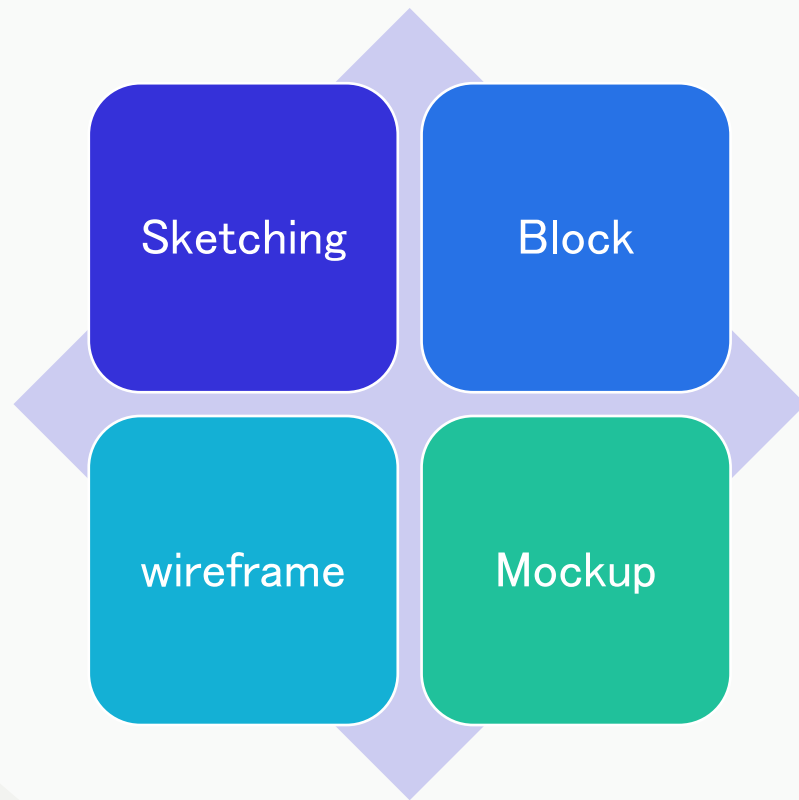


4 Stages of UI design

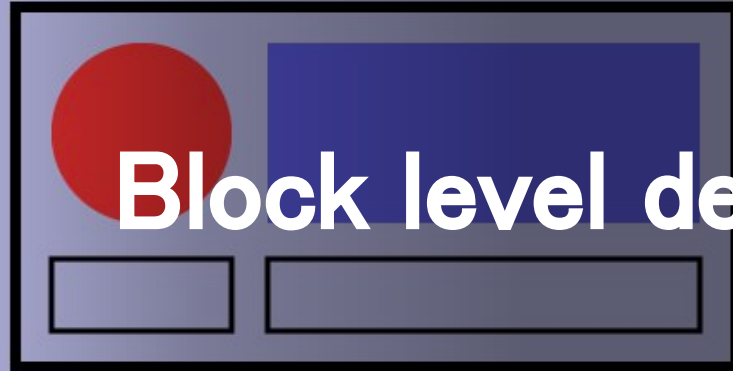
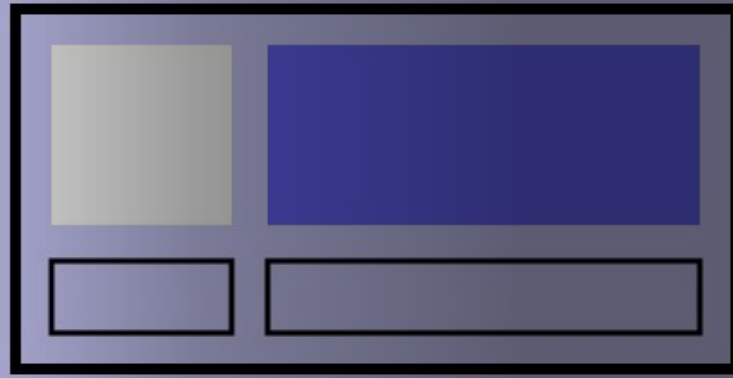
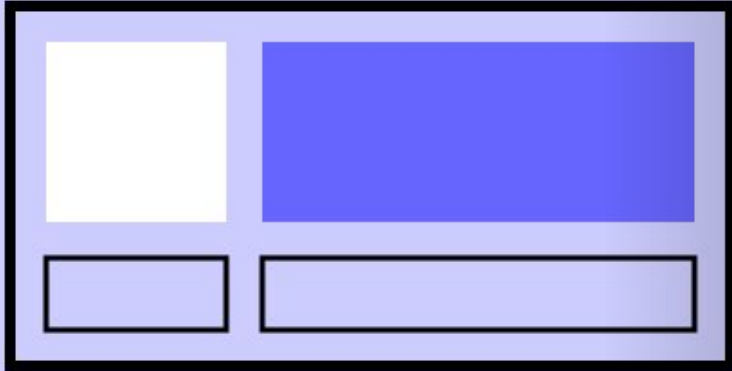
4 stages of UI design





