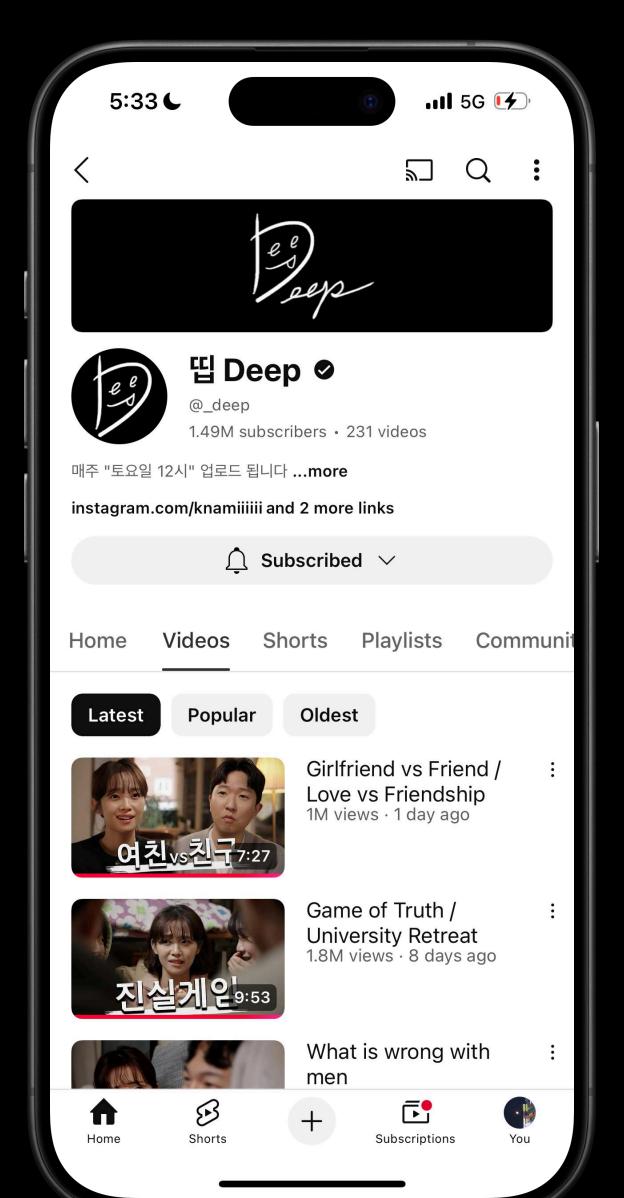
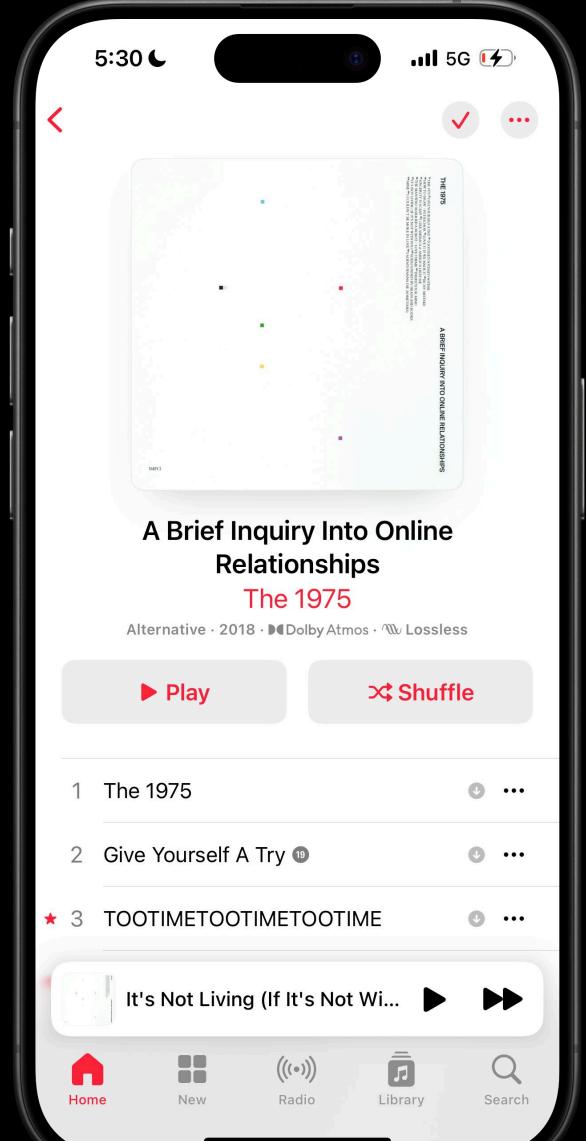
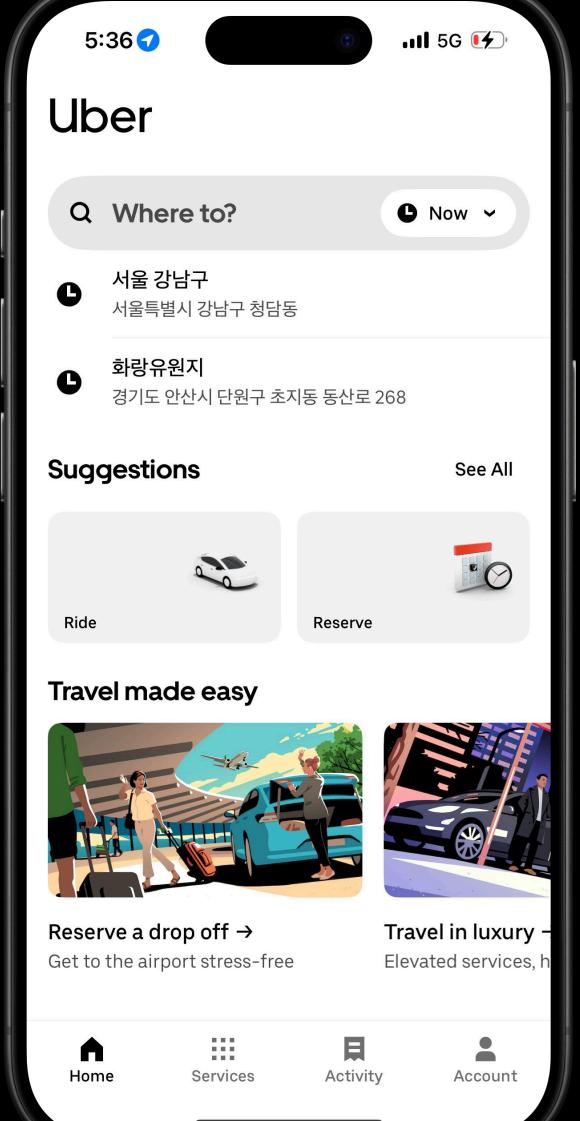
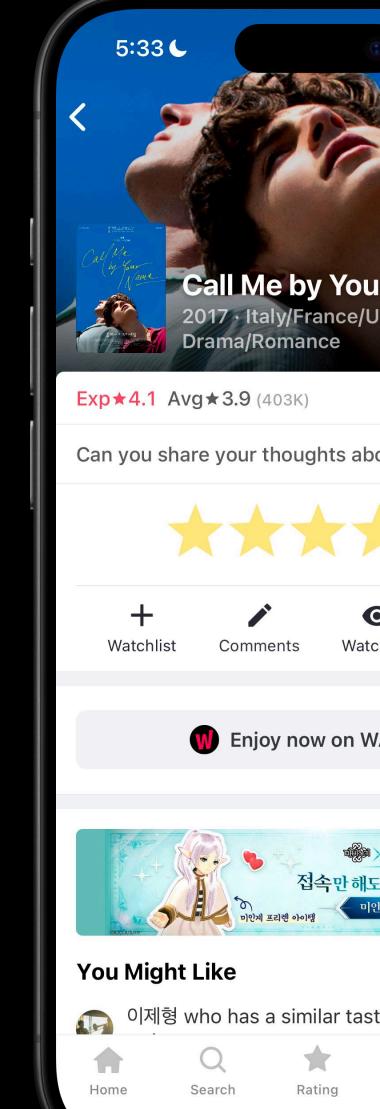
### 왜 디자인시스템을 쓰나요?

