



Enhancing apps with the Fluent Design System

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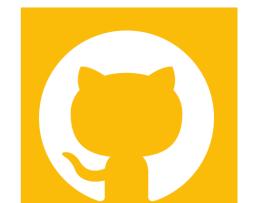
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Introduction to the Fluent Design System

Using API's in Calculator

What to expect in this talk:

Concepts behind the Fluent Design System

Focused on implementation

Show some of the controls/patterns available

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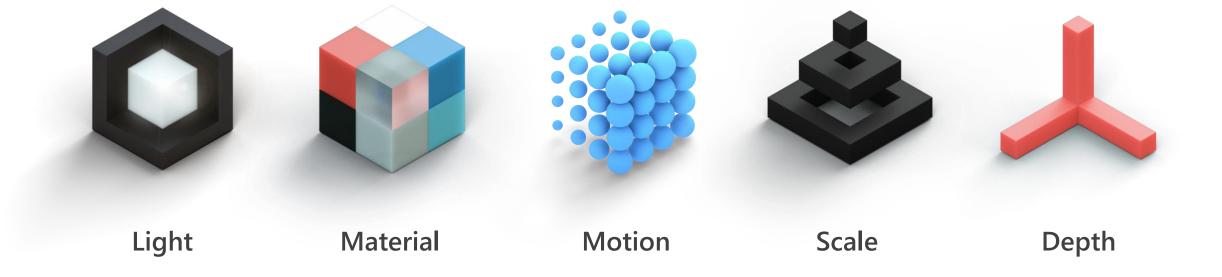
From a flat design language to an immersive, multi-dimensional design.

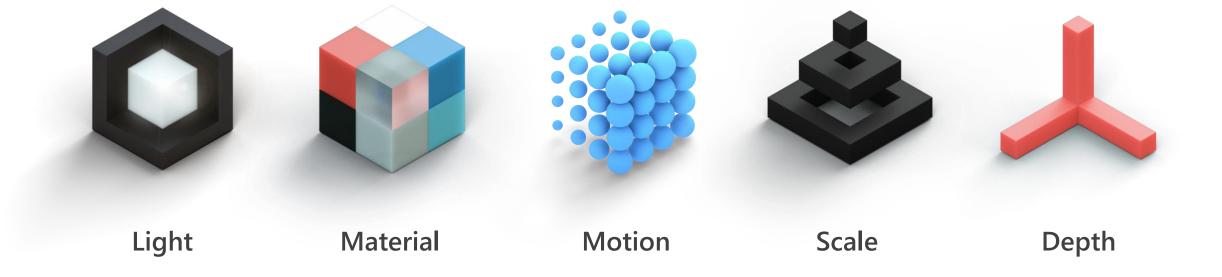
From small screen and touch to across screens and input types.

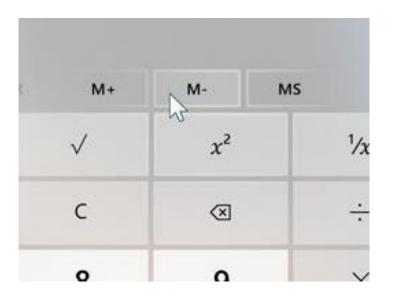
From consumption and communication to creativity and curation.

With Fluent Design System, we are unlocking everyone's creativity by enabling rich, immersive, multi-dimensional experiences that adapt and respond to a multitude of device and input types.

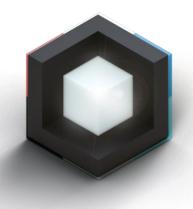








<u>ButtonRevealStyle</u>



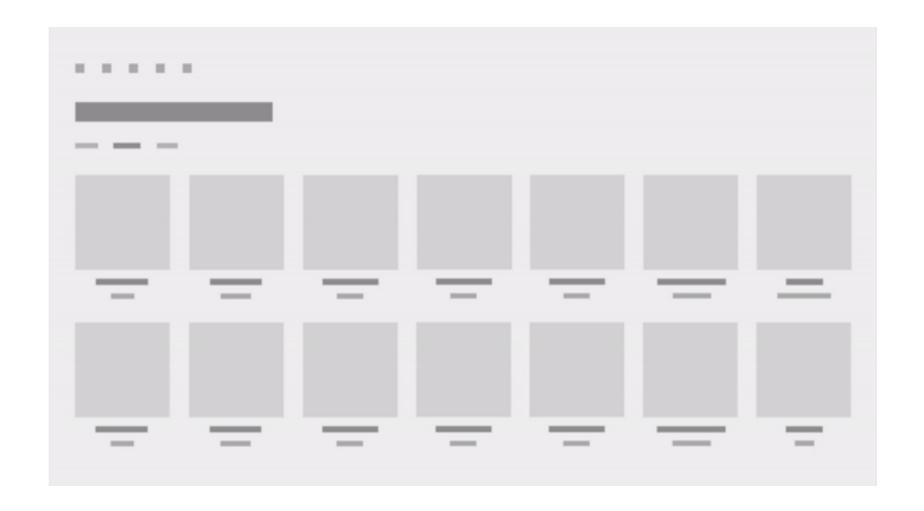
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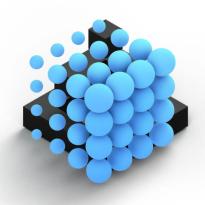
AcrylicBrush XamlCompositionBrushBase



