

This is Material Design



Material is the metaphor

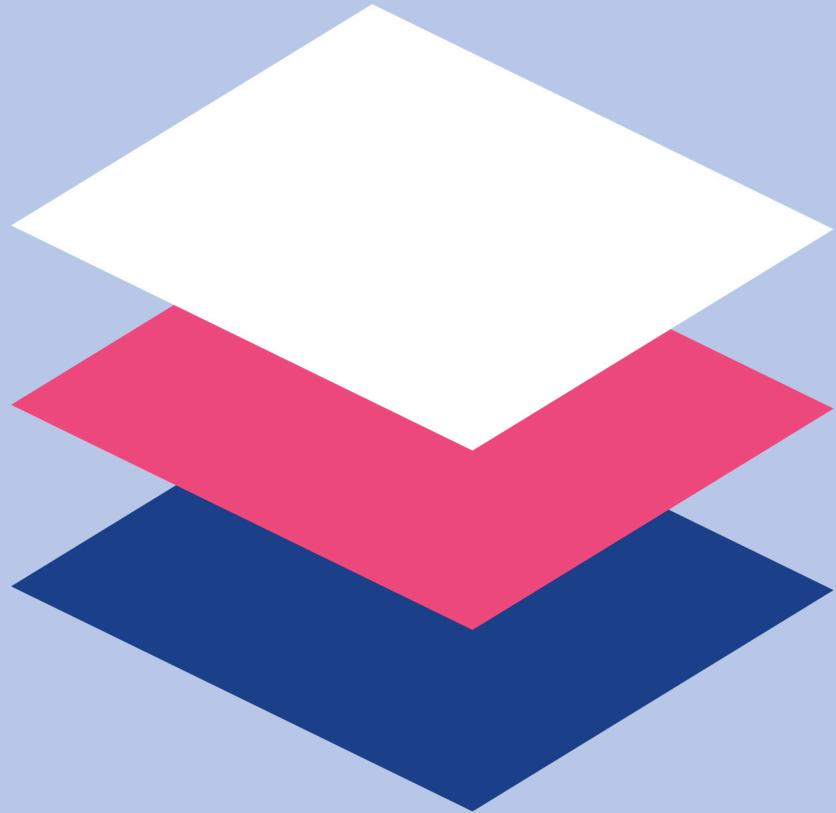
A material metaphor is the unifying theory of a rationalized space and a system of motion. Our material is grounded in tactile reality, inspired by our study of paper and ink, yet open to imagination and magic.



Surfaces are intuitive and natural

Surfaces and edges provide visual cues that are grounded in our experience of reality. The use of familiar tactile attributes speaks to primal parts of our brains and helps us quickly understand affordances.

2



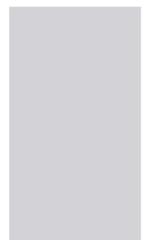
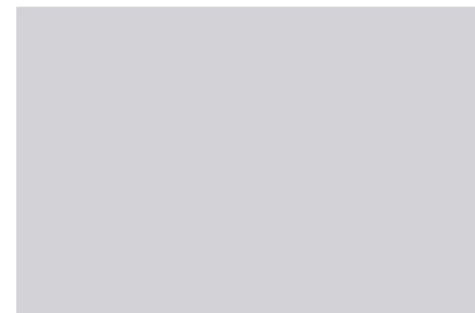
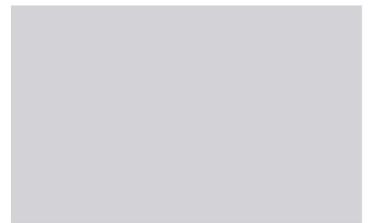
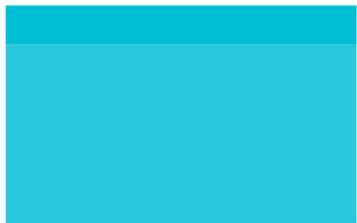
Dimensionality affords interaction

The fundamentals of light, surface, and movement are key to conveying how objects interact. Realistic lighting shows seams, divides space, and indicates moving parts.