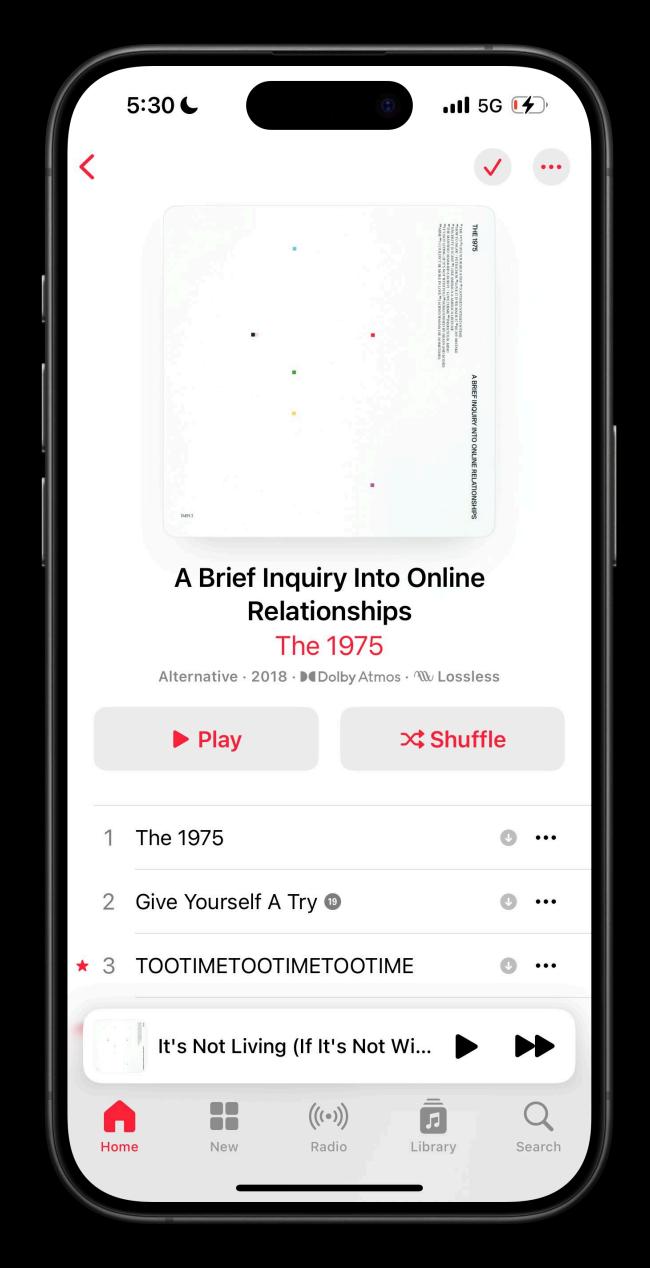


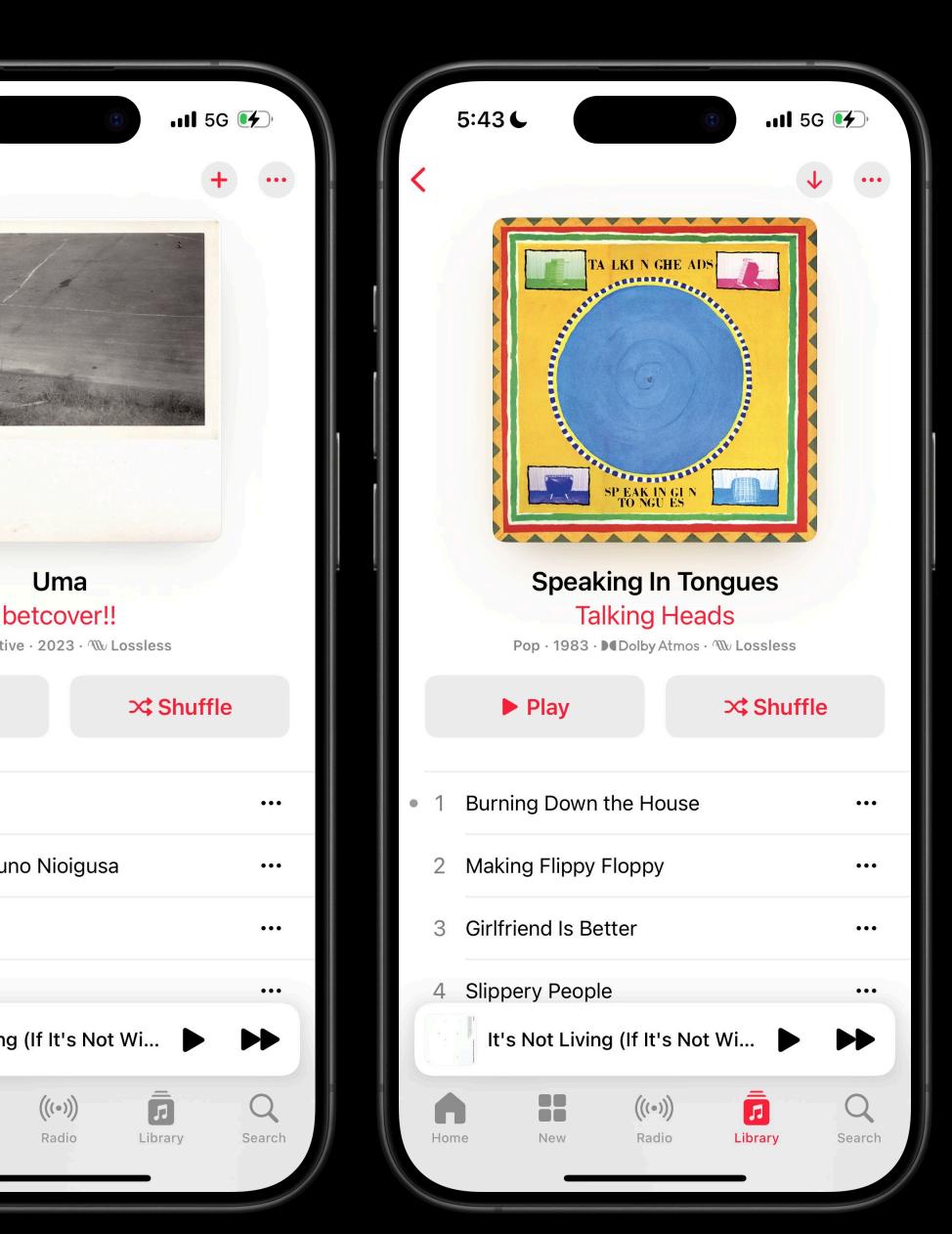




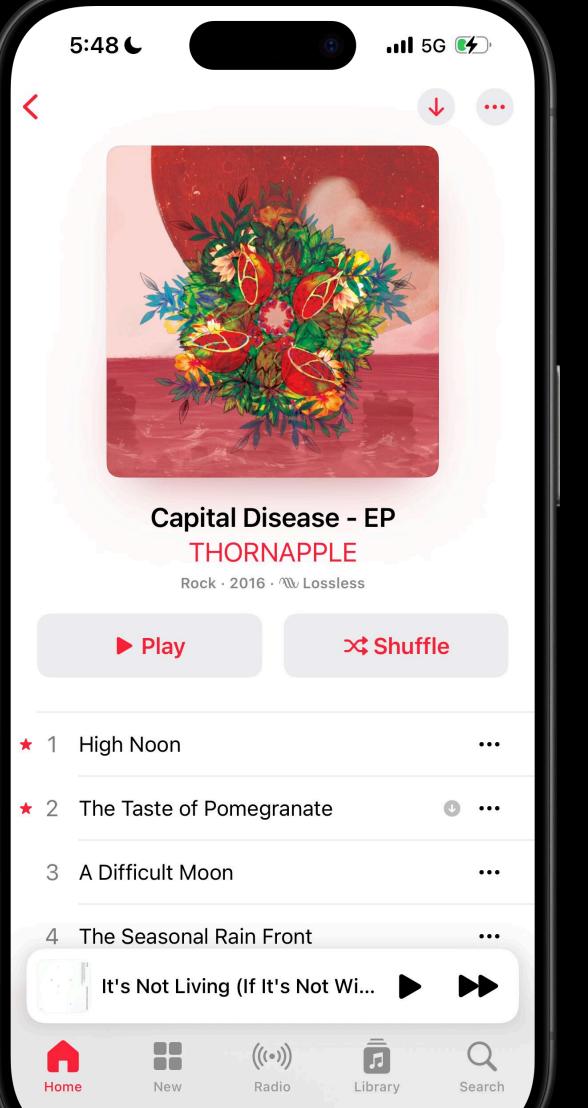


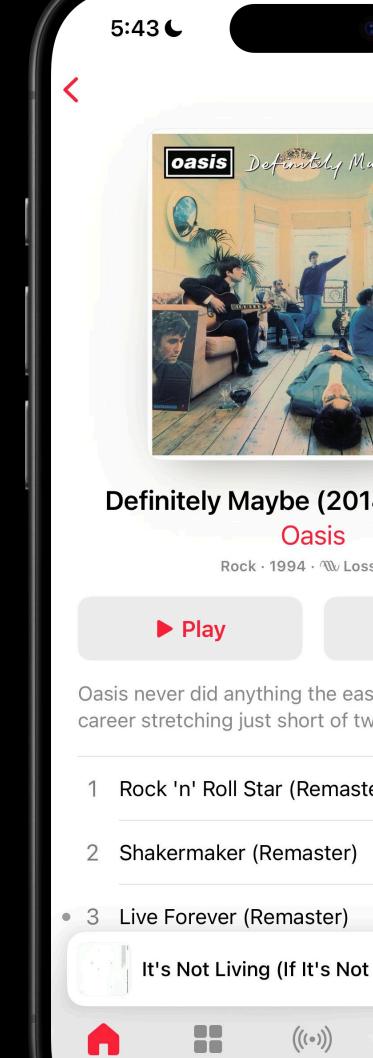






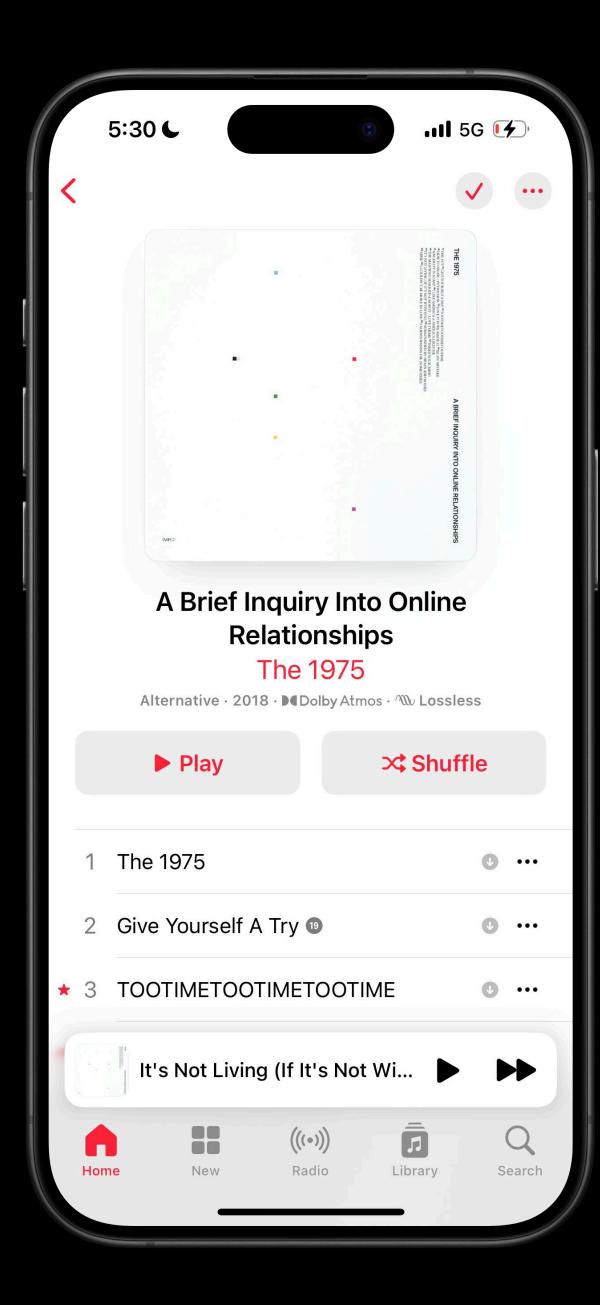






# 보여주고자 하는 내용이 다를 때마다, 코드 혹은 레이어를 일일이 재작성해야할까?

```
<Scroll navbar>
<VStack>
   <ImageView url="https://</pre>
img_to_abiior" />
   <Header album="A Brief Inquiry</pre>
Into Online Relationships"
artist="The 1975" />
   <HStack>
      <Button text="Play" />
      <Button text="Shuffle" />
   </HStack>
   <TrackList name="The 1975" />
   <TrackList name="Give Yourself A</pre>
Try" explicit=true />
</VStack>
```



### **AppNavigationBar**

### **ImageView**

url: https://img\_to\_abiior

### Header

album: A Brief Inquiry Into Online Relationships, artist: The 1975

### **ButtonGroup**

### **TrackList**

재사용되는 규칙들을 정형화

서비스가 제공하고자 하는 주요 기능을 일관성 있게 적용

### Human Interface Guideline

### Component

Atom

Buttons

Indicators

Views

**TextFields** 

Sheets

Molecule

AppNavigationBar

ImageView

Header

ButtonGroup

TrackList

#### Foundation

Color System

labelColor

systemFillColor

systemBackgroundColor

systemGroupedColor

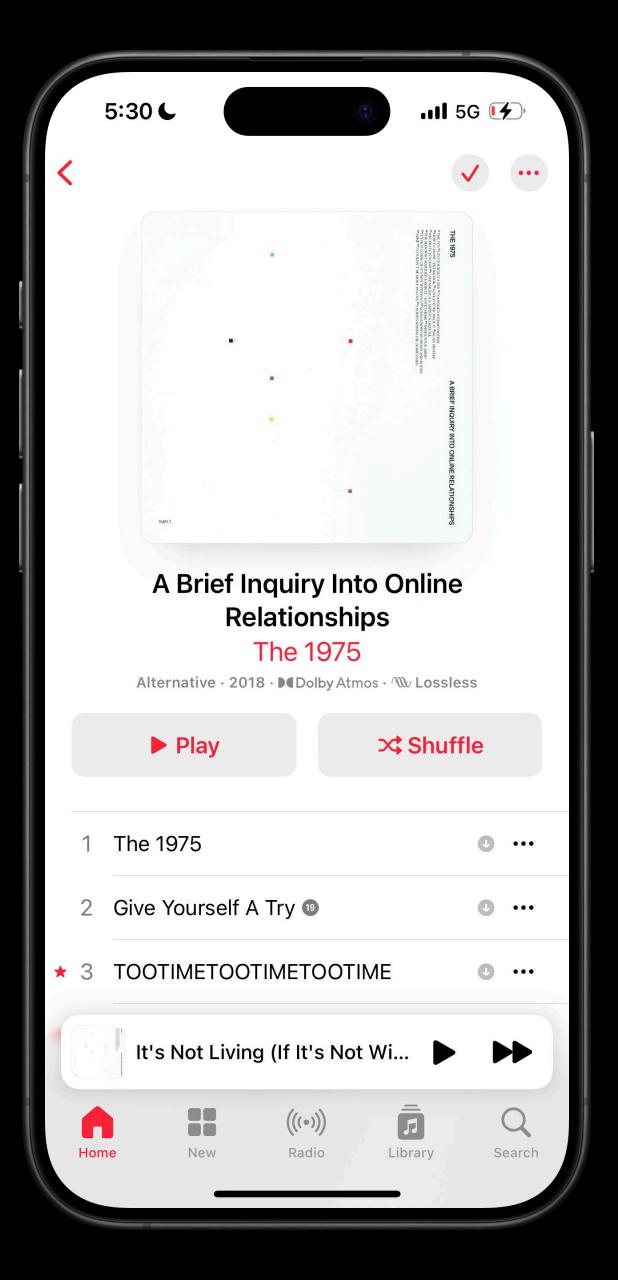
Typography

Title

Headline

Body

Callout



#### Human Interface Guideline

#### Component

Atom

