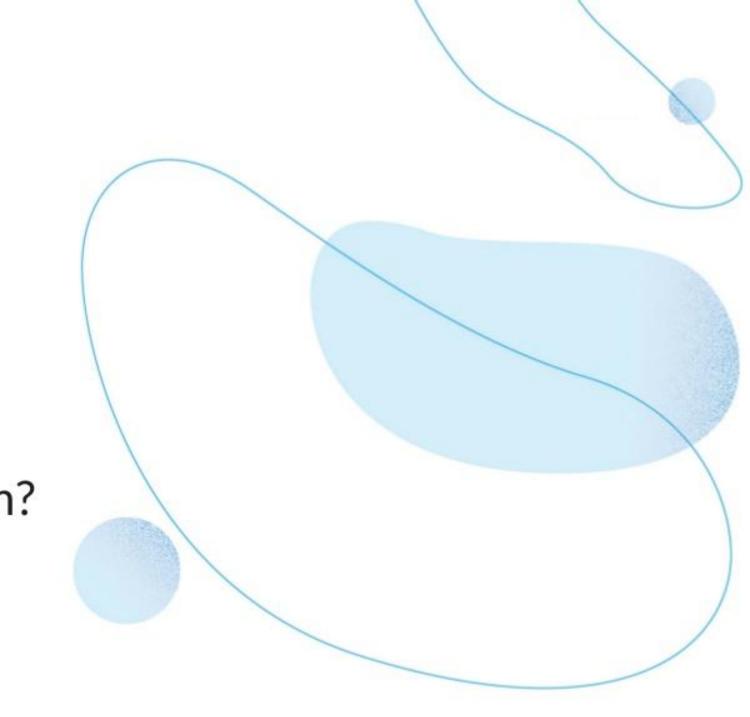


Atomic Design & Design System

TABLE OF CONTENTS

- 1. Why Design system?
- 2. Atomic design
- 3. How to create Designer Kit
- 4. Pros & Cons of Design system

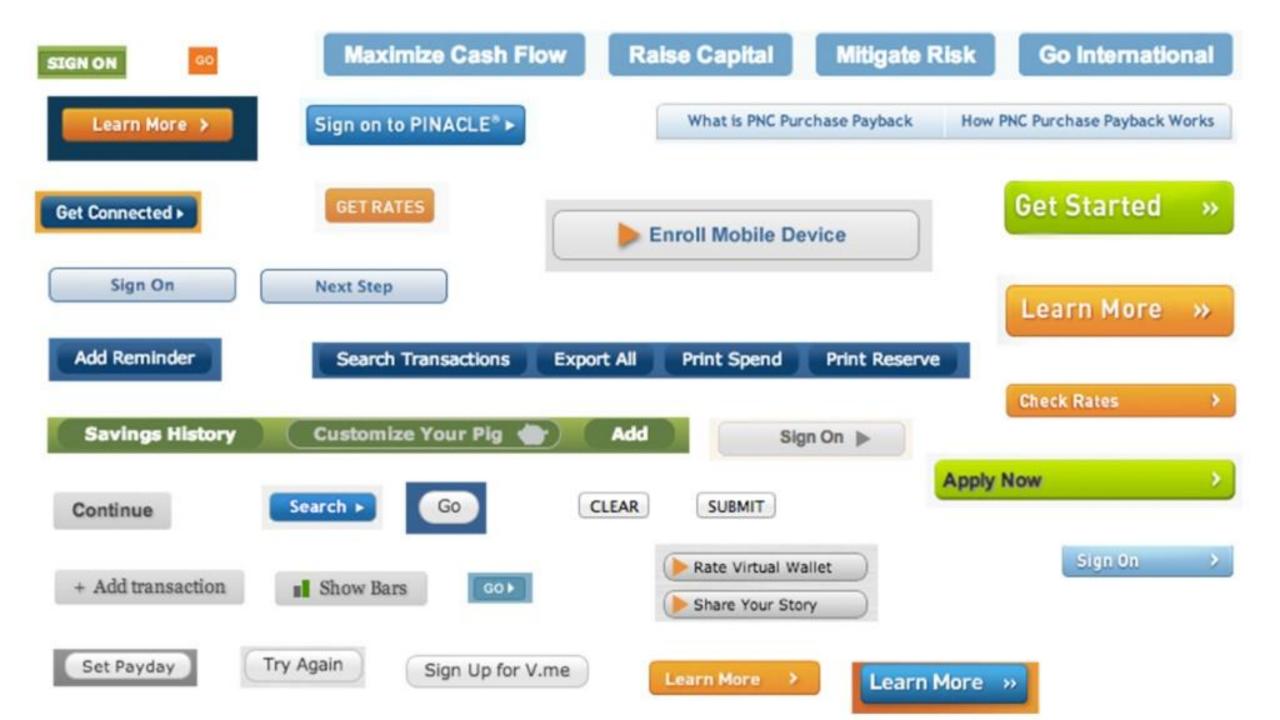


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Why Design system?

Does your design have the following problems?

- INCONSISTENCY
- HARD TO TRAIN NEW DESIGNER
- HARD TO UPDATE
- HARD TO SCALE DESIGN TO NEW PLATFORM
- YOUR DESIGN LOOK THE SAME WITH OTHER SITES.











