

What is this?

The medium fidelity toolkit is primarily to standardize all of the applications that we work on and create a system at the medium fidelity level.

This will help us in executing more quickly and helping the team to provide more constructive criticism and less around the very small details.

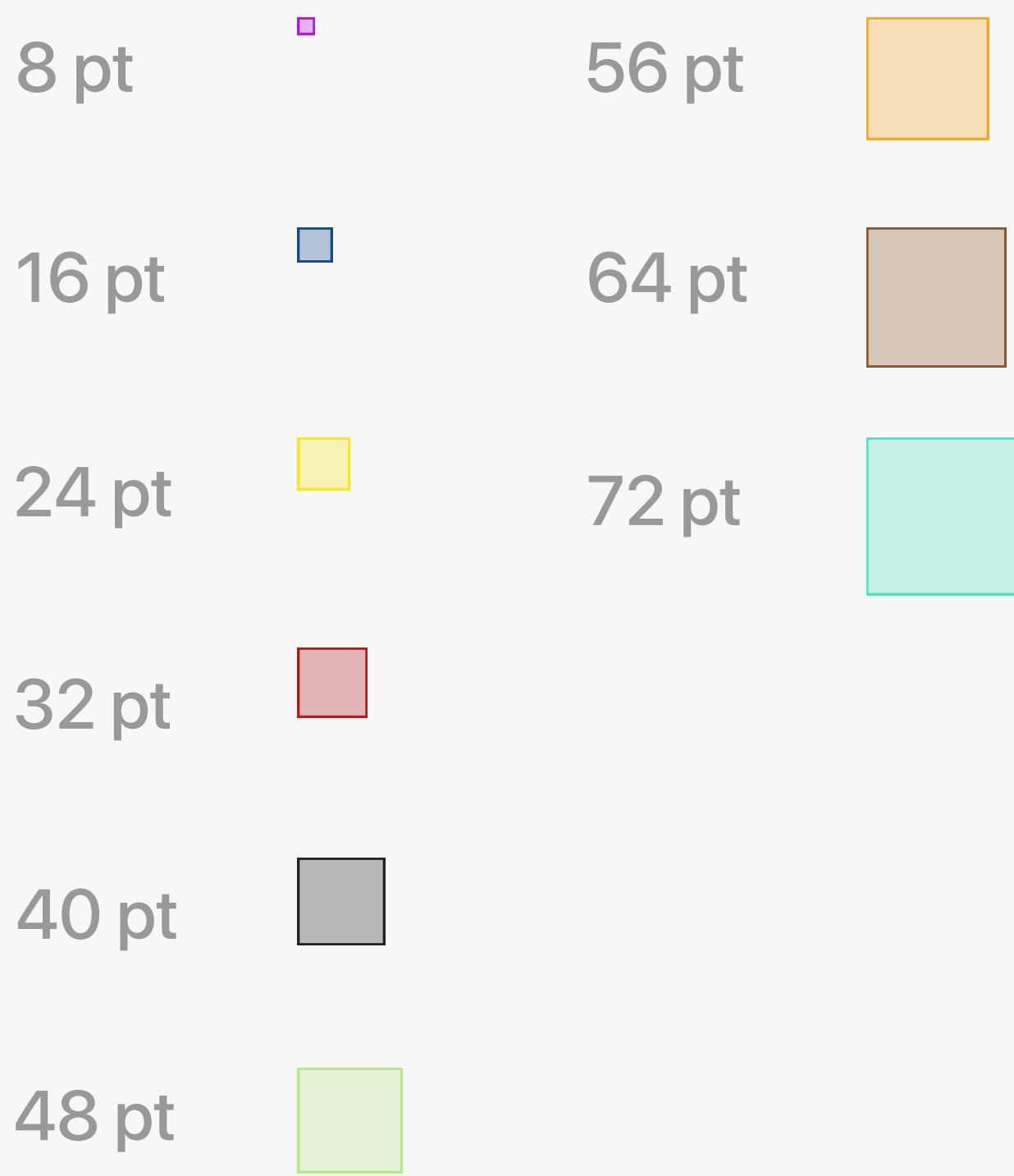
This toolkit will provide a library of symbols for both web and mobile with common components found in both platforms such as a baseline grid, cells, colors, and typography.

How do we use this?

In order to use this tool kit, please follow the rules below to ensure that orginal files do not get over-ridden and that you can optimize your workflow.

1. Clone this file into your pod or your personal Box folder
2. Rename this file once you have cloned it - for example:
"tcat_mdfidelity_toolkit.sketch"
3. Execute!
4. If you happen to add any additional components that you might find useful for the rest of the team, please share.