Buttons

Indicators

Views

**TextFields** 

Sheets

Molecule

**AppNavigationBar** 

ImageView

Header

ButtonGroup

TrackList

#### Foundation

Color System

labelColor

systemFillColor

systemBackgroundColor

systemGroupedColor

Typography

Title

Headline

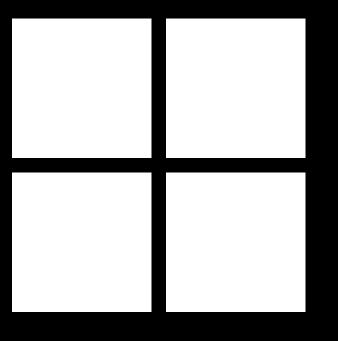
Body

Callout

단순히 재사용되는 컴포넌트만 정의하는 것이 아닌

서비스 전체에서 사용되는 타이포, 컬러까지 전부 정의







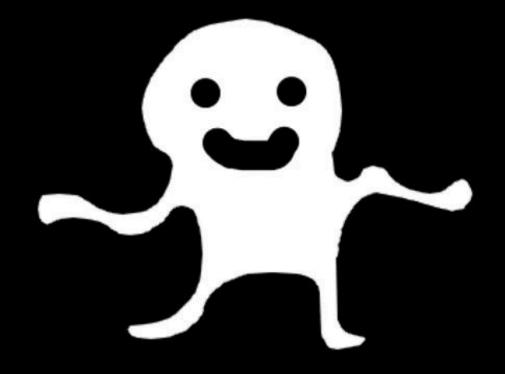
### Human Interface Guideline

Fluent 2

Material Design 3



디자이너님... 같은 컴포넌트인데 여기는 4px이고 여기는 8px이고 여기는 fffff인데 여긴 f0f0f0이고 제발 좀 통일해주세요



이히힣ㅎ히히힣 에헤헤헹ㅎㅎ헿 무지성 컬러 난사 (규칙과 대책 없이 디자인하기)



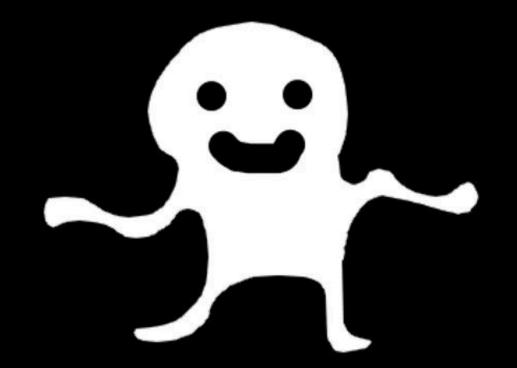
### 소규모 팀에서도 프로덕트의 퀄리티와 통일성을 위해 최소한의 스타일 가이드는 정립하는 것이 좋다

물론 제대로 된 디자인 시스템을 만드는 일은 n년 이상 필요!

# Design Token

All variables 47	Name	Light	Dark
Background	Background / Root		
Root			
Fill		System/White/100	Theme/Contrast/2
Group		Theme/Contrast/5	Theme/Contrast/1
State			
Border	Background / Fill		
Content		Theme/Brand Black/4	Theme/Vibrant White/2
Neutral	<a>Strong</a>	Theme/Brand Black/8	Theme/Vibrant White/4
Semantic	: Inverted	Theme/Contrast/3	Theme/Contrast/5
Status			
Calendar	Background / Group		
Dim		System/White/100	Theme/Contrast/2

### 디자인 토큰... 디자인이니까 디자이너가 만드는대로 하면 되겠지?





토큰...? 뭔가 개발자가 알아서 할 거 같은데?