3

One adaptive design

A single underlying design system organizes interactions and space. Each device reflects a different view of the same underlying system. Each view is tailored to the size and interaction appropriate for that device. Colors, iconography, hierarchy, and spatial relationships remain constant.



4

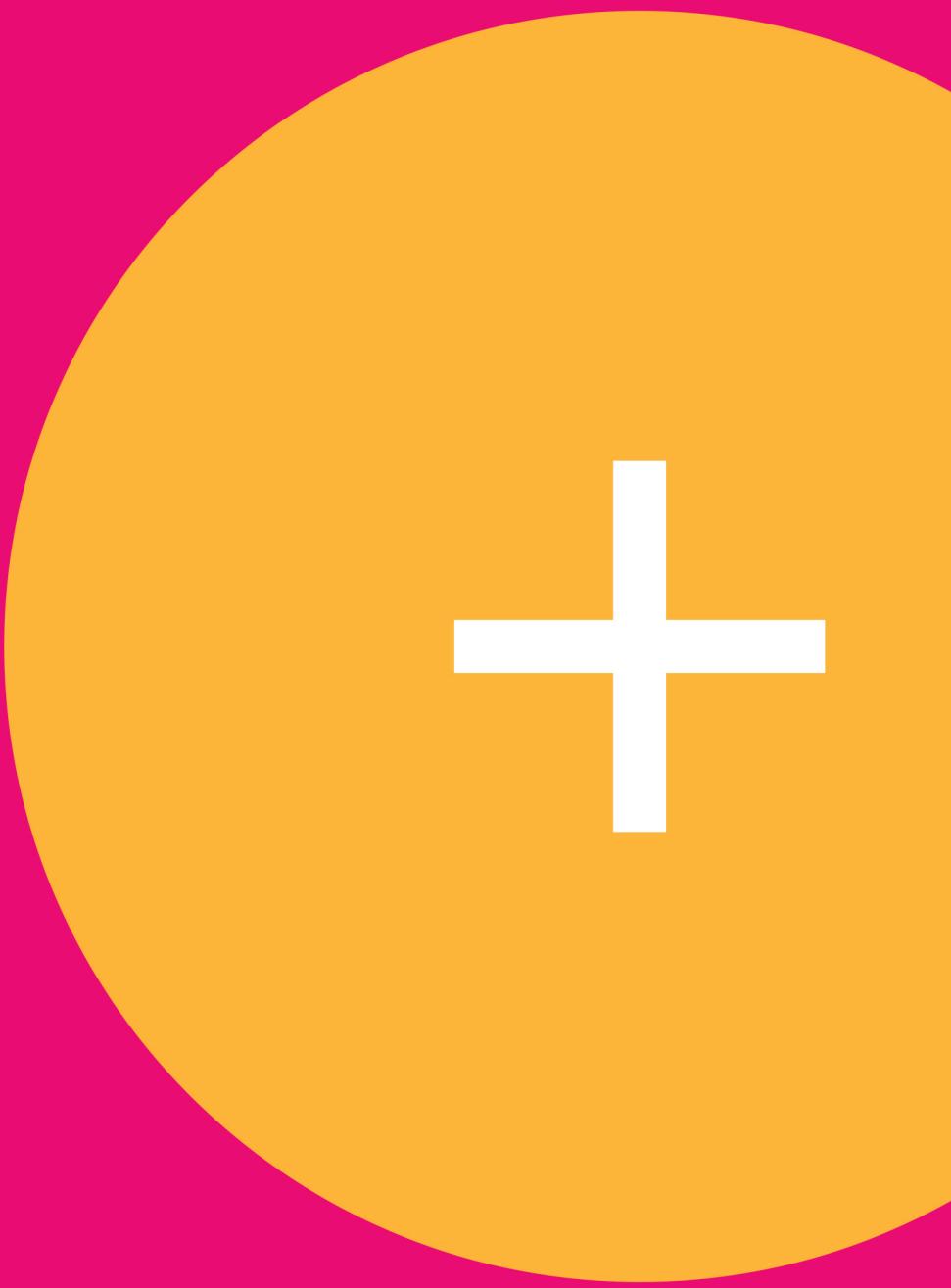
Content is bold, graphic,
and intentional