The image shows a notebook page with several hand-drawn sketches of mobile app interfaces. On the left, there is a vertical layout for a mobile app. At the top, it says 'THE QUALITY OF YOUR LIFE' and '5:00'. Below this is a navigation bar with icons for 'Home', 'Mail', 'Calendar', 'Photos', 'App Store', and 'Settings'. The main content area is divided into sections: 'Location' with a map icon, 'Website content details' with a list of items, and 'Reviews' with a 'More info' button. To the right of this, there is a grid of 12 small square icons, each with a different symbol. Below the grid, there are two lines of text: '- Photo album' and '- Location album'. Further to the right, there is another sketch of a mobile app interface with a navigation bar and a list of items. The word 'Sketching' is written in large white letters across the middle of the page.

Sketching



Block level design



Purchase History



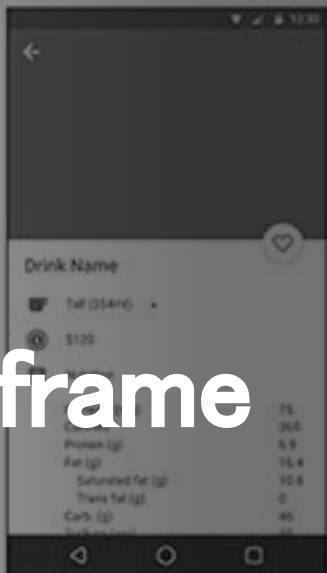
Menu Main Screen



Drinks



Drink Detail Info



Map Mode



List Mode



Filter



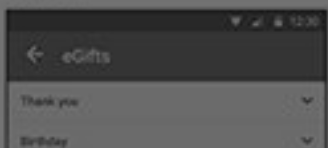
Store Detail Info



More



eGift List



Wireframe



Mockup


```
for object to mirror_mod.mirror_object
operation == "MIRROR_X":
mirror_mod.use_x = True
mirror_mod.use_y = False
mirror_mod.use_z = False
operation == "MIRROR_Y":
mirror_mod.use_x = False
mirror_mod.use_y = True
mirror_mod.use_z = False
operation == "MIRROR_Z":
mirror_mod.use_x = False
mirror_mod.use_y = False
mirror_mod.use_z = True
```

```
@selection at the end -add
mirror_ob.select= 1
modifier_ob.select=1
context.scene.objects.active
("Selected" + str(modifier_ob.name))
mirror_ob.select = 0
bpy.context.selected_objects
data.objects[one.name].select
print("please select exactly one mirror")
```

-- OPERATOR CLASSES -----


```
types.Operator):
X mirror to the selected
object.mirror_mirror_x"
mirror X"
```

UI Principles

1. Know your audience

you have to know the people who use your website or product— inside and out. That means knowing all the demographic data your analytics app





2. Define how people use your interface

Before you design your interface, you need to define *how people will use it*. With the increasing prevalence of touch-based devices, it's a more pivotal concern than you might think. Just look at Tinder: the app's user experience is literally defined by the ease and impulsivity of a simple swipe.

Examples of direct interactions

1

Tapping a button

2

Swiping a card

3

Dragging and
dropping an item
with a fingertip

Examples of indirect interactions

1

Pointing and clicking with
a mouse

2

Using key
commands/shortcuts

3

Typing into a form field

4

Drawing on a Wacom
tablet

Delete this screen?

Yes, Delete Cancel

Caution: This cannot be undone.

3. Set expectations

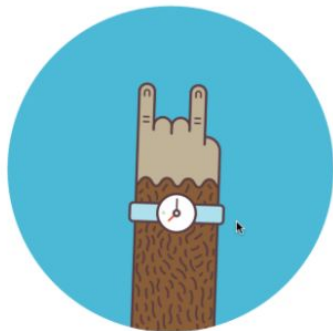
Many interactions with a site or app have consequences: clicking a button can mean spending money, erasing a website, or making a disparaging comment about grandma's birthday cake. And any time there are consequences, there's also anxiety.



