional designs. The format is material design compatible and allows an acceptional amount of adaptability.

Below is a common element shape.

**(right)** CARDesign base card style.

These basic cards can be combined to create several web and mobile application user experiences.

On the following pages you will be taught the basic principles of CARDesign as well as several card styles and more.



**CARDesign can be used for many things, but it is most at home in the digital world.**

Now we will cover designing your first CARDesign web ui/ux.

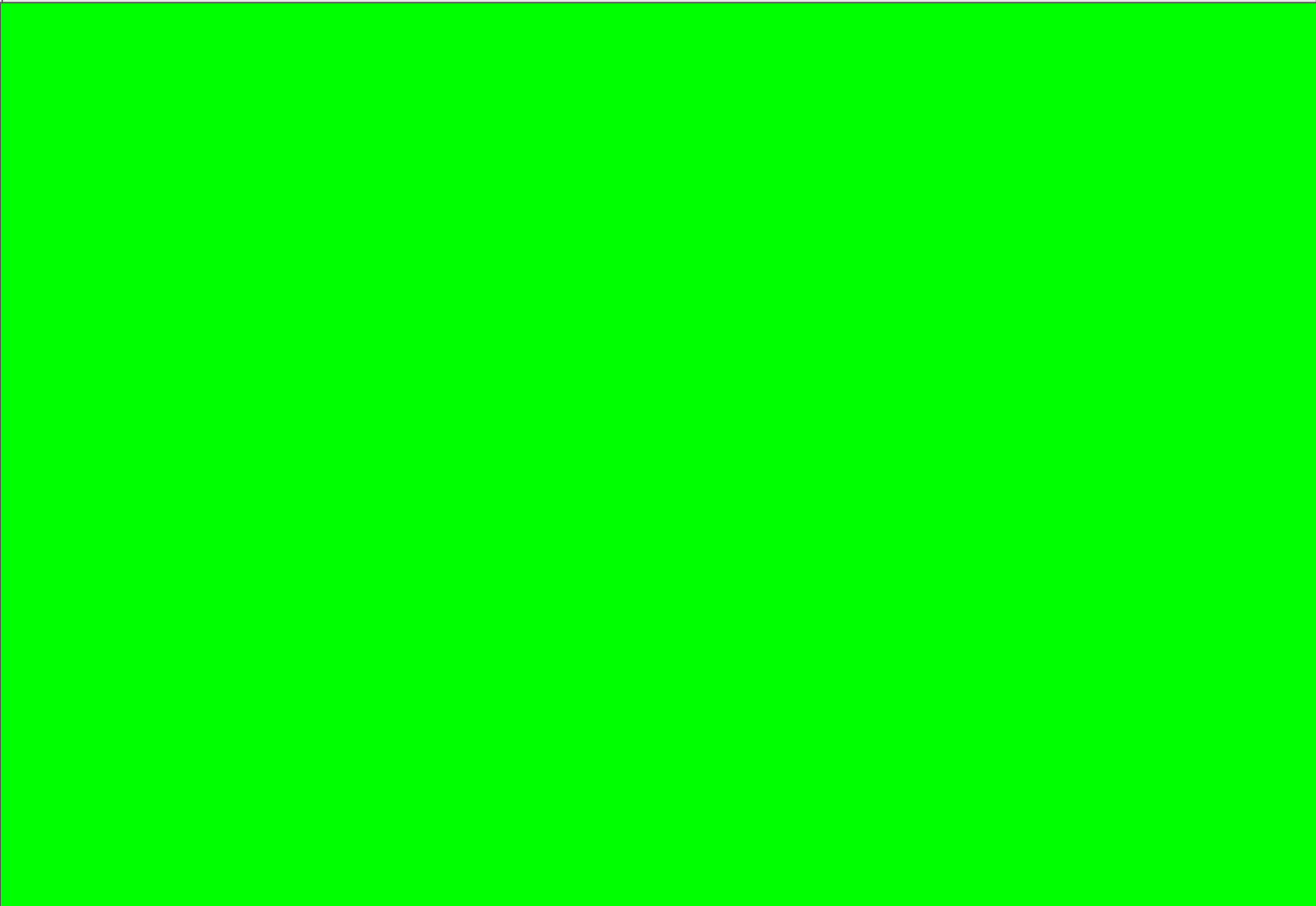
In CARDesign, you will want to start our with a blank slate. We will use a blank page for our example.

*Continue to the next page*

This is our blank slate. We will design it as if we’re designing an application for a tablet in portrait. First, we will want to set up our “Table.”

This large blue rectangular space is our table. The table is the space on which we will place our cards and other UI elements.

Next step is to set up our space for the cards.



This green space is our frame. On the next page, we will expand our frame and place our cards.

As you can see, our frame is now taking most of the space. For the sake of this demonstration we will only use a single frame.  
Let's place our first cards.

<div></div>		
<div>CARD</div>	<div>CARD</div>	
<div><p>As you can see, there are a few elements here. First, there are the cards. These cards are where we place our dynamic elements. Dynamic elements are things such as galleries, buttons, links, etc.</p><p>Below each card in this example is the Info card element. This element is a small rectangle. These info cards are where you place simple elements such as text, single images, etc.</p></div>	<div><p>Any elements that leave the frame should not be rendered.</p><p>The goal of CARDesign is lighthearted and simplistic UI and UX.</p><p>This is an extremely simple example of the CARDesign style but teaches the basic principles.</p><p>(The green line shown to the right should be the complex pre-render cutoff)</p></div>	<div><p>You will find styles on the</p></div>

## MAXIMUS CARD

1 MAXIMUS card per screen -OR- fill screen with single card.

Fill maximus card with single image or effect.

Swipe right to slide to another full-screen maximus card.



Place info here in solid color or slightly translucent rectangle, info pane is part of MAXIMUS instead of seperate.

Each card contains  
A small amount of  
data, and a bg  
Image.

Scroll vertical

May also be used  
as a dynamic  
Button / gif anim.