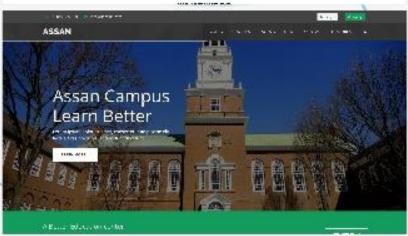




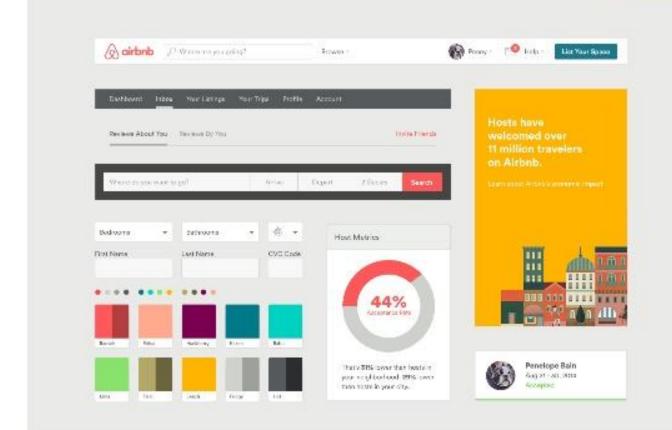


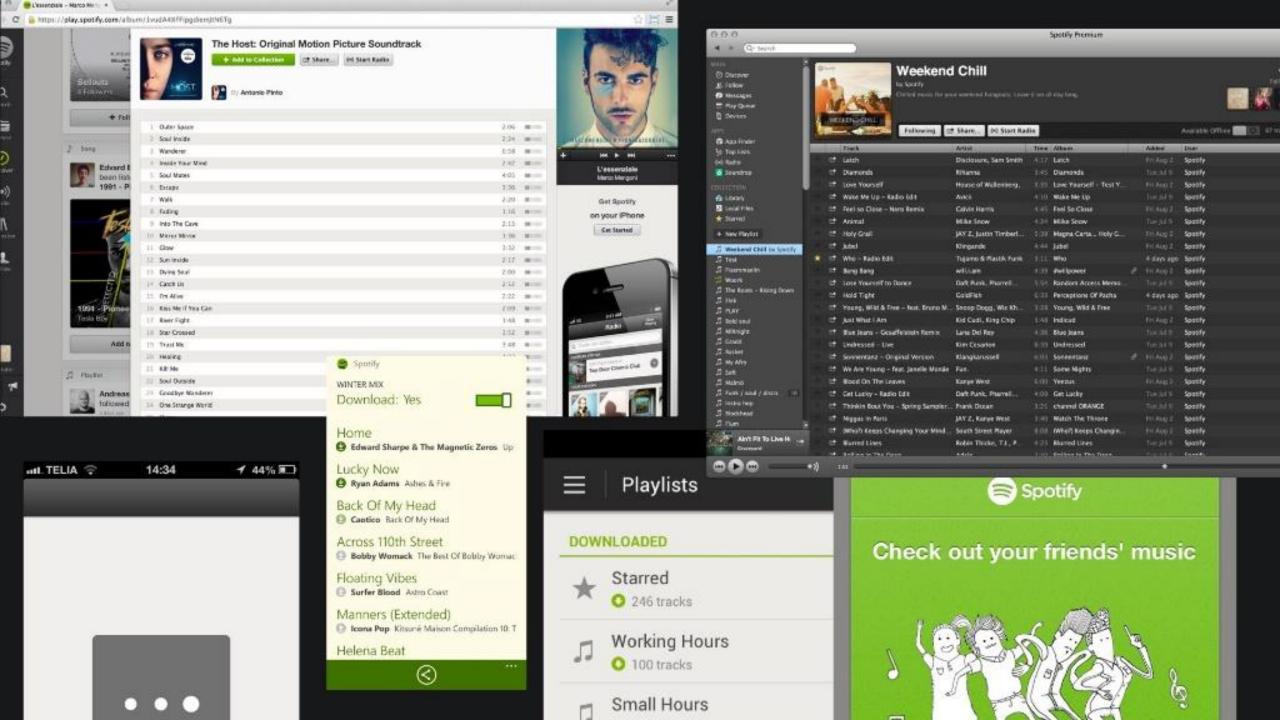
Caraco Involutionals in





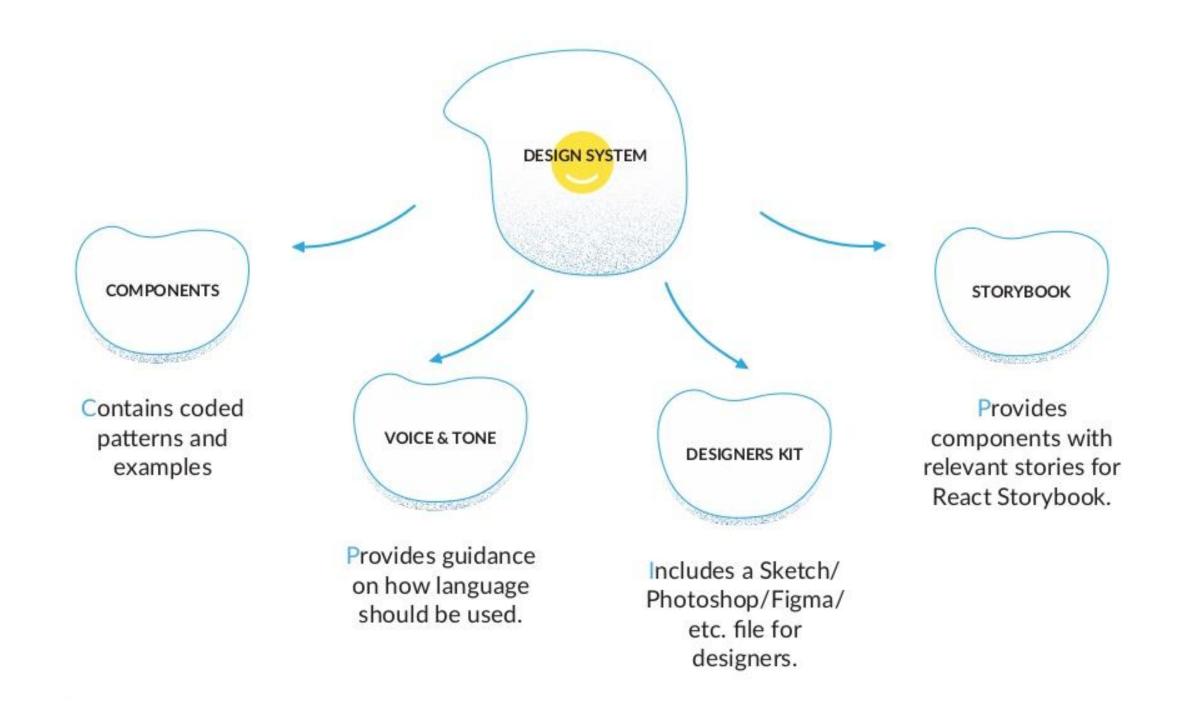


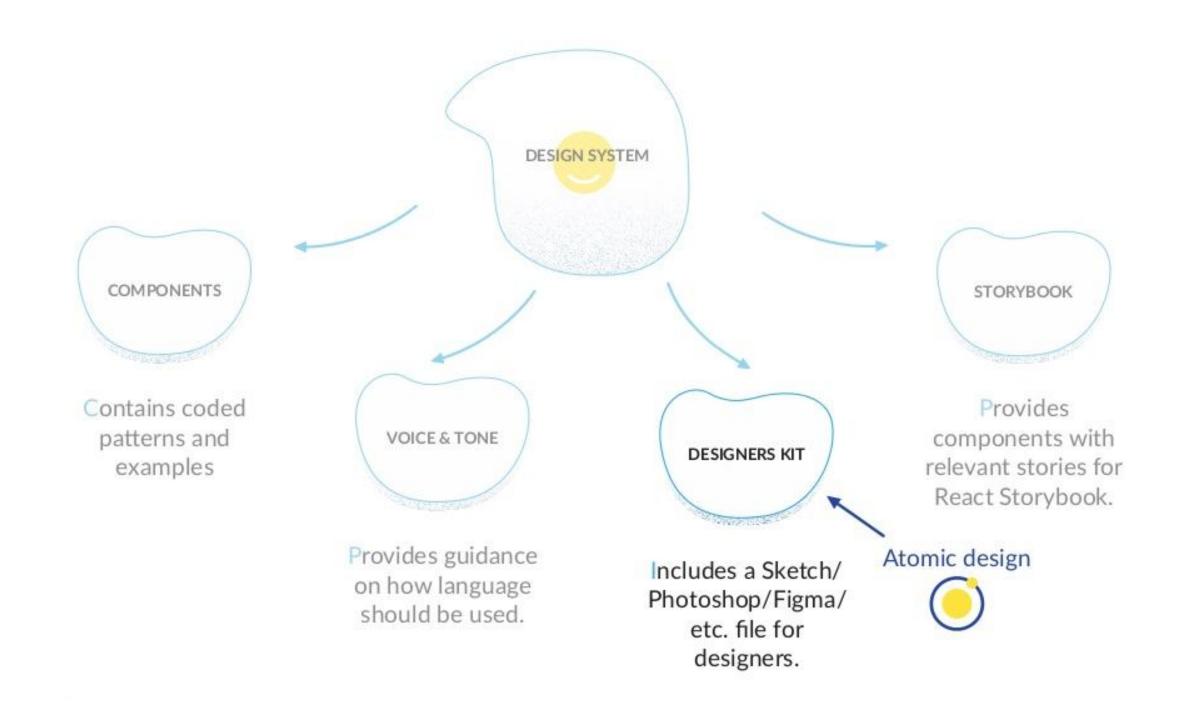


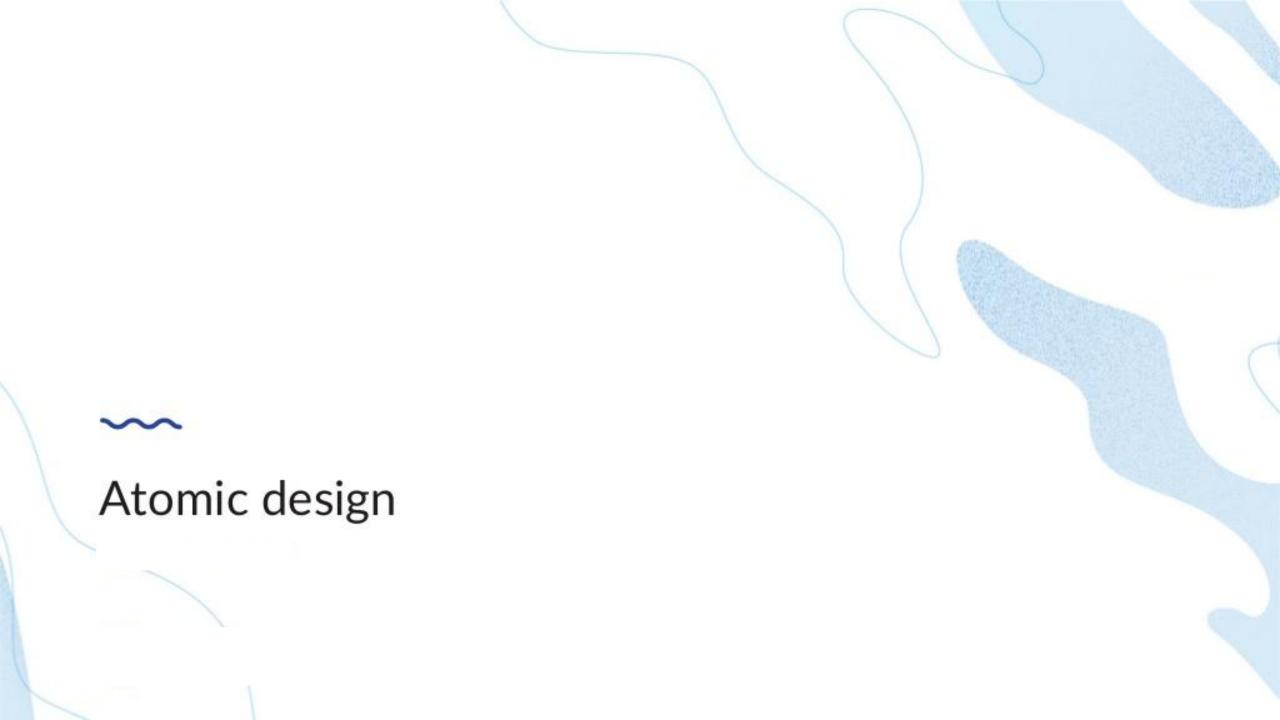












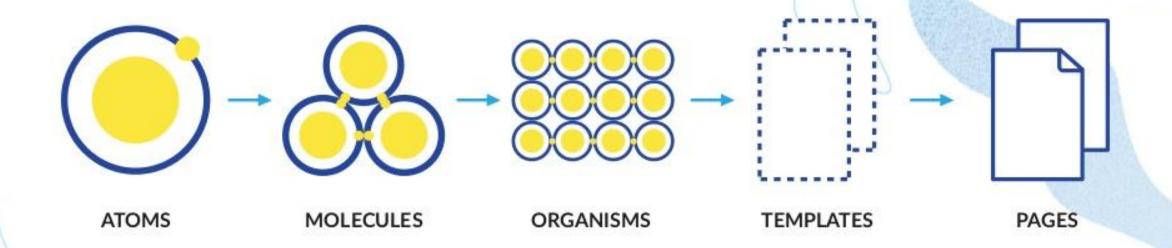
"Atomic design is a methodology composed of five distinct stages working together to create interface design systems in a more deliberate and hierarchical manner."

- Brad Frost -



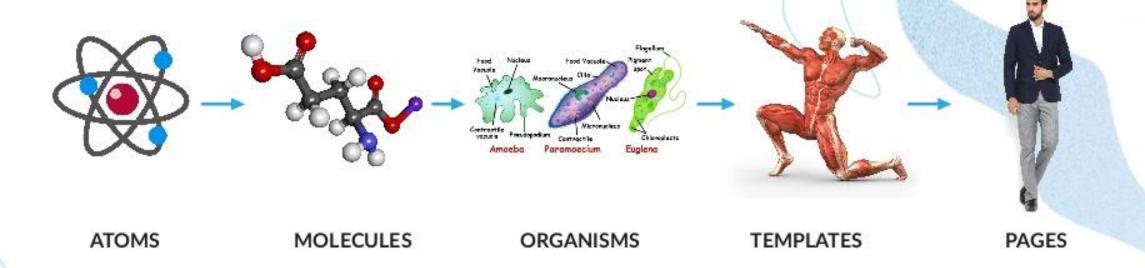
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The five stages of atomic design





