MATERIAL DESIGN

Parmiciples.

- Material is the metaphor
- bold, graphic, intentional Motion provides meaning.

3D environment (x, y, z) dimensions. Z direction points to wer holding the device.

Key light creates directional shadows ambient light creates soft shadows.

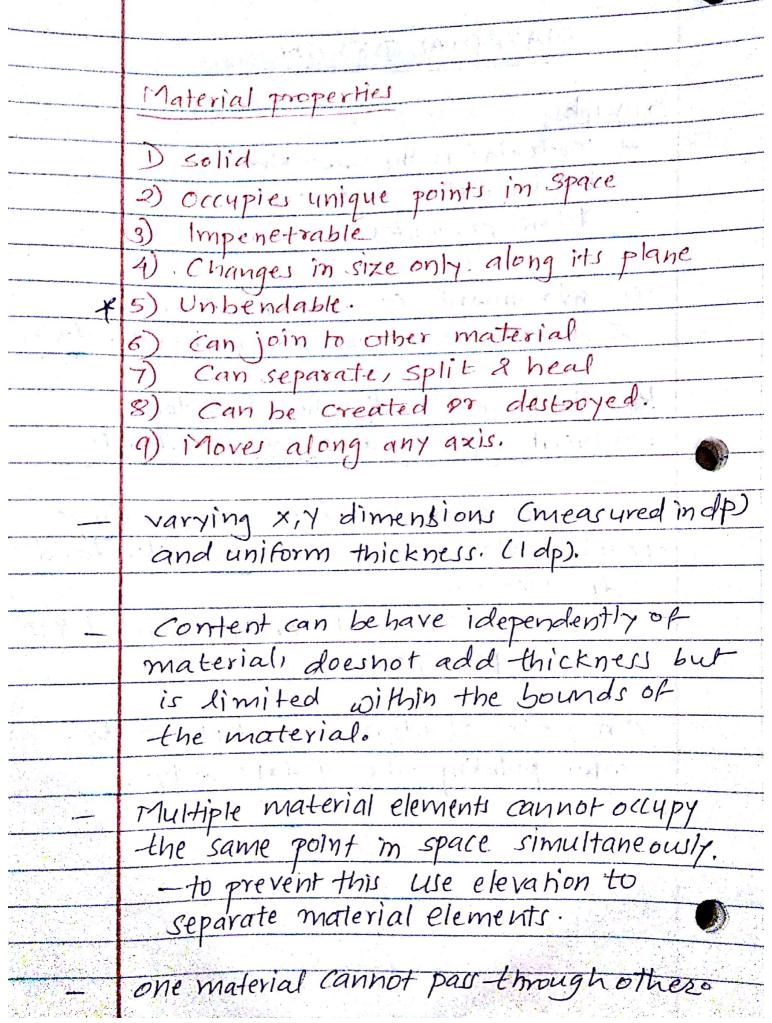
Every sheet of material occupies a single position along the Zaxis a has standard 1 dp-thickness.

Zaxis is for layering on wed & is notoperceptive.

on web shadows are depicted by manipulating the yaxis only.

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	Transforming material
	- can change shape.
	- grows, shrinks only along its plane
	- never bends Holds.
	- can join together.
	- when split, it can heal.
	the stronger period of the stronger to the stronger of the str
-	Movement of the material
, , , , , , , , , , , , , , , , , , , ,	
	- can be spontaneously generated or
	distroyed any where in environment.
	- can move along the axis.
	- Z axis - user interaction axis.
	Elavation
	Elevation
	- measured from front of one surface
	to front of another, an element's
	elevation indicates disfance between
	Surfaces à the depth of its shadow.
3/1/	
	- All material elements have vesting
	elevations. Dynamic elevation offsets
	are goal elevation-that component
	more towards
ENERGY CONTROL OF	Scanned by CamScanner

Resting elevation

- default elevation that does not change
 - it should return to its restring elevation as soon as possible.
 - Desk top resting elevation is 2dphelow the listed values to accomodate mouse and non-touch environment.

larger the screen, greater the depth

Shadows

Object relationships

- object hierarchy
- Exceptions
 - Interactions
- Flevation -

How objects are organized in app, defines how they will move

They can more independently or can be constrained by objects higher in hierarchy.

parent child relationships. Specifications - each obj. can have one parent. - each obj. can have any # of children. - inheritance of pasition, rotation, scale & elevation.

- siblings have same level of hierarchy.

Exceptions

elements move independently of other objects. e.g. floating action button does not scroll with content.

other eig.

- apps side nav drawer
 - the actionBar
- Dialogues.

Interactions

- how objects interact with each other is determined by—their place in hierarchy.
- _ if siblings, all move in-tandem.

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	The same of the sa	
	Motion	
	provides.	
13016	- focus between views	-
	- hints of what'll happen when use	
	completes goals	
A COLOR	- Distraction from what's happening	
	behind the scenes.	
	Character polish delight	
	Mohon sper	
	it is responsive	
130 F		
	- motion is natural.	21122
	- aware of surrounding.	
	- it is itentional.	
	- it is Quick	
	- it is clear - simple, avoid too muches	I time.
	- it is cohesive.	
	should be consistent throughout	epp.
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	A Brown Charles William College	
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	Scanned by Cams	Scanner
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Style, split screen, Components = chips. - represent complex entity in small block Expansion panelcontain creation panel flow, allow light weight editing, Cirid list - alternalive tostandard listview. Steppers - Display progress through numberedsteps. 9 patch mages button has 9 pieces. 4 corners, 4 edges 2 center area. for taller button left, middle, right should be duplicated for wider button right, top, middle, bottom should be duplicated.