디자인 토큰은 단순한 이름 붙이기가 아니다

# 플랫폼, 개발 환경, 디자인 성향을 모두 고려하여 요소 하나하나 신중하게 결정

# # The 3102 Alesign system

Primitives (Brand)

Theme (Color)

### **Raw Values**

hsba(340, 72%, 94%, 1)

hsba(349, 86%, 100%, 1)

### **Brand Color**

브랜드 Primary의 HSB 값을 기준으로 보정되는 컬러

prim.brand.primary.100

prim.system.red.100

### **System Color**

브랜드에 관계 없이 유지되는 시스템 계열 컬러

### color.semantic.brand

color.semantic.status.danger

### Primitives to Theme, 2계층구조

Primitives (Brand)

prim.brand.black.80

prim.brand.white.80

prim.brand.white.80

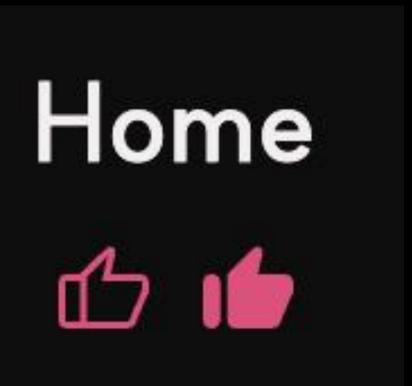
Theme (Color)

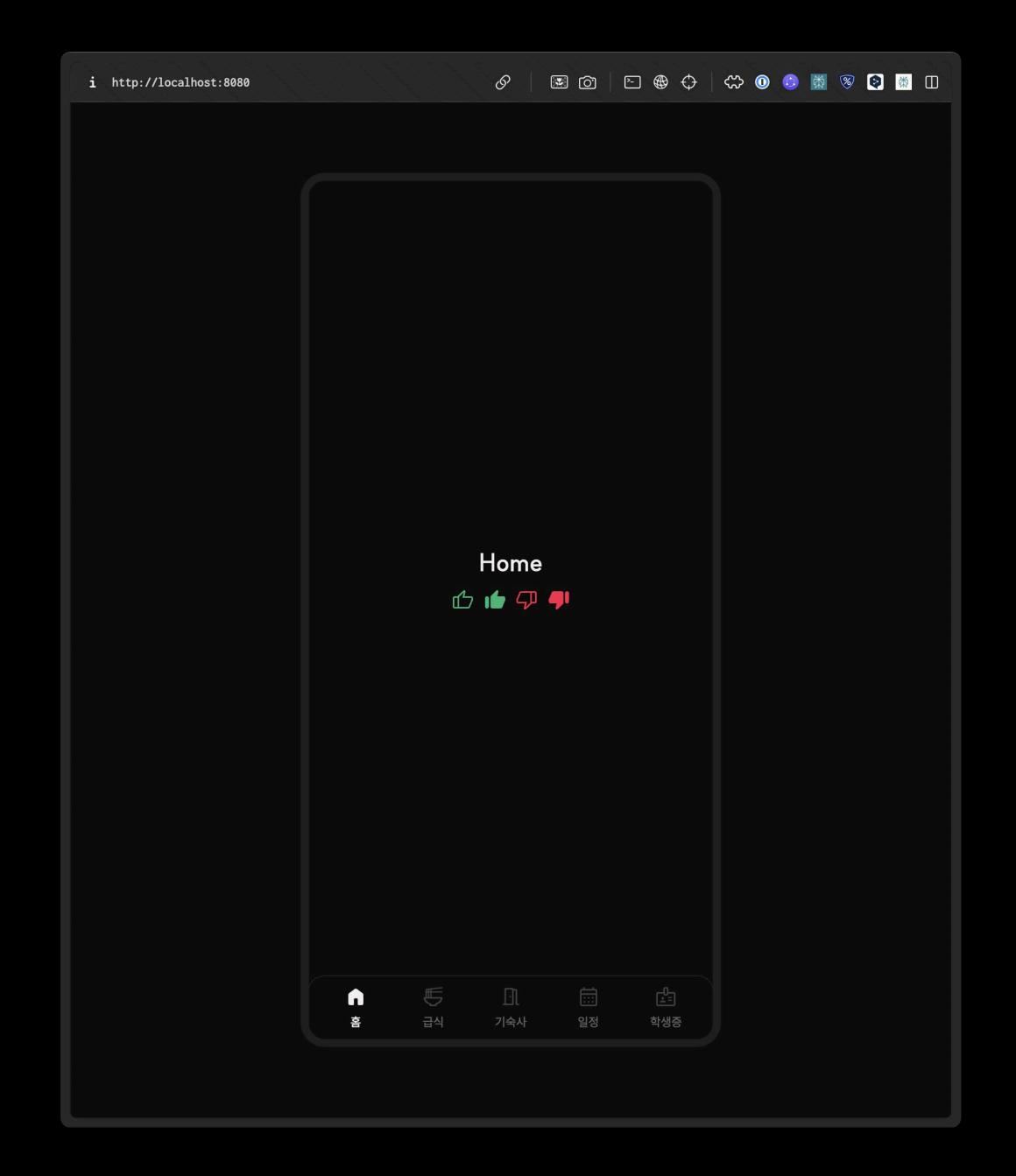
color.content.neutral.secondary

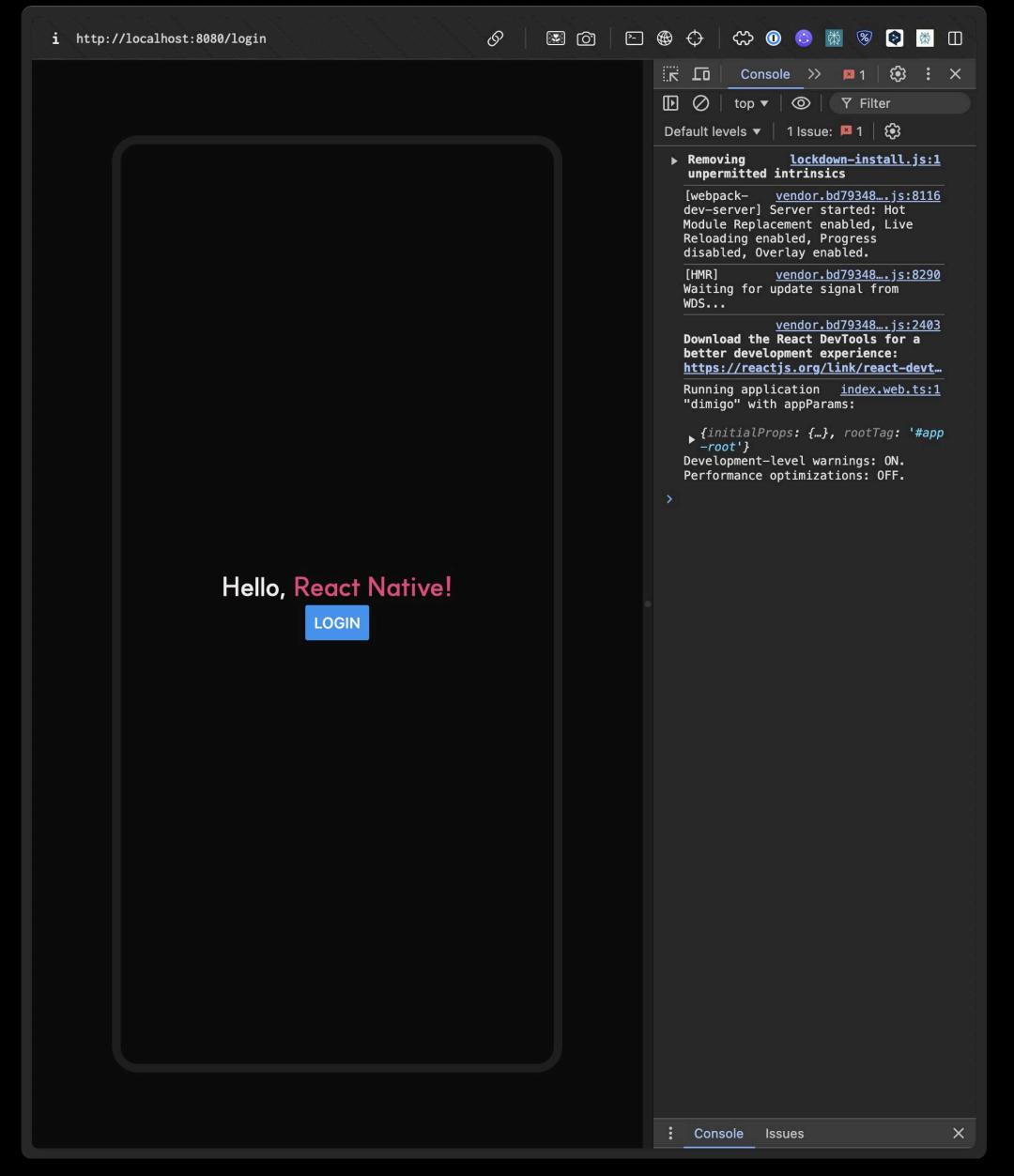
Light, Dark, Elevated

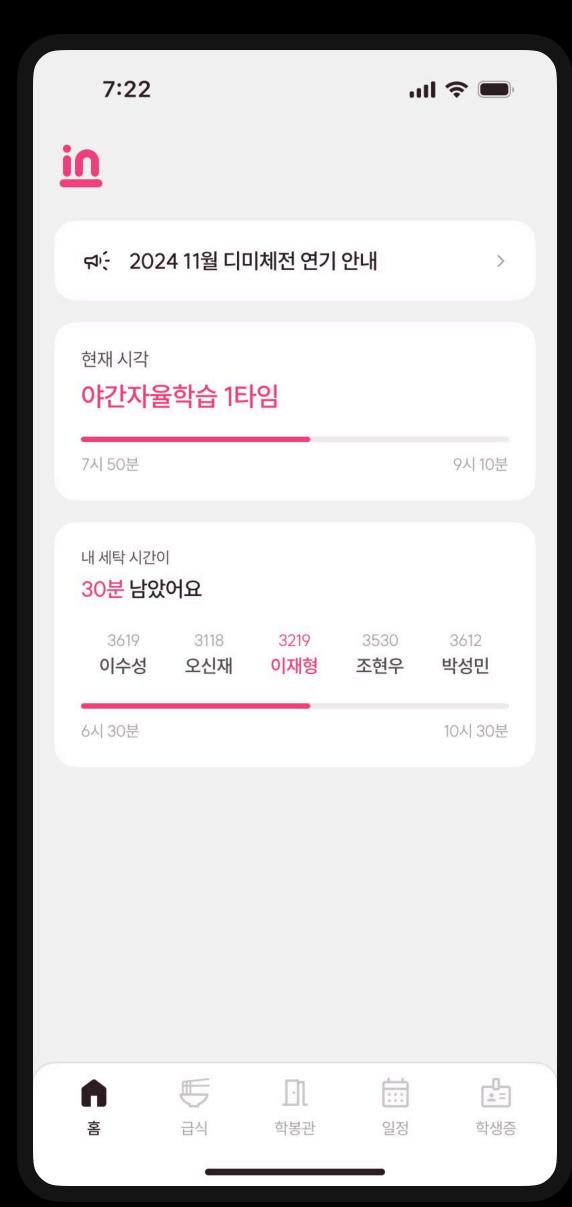
### 이렇게 토큰을 사용!

