Grid Systems

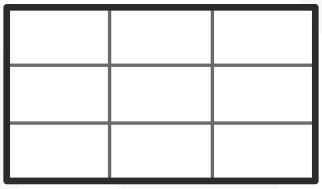
Grids systems can help you **add structure to your design**, organize information, and create a consistent user experience. When designing with grids, the best thing you can do is to choose the right grid for the right project. However, with so many grids to choose from, it can be hard to know where to start. So let's discuss the common types of grid systems and how to effectively use them in your work.

In this template, you'll learn **how to use grid systems**. We'll explore seven common types of grid systems including **rule of thirds**, **golden section**, **single-column**, **multi-column**, **modular**, **baseline**, and **responsive**.

It's important to understand the common types of grid systems so you can integrate them into your work and help design the best possible user experience.

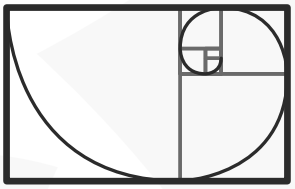
- Rule of Thirds
- Golden Section
- Single-Column
- Multi-Column
- Modular
- Baseline
- Responsive

Rule of Thirds Grid



The **rule of thirds** is a grid system that divides a composition evenly into thirds, both horizontally and vertically. The design elements are placed at the intersection of those dividing lines, or along one of the lines itself.

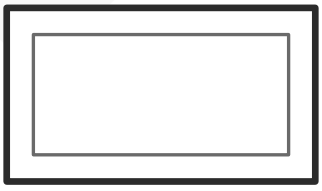
Golden Section Grid



The golden section (also known as the golden ratio) is a mathematical ratio that has been used in art and architecture for more than two thousand years. The formula for the golden section is **a : b = b : (a+b)**. This means that the smaller of two elements (such as the shorter sides of a rectangle) relates to the larger element (i.e., the longer sides) in the same way that the larger element relates to the two parts combined. In other words, side **a** is to side **b** as side **b** is to the sum of both sides. Expressed numerically, the ratio for the golden section is **1 : 1.618**.

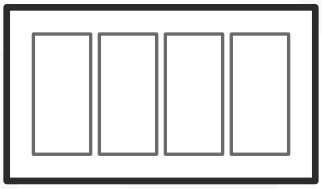
The golden section is commonly found in nature, and when used in a design, it fosters organic and natural-looking compositions that are aesthetically pleasing to the eye.

Single-Column Grid



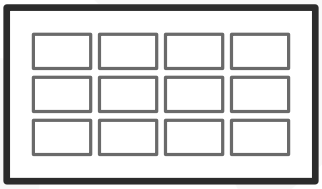
The simplest grid consists of a **single column** of text surrounded by margins. Essentially, every time you open a new document in a page layout program, you are prompted to create a single column grid.

Multi-Column Grid



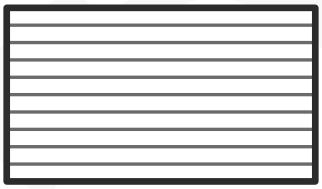
While single-column grids work well for simple documents, **multi-column** grids provide flexible formats for publications that have a complex hierarchy or that integrate text and illustrations. The more columns you create, the more flexible your grid becomes. You can use the grid to articulate the hierarchy of the publication by creating zones for different kinds of content. A text or image can occupy a single column, or it can span several. Not all of the space has to be filled.

Modular Grid



A **modular** grid has consistent horizontal divisions from top to bottom in addition to vertical divisions from left to right. These modules govern the placement and cropping of pictures as well as text. In the 1950s and 1960s, Swiss graphic designers including Gerstner, Ruder and Müller-Brockmann devised modular grid systems like the one shown here.

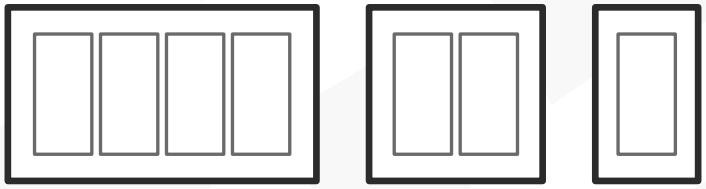
Baseline Grid



A **baseline** grid consists of horizontal guidelines that govern the whole document. Baseline grids serve to anchor all (or nearly all) layout elements to a common rhythm.

To create a baseline grid, simply choose the type size and leading of your text, such as 10-pt Scala Pro with 12 pts leading (10/12). Avoid auto leading so that you can work with whole numbers that multiply and divide cleanly. Use this line space increment to set the baseline grid in your document preferences.

Responsive Grid



A **responsive** grid adapts to screen size and orientation, ensuring consistency across layouts. These grids are typically made up of three elements — columns, gutters and margins.

Columns are the areas that content occupies. The gaps in between columns are **gutters**, which add breathing spaces between the content to avoid visual overload. Finally, **margins** are spaces that add padding between the page's contents and the edges of the viewport. The configuration of columns, gutters and margins change depending on the screen's width.

A **breakpoint** is the range of predetermined screen sizes that have specific layout requirements. At a given breakpoint range, the layout adjusts to suit the screen size and orientation. Each breakpoint range determines the number of columns, and recommended margins and gutters, for each screen size.

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- How to design with typography and create effective communication
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