

Make or Break\_

# UI\_Design System

# Buttons

## General

4 styles of buttons: Main, Secondary, Tertiary and an alternative style only a with chevron.

For each of the 3 first styles there are 3 sizes: Regular, Large and Small.

The text inside must always be accompanied by a chevron at 8px padding distance.

## Animation

On hover the chevron should move 4 px to the right and then make the inverse movement until it reaches the original position.

### Regular Button

Main size.

Used mostly for user based actions.


[Main >](#)
[Secondary >](#)
[Tertiary >](#)
[Hover >](#)
[Hover >](#)
[Hover >](#)

Font: Open Sans\_Regular  
Font size: 16px  
Chevron size: W: 5px / H: 8px

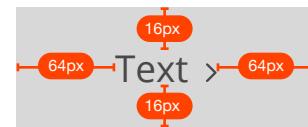
Font color: #FFFFFF  
Ctn normal: #5D00F3  
Ctn hover: #A255FF

Font color : #5D00F3  
Border color: #5D00F3  
Ctn normal: border 1px  
Ctn hover: #5D00F3 20%

Font color: #FFFFFF  
Border color: #FFFFFF  
Ctn normal: border 1px  
Ctn hover: #FFFFFF 20%

### Large Button

Used for promotional effects.


[Main >](#)
[Secondary >](#)
[Tertiary >](#)
[Hover >](#)
[Hover >](#)
[Hover >](#)

Font: Open Sans\_Regular  
Font size: 18px  
Chevron size: W: 8px / H: 12px

Font color: #FFFFFF  
Ctn normal: #FF7373  
Ctn hover: #FF8C93

Font color : #FF7373  
Border color: #FF7373  
Ctn normal: border 1px  
Ctn hover: #FF7373 20%

Font color: #FFFFFF  
Border color: #FFFFFF  
Ctn normal: border 1px  
Ctn hover: #FFFFFF 20%

### Small Button

Used only in the Navbar.


[Main >](#)
[Secondary >](#)
[Tertiary >](#)
[Hover >](#)
[Hover >](#)
[Hover >](#)

Font: Open Sans\_Regular  
Font size: 18px  
Chevron size: W: 8px / H: 12px  
\*Used only in navbar

Font color: #FFFFFF  
Ctn normal: #FF7373  
Ctn hover: #FF8C93

Font color : #5D00F3  
Border color: #5D00F3  
Ctn normal: border 1px  
Ctn hover: #5D00F3 20%

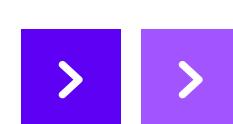
Font color: #FFFFFF  
Border color: #FFFFFF  
Ctn normal: border 1px  
Ctn hover: #FF7F7F 20%

### Chevron Button

Used in card sliders and pagination views.



Ctn size: 60 x 60 px



Chevron color: #FFFFFF  
Ctn normal: #5D00F3  
Ctn hover: #A255FF



Chevron color: #FFFFFF  
Ctn normal: #000000  
Ctn hover: #393939

# Buttons

## General

3 styles of buttons: Main, Secondary and Tertiary.  
 Each of the styles can have 3 sizes: Regular, Large and Small.  
 The text inside must always be accompanied by a chevron at 8px padding distance.

## Animation

None since hover effects aren't supported on mobile.

### Regular Button

Main size.  
 Used mostly for user based actions.



Font: **Open Sans Regular**  
 Font size: **16px**  
 Chevron size: W: **5px** / H: **9px**

Font color: #FFFFFF  
 Ctn normal: #5D00F3

Secondary >

Font color: #5D00F3  
 Border color: #5D00F3  
 Ctn normal: border 1px

### Large Button

Used for promotional effects.



Font: **Open Sans\_Regular**  
 Font size: **18px**  
 Ctn size: W: **5px** / H: **10px**

Font color: #FFFFFF  
 Ctn normal: #FF7373

Secondary >

Font color: #FF7373  
 Border color: #FF7373  
 Ctn normal: border 1px

### Small Button

Used only in the Navbar.



Font: **Open Sans\_Regular**  
 Font size: **18px**  
 Chevron size: W: **4px** / H: **8px**

Secondary >

Font color : #FFFFFF  
 Ctn normal: #5D00F3

Tertiary >

Font color : #FFFFFF  
 Border color: #FFFFFF, 1px

# Text Styles

## General

\*H1 is always followed by a zigzag shape. This shape uses the same color as the H1, plus 50% opacity (  ).  
A link in the middle of a paragraph should follow the paragraph style + the purple color.

## Animation

None.

Desktop Version

Mobile Version

H1

**A**  
**a**

Bungee-Regular **44px / 52px** line\*

Bungee-Regular **32px / 34px** line\*

H2

**A**  
**a**

Open Sans\_Semibold **44px / 52px** line

Open Sans\_Semibold **26px / 38px** line

H3

**A**  
**a**

Open Sans-Regular **28px / 40px** line

Open Sans-Regular **20px / 32px** line

H4

**A**  
**A**

Bungee-Regular **22px / 16px** line

Bungee-Regular **22px / 16px** line

Body 1

**A**  
**a**

Open Sans-Regular **22px / 34px** line

Open Sans-Regular **18px / 28px** line

Should be used for the main paragraphs.  
For example in the texts right after the  
H1's.

Body 2

**A**  
**a**

Open Sans-Regular **18px / 30px** line

Open Sans-Regular **16px / 26px** line

Texts inside containers, or texts in the  
additional pages. This is basically the  
base body style.

Additional

**A**  
**a**

Open Sans-Regular **14px / 26px** line

Open Sans-Regular **8px / 16px** line

Used in the captions for the photos.

Tag

**A**  
**a**

Open Sans-Bold **18px / 30px** line

Open Sans-Bold **14px / 30px** line

Color: Depends on section

Color: Depends on section

Padding: **8x16px**

Padding: **8x16px**

# Color Palette

## General

The color palette highlights some of the recurring themes for the event: Future and Technology whilst keeping with the current brand visuals.

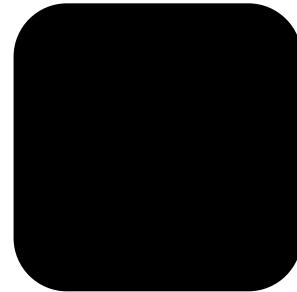
## Animation

Doesn't apply.

### Base Colors:

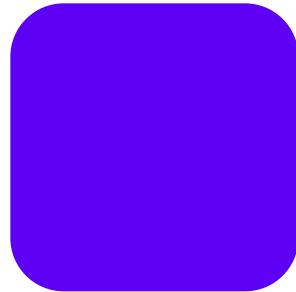
#### All Editions

In conjunction with the Main Brand color [**Electric Indigo**], those are the base colors that should be employed to create an overall visual language that is consistent with the MoB brand.



#000000

Black



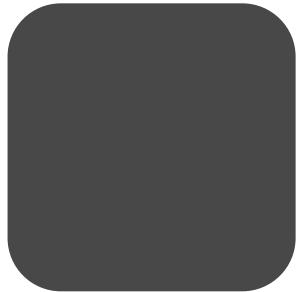
#5D00F3

Electric Indigo



#EFEFEF

Isabelline



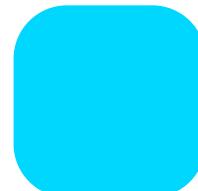
#484848

Outer Space

### Complementary Colors:

#### 2020 Edition

Colors used to highlight particular sections of the website or to emphasize content like tags, small titles, labels or captions.



#00D7FF

Vivid Sky Blue



#5D00F3

Bright Turquoise



#F9CA5A

Stil De Grain Yellow



#FFEFE4

Linen



#FF7373

Coral Reef



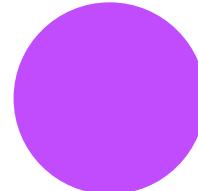
#FE38C7

Razzle Dazzle Rose

### Suggested Colors:

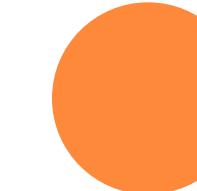
#### Upcoming Editions

A color palette that may replace the complementary colors of past editions.



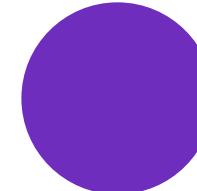
#C04CFD

Medium Orchid



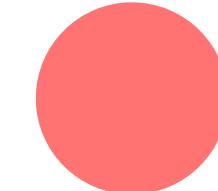
#FF893A

Mango Tango



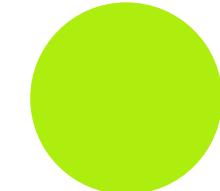
#6F2DBD

Grape



#FF7373

Coral Reef



#AEEE0E

Speing Bud

# Layout Grid

## General

The layout grids are used to keep the content balanced and legible across all the website pages.

## Animation

Doesn't apply.

### Desktop Version

**12 columns**

Max-width: **1040px**

Column Width: **68px**

Gutter Width: **30px**

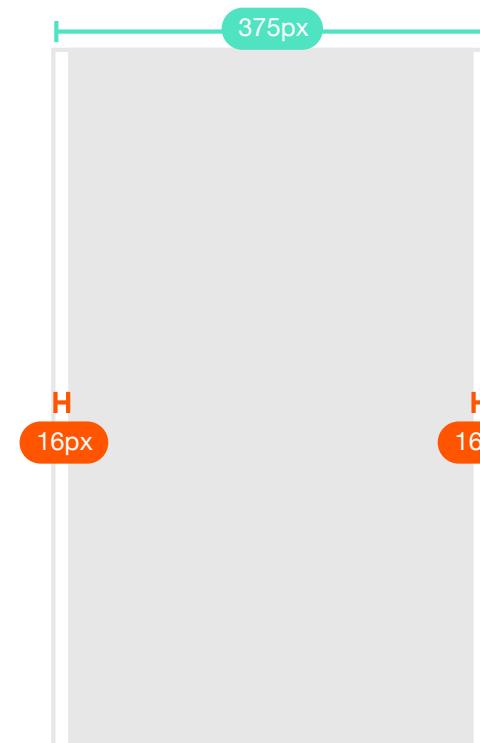


### Mobile Version

**1 column**

Column Width: eg: 343px in a 375 viewport. Basically the column is dynamic. Meaning that what needs to be respected is the 16px margin.

Margin Left/Right: 16px



# Misc. Components

## General

An assortment of visual considerations.

## Animation

None.

### Titles

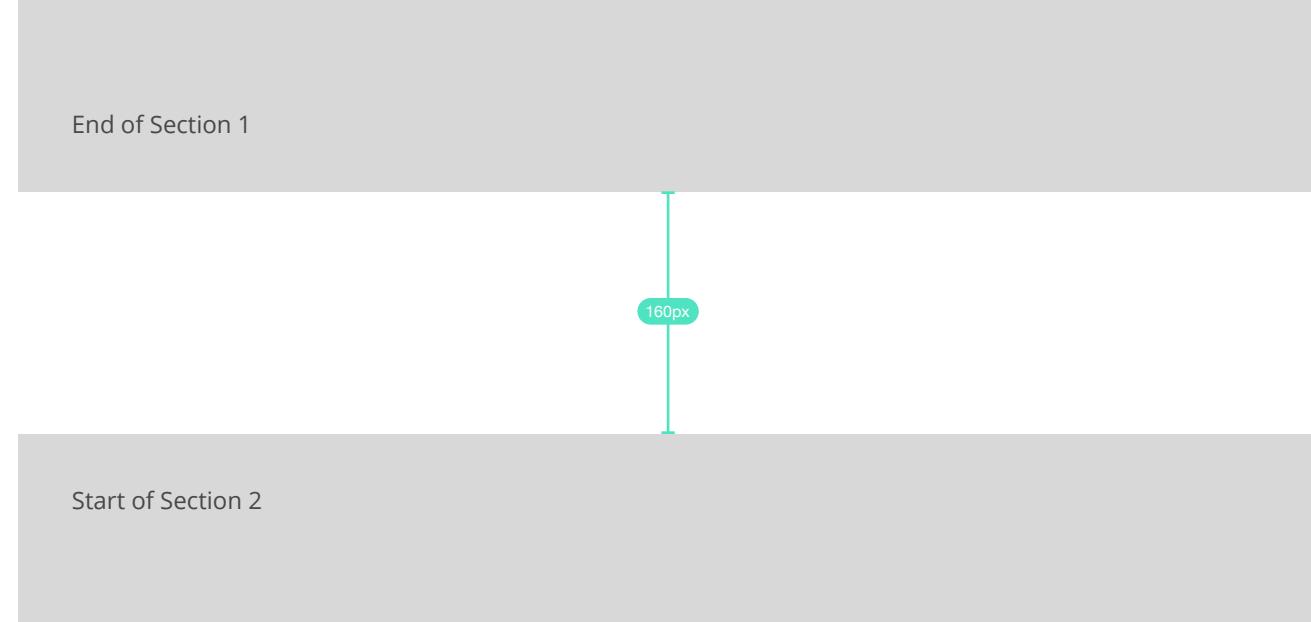
The titles are always followed by a zigzag shape. This shape uses the same color of the title **H1** plus, **50% opacity**.

# How to prepare the perfect cup of coffee



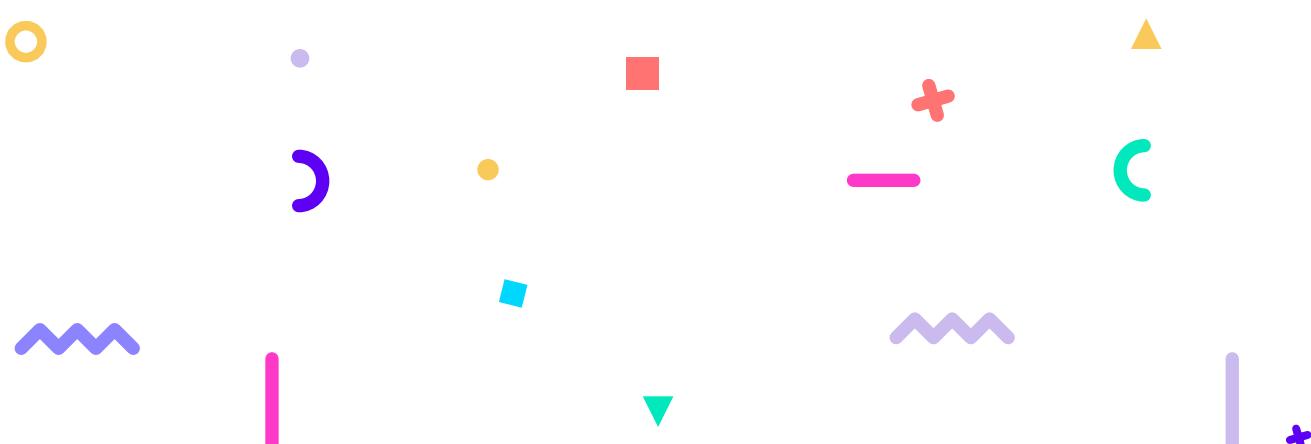
### Sections

The website is divided by different sections. When changing from one section to another, there should be **160px** of distance between the end of the previous section's last component and the start of the next section's first component.



### Shapes

Some sections of the website, such as the prizes section, include groups of colorful shapes that deliver a message of playfulness, experimentation and "summery feeling".



### Icons

Social Network icons should always be used in a squared format with **26px**.



Ctn normal: #5D00F3

Ctn hover: #A255FF

ASCII art may be used in success and failure messages.

O(^▽^)O      (\*^\_~^\*)      (^\_^)/      (ಠ\_ಠ)

# Links

## General

Links use the text style, **Body 2**.  
Links in the Navbar and Footer should not use a chevron or an underline.

## Animation

On hover the chevron should move an extra **4px** to the right and then make the inverse movement until it reaches the original position (**8px**).

### Internal Links

#### More >

The text must always be accompanied by a chevron at **8px** padding distance.

### External Links

#### [Facebook](#)

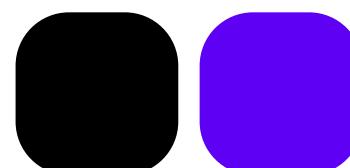
Used on social network links.  
Text should always have an underline.