Bold design creates hierarchy,
meaning, and focus. Deliberate
color choices, edge-to-edge
imagery, large-scale typography,
and intentional white space
create immersion and clarity.

A large, bold, yellow graphic of the letters 'R' and 'C' is positioned on the left side of the slide. The letters are cut out from a white background, creating a high-contrast, graphic effect. The 'R' is on the left and the 'C' is on the right, both in a thick, rounded font style.

R C

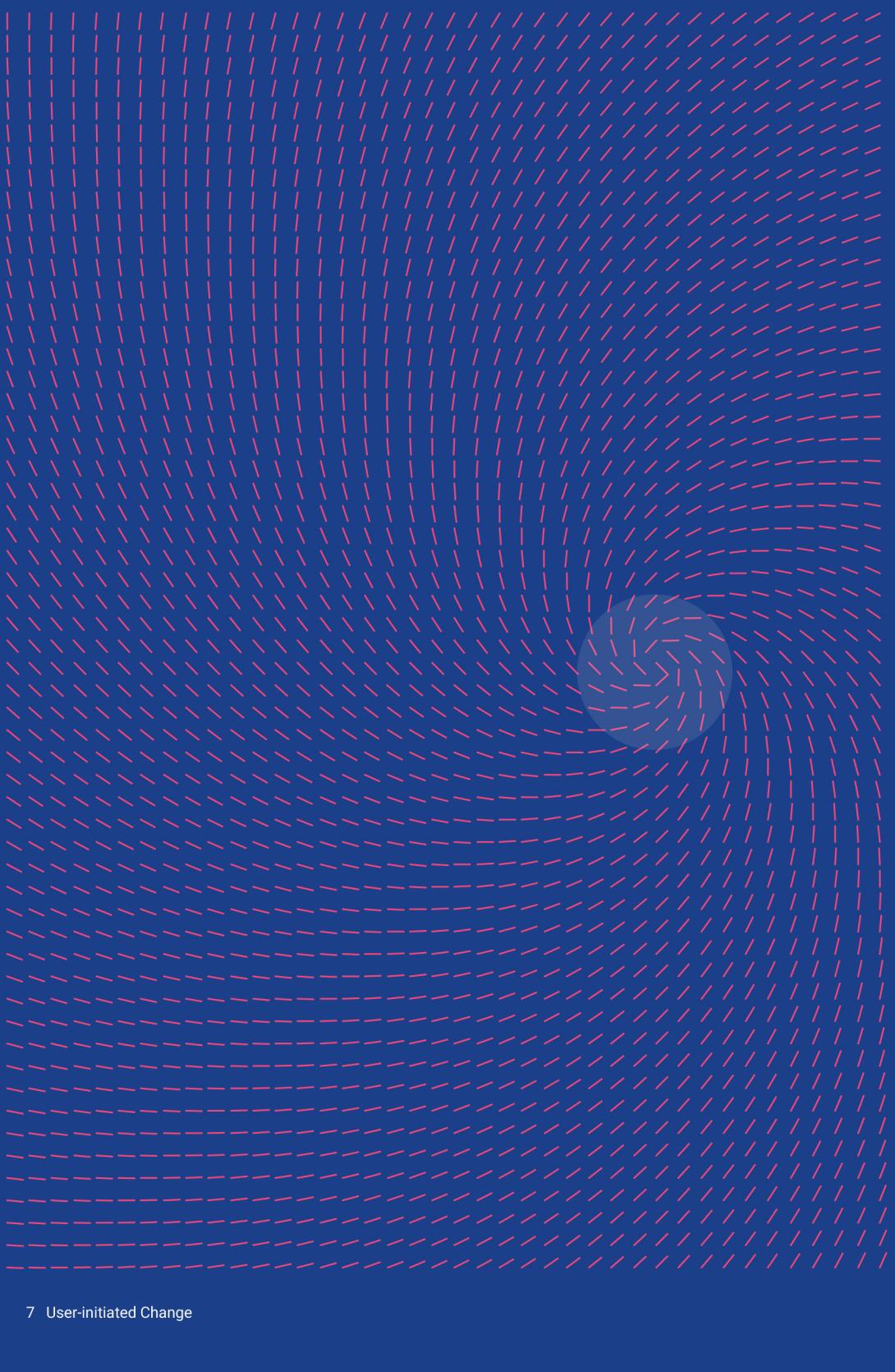
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6