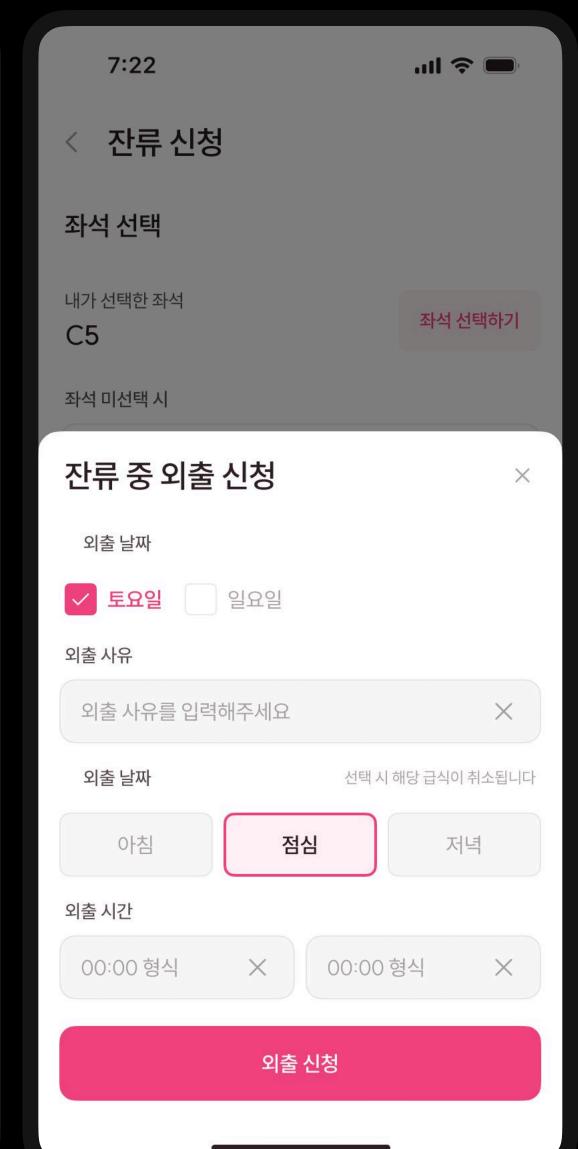
```
<VStack fill align="center" justify="center" gap={8}>
  <Text type="title.strong" color="content.neutral.primary">
    Home
    </Text>
    <HStack gap={8}>
        <Icon name="ThumbUp" color="semantic.brand" />
            <Icon name="ThumbUp" color="semantic.brand" fill />
            </HStack>
</VStack>
```