### Color

Depending on the background of the section where the links are placed, their color may change.

A general rule of thumb would be to use lighter colors for the link when it is used on dark backgrounds and, darker colors for the link when it is placed on lighter backgrounds.

### Background Color

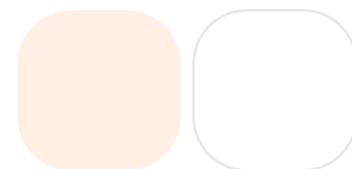


#000000      #5D00F3  
Black            Electric Indigo

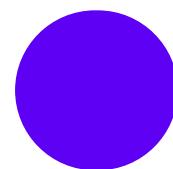
### Link Color



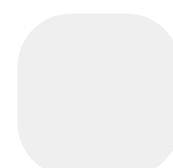
#FFFFFF  
White



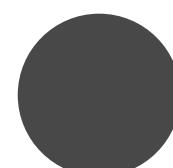
#FFEFE4      #FFFFFF  
Linen           White



#5D00F3  
Electric Indigo



#EFEFEF  
Isabelline



#484848  
Outer Space

# Background Shapes

## General

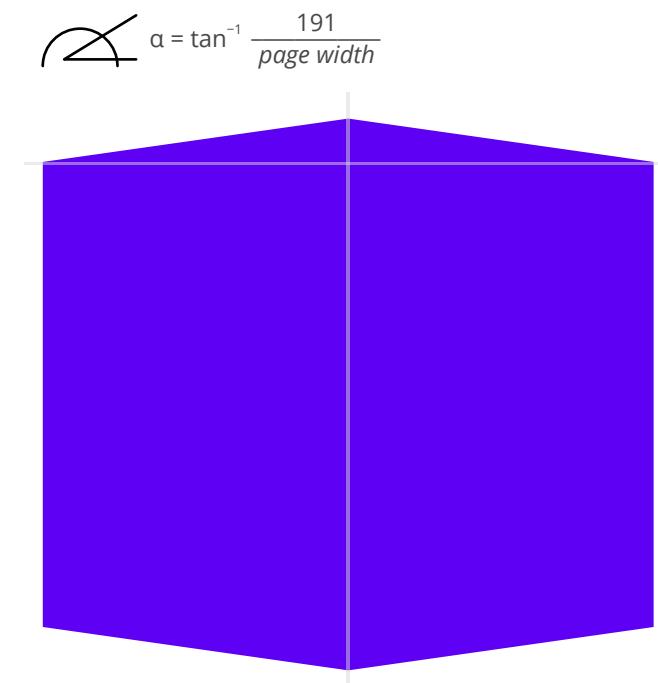
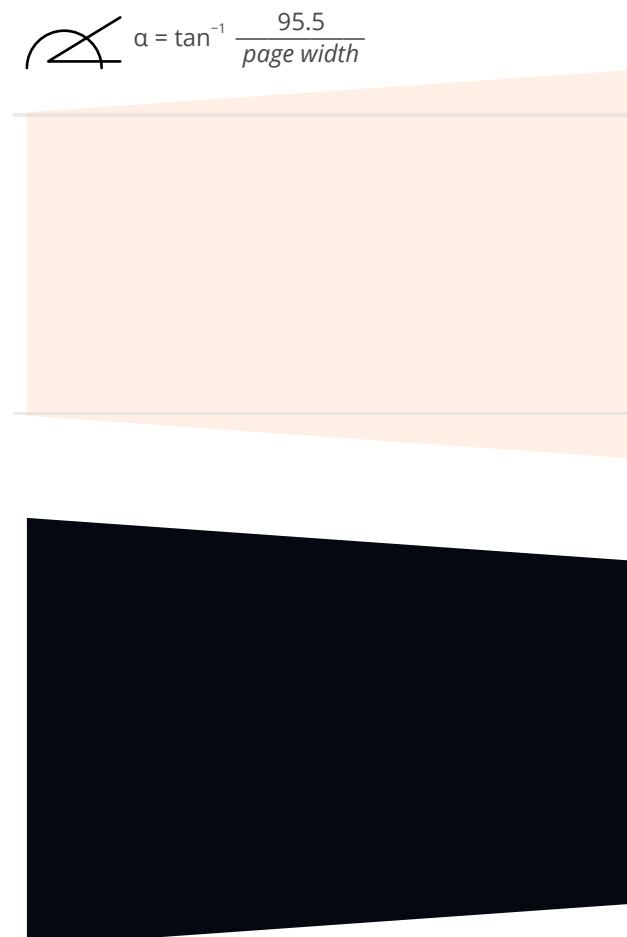
The colors given to each specific section should be respected. If the order of the sections in the page needs to change, it should be done in a way that respects the colors of the sections coming before and after.  
2 background shapes with the same color must never be used in sequence.

## Animation

Doesn't apply.

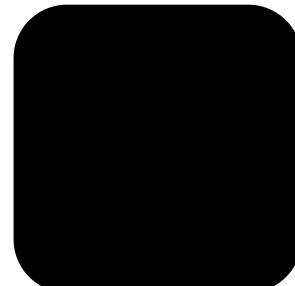
## Shapes

The slanted shapes create a recognised feature for brand's communication.



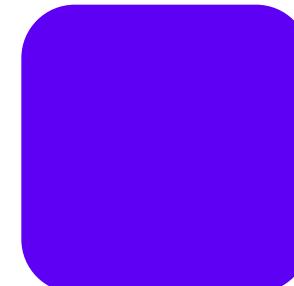
## Colors: 2020 Edition

A palette of the colors that may be used for the shapes and backgrounds.



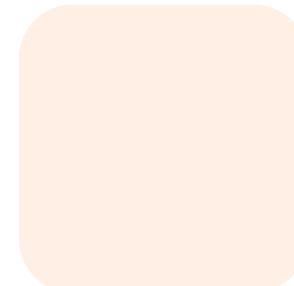
#000000

Black



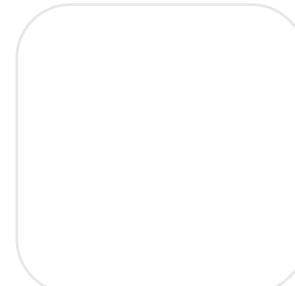
#5D00F3

Electric Indigo



#FFEFE4

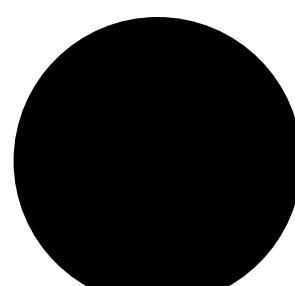
Linen



#FFFFFF

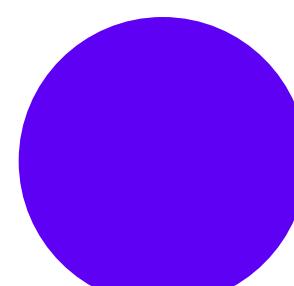
White

## Colors: 2021 Edition



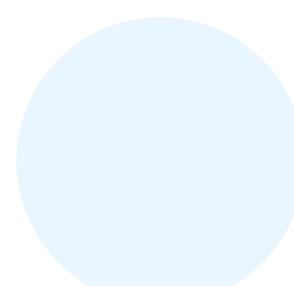
#000000

Black



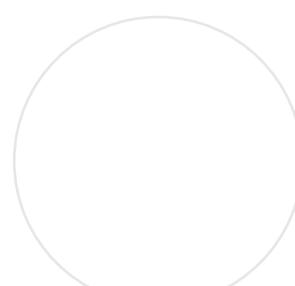
#5D00F3

Electric Indigo



#E9F6FF

Alice Blue



#FFFFFF

White

# Navbar

## General

There are 2 styles available for the navbar.  
The main navbar should be used when the hackaton day is announced and dates for registration are open.  
The secondary version should be used when the event has ended.

## Animation

The navbar should be fixed to the top of the page.  
Mobile Menu - "Hamburger" icon should transform into an "x" on tap and turn. Upon tapping again, the "x" icon should return to the original "Hamburger" icon.

## Desktop Version

### Main Navbar

The Navbar includes a links with "go to" function to each of the main sections of the homepage.

There's also the buttons to sign in and register.

Logo animation suggestion:

[https://drive.google.com/open?id=1zCT5XRq8t8b1oBUY\\_PlZJnS2LeR9YnG](https://drive.google.com/open?id=1zCT5XRq8t8b1oBUY_PlZJnS2LeR9YnG)



## Post-Event's Navbar

The post-event navbar removes the sign in and apply buttons and sections that aren't useful after the event ended. For example: the AI Competition or the Event's Location.



## Mobile Version

### Main Navbar and Menu

The Navbar includes a links with "go to" function to each of the main sections of the homepage.

The "Apply Now" button appears in the navbar itself and in the collapsed menu.

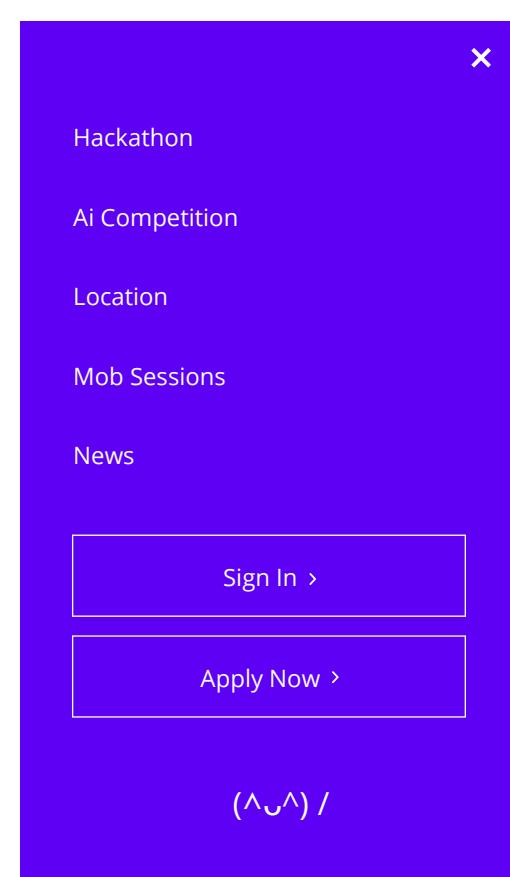
1.



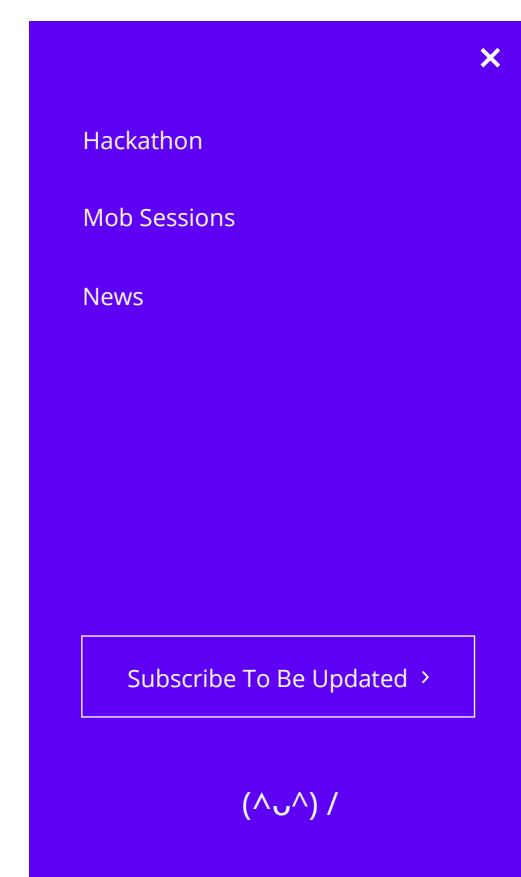
2.



1.1



2.1



### Post-Event's Navbar and Menu

The post-event navbar/menu removes the sign in and apply buttons and sections that aren't useful after the event ended. For example: the AI Competition or the Event's Location.

The button "Subscribe to be Updated" is added.

# Header Secondary Page

## General

The components for the headers that are used in the secondary (information) pages for the talks and workshops.

## Animation

None.

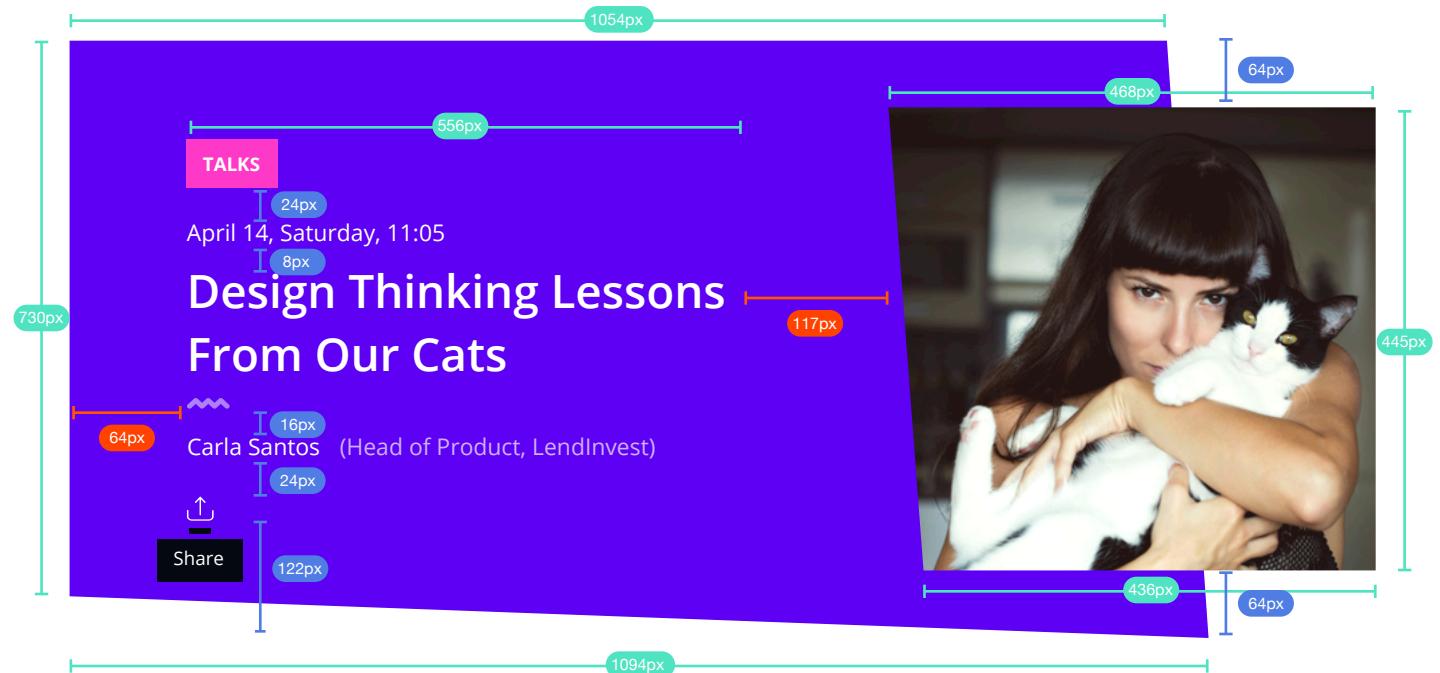
### Talks Version

This header is only used in the desktop version since the details for the talks in mobile version are displayed in a collapsed view.

Both the horizontal and the vertical slant are ([see formula in the background shapes page](#)).

The photo should be the same as the one used in the homepage card.

On hover, the icon for the share function shows the tooltip "Share".



### Workshops Version

Same layout as the Talks.

Ideally, the photo used in this header should be illustrative of what will happen in the workshop.



# Footer

## General

Footer section for the MoB website.

