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Build Beautiful Products

Personal

Devices should feel personal. Individual choices for chronic color and form are brought to life through software. Dynamic color extraction imbues the system with a personal aesthetic, while its changes in shape and lighting combine to create a holistic, resonant experience.

Spirited

Enliven everyday interactions. A spirited energy animates routine interactions like the response of a light or a FAB static change. Updates to shape and motion lend an active, alive quality to elements that react and adapt to user input and contents.

Unexpected

Design for emerging ecosystems. The blooming of device boundaries and expanded motion system is richly new. The system is reformed as a means for adaptation, discovery, and experimentation - it thrives through change.

Components

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Badges

Badges

See design guideline

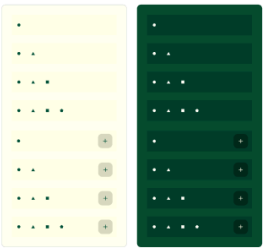
Badges are used to convey dynamic information, such as a count or status. A badge can include text, labels, or numbers.

Bottom app bars

Bottom app bars

See design guideline

Bottom app bars display navigation and key actions at the bottom of a screen.

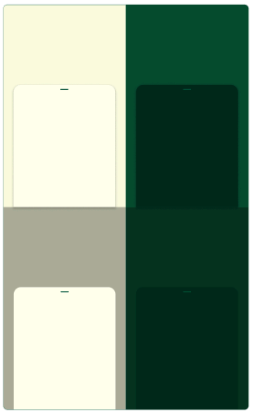


Bottom sheets

Bottom sheets

See design guideline

Bottom sheets are surfaces containing supplementary content, anchored to the bottom of the screen.

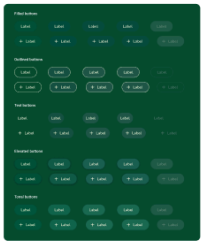


Buttons

Buttons

See design guideline

Buttons help people take actions, such as sending an email, sharing a document, or liking a comment.

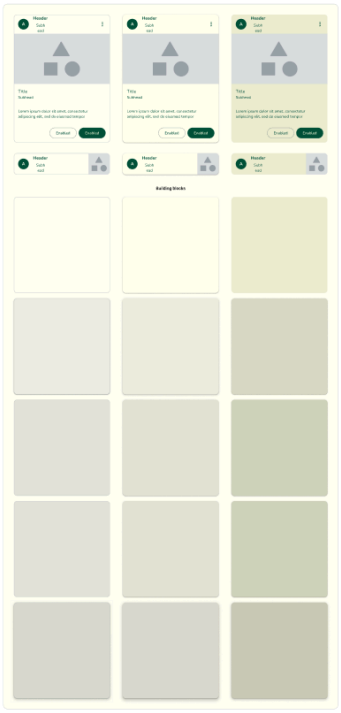


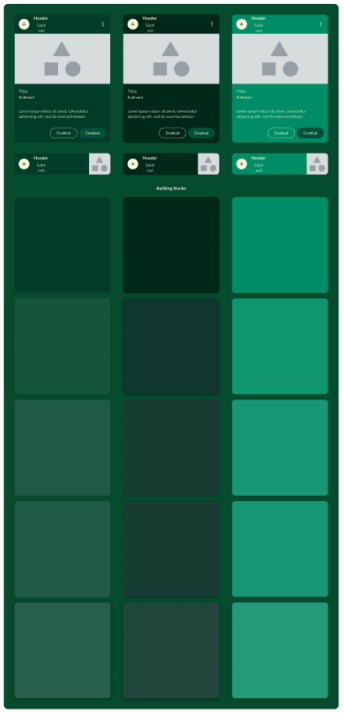
Cards

Cards

See design guideline

Cards are versatile containers, holding anything from images to headlines, supporting text, buttons, lists, and other components.