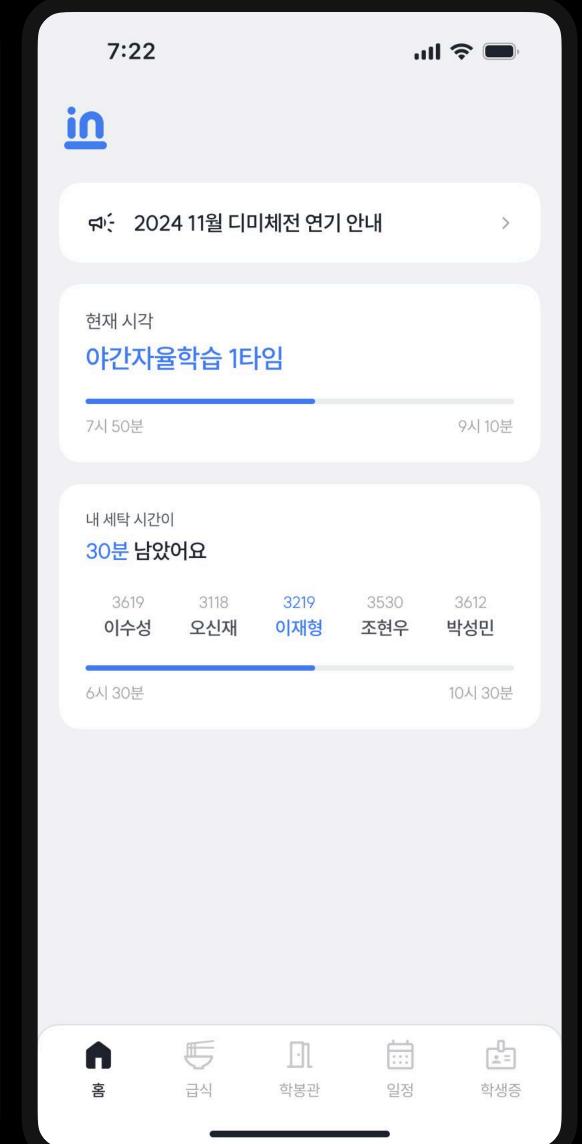


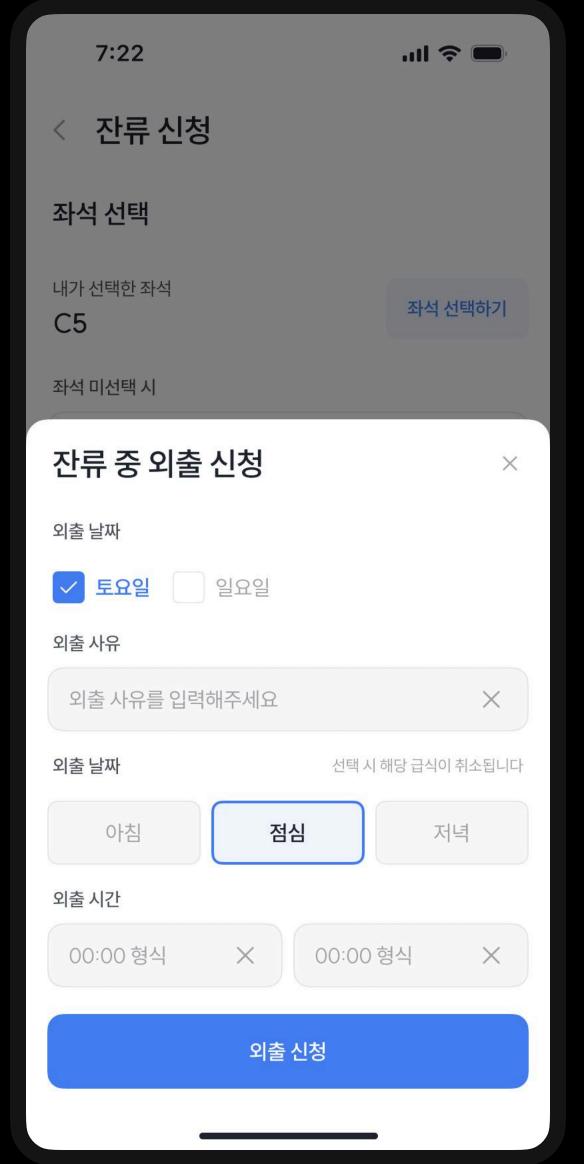


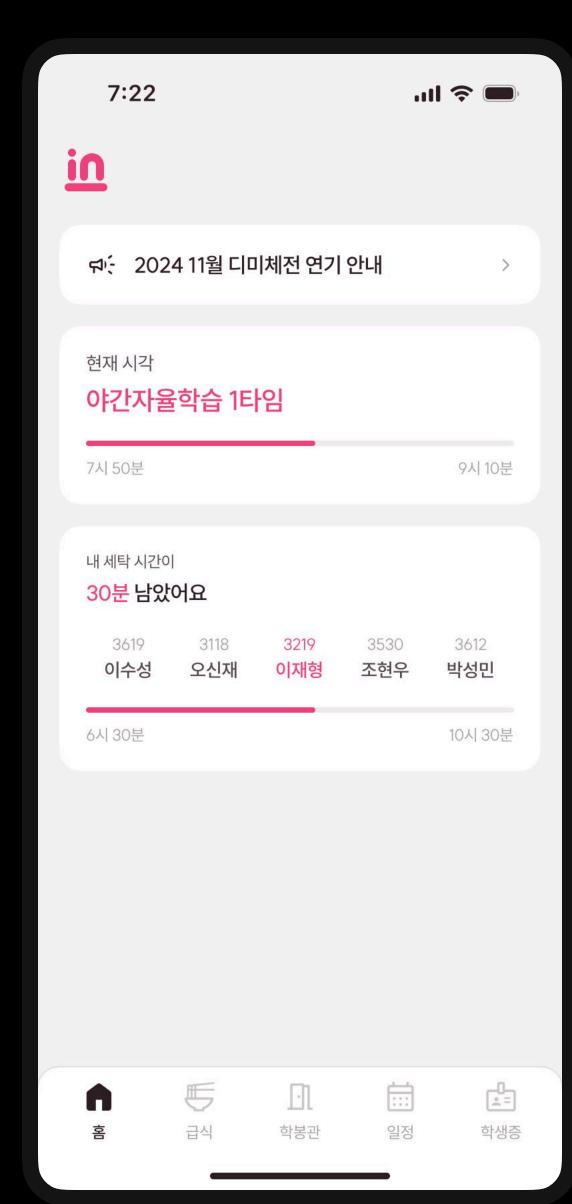


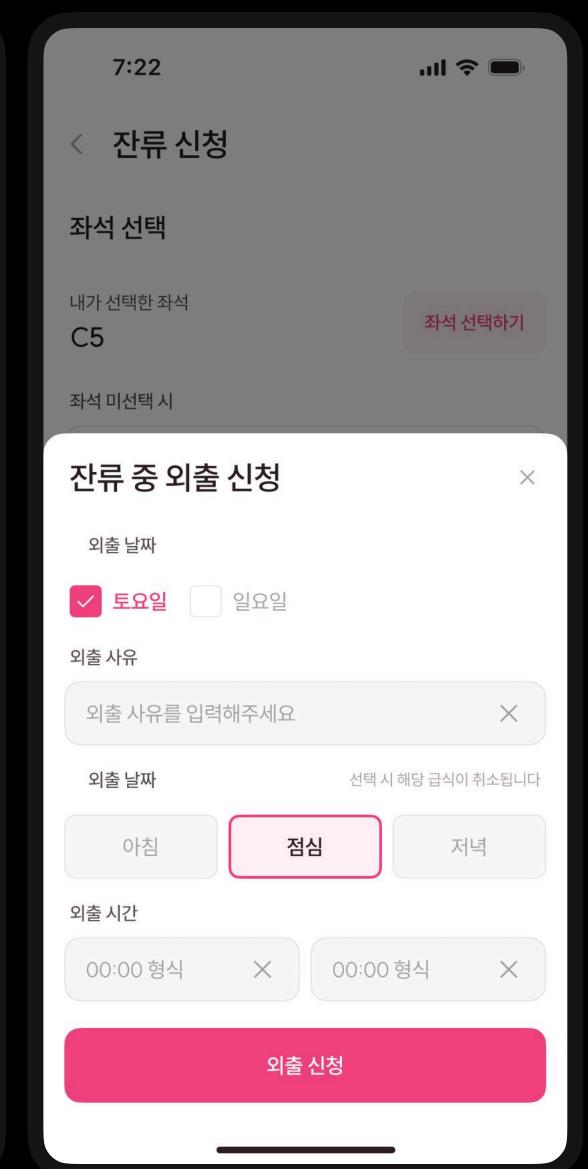


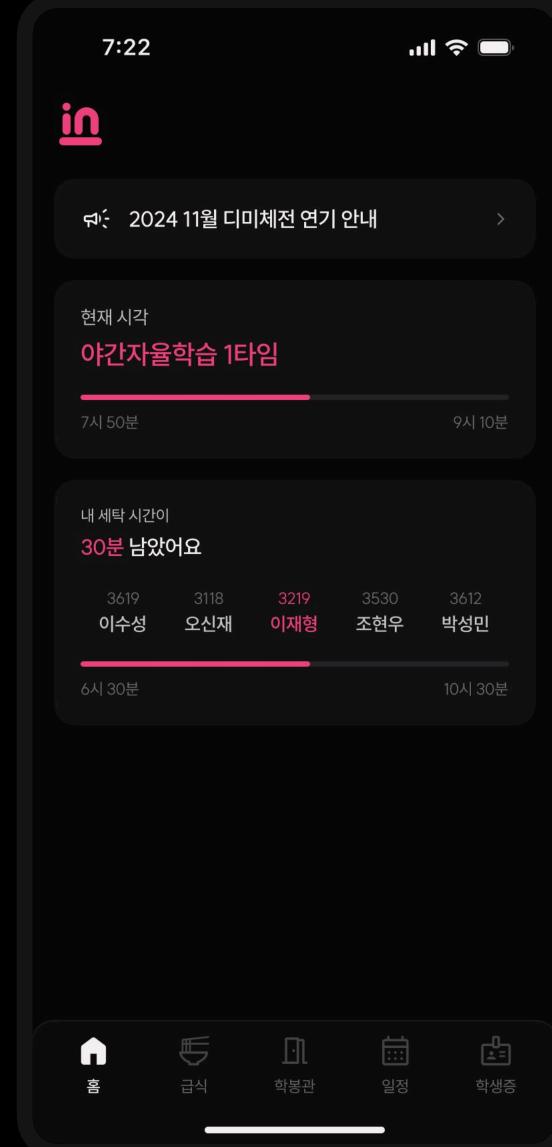


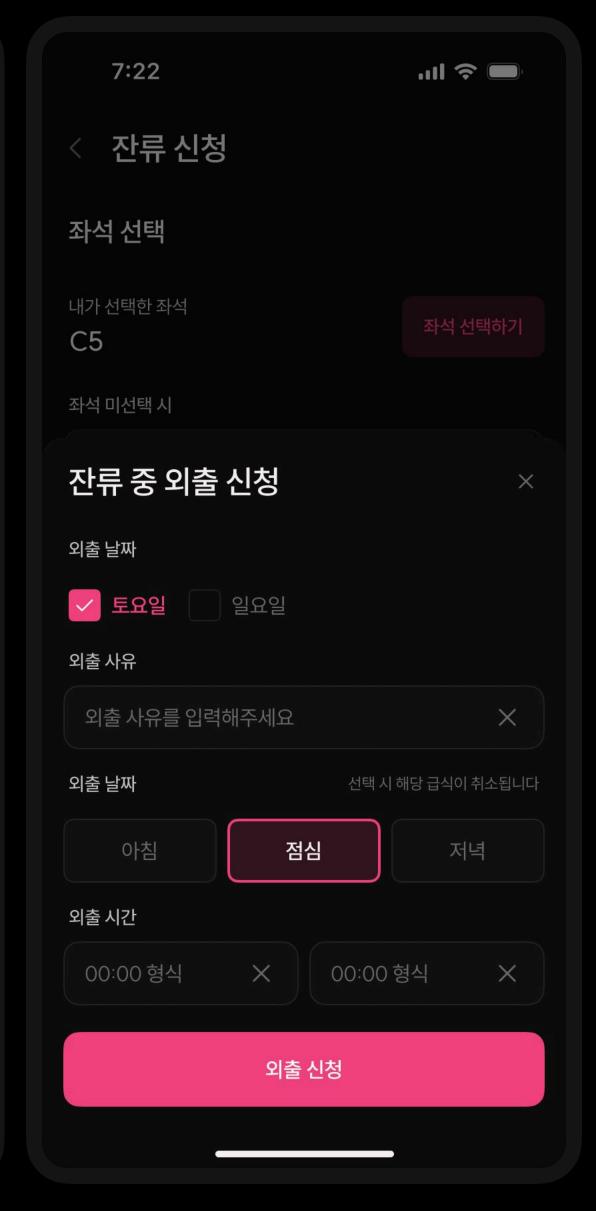












멀티 브랜딩, 컬러 모드 등

### 디자인 토큰을 잘 정립하면

다양한 상황에 유연하게 대응할 수 있다



마로 Today at 2:25 PM 배경은 어떻게 할까? 완전 밖에 부분 html 태두리밖 색



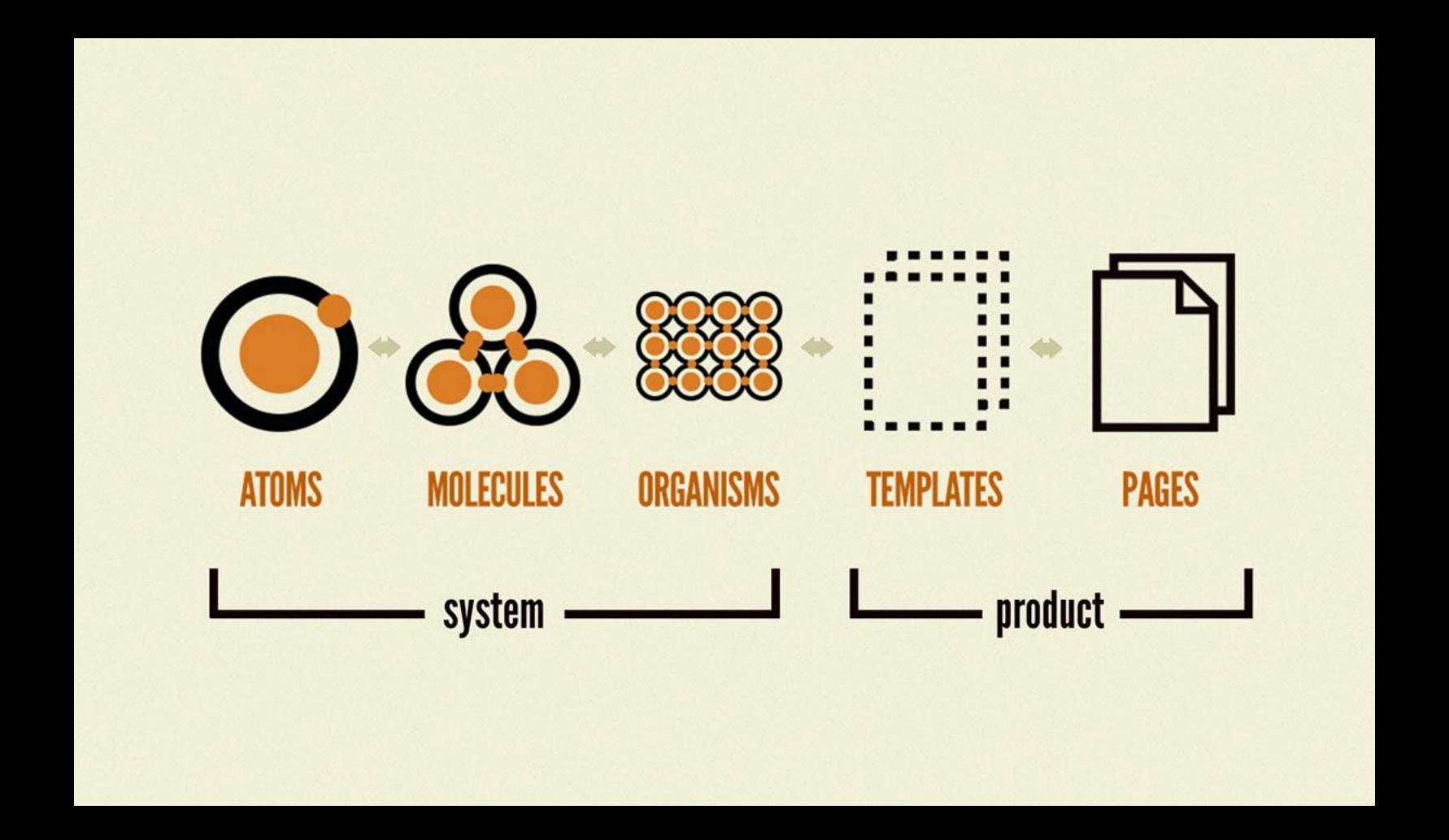
avanturation Today at 2:25 PM 그거 background.root.regular 하자