## Animation

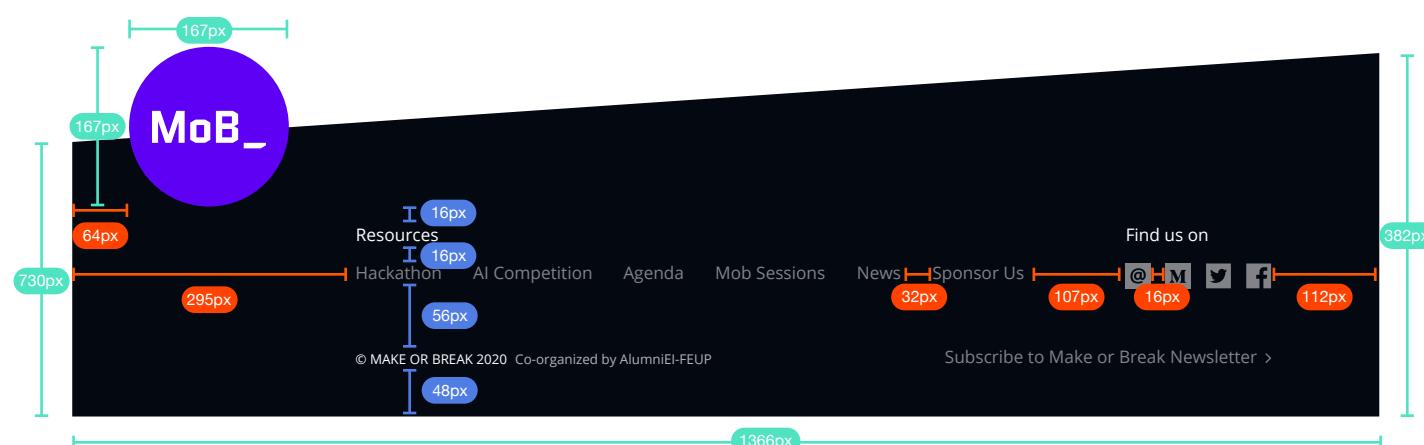
None.

### Desktop Version

If there is the need to add more links under the "Resources" section, they go to a second line using 16px vertical spacing.

The links are in **#FFFFFF** and **50% opacity**. On Hover they use **100% opacity**.

The background shape should use the **4°** angle indicated in page 9: "Background Shapes".



### Mobile Version

If there is a need to add more links under the "Resources" section, they go to a third line using **16px** vertical spacing. With this change, the footer's background shape needs to increase it's height to maintain the described spacings.

The links are in **#FFFFFF** and **50% opacity**. On Hover they use **100% opacity**.

The background shape should use the angle indicated in page 9: "Background Shapes".



# Hackathon

## General

There are 3 versions for the hackaton intro section. Those should change according to the different stages of the event.

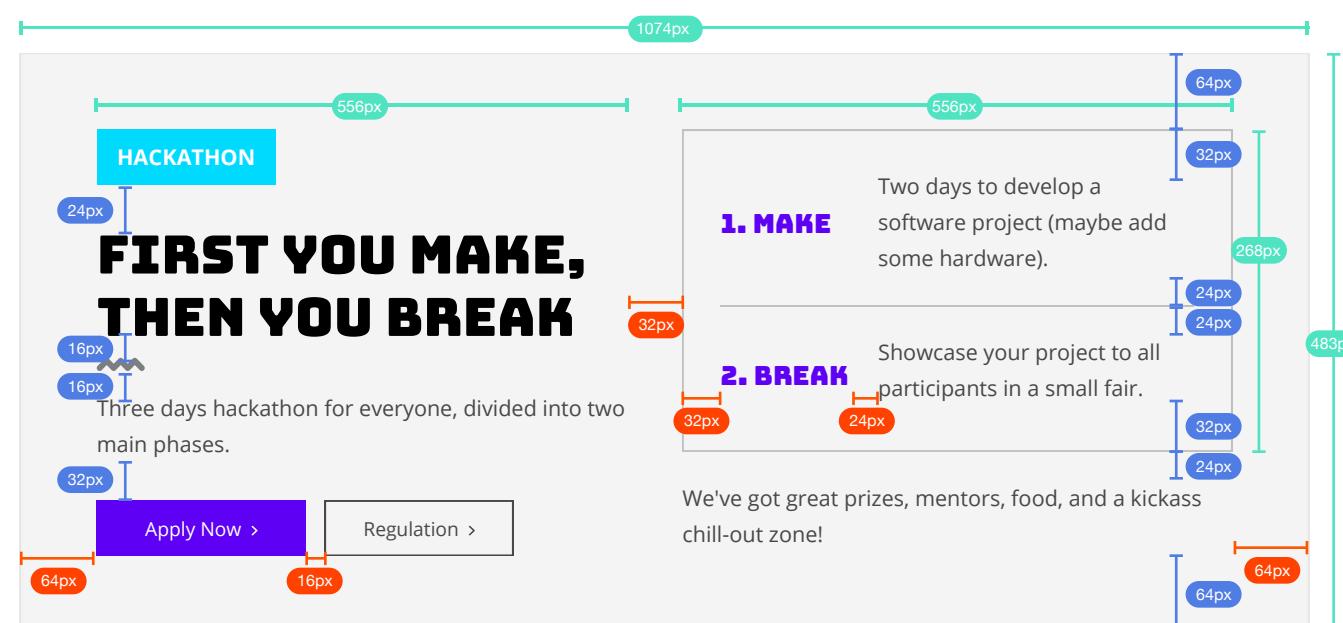
## Animation

None.

### Version 1:

#### Open Registrations.

This version should be used when the registrations for the event are open.

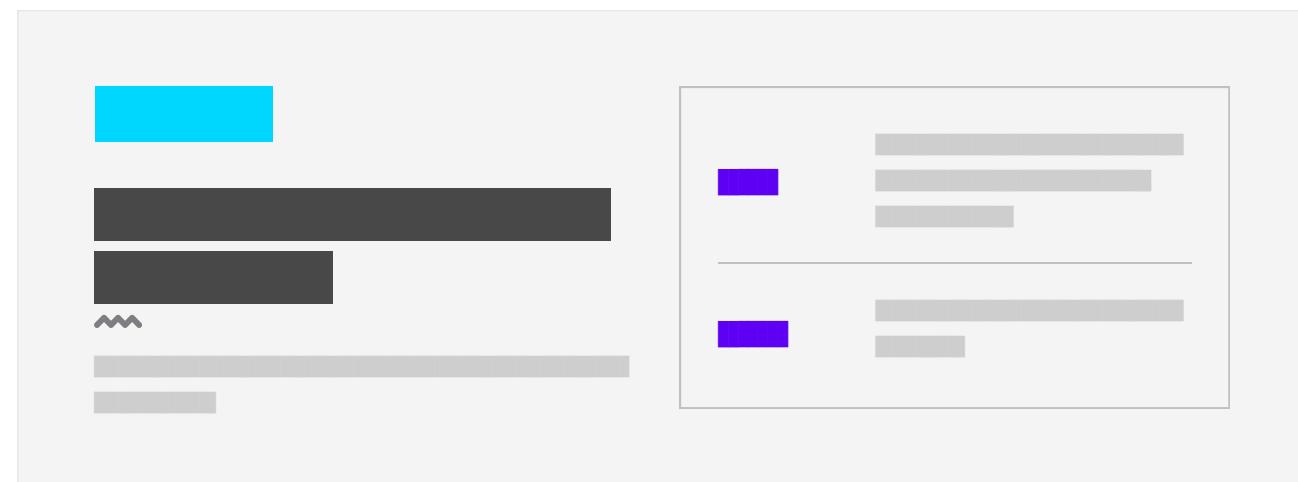


### Version 2:

#### Pre-Event

To be used for information purposes when the event's registrations are still closed.

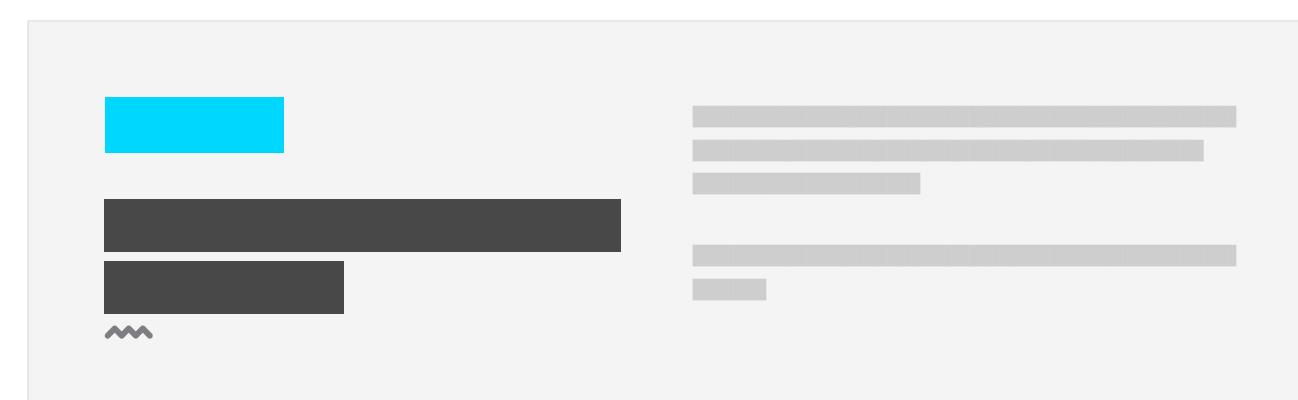
The most notable change between this and the version with the open registrations, is the omission of the action buttons.



### Version 3:

#### Post-Event

This version should be used after the event occurred. It loses the action buttons, the explanation between "make" and "break", and instead focuses in a summary of the event while teasing a next edition.



# Hackathon

## General

There are 3 versions for the hackaton intro section. Those should change according to the different stages of the event.

## Animation

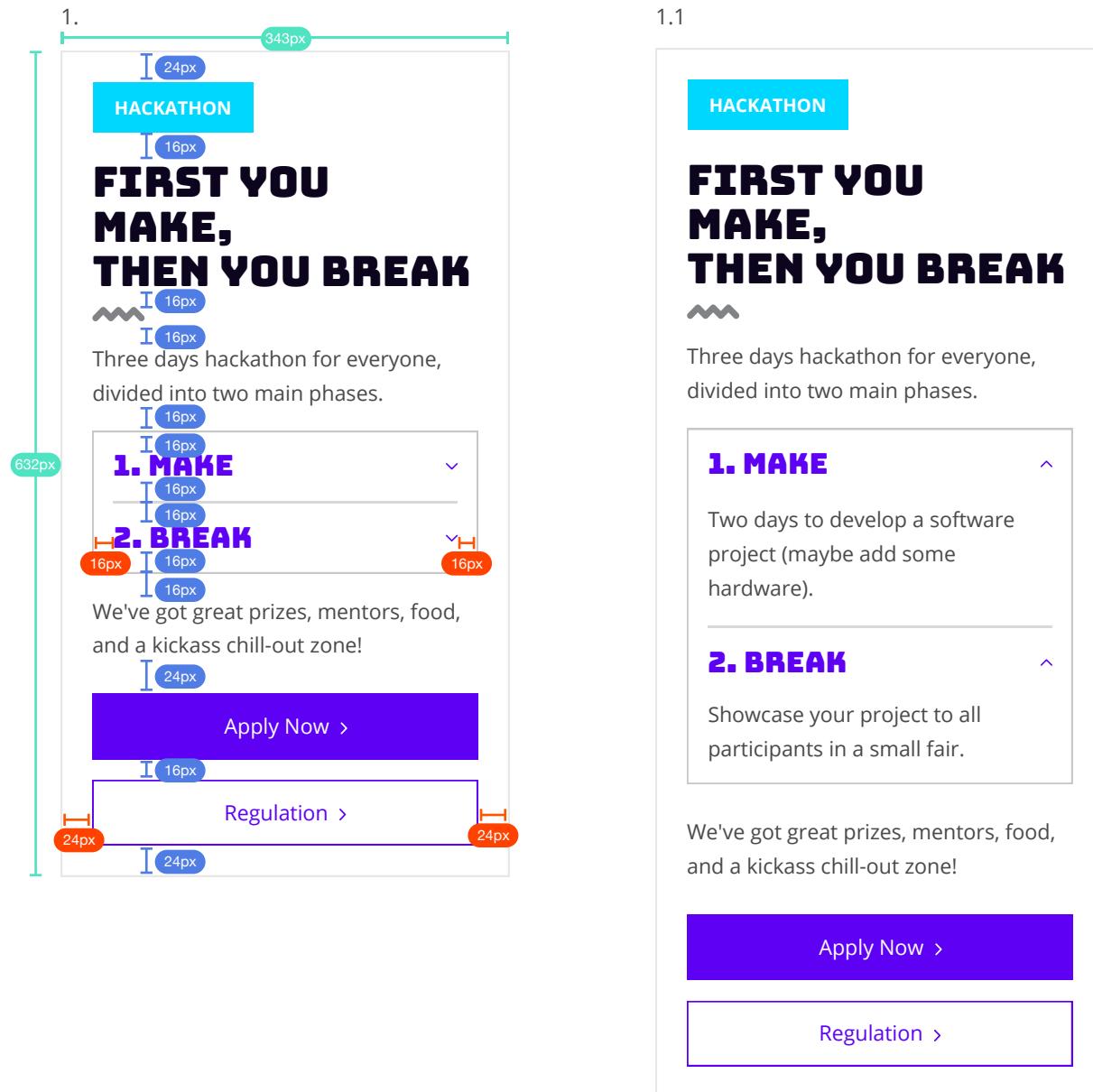
None.

### Version 1: Open Registrations.

This version should be used when the registrations for the event are open.

As a way to save space and try to show the buttons in the same screen as the title, by default the page loads with the "Make" and "Break" sections closed (1.). Upon tapping them, they collapse (1.1).

Collapsing one of the sections, doesn't automatically close or open the other section. Meaning that both may be collapsed or closed at the same time.



### Version 2: Pre-Event

To be used for information purposes when the event's registrations are still closed.

The most notable change between this and the version with the open registrations, is the omission of the action buttons.



### Version 3: Post-Event

This version should be used after the event occurred. It loses the action buttons, the explanation between "making" and "breaking", and instead focuses in a summary of the event while teasing a next edition.

# Prizes Hackathon

## General

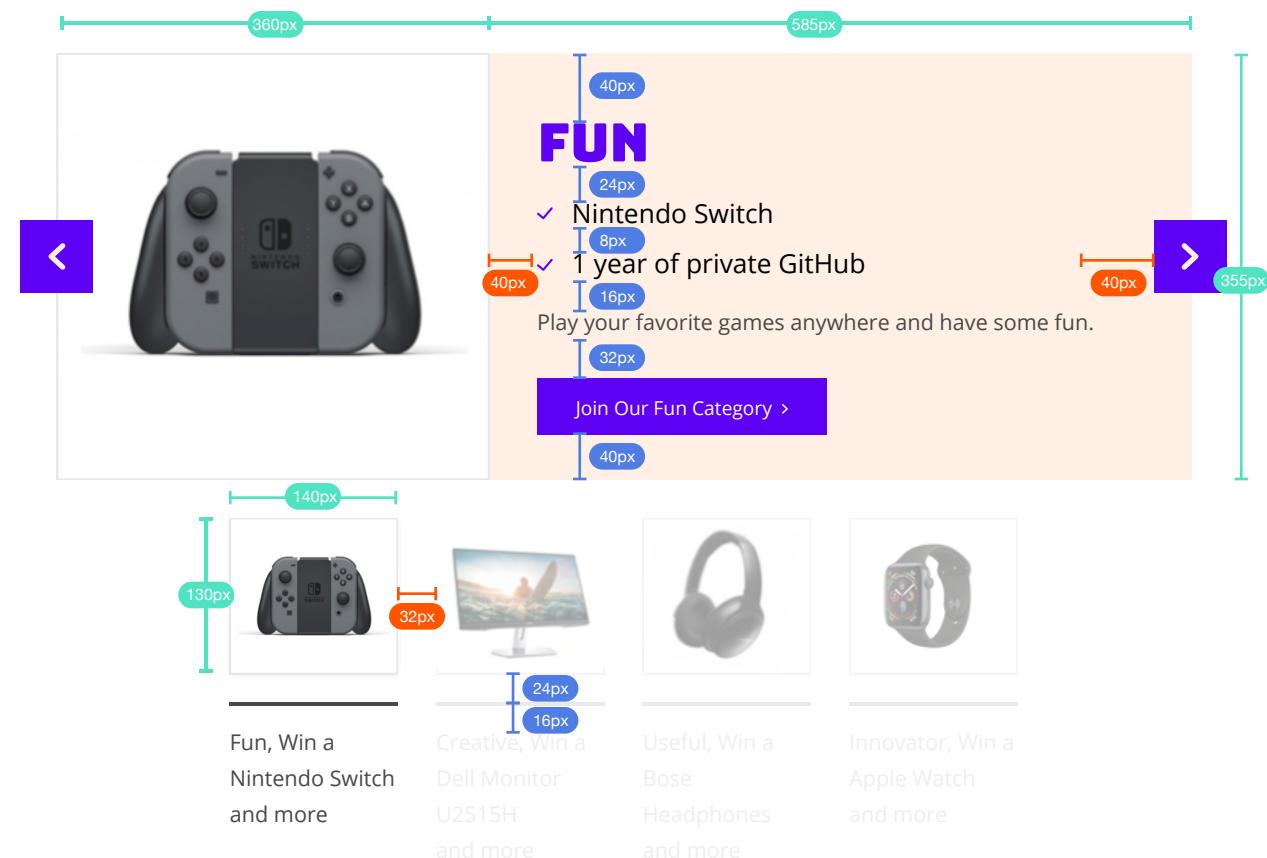
Prizes are displayed in a slider where the active prize may change based on the interaction with the chevrons or by picking one of the prizes from the thumbnails under the active prize.