Taking cues from chemistry



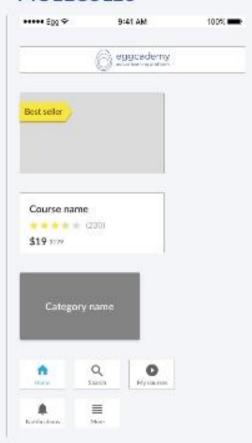


From style guide to final UI

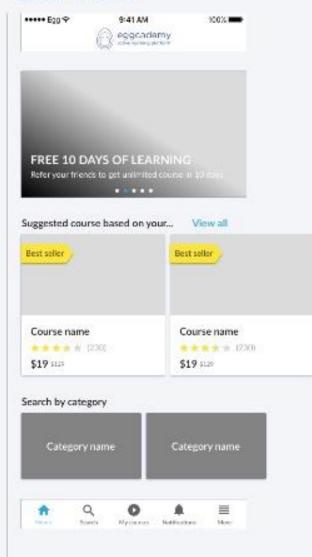
ATOMS



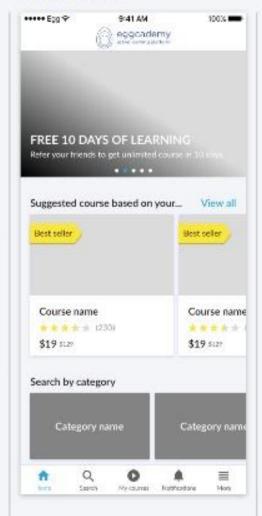
MOLECULES



ORGANISMS



TEMPLATE



PAGE



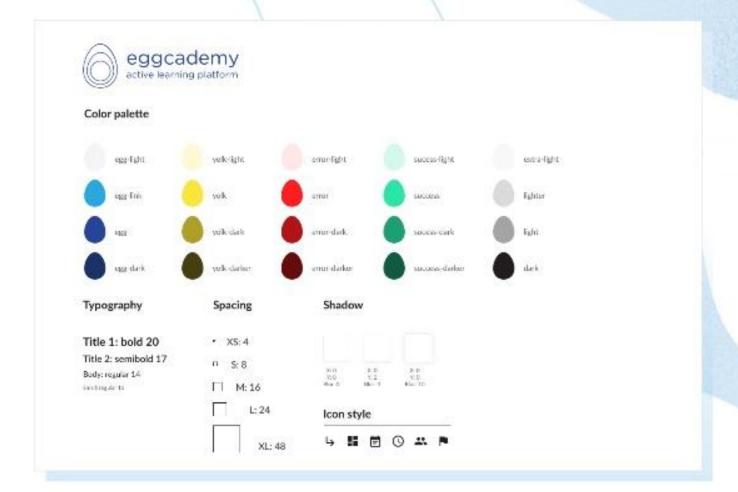


ATOMS

The foundational building blocks that comprise all our user interfaces

- LOGO
- COLOR PALETTE
- TEXT STYLES
- ICONS
- BUTTON





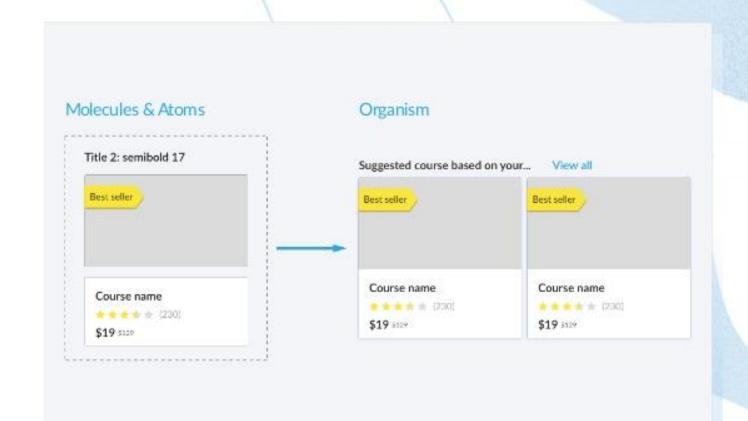
MOLECULES

Relatively simple groups of UI elements functioning together as a unit



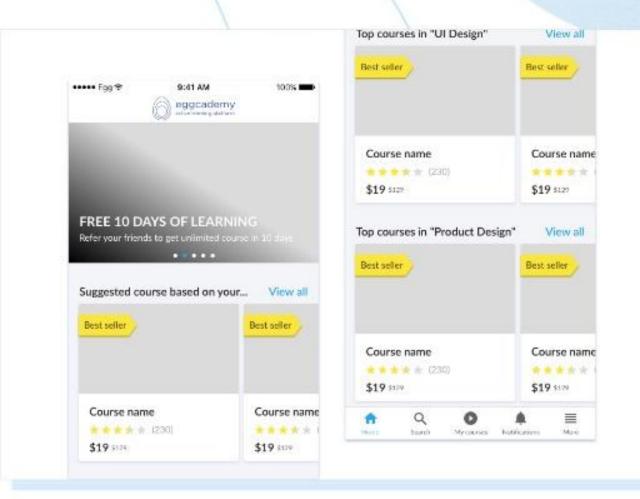
ORGANISMS

Relatively complex UI
components composed of
groups of molecules and/
or atoms and/or other
organisms



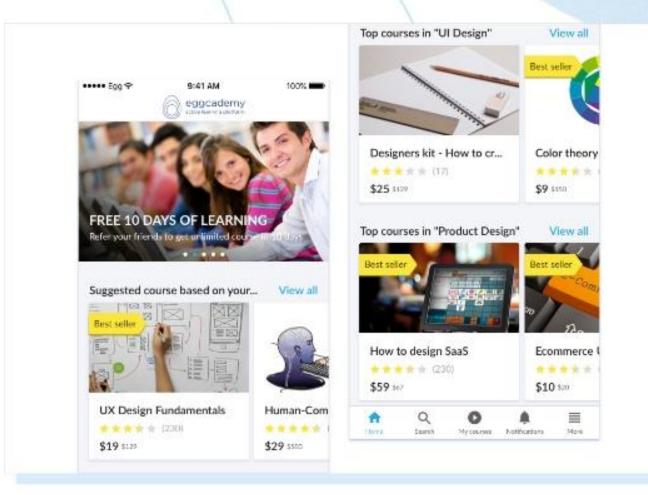
TEMPLATES

Page-level objects that place components into a layout and articulate the design's underlying content structure



PAGES

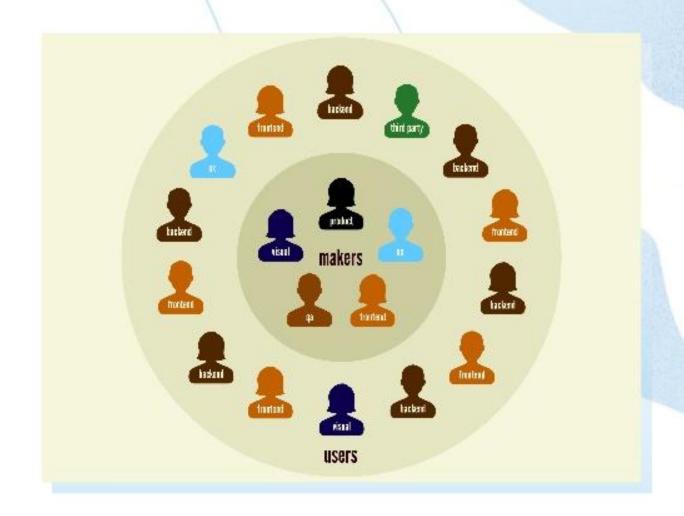
Specific instances of templates that show what a UI looks like with real representative content in place



