TOOLKIT: BUTTONS + STANDARDIZED COMPONENTS

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Overview:
In this activity you will be creating your interface buttons components needed for your mobile application as well as saving standardized components as named symbols for reuse.

Due Date:
Please check FSO for all due dates. This assignment should be completed and uploaded to FSO before the next scheduled class.

Estimated Time:
Beginner: 2-5 hours
Intermediate: 1-2 hours
Advanced: 30-60 minutes

Grading Rubric:
Please review the grading rubric in at the end of this document.

Level of Difficulty:
⭐☆☆☆☆

Objectives:

1. Demonstrate the ability to build a mobile application toolkit with both custom and standard interface components.
2. Demonstrate the ability to use tools and panels covered thus far in Illustrator:
   - Shape Tools (rectangle, rounded rectangle, ellipse, etc.)
   - Type Tools (style, size, tracking, kerning, creating outlines, etc.)
   - Transform Tools (rotate, reflect, scale)
   - Layers Panel (grouping and naming)
   - Color Related Panels (color, swatch, color guide, gradient)
   - Align Panel (distribution, and align to: artboard, selection, key object)
   - Pathfinder Panel (unite, minus front, divide, etc.)
3. Demonstrate your ability to design/emulate effective communicative icon sets through unified:
   - Color(s)
   - Scale
   - Style
   - Weight
.4.Demonstrate an understanding of color relationships in regards to:
   - Contrast
   - Harmony
   - Legibility
5. Demonstrate an understanding of other principles of design and organization:
   - Balance, Proportion, Alignment, Repetition, Space, Flow, etc.
   - Gestalt (similarity, continuation, closure, proximity, etc.)

Instructions:

Using the Illustrator template and source file provided (files: *Buttons_ Template.ai* and *Standardized_Components.ai)* create your custom button interface components and save the standardized components for reuse.

DOCUMENT COLOR SPECIFICATIONS

A. Develop Your Custom Palette

- You may use the colors and background you created in an earlier assignment, or you may create a new set of colors.

- Next compile 3-8 colors that harmonize with your logo colors.
  - 1-5 symbol set
  - 1 button color
  - 1 app background color

- Below is a visual example to further help you.

| #cfeae9 | #c9d9ac | #f8b2a6 | #d1afac | #f2edbc |
| #9cb0af | #96a381 | #f69f90 | #c49b97 | #efe8ab |
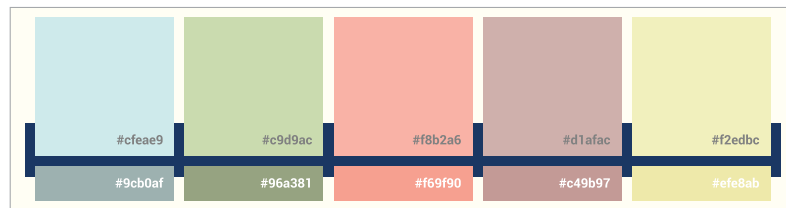
⚠ Warning: Most background and button colors are either dark, neutral, or light with appropriately contrasting text. Make sure that if you apply a gradient to these that the color stops within the gradient remain within one of these classifications. Backgrounds that blend from light to dark will experience poor legibility.

CREATE HUB SCREEN BUTTONS

A. Create Hub Screen, Path 1, and Other Buttons

- Using the appropriate template provide, start by creating your normal mode buttons.

- Next add your symbol metaphors you created by copying and pasting them.

⚠ Warning: Make sure that you copy them into the correct layer.

❗ Note: As you analyze various apps that you use, you will see that symbols are consistently placed on the left side and text is aligned left. This ensure that the space between the symbol and the text is consistent to help the eye flow.

- Next add your button typography to all your buttons and then convert them to outlines.

⚠ Warning: Start with the button that has the longest text. Do not create outlines until you have finalized the type point size as ALL your buttons must have the same size text.