## Animation

Next prize is automatically displayed after 4s.  
Thumbnail individual progress bar moves from 0 to 100 in 4s.

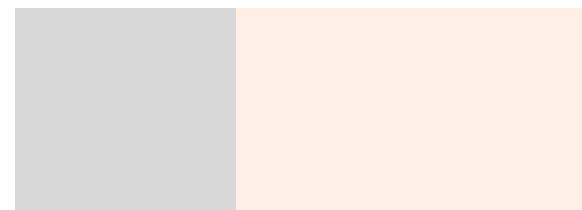
### Desktop Version 1: 4 Prizes

This version should be used when there are 4 available prizes. Users can use the chevron to move between the active prize (previous/next), or click directly in one of the thumbnails to display that prize's information.



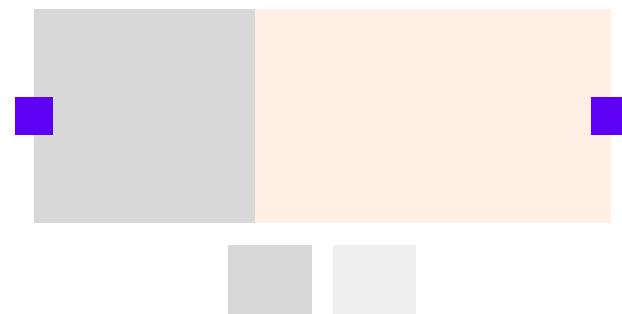
### Desktop Version 2: 1 Prize

When only one prize is available. The slider loses the chevron navigation and the thumbnail navigation under it.



### Desktop Version 3: 2 Prizes

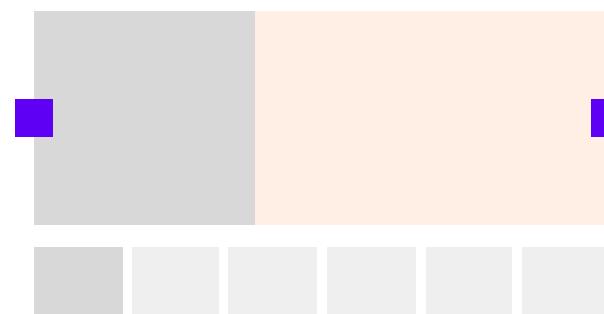
When two prizes are available, the thumbnail navigation is horizontally centered with the active prize.



### Desktop Version 4: 6 Prizes

The current layout allows for a max of 6 visible thumbnails under the active prize.

For more than 6 prizes, the thumbnails should behave like a carousel.



# Prizes Hackathon

## General

Prizes are displayed in a slider where the active prize may change based on the interaction with the chevrons or by picking one of the prizes from the thumbnails under the active prize.

## Animation

Swipe

### Mobile Version 1: 3 Prizes or more

Most of mobile screens will be able to accommodate 3 prizes at the same time in the viewport even if the 2 prizes on the edges aren't displayed in their entirety.

The active prize is always in the middle meaning that the prizes group should behave as closed loop.

The active prize should be displayed at full opacity. The adjacent prizes should use 40% opacity.

The user may change prizes by swiping left or right.



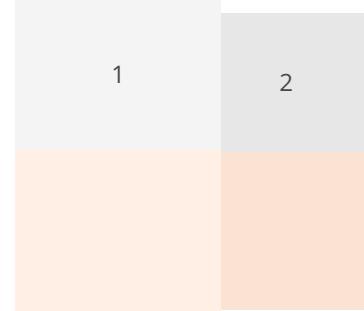
### Mobile Version 2: 1 Prize

When only one prize is available. There isn't any possible interaction with the component.



### Mobile Version 3: 2 Prizes

When two prizes are available they should be horizontally centered in the screen, with an overlap between the active prize and the one in the background.



The user may change prizes by swiping left or right.

# Video

## General

A section dedicated to display the video recap of last year's event.

## Animation

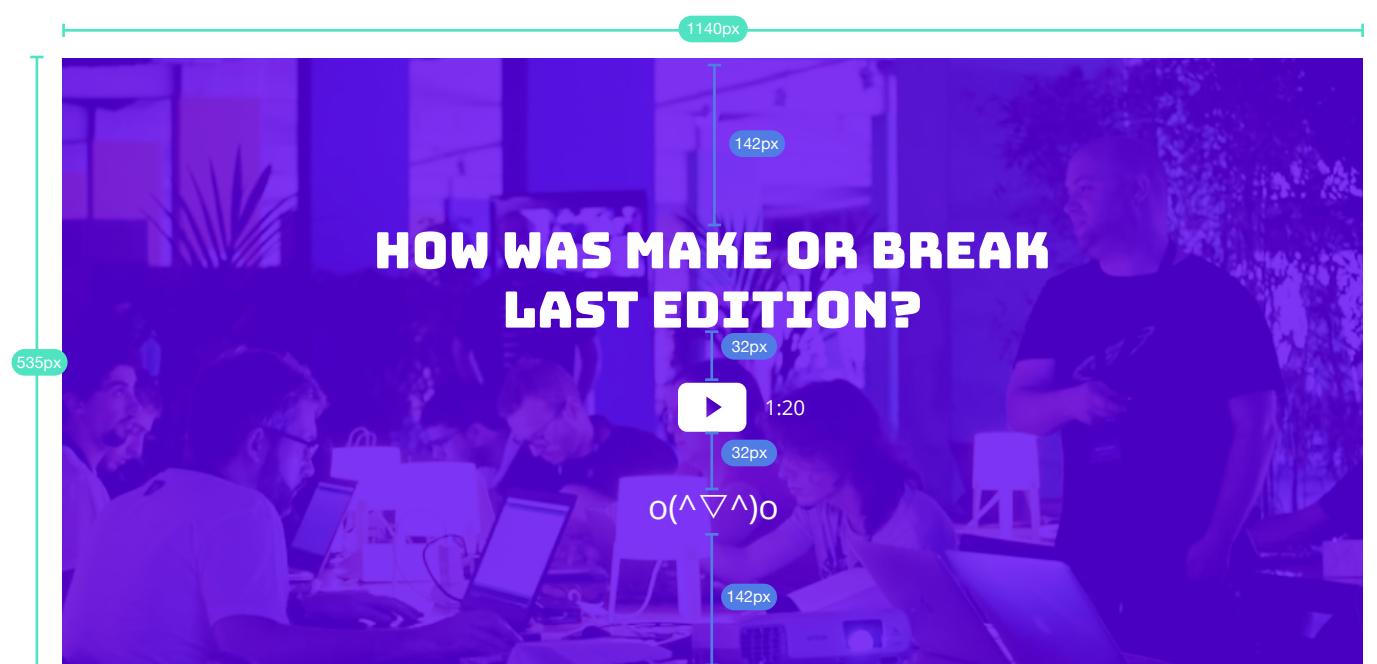
On click, the opacity of the play button and text drops to **0%** using a ease-out effect.

### Desktop Version

The video container should have an overlay using the Electric Indigo color at **80% opacity**.

The title should use the **H1** text style.

Clicking the "play" icon, will start playing the video (maintaining the dimensions of the original container)



### Mobile Version

The video container width must crop to the screen's max width.



# Workshops

## General

The event line-up, running times and workshop details.

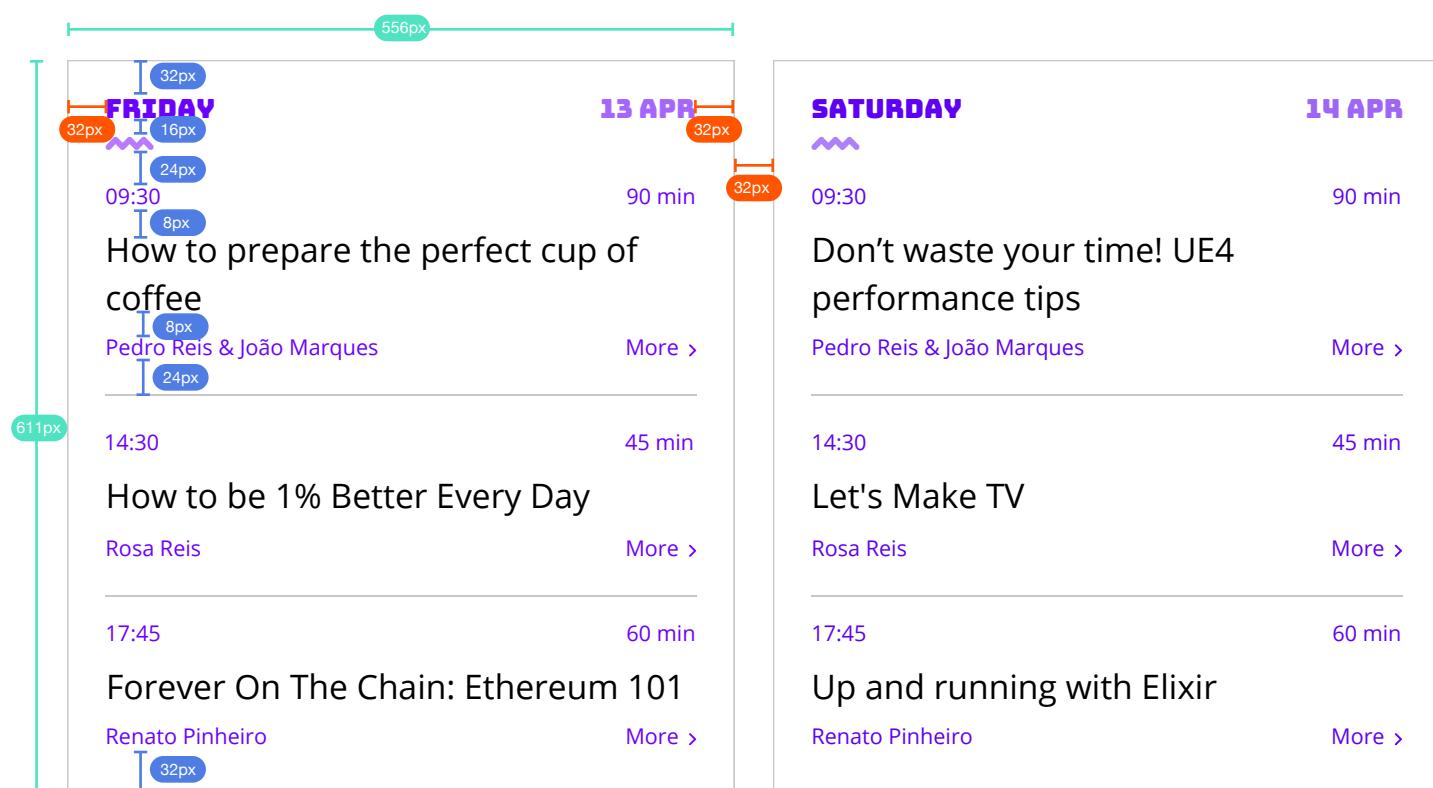
## Animation

None.

### Version 1: 2 Days

When the event has a workshop schedule for 2 days, each day should be featured side by side in a different column.

The title of the session should truncate when it exceeds 2 lines.

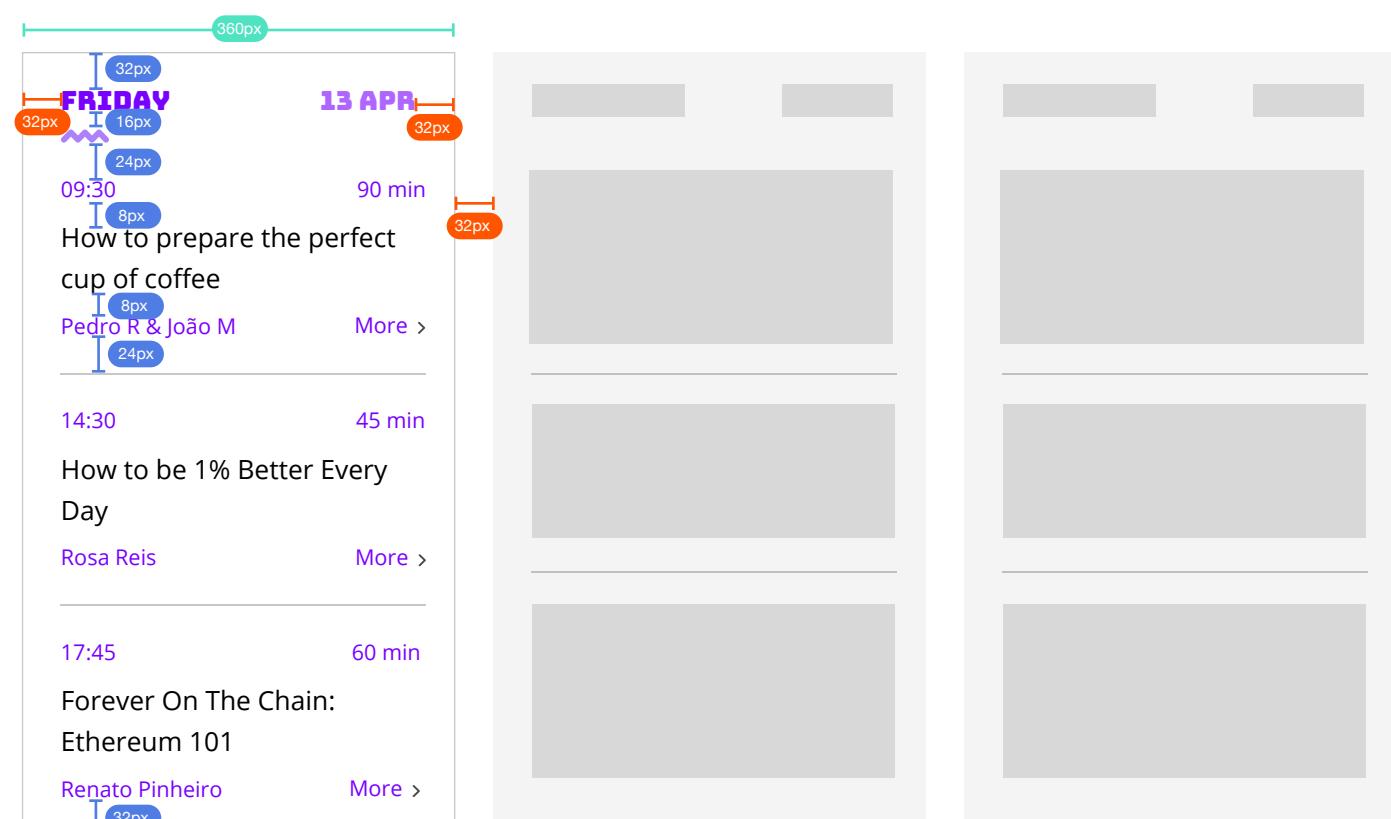


### Version 2: 3 Days

When the event has a workshop schedule for 3 days, each day still is featured side by side in a different column. However the width for the day decreases from 556px to 360px to be able to accommodate for the additional day in the same line.

