Material is the metaphor

Material Design is inspired by the physical world and its textures, including how they reflect light and cast shadows. Material surfaces reimagine the mediums of paper and ink.

Bold, graphic, intentional

Material Design is guided by print design methods — typography, grids, space, scale, color, and imagery — to create hierarchy, meaning, and focus that immerse viewers in the experience.

Motion provides meaning

Motion focuses attention and maintains continuity through subtle feedback and coherent transitions. As elements appear on screen, they transform and reorganize the environment with interactions generating new transformations.

Material Components are interactive building blocks for creating a user interface, and include a built-in states system to communicate focus, selection, activation, error, hover, press, drag, and disabled states. Component libraries are available for Android, iOS, Flutter, and the web.

Examples of some of the many components Material Design offers for designing and developing interfaces.

Components cover a range of interface needs, including:

Display: Placing and organizing content using components like cards, lists, and sheets.

Navigation: Allowing users to move through the product using components like navigation drawers and tabs.

Actions: Allowing users to perform tasks using components such as the floating action button.

Input: Allowing users to enter information or make selections using components like text fields, chips, and selection controls.

Communication: Alerting users to key information and messages using components such as snackbars, banners, and dialogs.

Resources

Component guidelines covering usage, behaviors, and specifications

Developer documentation and code for Android, iOS, the web, and Flutter

Downloadable design files for Figma on the Resources page