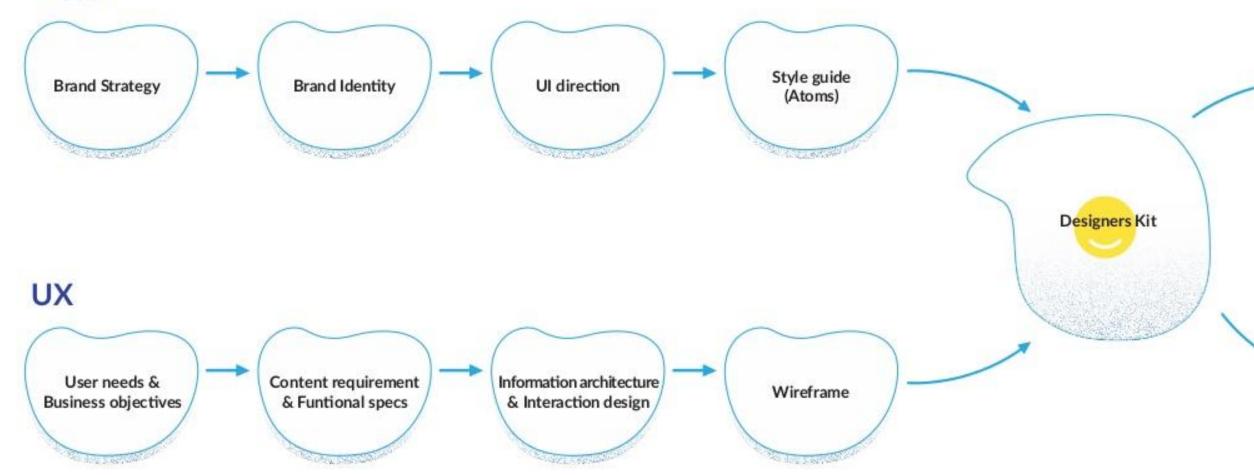


Who create Designers kit?

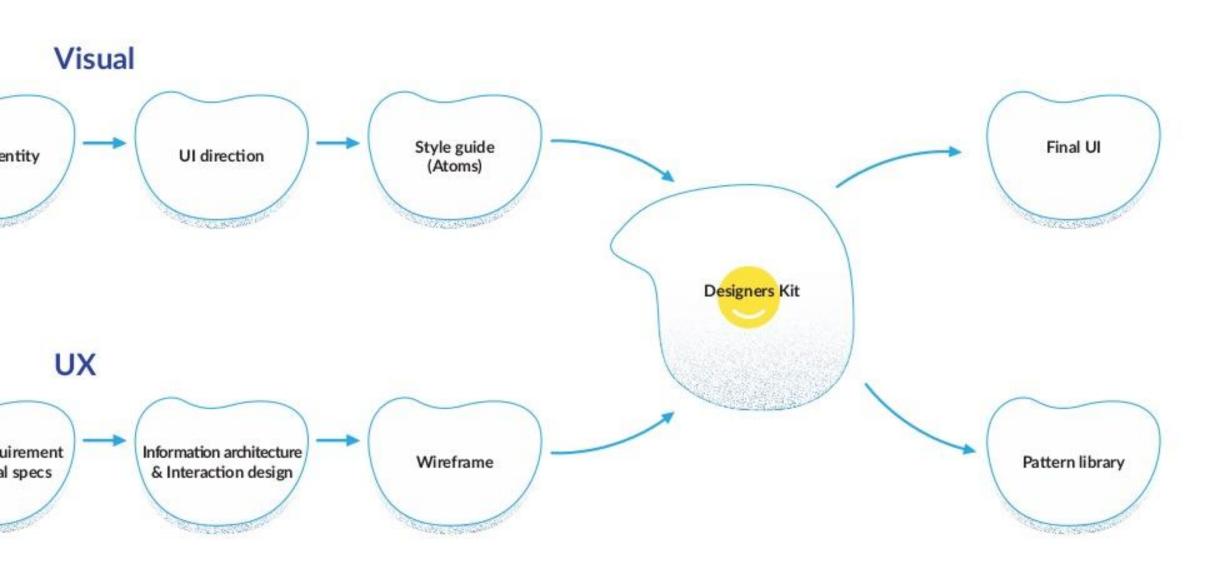
- TEAM EFFORT
- KEY PERSONS: VISUAL DESIGNER & UX DESIGNER