The title of the session should truncate when it exceed 2 lines.

The names of the speaker(s) should have a 32px space between them and the "More" link. If the dedicated space is exceeded, the last word should truncate.



# Workshops

## General

The event line-up reveals more information when interacted with.

## Animation

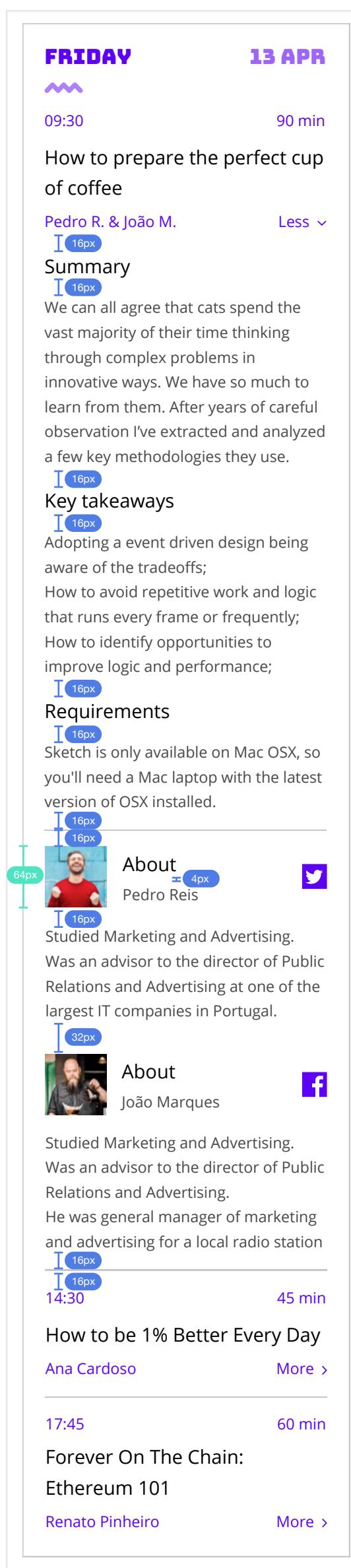
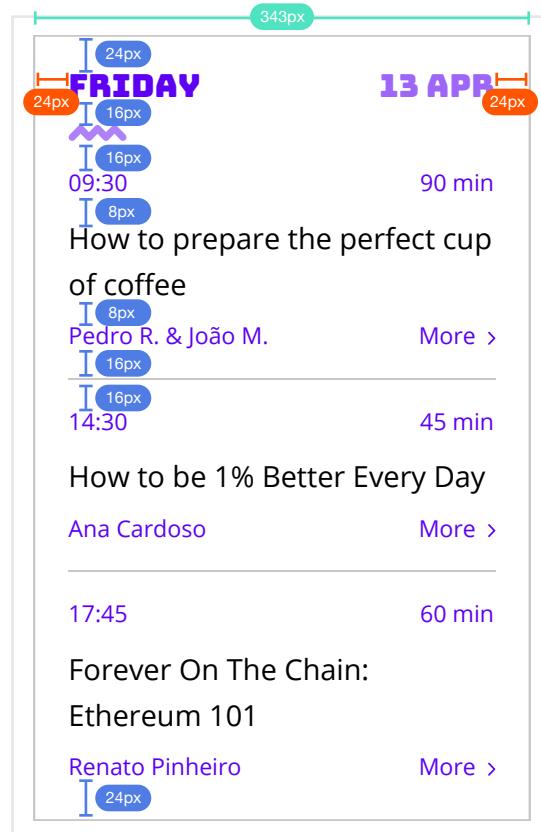
None.

### Mobile Version

Upon tapping the "More" link, the container collapses to display all the details of that specific event.

Tapping the "Less" link, will return the event information to the original state.

Collapsing one section, doesn't automatically close or open other sections. Meaning that both may be collapsed or closed at the same time.



# Talks

## General

Desktop version of the components that provide information about the Talk sessions that occur during the event.

## Animation

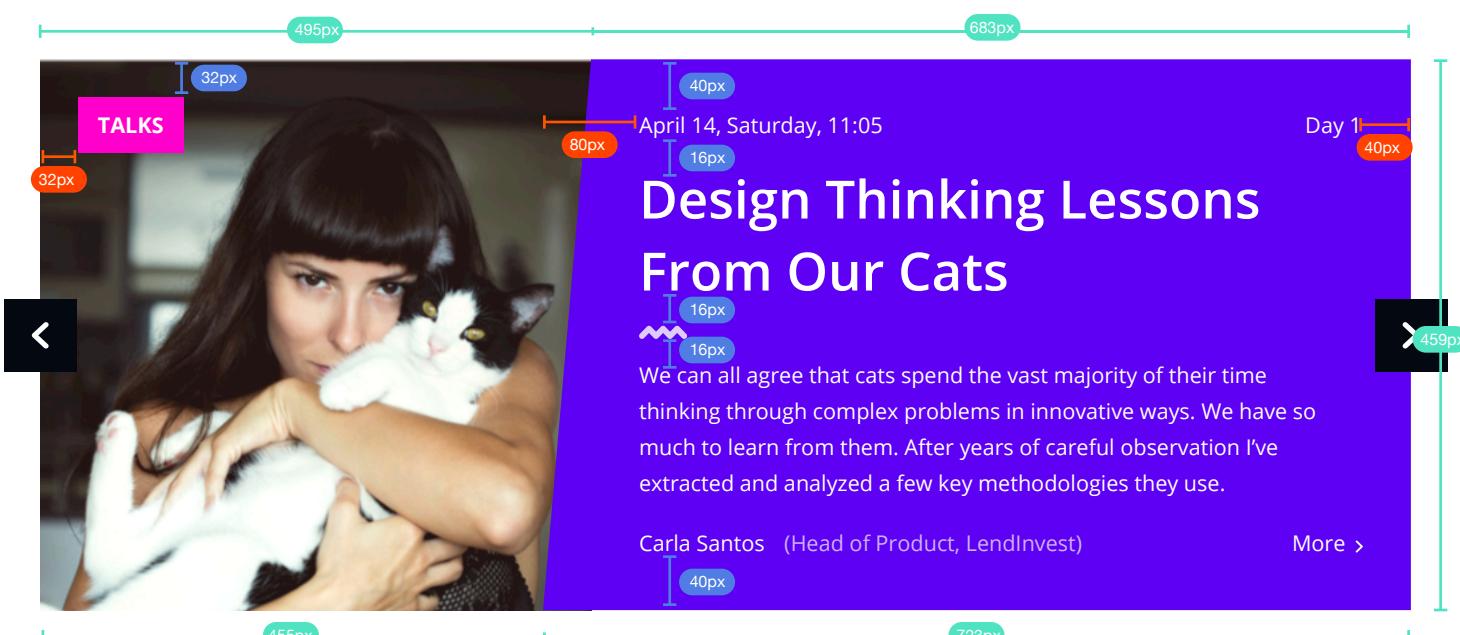
When the chevron is tapped, the full talk container should move in the direction of the tapped chevron whilst losing opacity until it reaches 0%. At the same time, the "new" talk should come in following the same direction, but increasing the opacity until it reaches the 100%

### Talk: Active

The active talk is featured by occupying a bigger real state on the website. Pairing the photo with a bold color for the container.

The photo should be slanted.

The title should truncate when it exceeds 2 lines. The intro should truncate when it exceeds 4 lines.

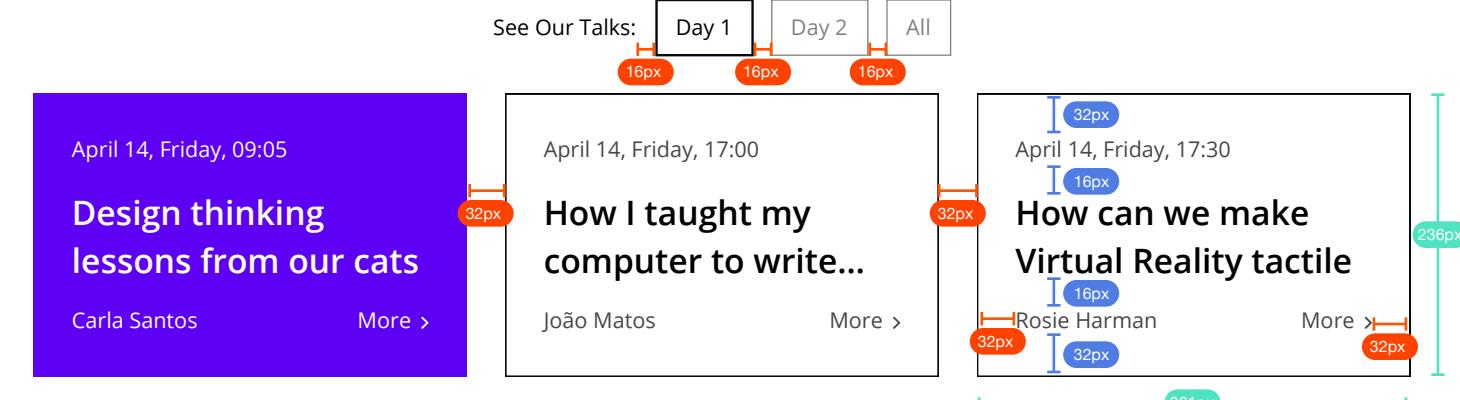


### Talk: Thumbnails

The color filled container represents the active talk.

There is a max of 3 talks per line. Additional talks should be displayed in a new line.

Once a talk is selected, the previous active talk should fade out and the new one should fade in.



### Talk: Daily Filter

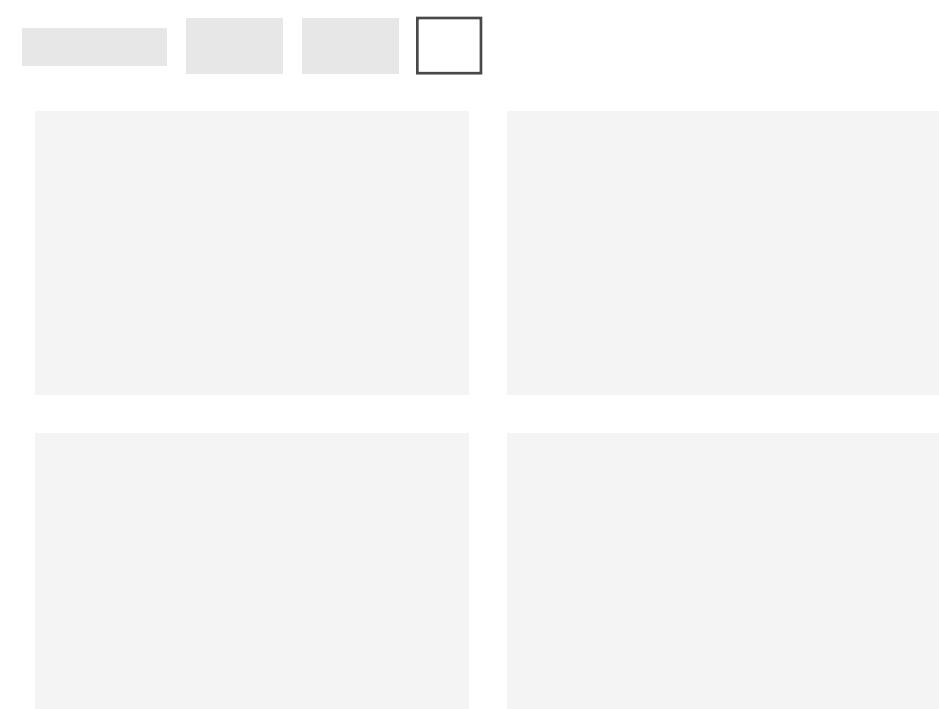
Each day of the event has a dedicated filter.

There may be as many days in the filter as necessary.

The tabs, plus the text "See Our Talks" should be considered as a group and kept horizontally centered in the page.

In addition to the daily filters, there is a "All" filter that displays all the existing talks.

Inactive filters should use **50% Opacity**.



# Talks

## General

Mobile version of the components that provide information about the Talk sessions that occur during the event.

## Animation

None.

### Mobile Version

The photo should be featured at the top.

The zigzag shape as well as the talk's text description disappear.

The title should truncate when it exceeds 2 lines.

Upon tapping the "More" link, the container collapses to display all the details of that specific talk.

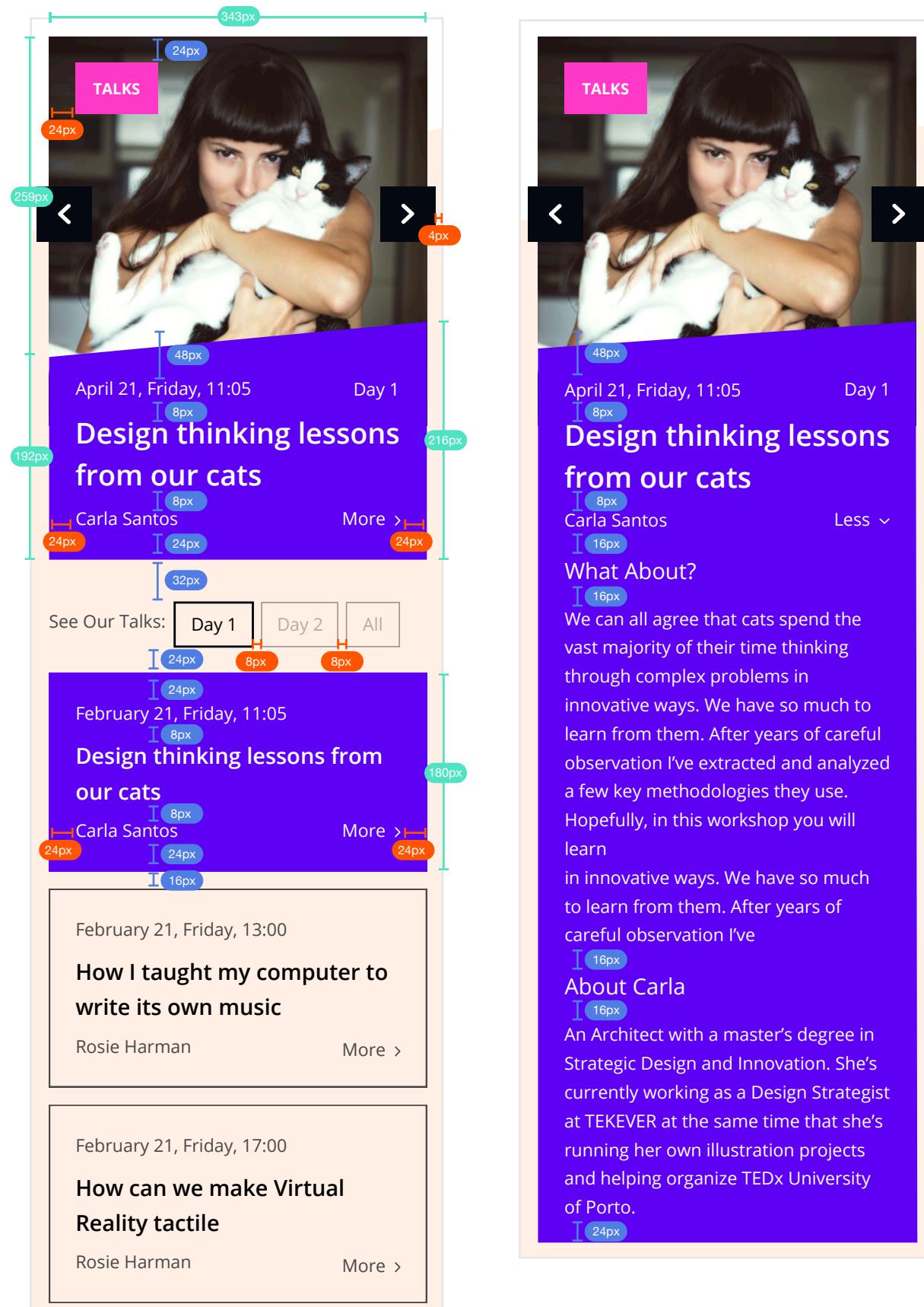
Tapping the "Less" link, will return the talk information to the original state.