8 Pt-System Spacing Guide



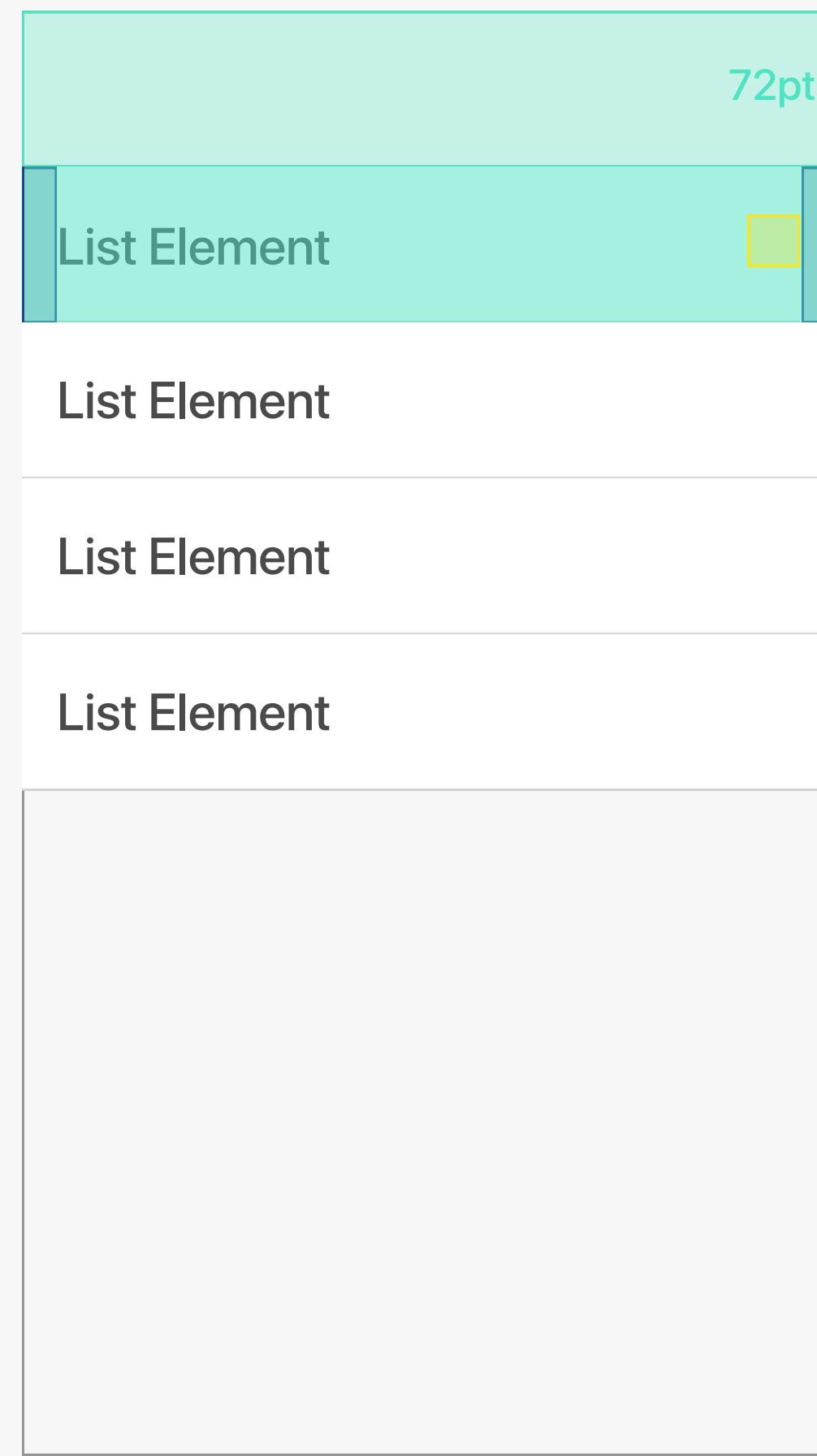
How to use the spacing guide

The spacing guide exists for several reasons:

1. Each of the squares are shared styles that can serve as placeholders for certain elements that are not defined yet e.g a 24pt square would be a placeholder for an icon
2. The spacers help you remain consistent throughout the process no matter what fidelity you operate in

Below is an example of the spacing guide defined above to use:

1. The 72pt spacer can be used as a holder for all of the top elements or as a guide
2. An additional 72pt spacer can be used to define what will exist below the first spacer
3. A 16pt spacer is used as a gutter on both sides of the 72pt cell
4. A 24pt spacer is used as an icon placeholder
5. Repeat
6. These cells have used a base rectangle with a -1 px inner shadow for separators which can be found in the symbols page



AppDev's Typography System

This typography system is modeled off of iOS Human Interface Guidelines and how typefaces are treated in commonly used elements throughout the iOS System. While one may not need to adhere to the system, it would allow you to move quickly at whatever fidelity you're working at. There is a shared style for each.