- Remember as you are working to group each button and name each normal state button.
- Next copy your normal state buttons to the location of your pressed state buttons. Make the necessary modification(s) to give your user immediate feedback that they have pressed the desired button. Examples would be getting a thicker rim, or a lighter overall appearance, etc.

❗ Note: For this project you are only designing the normal and pressed state custom buttons. Everything in this app is available for all registered users so you are not designing the disabled state.

- Finally remember to group and name each of your pressed buttons as well.

B. Save Standardized Components as Symbols

- Creating symbols out of your artwork is an effective way to work. When you save artwork in the symbol's panel, the memory is stored once, and then each symbol instance is connected to the original. Another benefit is that should you need to change a symbol, an update to the original symbol, would automatically update each instance.

- Using the appropriate provided source file, save and name your standardized components to the symbols panel as a graphic symbol.
  Note: components used as a set can be saved as set (e.g. status bar, keyboard, etc.) and components used individually should be saved individually (check boxes, input fields, etc.).

SUBMISSION REQUIREMENTS:

- Name your file with this course, year and month, activity number, and name

- Example: MMD2_1405_09_ Bezier_Pierre

- Next compress your file

- Finally, submit your document through the FSO platform.

  Important: Assignments submitted with incorrect file names will receive an automatic 15-point deduction. Additionally, files not saved in the correct native .ai file format will receive a grade of 0.

	Requirements	Accomplished	Competent	Developing	Null
USE OF TOOLS The proper tools were used to create the interface components.	1. Color tools (flat color, gradients, gradient mesh, blend, etc.) were appropriately used to make buttons. (10 points) 2. Align tool used to place icons and typography logically within button shape (5 points) 3. Created outlines out of text (10 points)	**25pts** All tools listed were used.	**15-20pts** 2 requirements were met.	**5-10pts** 1 requirement was met.	**0pts** Adequate tool execution was not present.
FILE ORGANIZATION Properly uses folders to organize layers and gives meaningful names to both folders and layers.	1. Grouping: All paths that contain similar elements of the same overall asset, are grouped, and contained within the same layer. 2. Designated Layers Used: All paths and groups containing similar elements of the same overall asset are grouped in sub-groups within the same layer. 3. Naming: All layers, groups, and paths should be named to appropriately describe the assets or pieces of assets they contain.	**15pts** All layers, groups, and sub-groups are organized and named correctly.	**10pts** 50% of layers, groups, and/or sub-groups are organized and named correctly.	**5pts** 25% of layers, groups, and/or sub-groups, are organized and named correctly.	**0pts** No layers, groups, and sub-groups are organized and named correctly.
DESIGN PRINCIPLES and SPECIFICATIONS Properly uses the design principles in the design of interface components.	1. Buttons are unified in color, scale, style, and weight (7.5 points) 2. Typography is legible and consistent in size (7.5 points) 3. Color relationships offer contrast, harmony, and legibility (7.5 points) 4. General design principles and Gestalt theories were applied (balance, proportion, alignment, repetition, space, flow, proximity, continuity, closure, similarity) (7.5 points)	**30pts** All requirements were present.	**22.5pts** 3 requirements were present.	**15pts** 2 requirements were present. **7.5pts** 1 requirement was present.	**0pts** No requirements were present.

	Requirements	Accomplished	Competent	Developing	Null
CRAFTSMANSHIP Displays professionalism in the delivery of the work.	1. All components and assets maintain proportions and are not distorted (7.5 points) 2. All components are placed in the correct locations in the template with precise alignment and dimensions (5 points) 3. Created outlines out of all your text (7.5 points) 4. Expanded any vector effects such as rounded corners (5 points) 5. Everything is vector (5 points) 6. File was submitted according to the specifications laid forth in the project overview.	**25-30pts** All requirements were met.	**22.5-25pts** 4 requirements were present.	**15-17.5pts** 3 requirements were present. **10-15pts** 2 requirements were present **5-7.5pts** 1 requirement was present. -15 File was not submitted correctly	