4. Anticipate mistakes

People make mistakes, but they shouldn't (always) have to suffer the consequences. There are two ways to help lessen the impact of human error:

- 1.Prevent mistakes before they happen
- 2.Provide ways to fix them after they happen



Rock On!

Your email has been scheduled.

5. Give feedback

In the real world, the environment gives us feedback. We speak, and others respond (usually). We scratch a cat, and it purrs or hisses (depending on its moodiness and how much we suck at cat scratching).

So give me that loading animation. Make that button pop and snap back when I tap it — but not too much. And give me a virtual high-five when I do something you and I agree is awesome. (Thanks, MailChimp.)



6. Think carefully about element placement and size

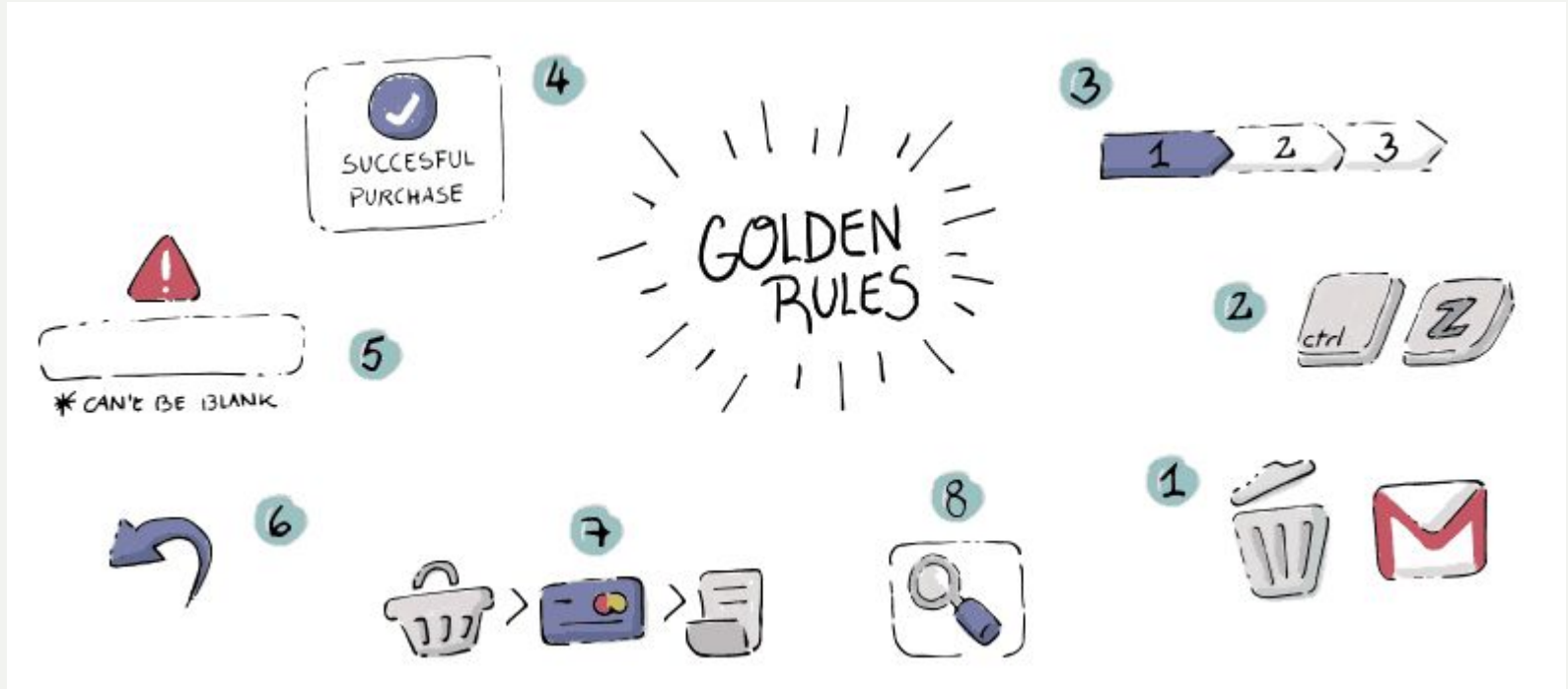
While you're thinking about element placing and size, always keep your interaction model in mind. If your site requires horizontal scrolling rather than vertical scrolling, you'll need to consider where and how to cue people to this unusual interaction type.



