# My view of Mac OS X Yosemite UI Design

In 2014 WWDC, Apple announced its newest generation of desktop operating system, MAC OS X Yosemite. Compared to the previous, this version of the MAC OS X has a great change in all aspects, especially in the UI design. It is worth noticing that, Apple changed the UI of OS X into flat design, attempting to get a uniformed experience between iOS and MAC OS X.

After reading the design Principles of from Apple website, I gained some experience and skills in designing the UI of OS X. In general, from Maverick to Yosemite, Apple get rid of some high light and decoration, attempting to convert the user’s concentration from UI to content. To specific, Apple is trying to take advantage of some mental behavior from users to make the interaction between the OS and users, more effectively, efficiently and intuitively. In the article, Apple taught me to use Mental Model and Metaphors to design your UI in a more intuitive way, leading your user a guided experience while using your APP. Furthermore, Apple elaborate two kind of actions, explicit and implied actions, which users may perform, to help us better understand the users’ interaction procedure. In the article, Apple also taught me the general guideline of the OS X UI design in the Yosemite, which is trying to remain the consistency between iOS and MAC OS X, since nowadays they are all trying to provide a flat look to the users, and also they introduced the forgiveness and the aesthetic integrity principle.

With reading another article, About Menus, I acknowledged there are three main types of menus in the OS X, which are, menu bar menu, contextual menu and dock menu. I also understand the structure of a Apple menu.

As for me, in daily life, I’m using a Macbook Pro with Windows installed, so I can use this two popular OS in the same time. Comparing these two OS, the general design principle tend to be same in these days, which are attempting to deliver the content directly to users, I call this kind of design style as rich content design. For example, both Windows 10 and Mac OS X Yosemite are flat design. To detail, lets take the font as an example, in Mac OS X Yosemite, Apple is using a thinner font, Helvetica Neue, which provides a beauty, clarity and sharpness look for displaying, this is font is typically suitable for an rich content designed UI. In windows 10, Microsoft is using a new font called Segoe, which share the same characteristic the Helvetica Neue. Not only that, we can find the two OS in a common design style in icon, UI frame design guideline , etc.

To conclude, this article states my understanding of the two Apple official article and stated my compare between two popular OS in UI design,