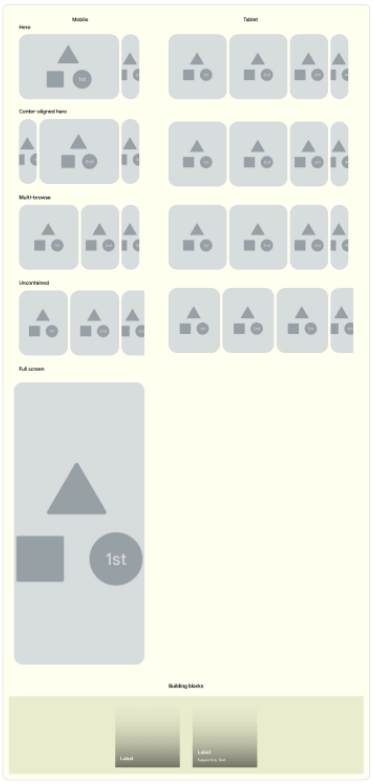


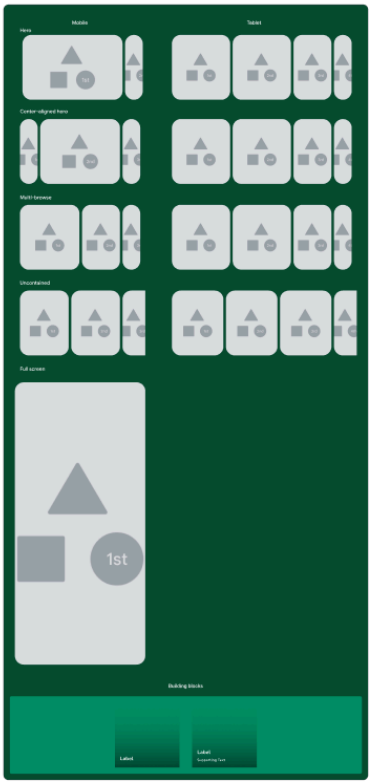
Carousel

Carousel

See design guideline

Carousels contains a collection of items that can be scrolled on and off the screen.



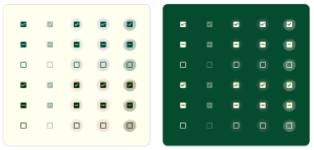


Checkboxes

Checkboxes

See design guideline

Checkboxes allow users to select one or more items from a set and can be used to turn an option on or off. They're a kind of selection control that helps users make a choice from a set of options.

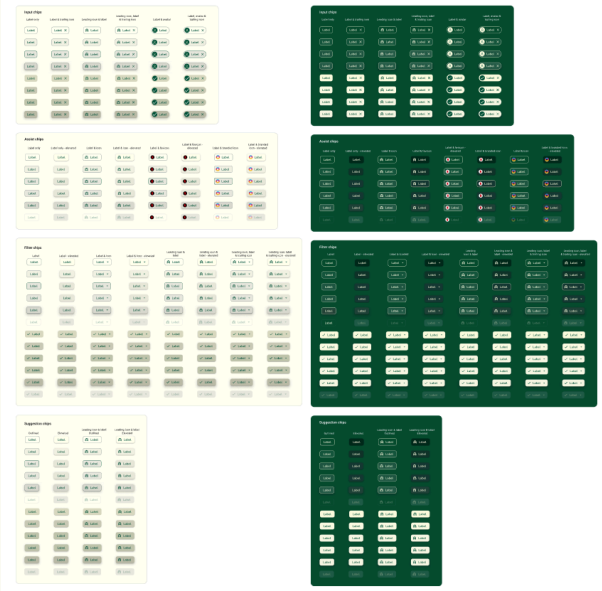


Chips

Chips

See design guideline

Chips help people enter information, make selections, filter content, or trigger actions.



Date picker

Date pickers

See design guideline

Date pickers let users select a date, or a range of dates.

Dialogs

Dialogs

See design guideline

Dividers

Dividers

See design guideline

A divider is a thin line used to group content in lists and layouts.

FABs

Floating action buttons (FAB)

See design guideline

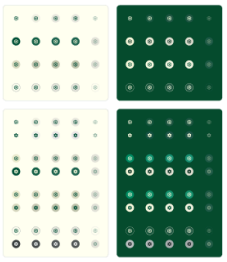
FABs help people take primary actions. They're used to represent the most important action on a screen.

Icon buttons

Icon button

See design guideline

Icon buttons help people take supplementary actions with a single tap.

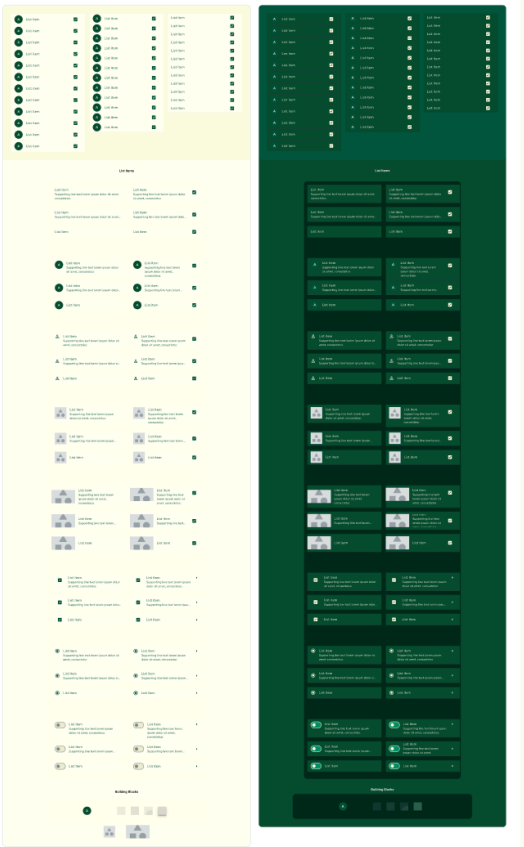


Lists

Lists

See design guideline

Lists are continuous, vertical indexes of text and images.