The navigation chevrons don't follow the scroll. They're fixed in the photo section.

### Talk: Thumbnails

The color filled container represents the active talk.

There is a max of 1 talk per line.  
Additional talks should be displayed in a new line.



# AI Prizes

## General

Components for the Artificial Intelligence competition prizes.

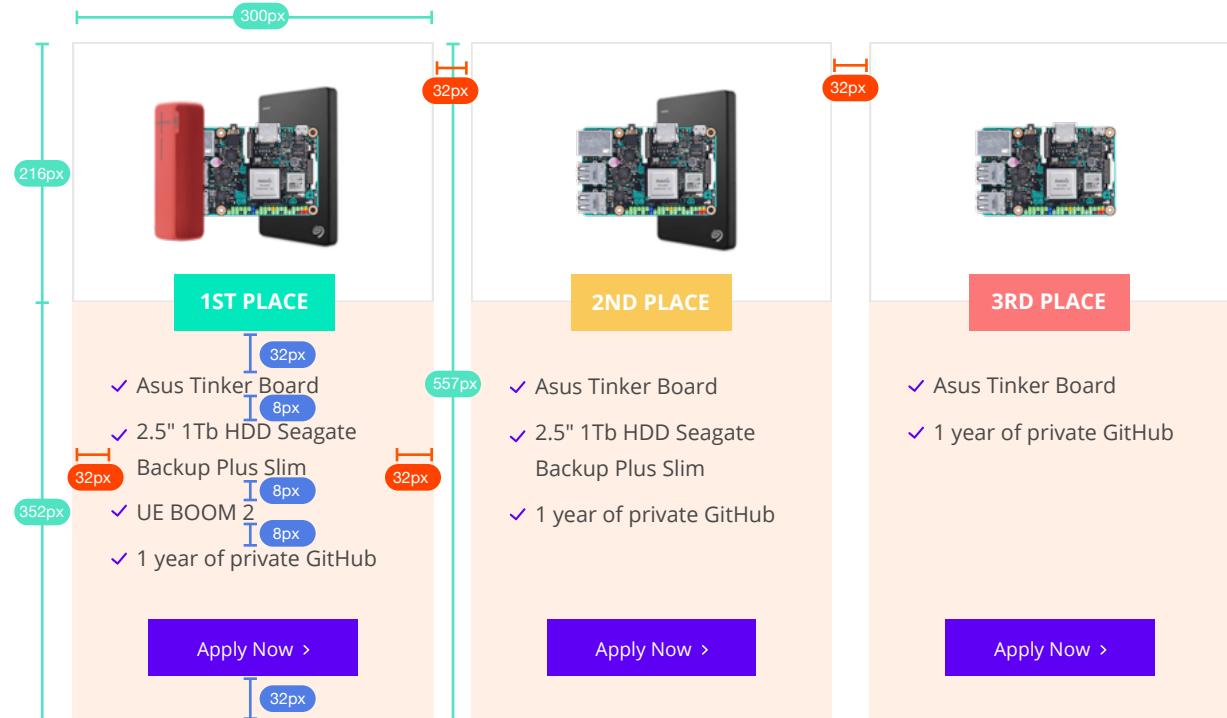
## Animation

None.

### Version 1: 3 Prizes

When the AI competition has 3 prizes, each one of them should be featured in a column, keeping **32px** of horizontal space between them.

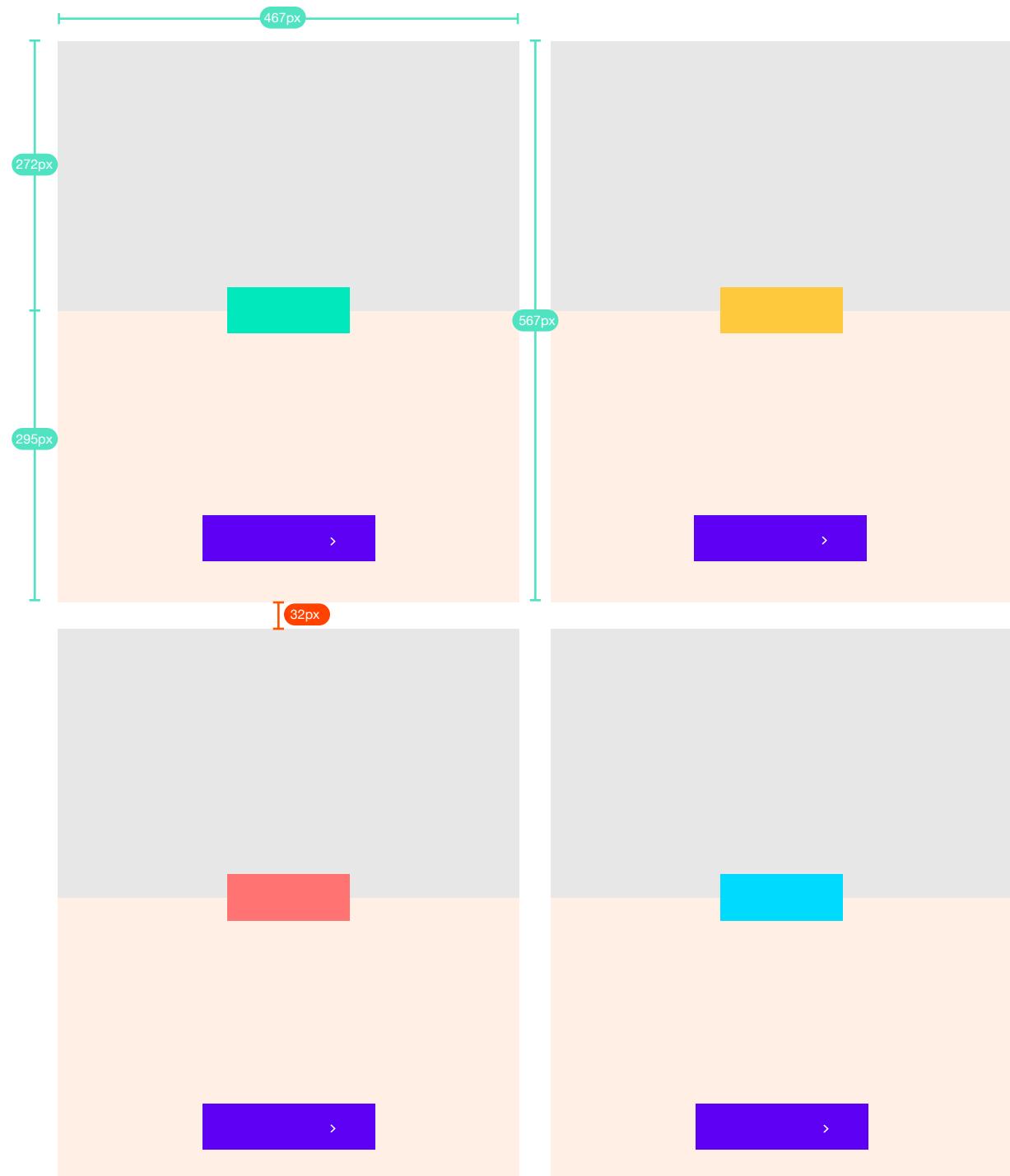
The mobile version uses the same sizes and distances as the components from the main competition prizes.



### Version 2: 2 and 4 prizes

With 2 prizes, the prize container grows in width, producing a 2 column line.

With 4 prizes, the 2 additional prizes create a new line, keeping **32px** of vertical space between the previous line and the new one.



# Subscribe

## General

To subscribe to event's updates via newsletter or to join MoB's Slack, users must provide their email address.

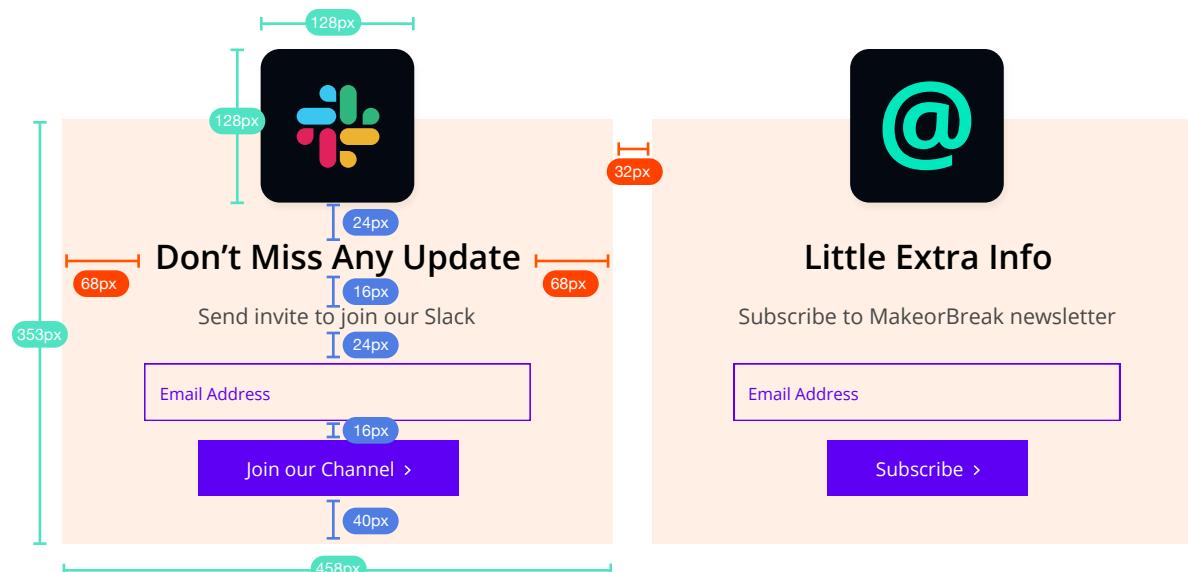
## Animation

None.

### Desktop Version

Default state for the subscribe function.

Each component includes an icon, a title, explanation, text input field and a button.

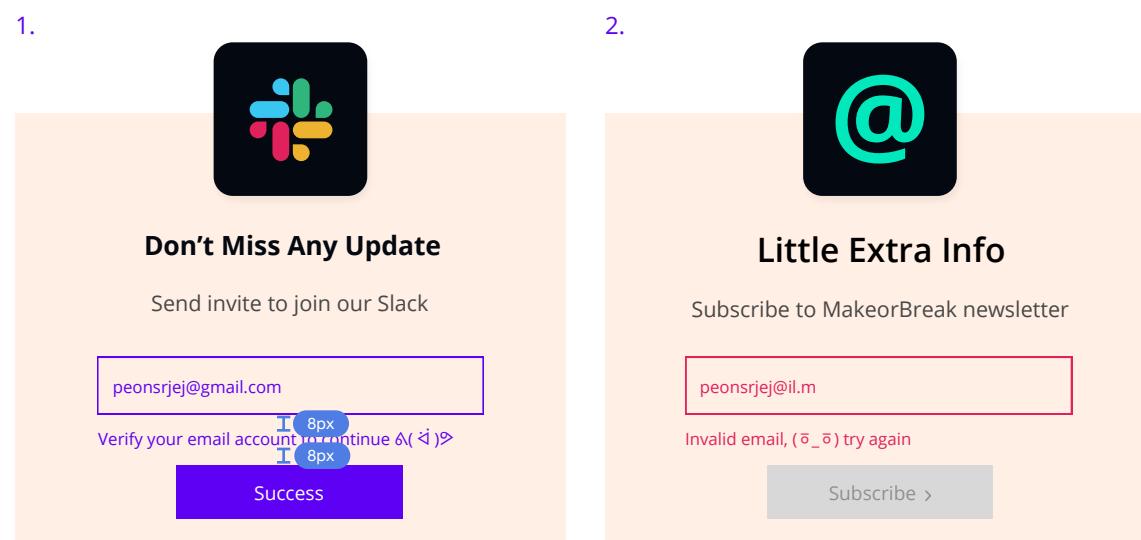


### Success and Failure State

1. In case of success, a message using the color **#5D00F3** appears between the input field and the button.

2. In case of failure, a message using the color **#E0215B** appears between the input field and the button.

The space for the message should not be reserved from the beginning.



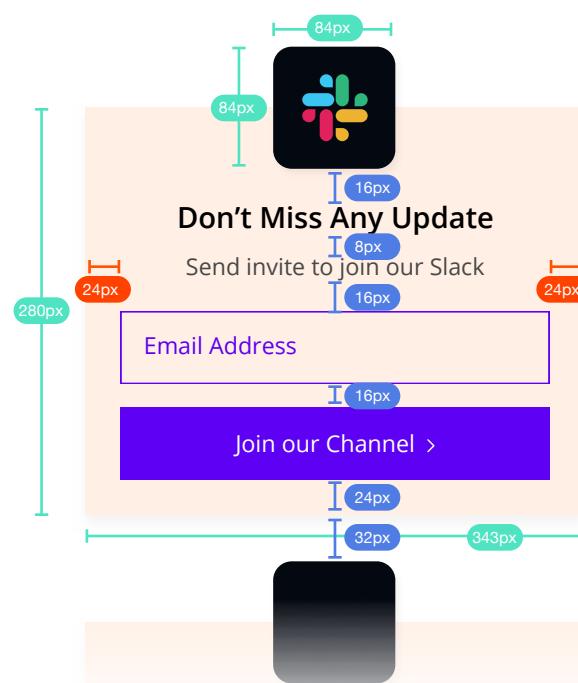
The input field's border as well as its text content also become **#FF7373**.

The button changes to an inactive version.

### Mobile Version

The same logic from desktop still applies.

The spacing between components changes to accommodate for mobile screen viewports.



# Mob Sessions

## General

Desktop version of the components that provide information about the upcoming and past MoB sessions.

## Animation

None.

### Next Session

This card represents the next MoB session. No slider.

If there's more than 1 person running the same MoB Session, they must be shown in the same photo. The photo should be slanted.

The measurements are the same as the "Talks" component

The title should truncate when it exceeds 2 lines. The intro should truncate when it exceeds 4 lines.