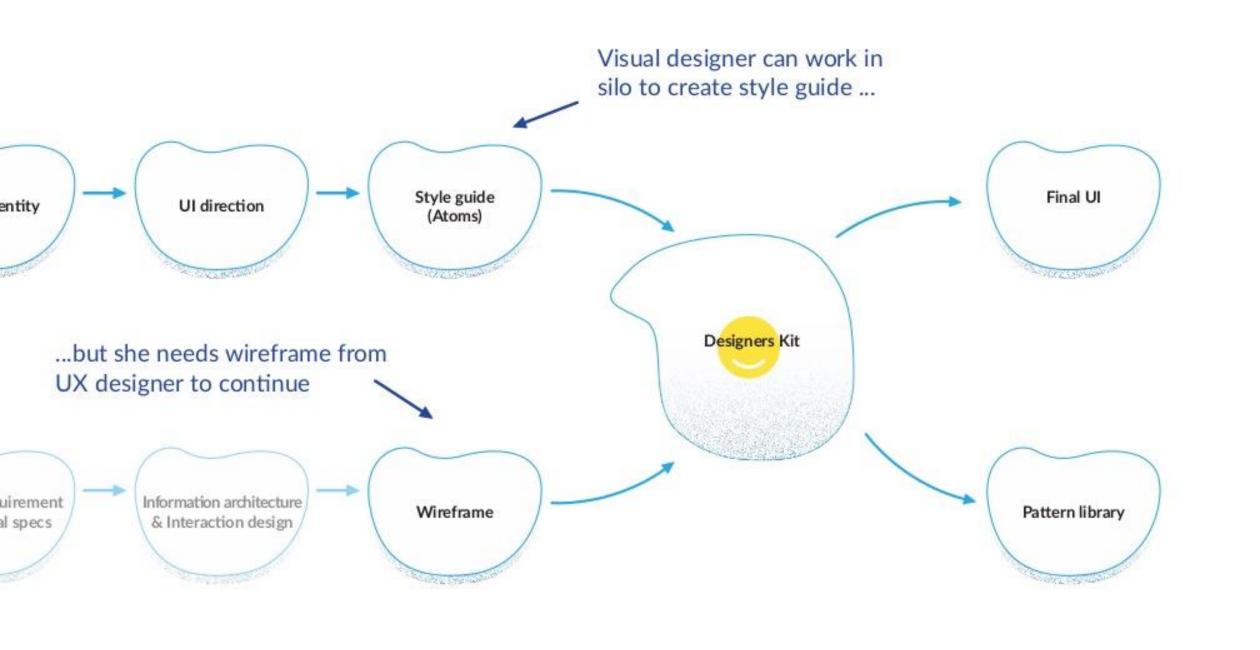


Visual



Next slide

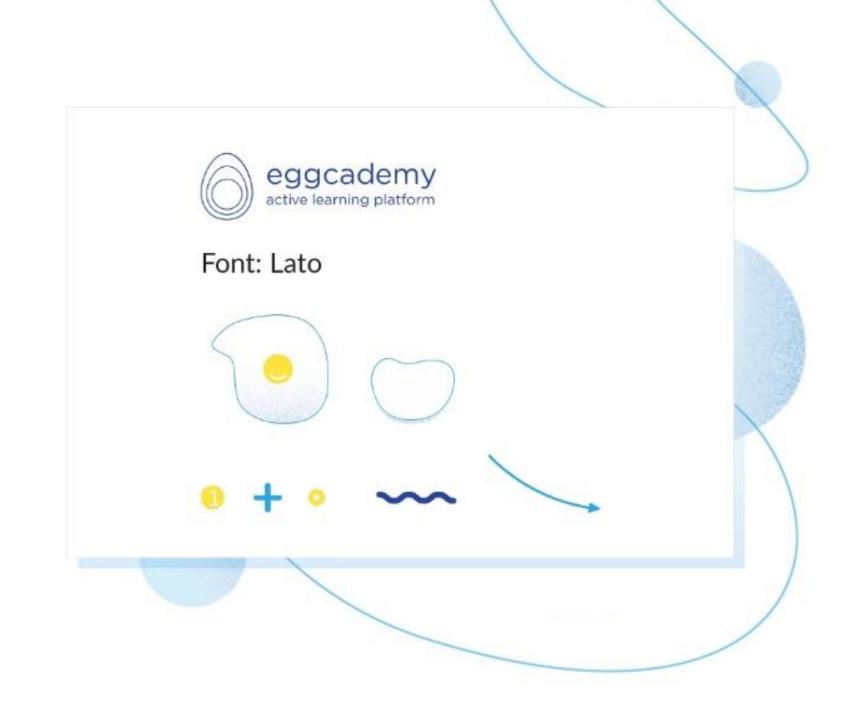






STEP 1

Gather existing brand guidelines



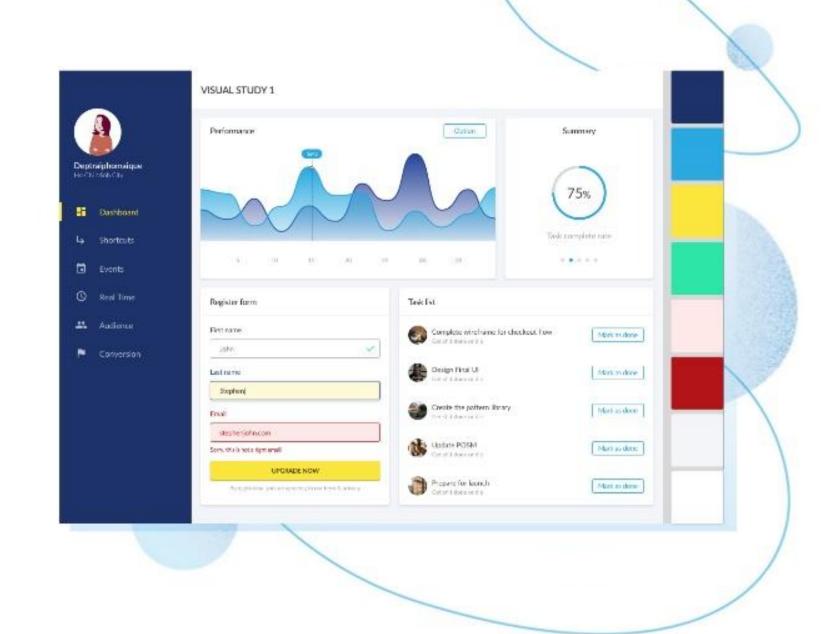


STEP 2

Develop several UI directions, focus on visual aesthetics

- COLOR
- TYPOGRAPHY
- FLAT/ MATERIAL...
- TEXTURE
- O ..

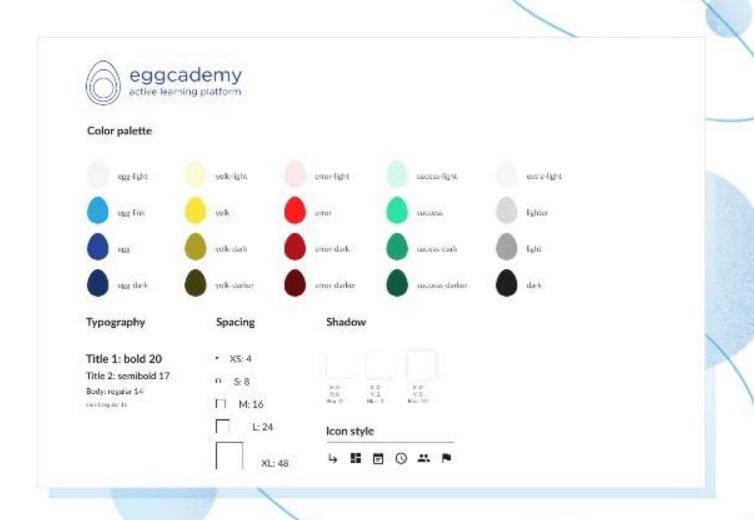
Choose one concept then move to next step



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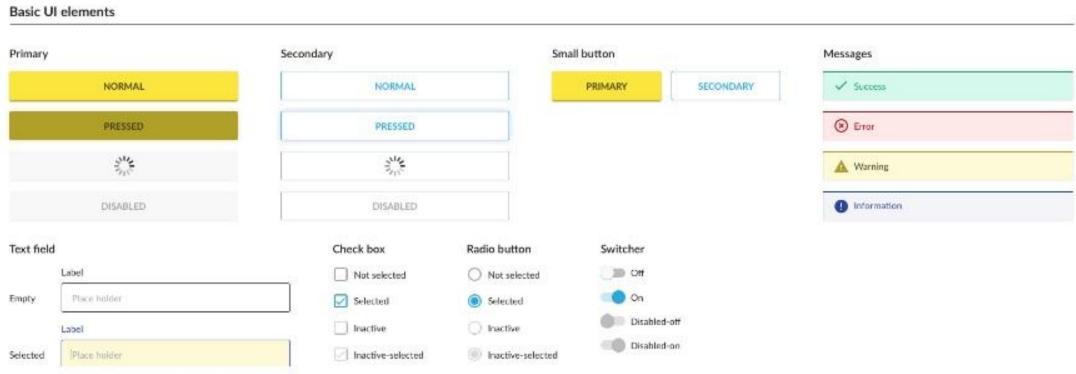
STEP 3