7. Don't ignore standards

Being highly creative types, designers tend to love to reinvent things — but it's not always the best idea.

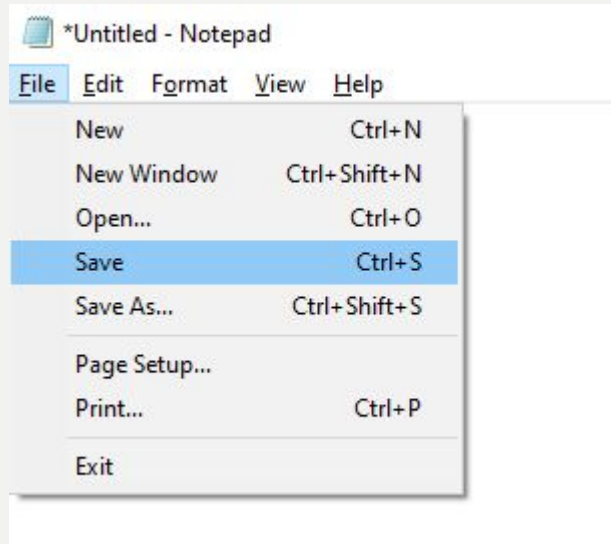
The 8 Golden rules for better UI



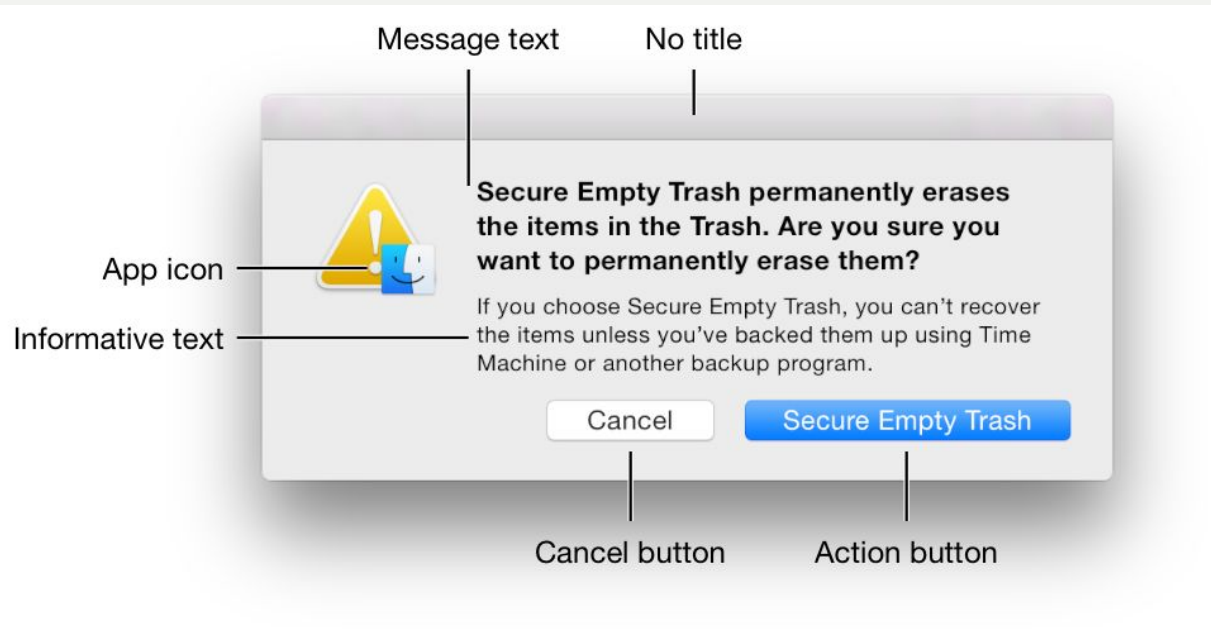
Strive for consistency.



Enable frequent users to use shortcuts.