Menus

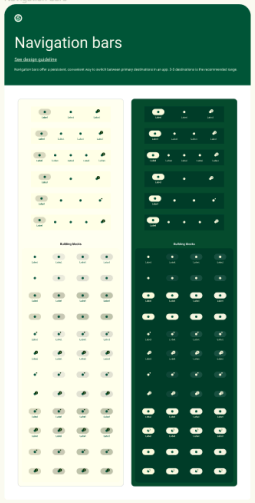
Menus

See design guideline

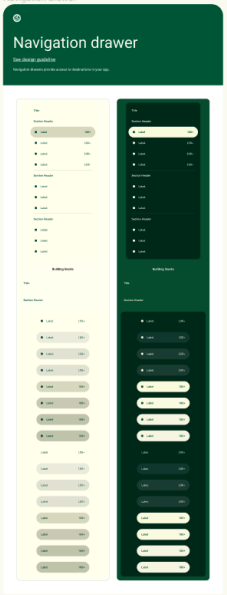
Menus display a list of choices on a temporary surface. They appear when users interact with a button, action, or other control.

For desktop, the longest menu item should be 112 dp wide. For mobile, the longest menu item should be 280 dp wide.

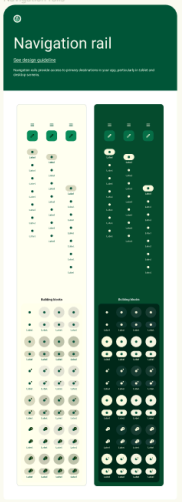
Navigation bars



Navigation drawer

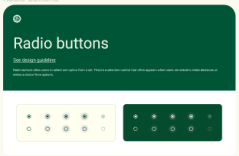


Navigation rails