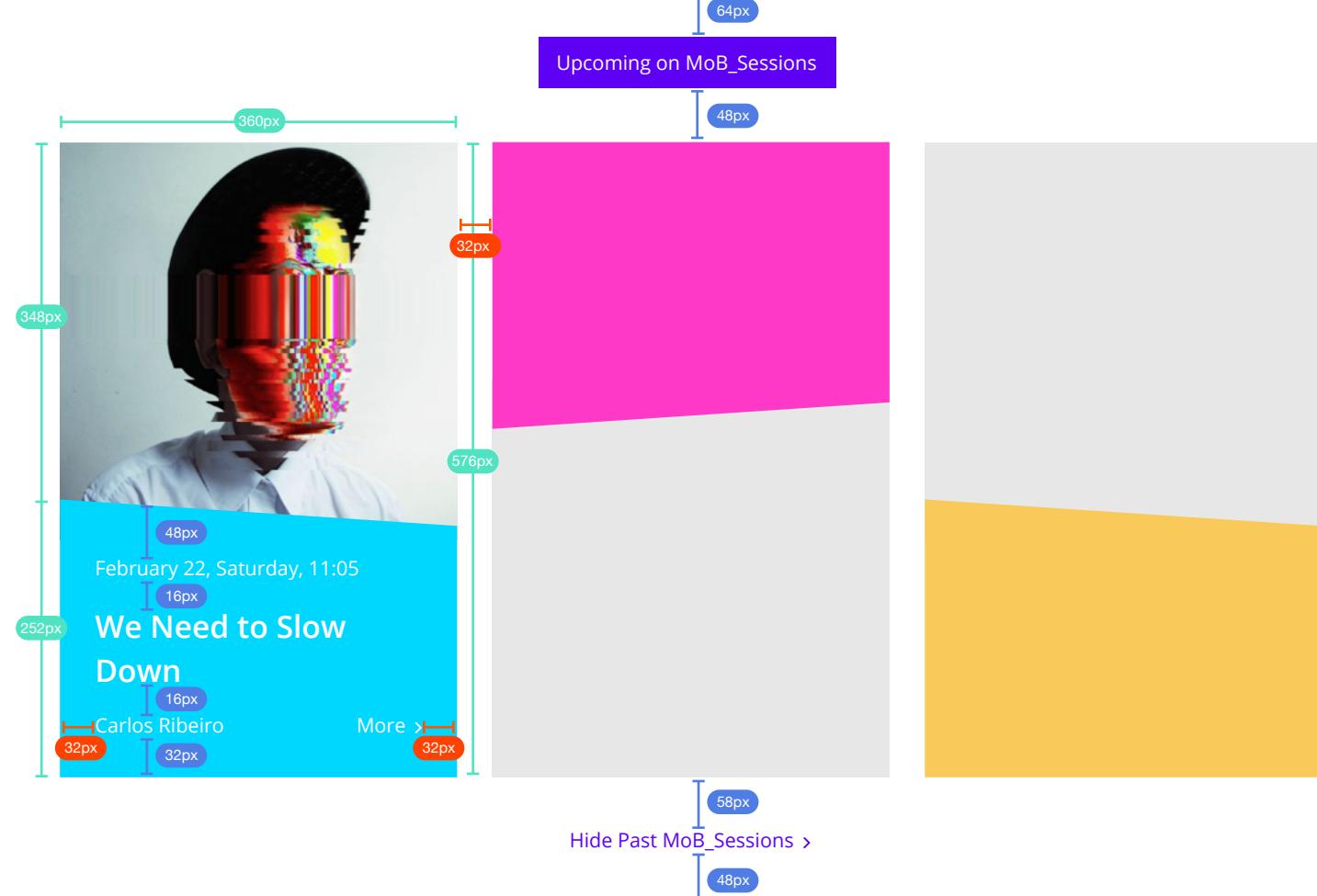
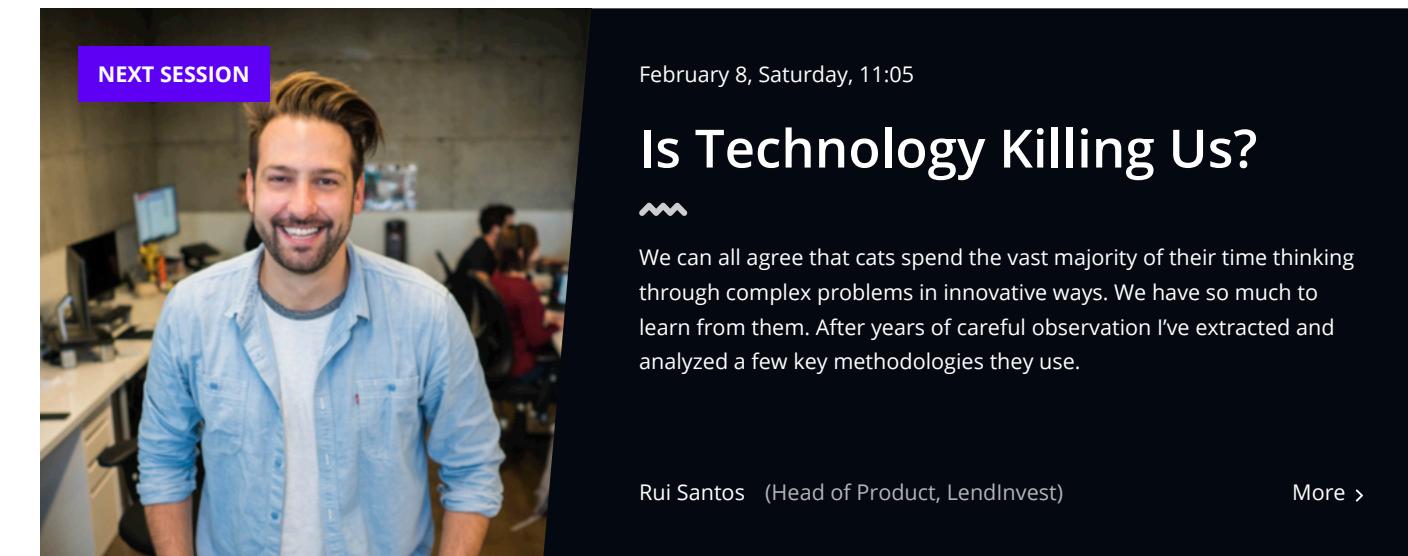
### Upcoming Sessions

These cards display a summarized version of the upcoming MoB sessions.

There isn't an intro paragraph nor a zigzag shape.

The session photo position should alternate between the top and the bottom of the card.

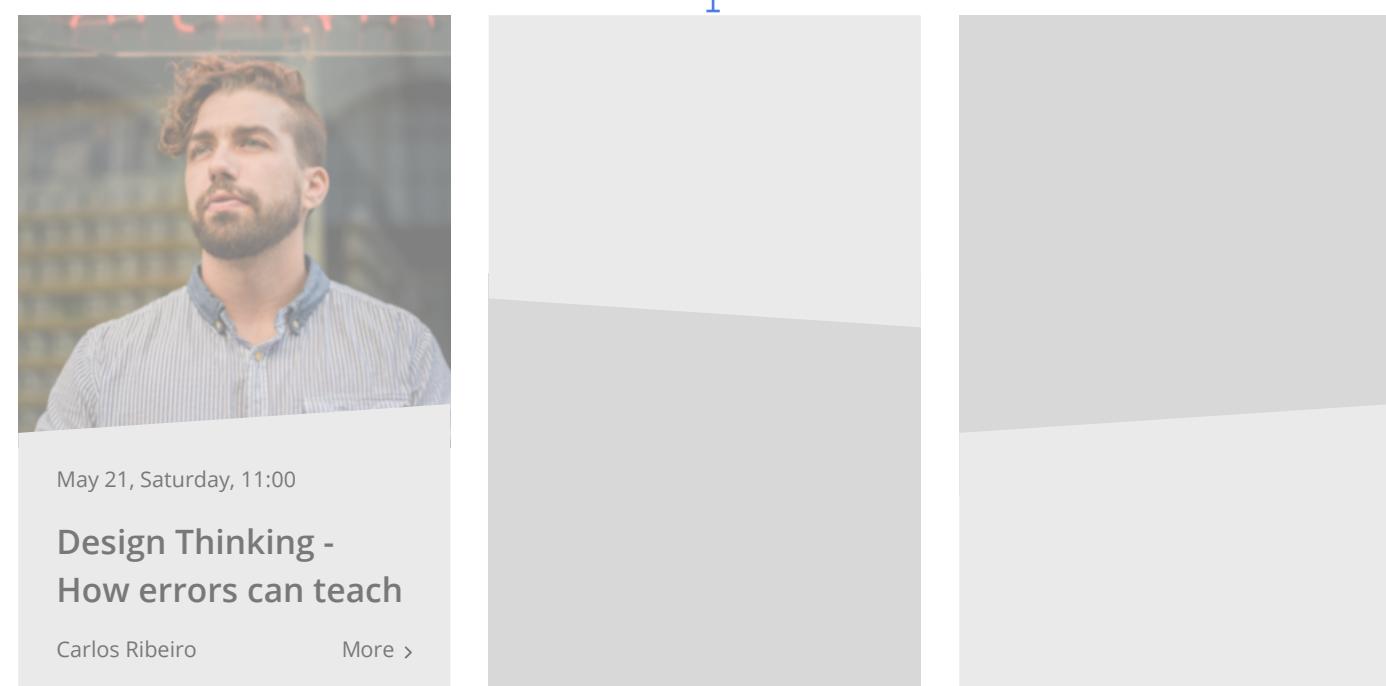
The title should truncate when it exceeds 2 lines.



### Past Sessions

The entire section can be hidden or shown when clicking "Show Past MoB Sessions".

Layout wise/spacing wise they're the same as the Upcoming Sessions, however the colorful sections change to #EAEAEA and the remaining of the content has a drop in opacity to 70%.



# Mob Sessions

## General

Mobile version of the components that provide information about the upcoming and past MoB sessions.

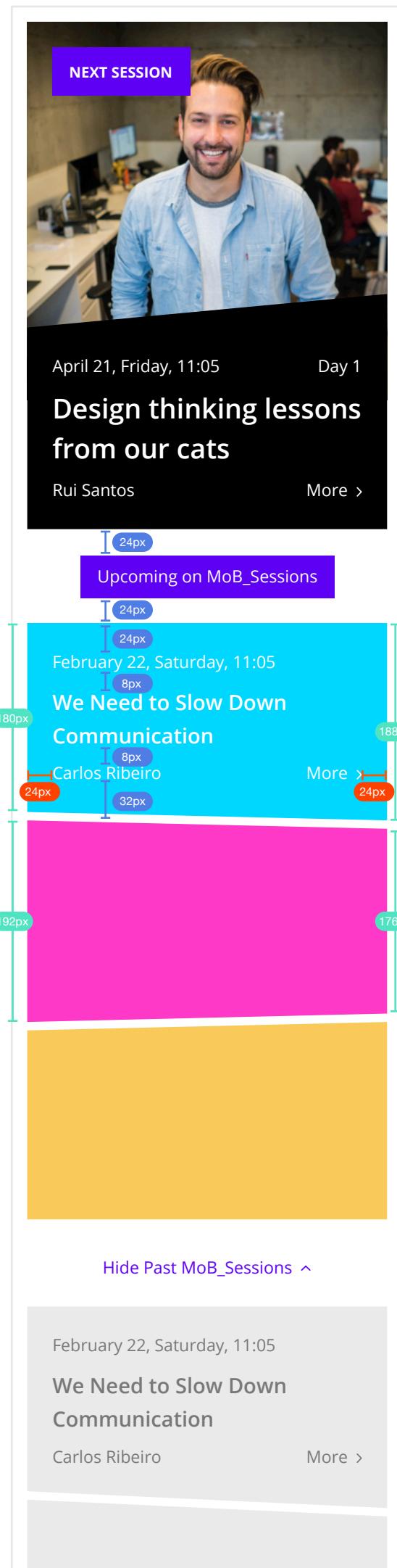
## Animation

None.

### Mobile Version

There is a max of 1 talk per line.  
Additional talks should be displayed in a new line.

Upcoming and past talks don't show the photo and ideally, their slants should fit with each other. If this solution proves to hard to achieve in a coherent way, then the containers may lose their slants and simply become rectangles.



# News

## General

Custom widgets that fetch and display news articles published by MoB staff on Medium platform.

## Animation

None.

### Desktop Version

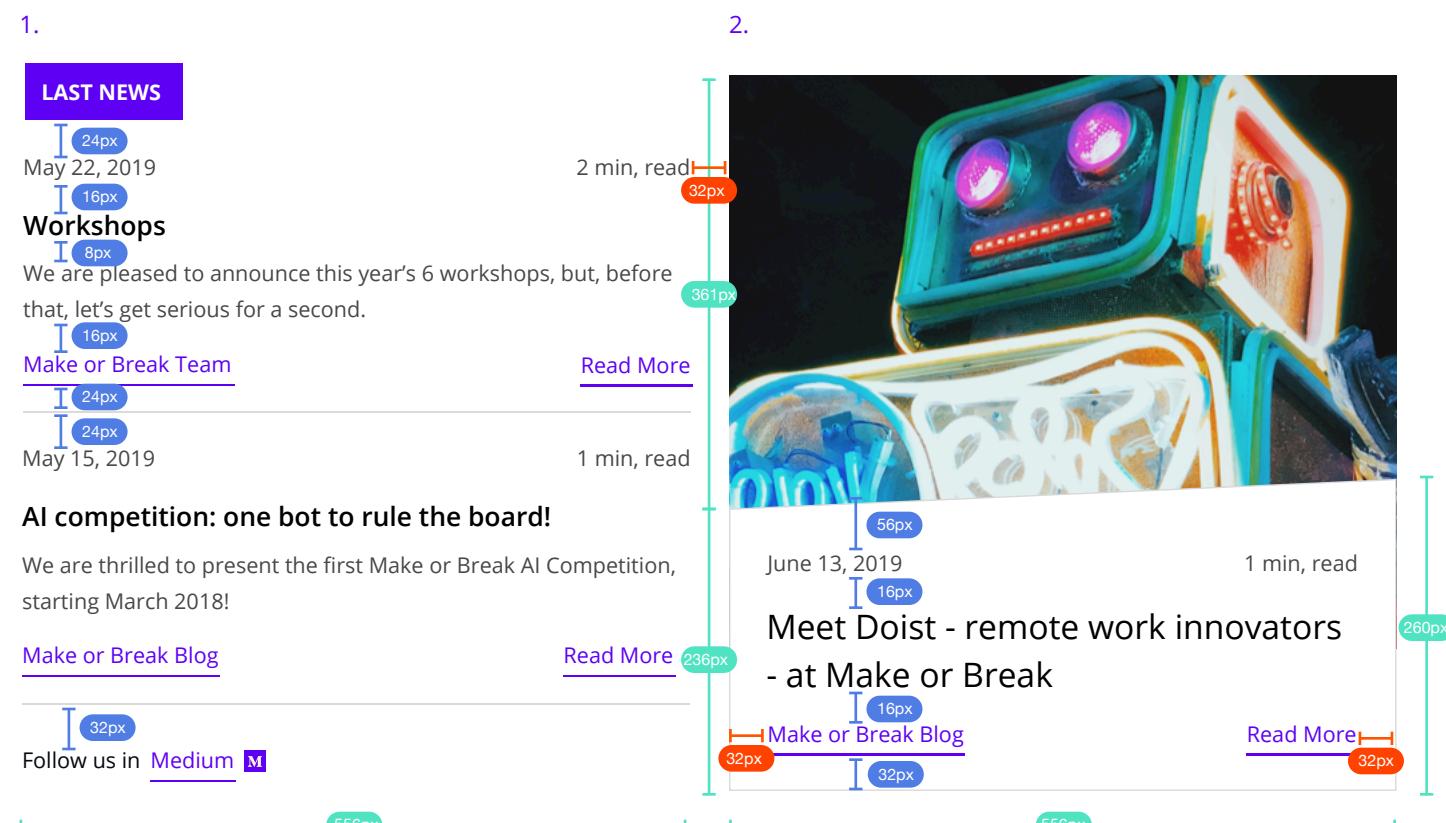
The news section has 2 different widgets that should be used side by side.

1. A list with two articles that display the article's published date, estimated time to read, title, intro paragraph, author and a link to read the full article (should open in a new tab).

The title and intro paragraph should truncate when they exceed 2 lines.

2. Last published article. It displays the article's image (with a 4° slant at the bottom), published date, estimated time to read, title, author and a link to read the full article (should open in a new tab).

