

ASSIGNMENT 5

QUE:1 What is website design?

Ans: Although all the UI and UX structural design considerations we have covered so far are important, and as we also have established, the aesthetic aspect of the websites are very important.

We are not claiming there is only one way to create an excellent website, but the following process consists in the basics of universal visual design development.

Que :2 Design tips

Ans: **Photoshop** Use the web design plans functions. Work in sRGB and 72dpi (for retina screen, 150dpi). Never flatten your layers. Use the pixel perfect approach (no measurements should use decimals). Use guides to divide the interface to ease selecting and copying interface segments.

Illustrator Use the « snap to pixel grid » option so every element is pixel-perfect (no decimals measurements).

Que: 3 Bringing the concept to the computer

Ans : When the prototype sketches are final, it is time to start working on the final aspect on the chosen software. You were taught Photoshop and Illustrator, but there are different softwares which can be used for prototyping or creating web designs : Sketch, Adobe XD, Figma, etc.

Simply reproduce your sketch using the software. Using Photoshop, you can use a scan of your sketch and use it as a guide to produce the final aesthetic of the website.

Create the homepage first in both desktop and mobile versions and define the two navigation versions. Usually, top pages contain less text and more graphics.

Then create a section page for both versions. Define the different heading levels, typography, texts, etc. Manage for the section page to have the same look and feel as the homepage while according more space to contents.

If necessary, create a content page for both versions (third level of the flow chart) sometimes giving even more space to contents.