Apply the chosen visual style to create UI style guide (Atoms)





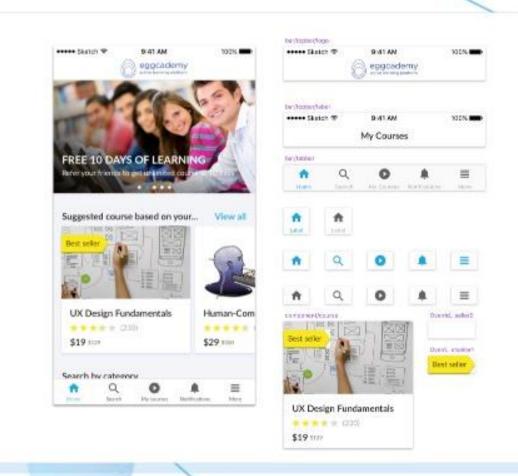




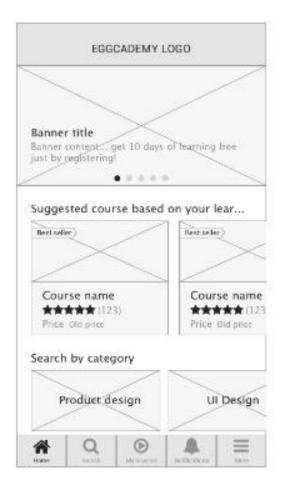


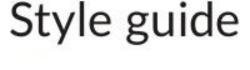
STEP 4

Apply the UI style guide to established wireframes to create final UI & pattern library



Wireframe





Color palette yolk-light egg-light enor-light sucess-light. extra-light egg-link lighter success yolk-dark emor-dark sucess-dark egg-dark yolk-darker dark error-carker success-darker Typography Spacing Shadow Title 1: bold 20 XS: 4 Title 2: semibold 17 □ S:8 X:0 K.0 V:2 X 0 Y.0 Body: regular 14 M: 16 Smit report 11. L: 24 Icon style