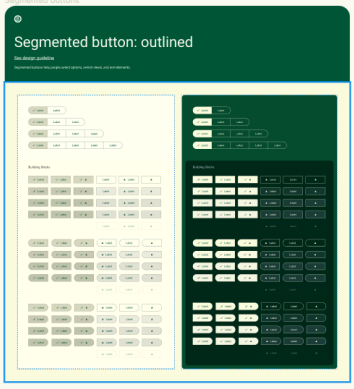
Progress indicator

Radio buttons

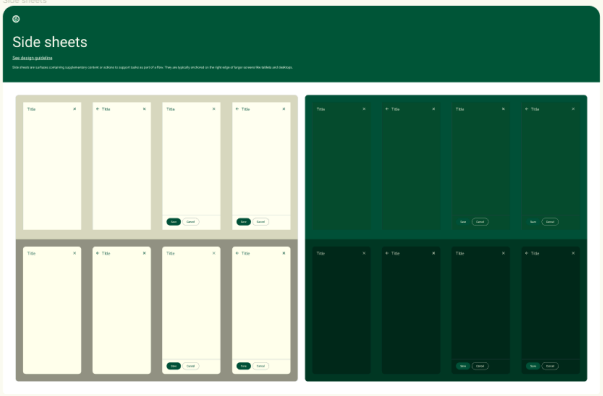


Search

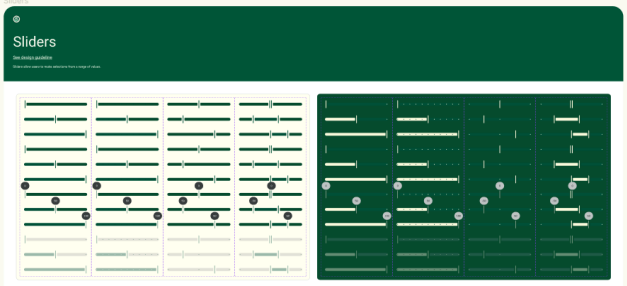
Segmented buttons



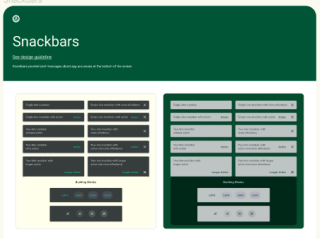
Side sheets



Sliders

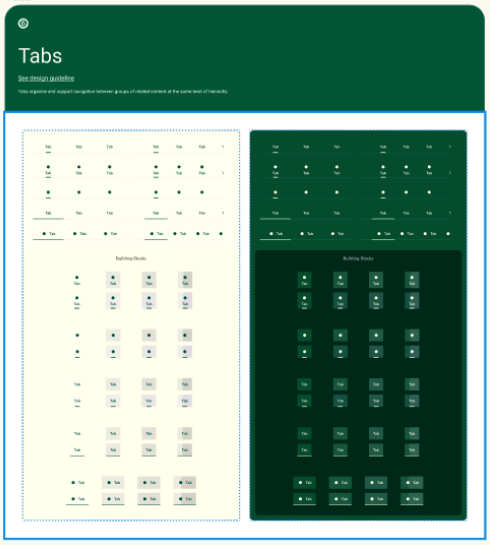


Snackbars

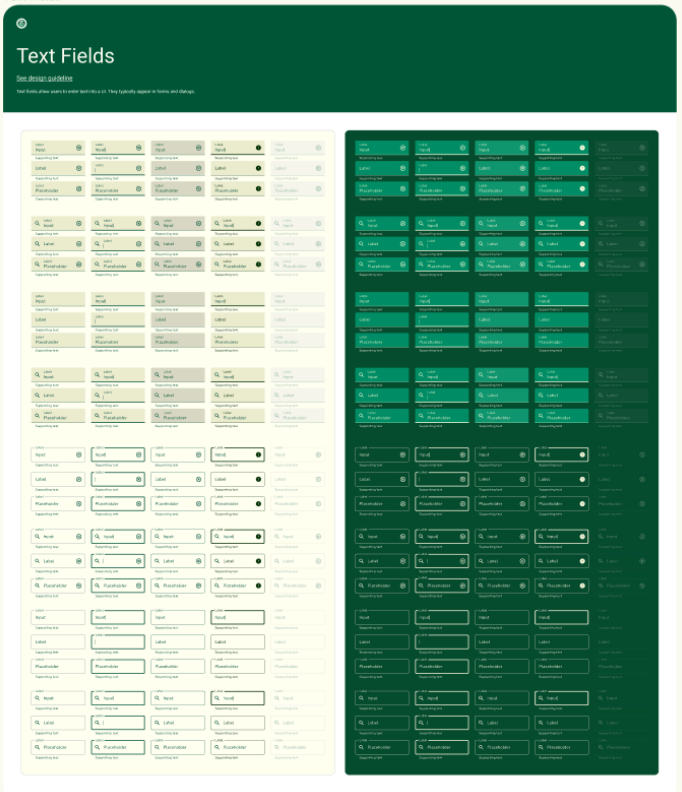


Switch

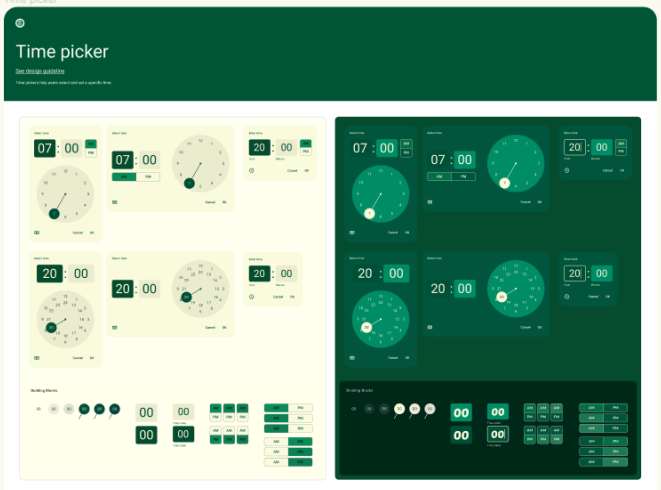
Tabs



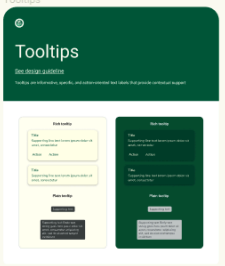
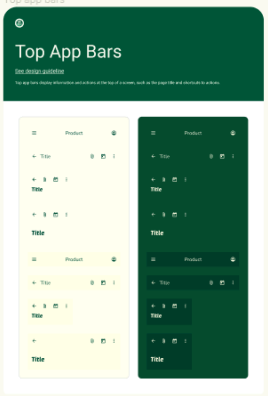
Text Fields



Time picker



Tooltips



Top app bars