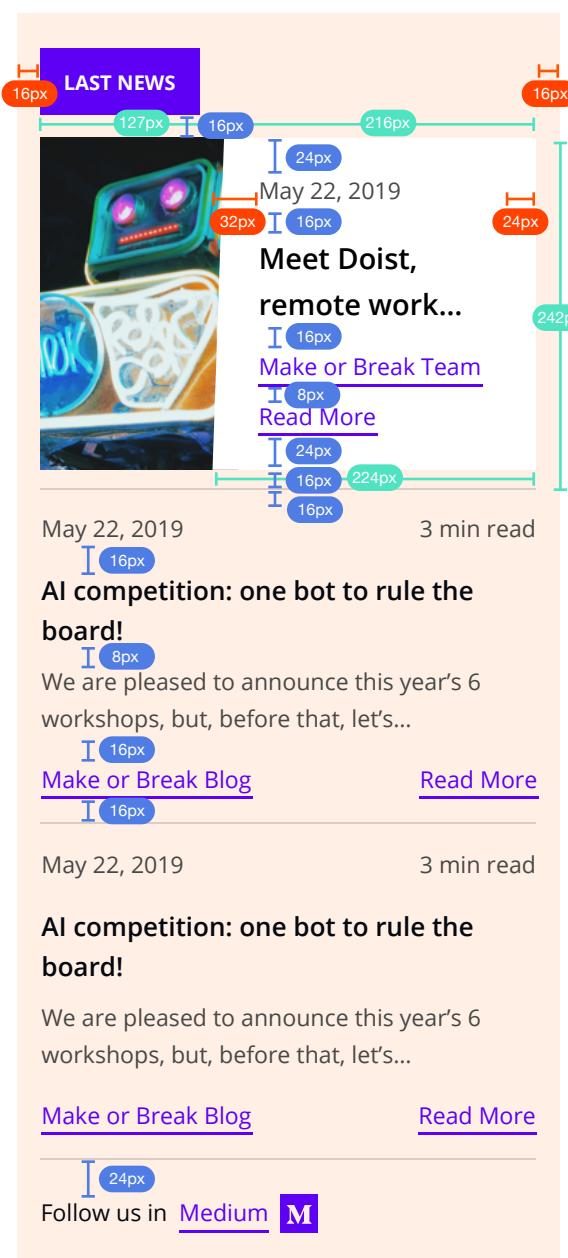
The title should truncate when it exceeds 2 lines.



### Mobile Version

The content is resized to obey the constraints of the mobile viewport.

The most recently published article (featured), should come first, separated by a divider from the news list widget.



# Sponsors

## General

The Sponsors of the event have an assigned section for the promotion of their brands.

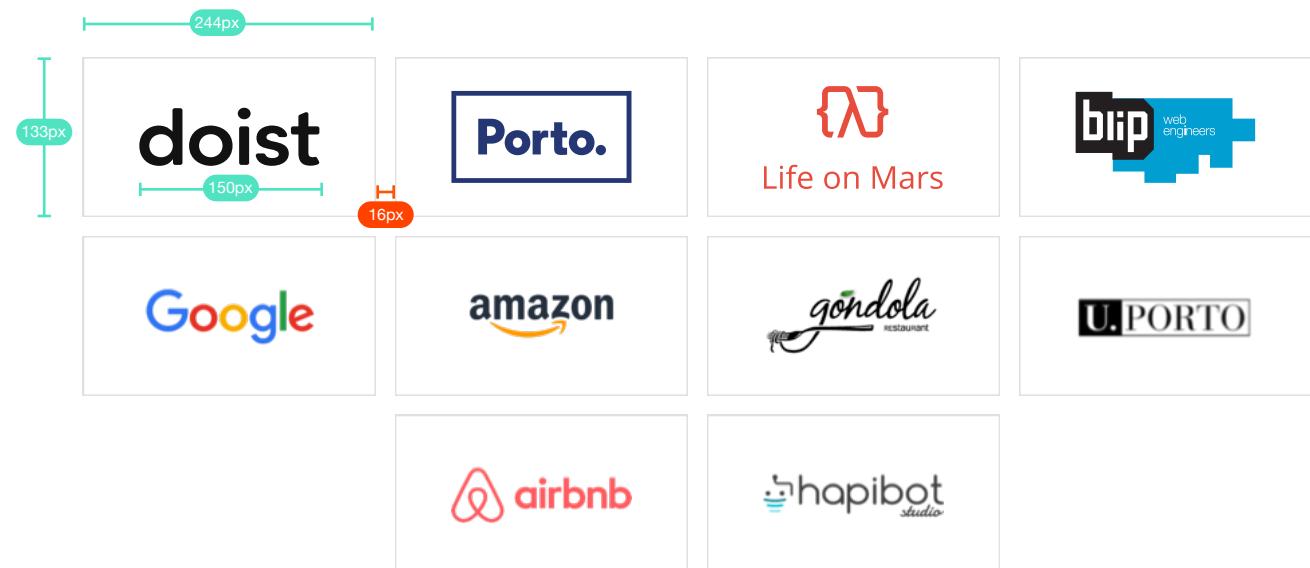
## Animation

On hover the Logo scales up **30%** starting from their center point.

### Logos / Desktop

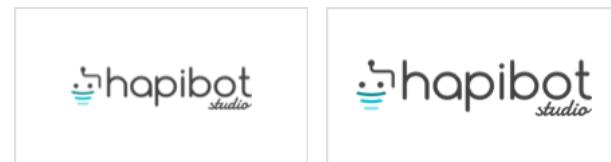
The logo should align to the center of its assigned container.

In case there are less than 4 logos per line, their containers should always be centered to the full-width of the line, while maintaining the 16px of space between them.



### Hover Effect

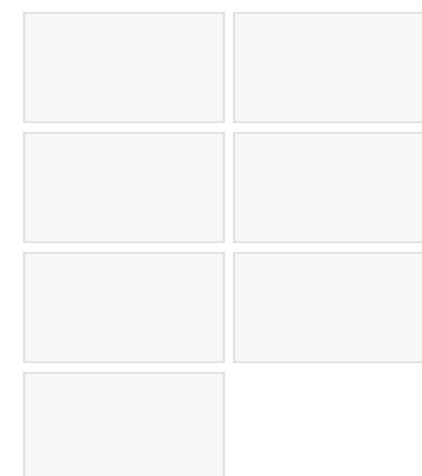
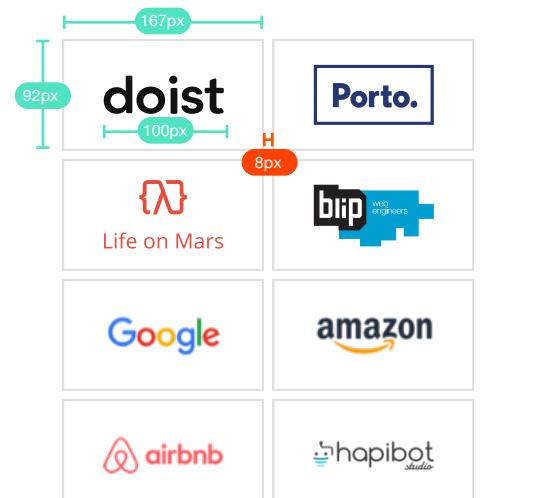
Logo scales up **30%** starting from their center point.



### Logos / Mobile

The logo should align to the center of its assigned container.

In case there are less than 2 logos per line, the container should always align to the left.



# Previous Event Pictures

## General

An automatic carousel of pictures from previous events.

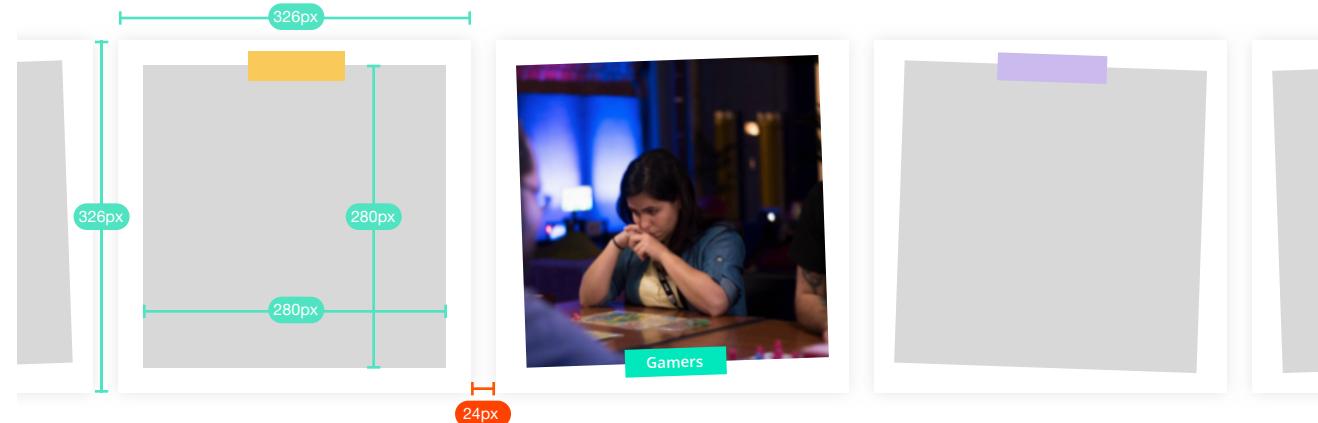
## Animation

The photo's stream should move automatically from left to right. Since it is a closed loop, the "first" image should come right after the "last" image so that the flow isn't interrupted.

The velocity for a full loop, depends on the amount of photos.

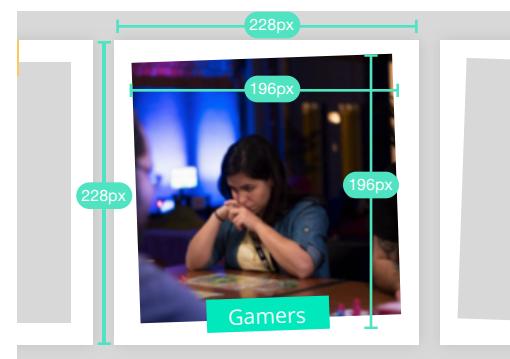
## Desktop Version

Pictures must be framed inside a styled box. It should at least show 3 pictures at all times in the screen.



## Mobile Version

Pictures must be framed inside a styled box. It should at least show 3 pictures at all times in the screen (even if the ones in the edges don't fully appear).



# Location

## General

A collection of pictures that highlight the best that can be found in the city that the event happens.

## Animation

Animation triggers when the section is visible. The change between each picture occurs automatically after **5s**.

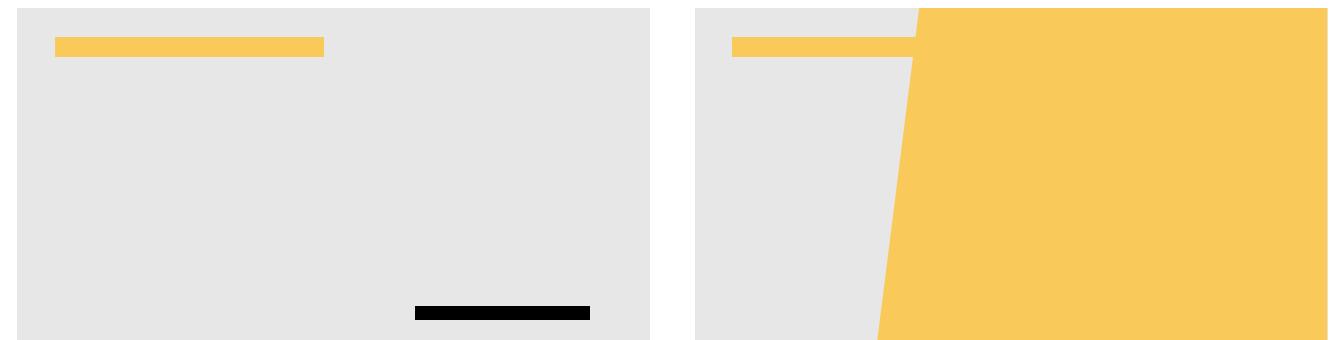
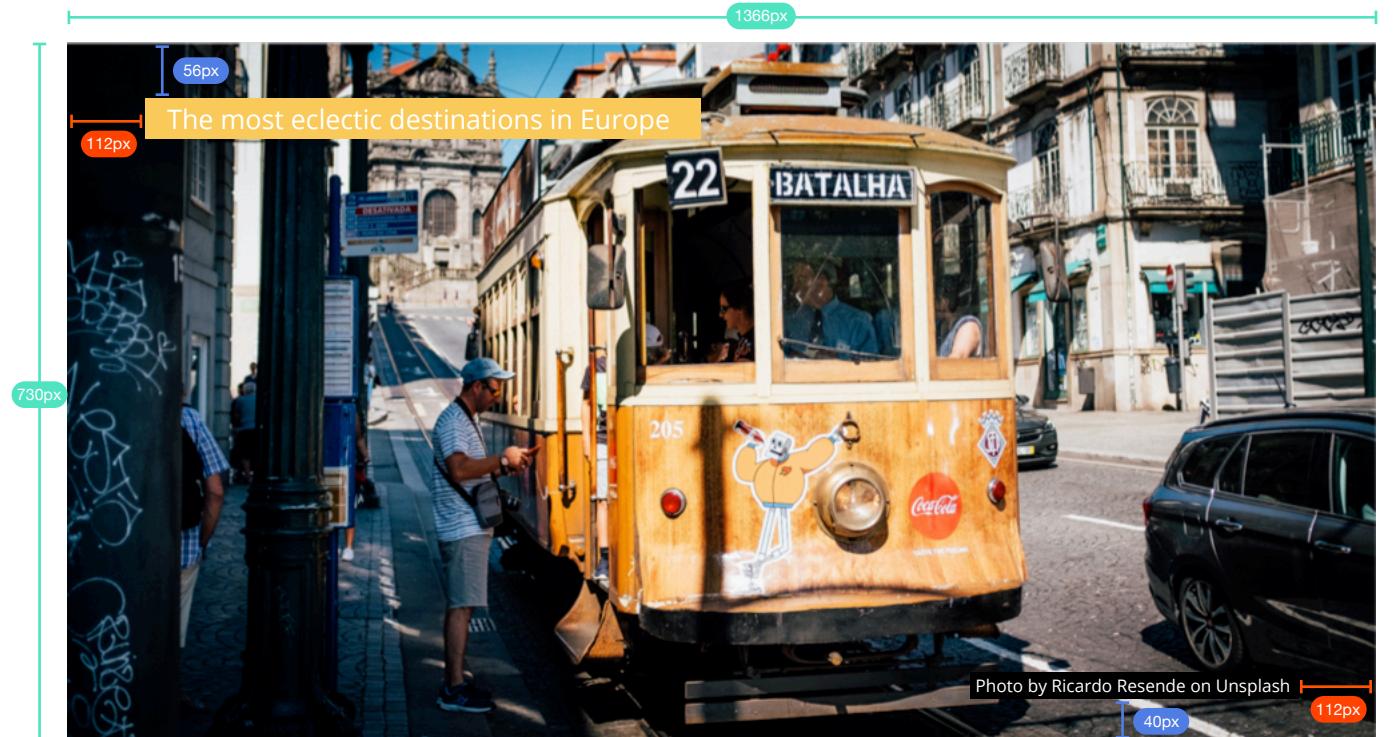
### Desktop Version

A descriptive and inviting tag line should be used to describe the pictures. It's important to display the author of the photo if the content isn't property of MoB organization.

When the photo changes, the disappearing photo should move in the opposite direction of the color slider (from left to right).

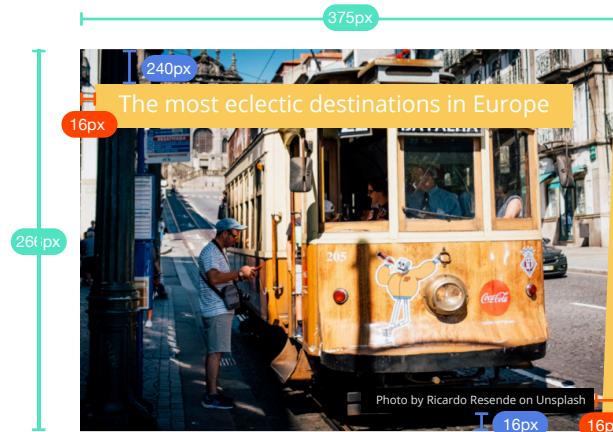
The next photo should move in the same direction as the disappearing color slider (from right to left)

Animation example:  
[https://drive.google.com/open?id=1\\_AZyZgOKd9XPrXaRLGKXXkCtxpmX2uSd](https://drive.google.com/open?id=1_AZyZgOKd9XPrXaRLGKXXkCtxpmX2uSd)



### Mobile Version

Image must keep the same ratio whilst fitting the full-width of the screen.



MoB\_ \ (°舅°) / Tk!