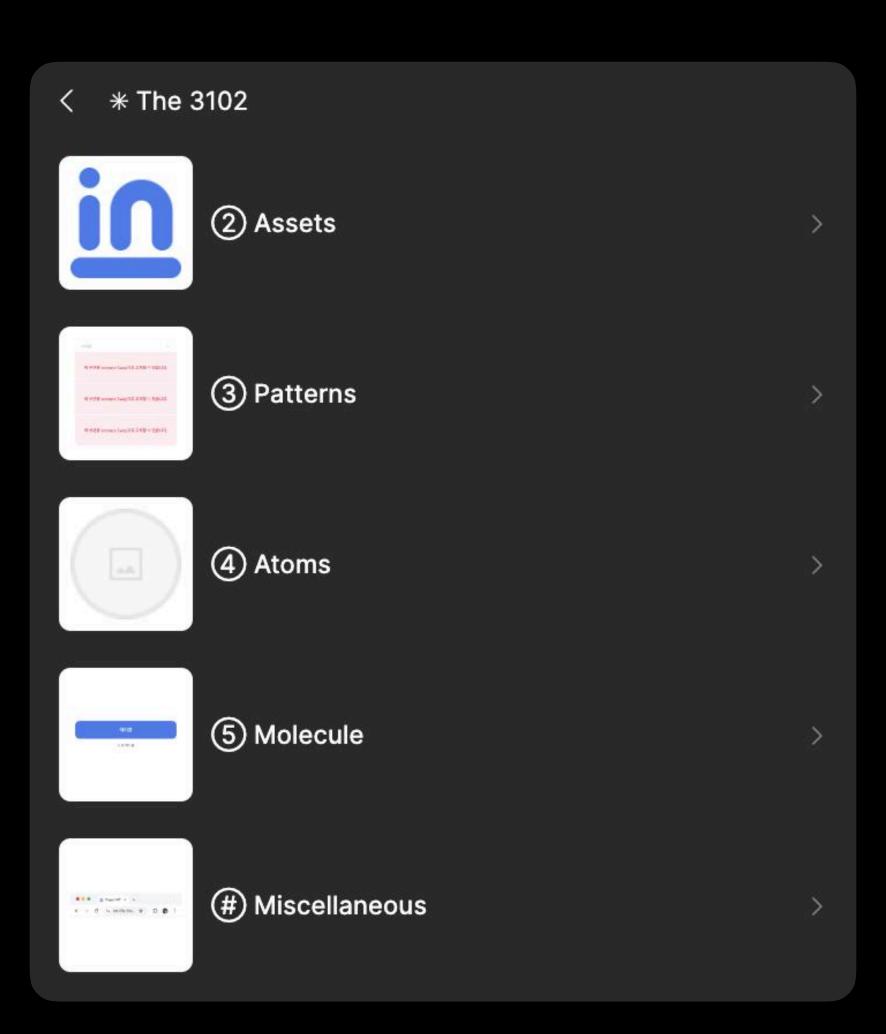
마로 Today at 2:25 PM ㅇㅋㅇㅋ

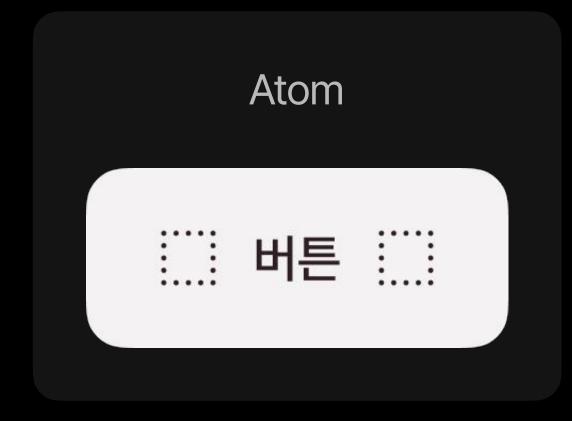
여담으로 개발자 - 디자이너 간 커뮤니케이션이 편해집니다

# Atomic Design

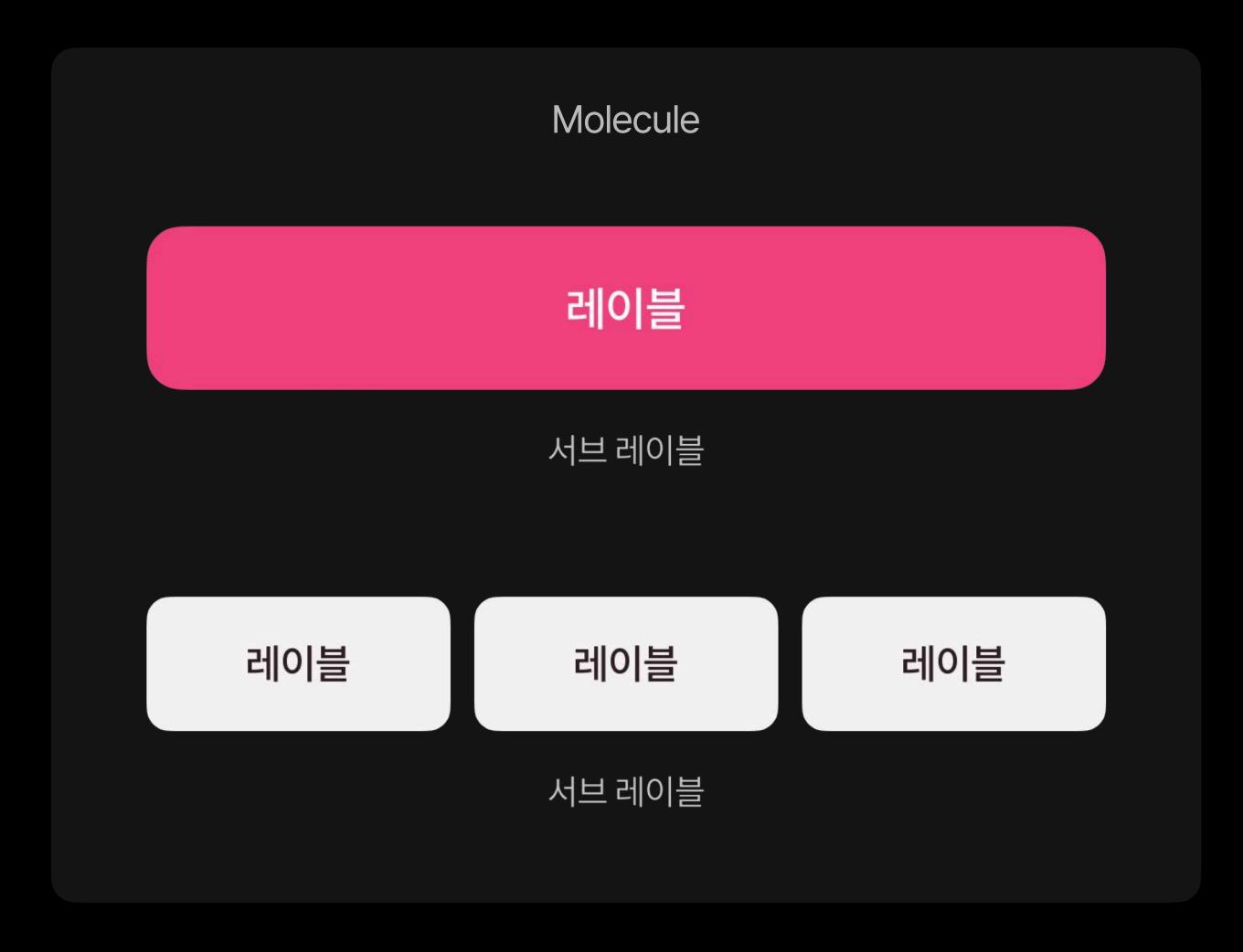


https://atomicdesign.bradfrost.com/