Color, surface, and iconography emphasize actions

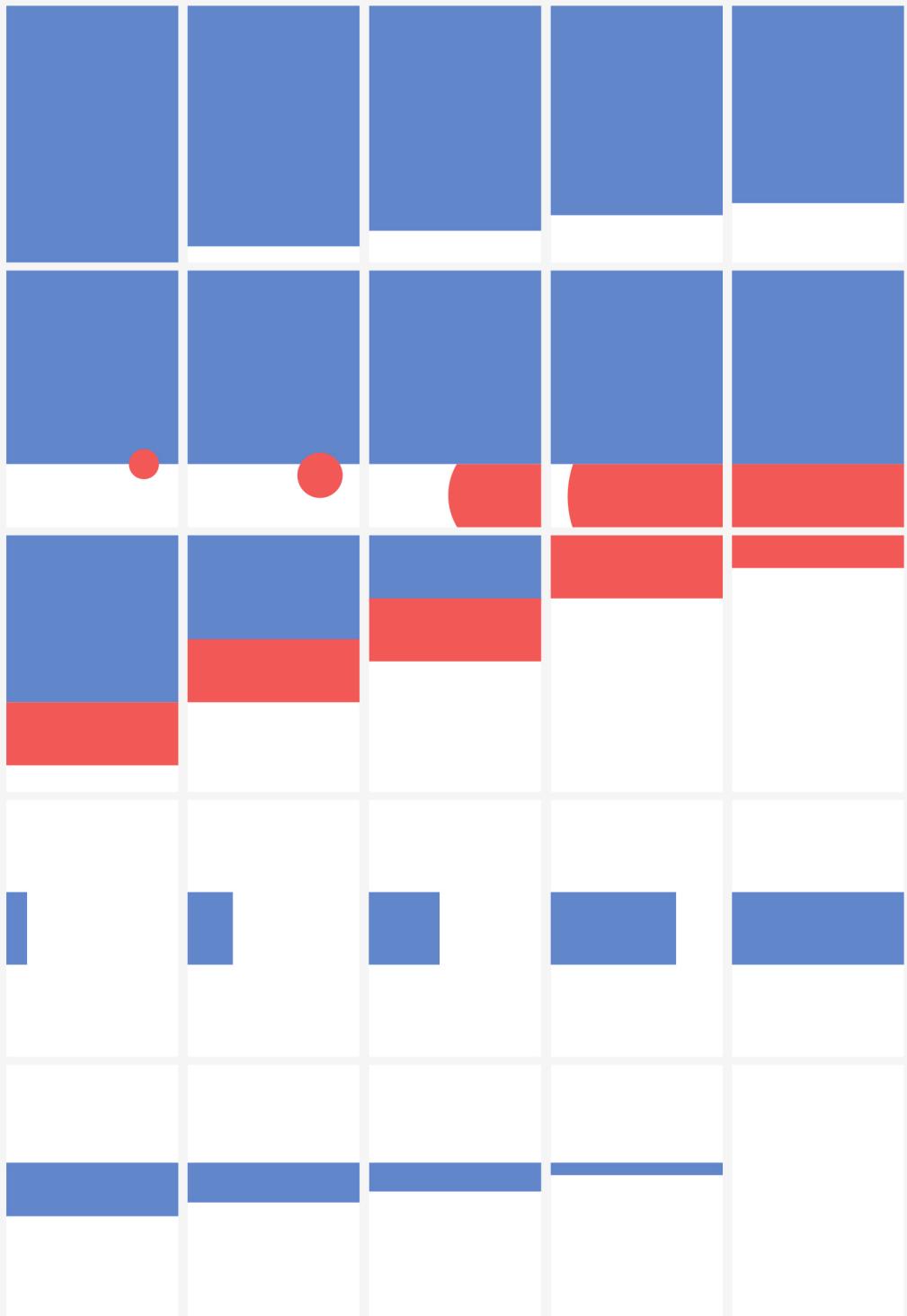
User action is the essence of experience design. The primary actions are inflection points that transform the whole design. Their emphasis makes core functionality immediately apparent and provides waypoints for the user.