XL: 48

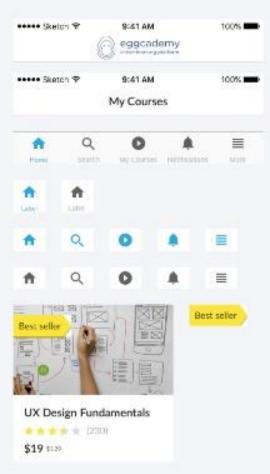
器 菌

Final UI

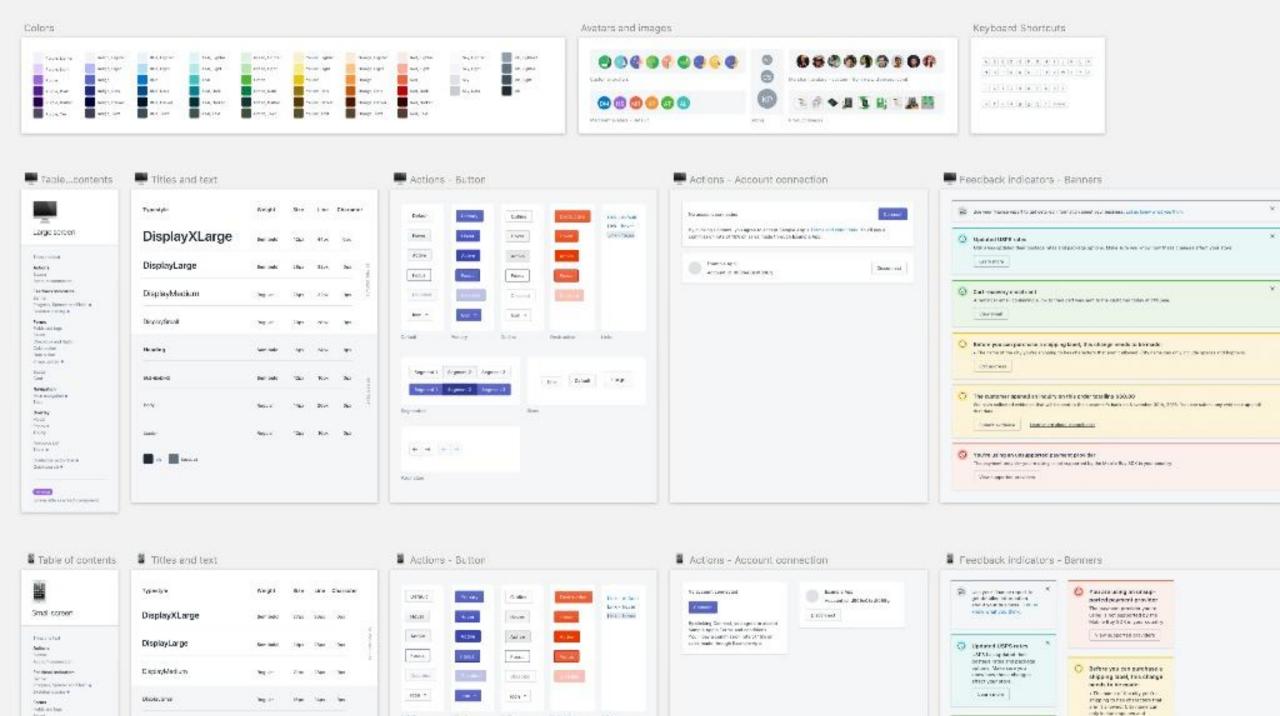


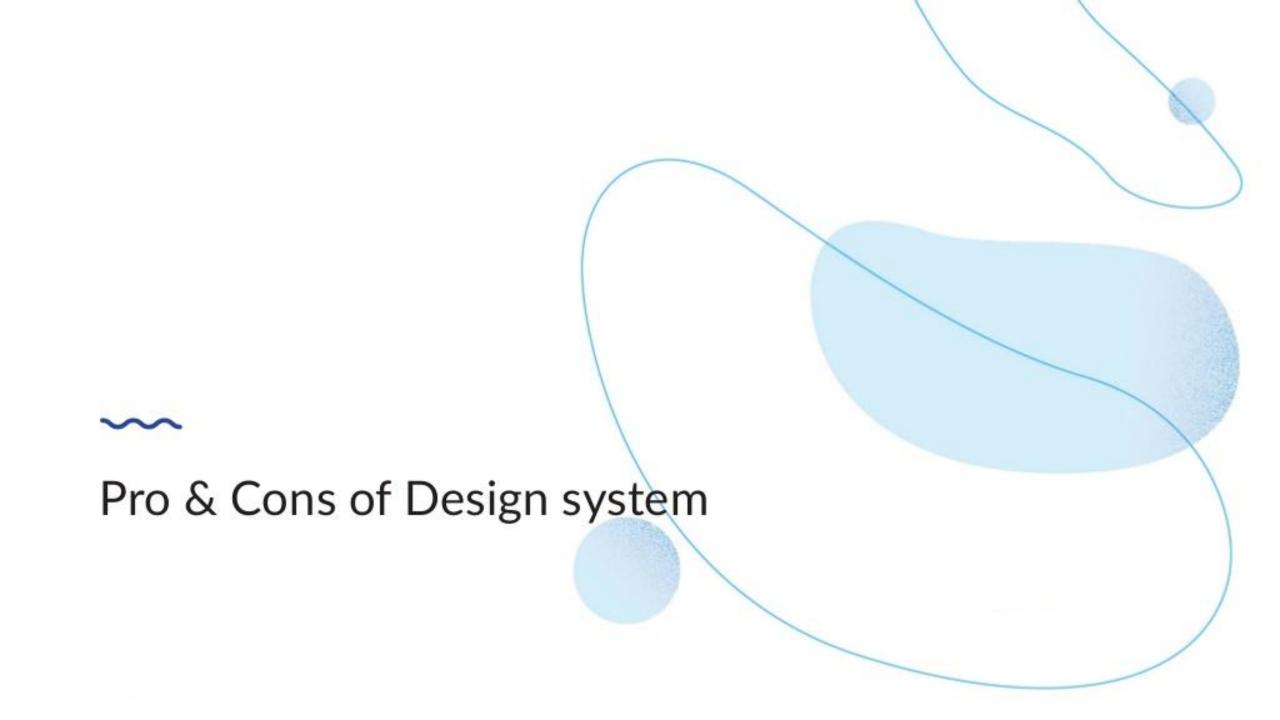


Pattern library











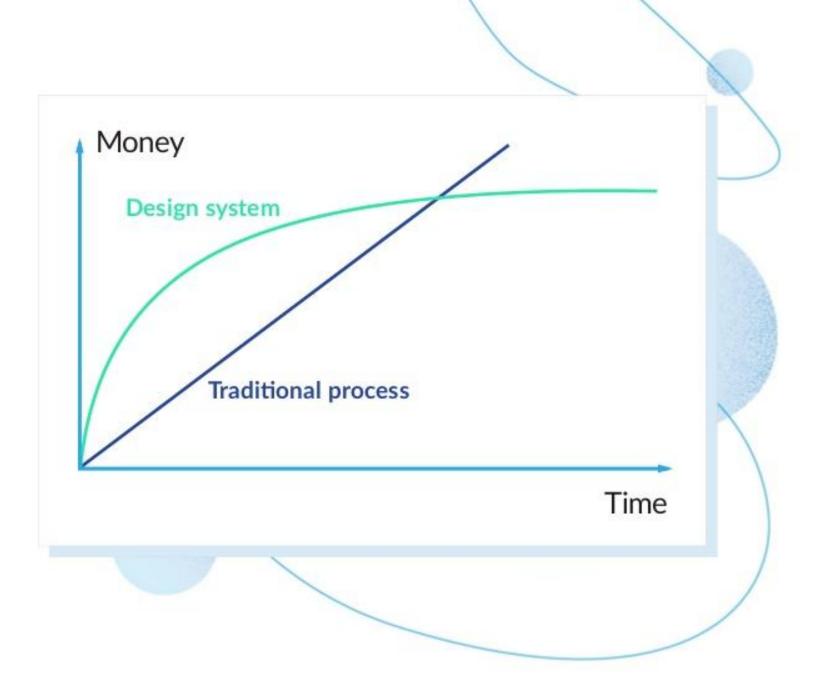
Pros

- CONSISTENCY
- RESUABLE
- EASY TO MAINTAIN
- EASY TO SCALE/ UPDATE
- EASY TO HANDOFF/ TRAINING,...

Cons

- TAKE TIME & MONEY TO MAKE THE SYSTEM
- NOT SUITABLE FOR SOME TYPES OF PRODUCTS

Design system takes time & money to create in early process, but it will shine later







Use when

- DESIGN LARGE PRODUCTS
- DESIGN MULTI-PLATFORM PRODUCTS
- DESIGN PRODUCTS THAT HAVE MANY UPDATES IN THE FUTURE
- DESIGN PRODUCTS THAT SCALES
- TEAM HAS MANY DESIGNERS INVOLVE IN ONE PRODUCT

Not use when

- DESIGN THINGS THAT TOO SMALL
- DESIGN ONE-TIME-USE THINGS
- TIGHT BUDGET
- TIGHTTIMELINE



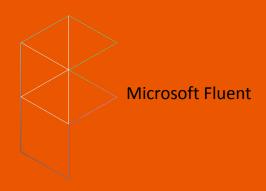


Principles of User Interface Design

Design Systems



Google Material



<u>User Experience Design</u>

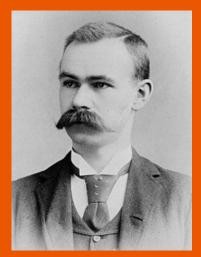
Facebook



Apple Human Interface Guidelines

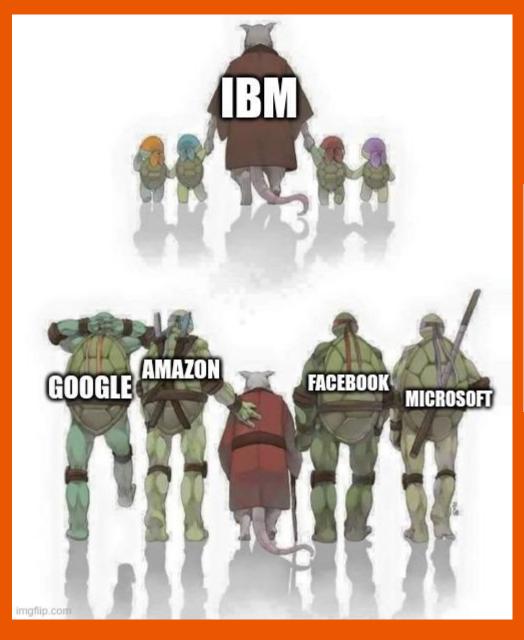


IBM



Herman Hollerith (1860 - 1929)

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| F | 6 | 6 | 6 | 6 | A | D | F | 6 | 6 | 6 | 6 | 6 | 6 | O | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | O | 6 | 6 | |
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Modern Cloud Giants

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