Matticial

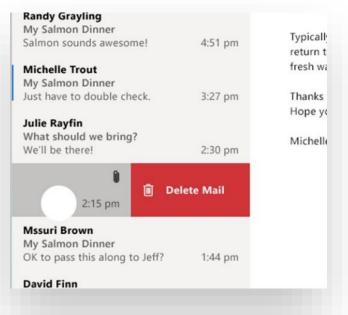


ConnectedAnimationService

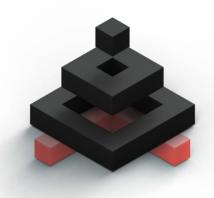


Motilen

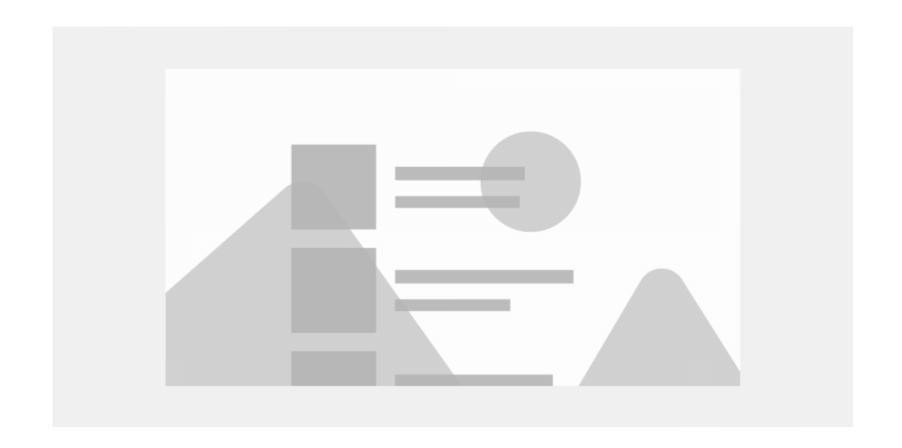








Deplth



ParallaxView

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Demo



System styles

C:\Program Files (x86)\Windows
Kits\10\DesignTime\CommonConfiguration\Neut
ral\UAP\<SDKVersion>\Generic\

https://docs.microsoft.com/enus/windows/uwp/controls-and-patterns/xamlstyles

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Available in Fall Creators Update

Improved dialogs

Pull to Refresh

Menu icons

InteractionTracker

ParallaxView

NavigationView

Swipe

Color picker

Conscious scrollbars

Connected animations

Reveal

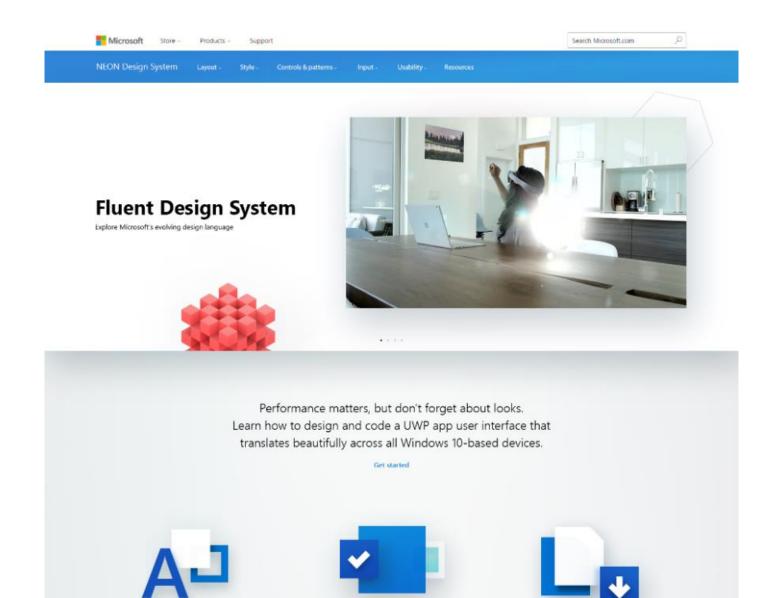
Access Keys

Acrylic

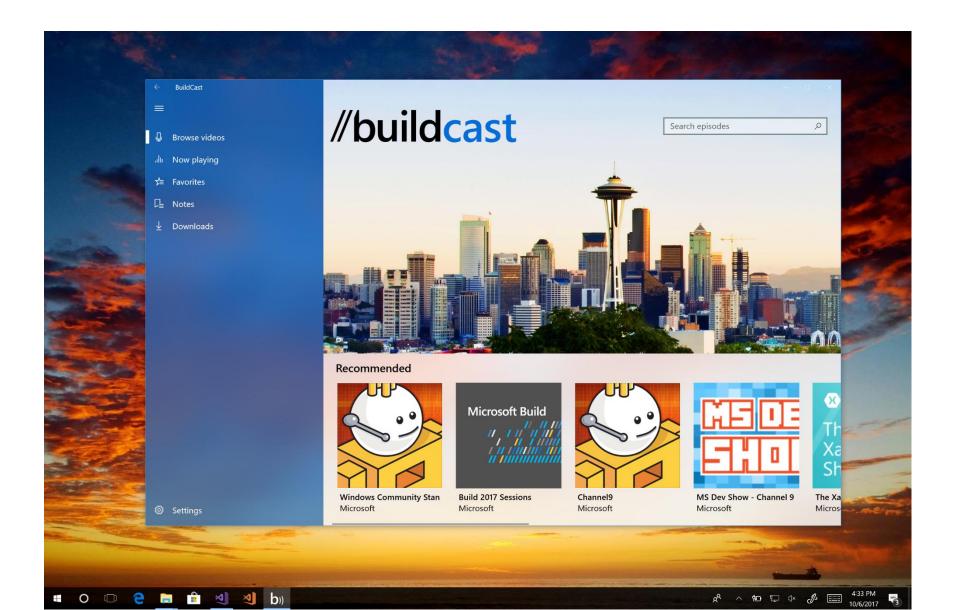
Ratings control

XamlCompositionBaseBrush

http://aka.ms/fluentdesign



http://aka.ms/buildcast



https://aka.ms/uwpsamples