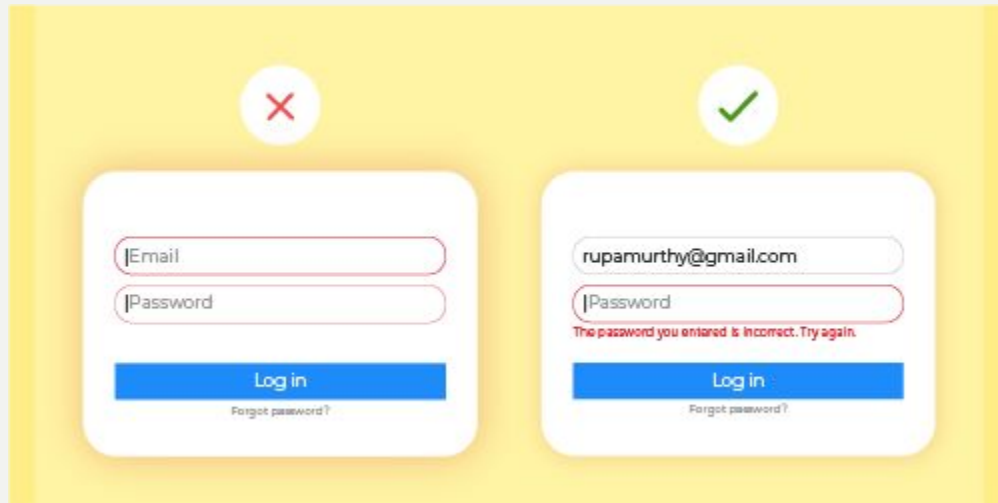
Offer informative feedback.



Design dialogs to yield closure.



Offer simple error handling.



The image displays two side-by-side login forms on a yellow background, illustrating the importance of simple error handling. The left form, marked with a red 'X' icon, represents a poor design. It features empty input fields for 'Email' and 'Password', a blue 'Log in' button, and a 'Forgot password?' link. The right form, marked with a green checkmark icon, represents a better design. It shows the 'Email' field populated with 'rupamurthy@gmail.com'. The 'Password' field is empty, and a red error message, 'The password you entered is incorrect. Try again.', is displayed below it. Both forms include a blue 'Log in' button and a 'Forgot password?' link.

Left Form (Incorrect):

- Icon: Red X
- Fields: Empty 'Email' and 'Password' fields.
- Button: 'Log in'
- Link: 'Forgot password?'

Right Form (Correct):

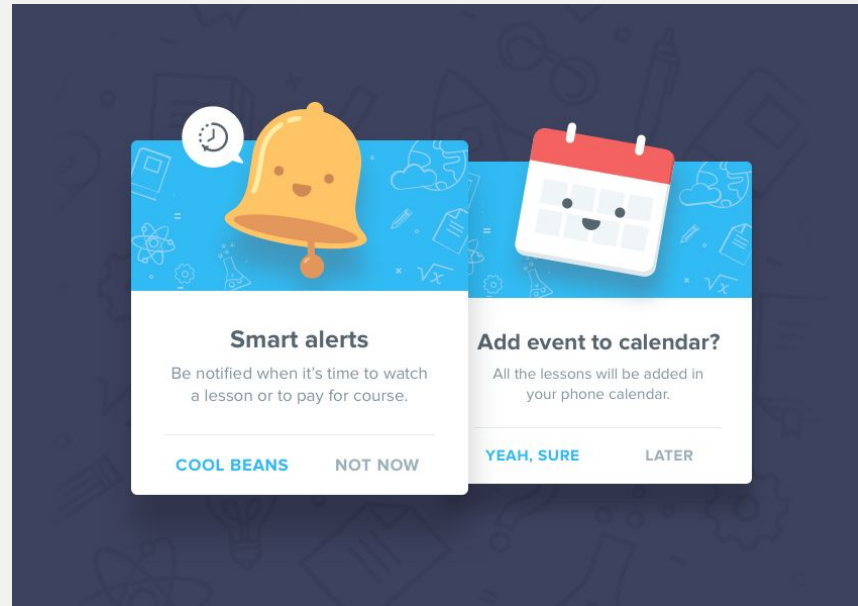
- Icon: Green Checkmark
- Fields: 'Email' field contains 'rupamurthy@gmail.com'; 'Password' field is empty.
- Error Message: 'The password you entered is incorrect. Try again.'
- Button: 'Log in'
- Link: 'Forgot password?'

Permit easy reversal of actions.

File moved to trash

[UNDO](#) ✕

Support internal locus of control.



Reduce short-term memory load.