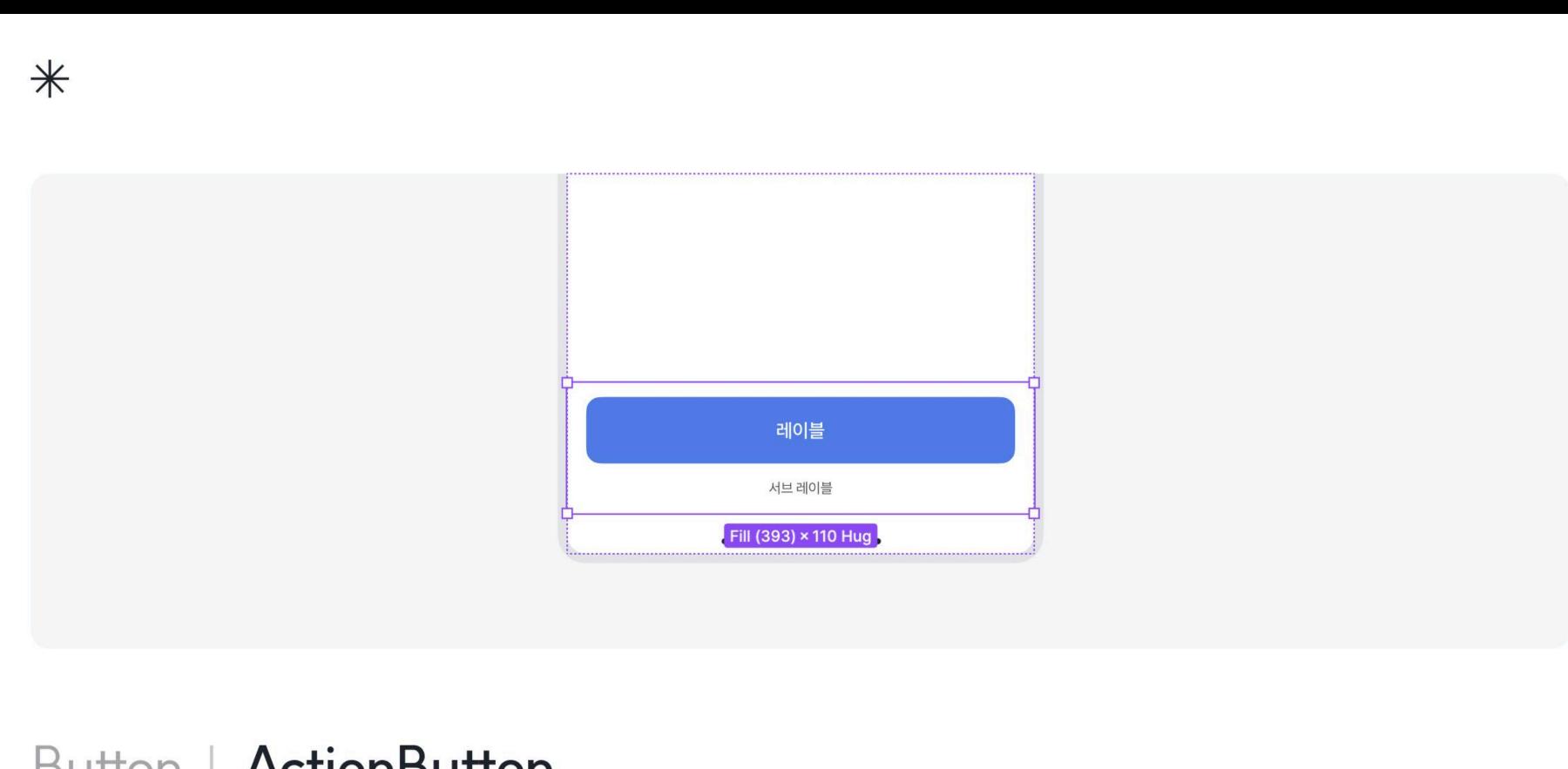




더 이상 쪼갤 수 없는 최소 단위

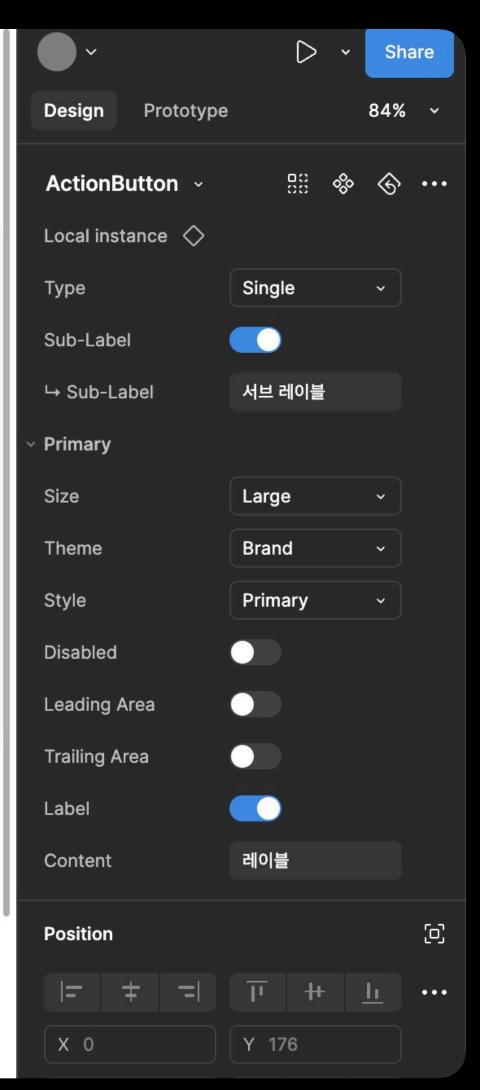


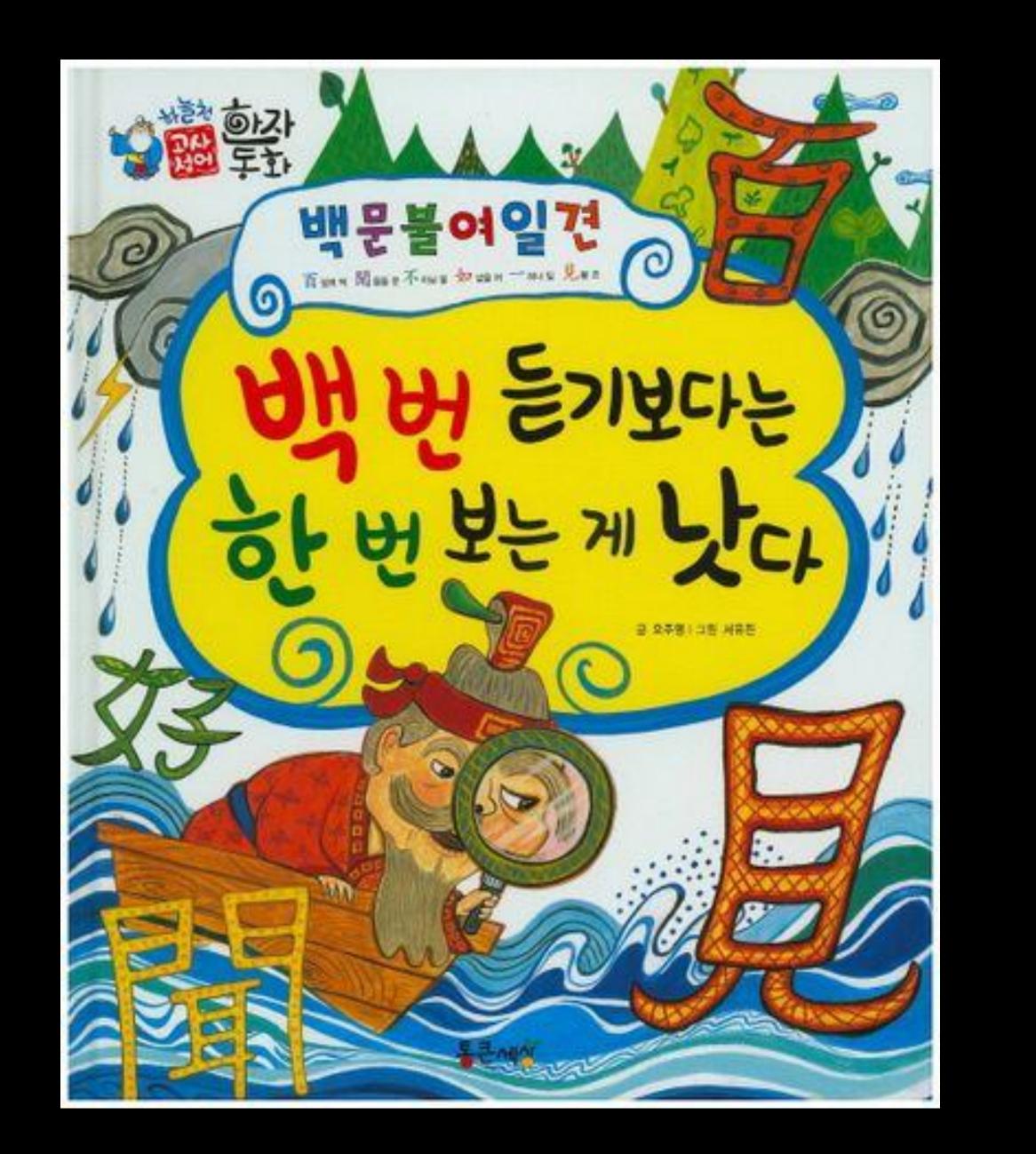
Atom을 조합하여 자주 재사용되는 컴포넌트들



### Button | ActionButton

페이지의 핵심 액션을 버튼 형태로 유도할 때 사용하는 컴포넌트입니다.





#