Users initiate change

Changes in the interface derive their energy from user actions. Motion that cascades from touch respects and reinforces the user as the prime mover.

7



Animation is choreographed on a shared stage

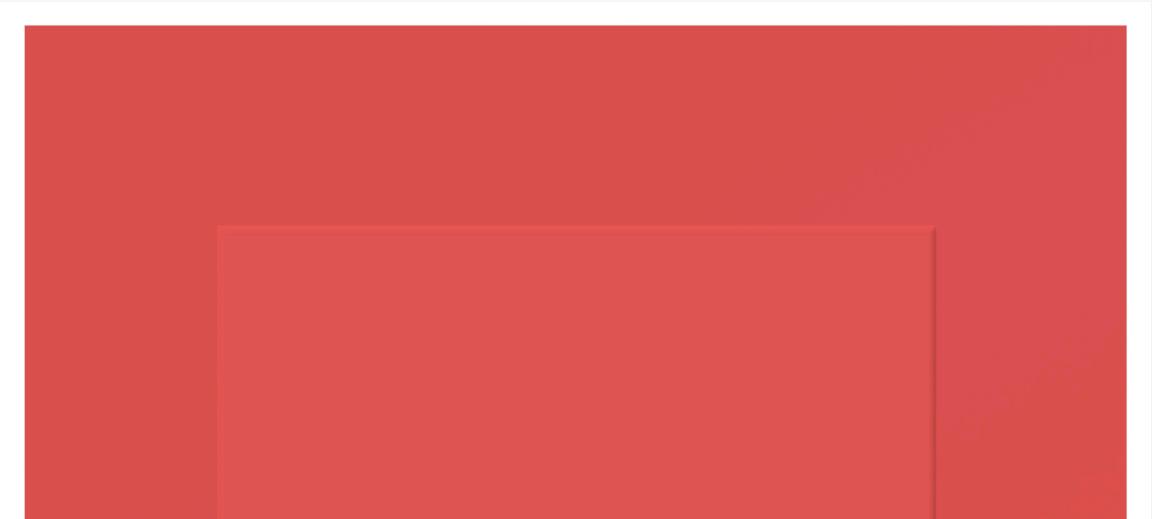
All action takes place in a single environment. Objects are presented to the user without breaking the continuity of experience even as they transform and reorganize.

8



Motion provides meaning

Motion is meaningful and appropriate, serving to focus attention and maintain continuity. Feedback is subtle yet clear. Transitions are efficient yet coherent.



Design is the art of considered creation. Our goal is to satisfy the diverse spectrum of human needs. As those needs evolve, so too must our designs, practices, and philosophies.

We challenged ourselves to create a visual language for our users that synthesizes the classic principles of good design with the innovation and possibility of technology and science.

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