Notes/FAQ

1. This is a point based system. A point based system means that we do not have to support different screen resolutions. Sketch is also point based so anytime you're choosing the size, it is in points.
2. <https://developer.apple.com/ios/human-interface-guidelines/overview/design-principles/>
3. SF UI Display should be used for 20+ PT's while SF UI Text should be used for anything less than 19 PT's.

The System

iOS Specific Elements

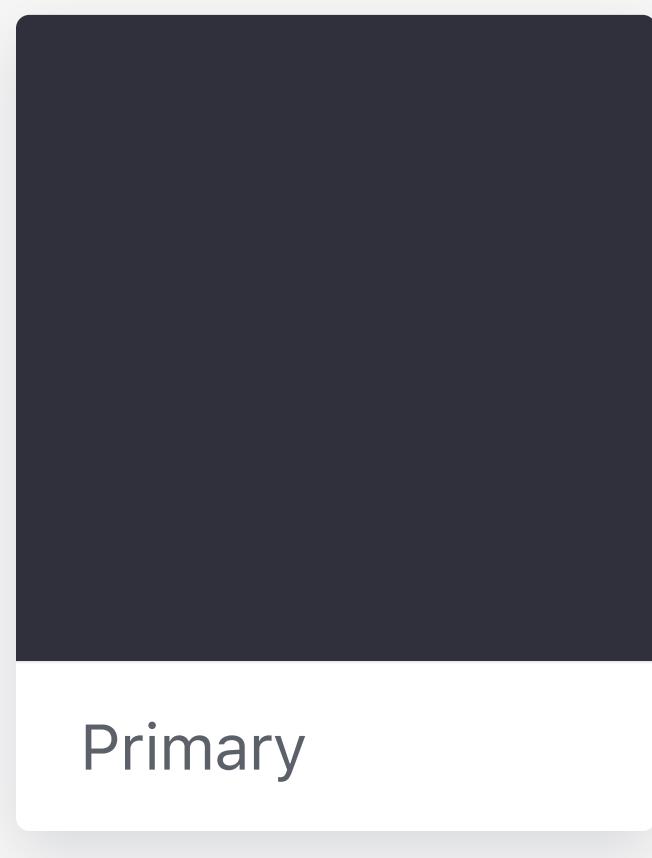
Element	Size (Pt)	Weight
Navigation Bar Title	17	Medium
Navigation Bar Button	17	Regular
Search Bar	13.5	Regular
Tab Bar Button	10	Regular
Table Header	12.5	Regular
Table Row	16.5	Regular
Table Row Subline	12	Regular
Table Footer	12.5	Regular
Action Sheets	20	Regular/Medium

General Text - Large (Default)

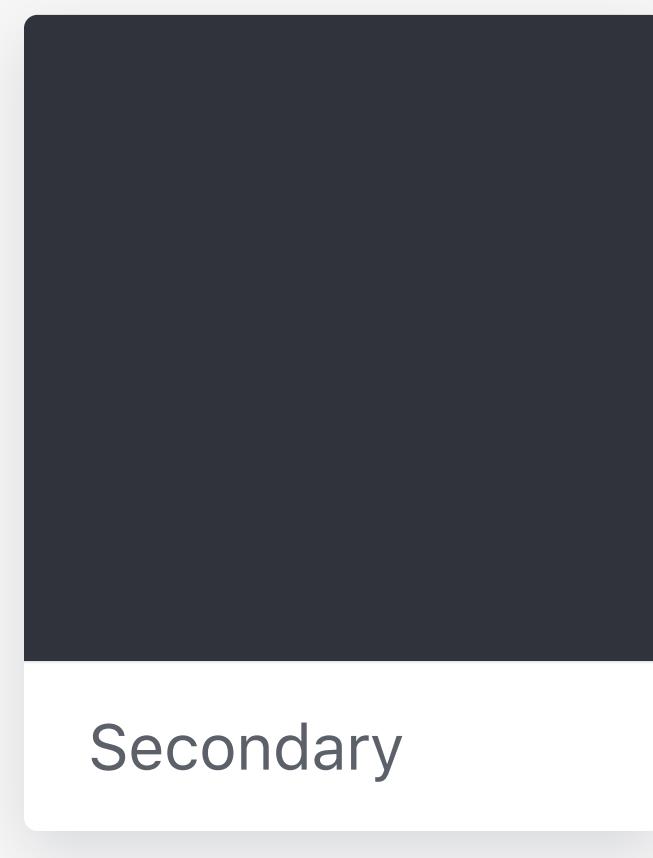
Element	Size (Pt)	Weight
Title 1	28	Light
Title 2	22	Regular
Title 3	20	Regular
Headline	17	Semi-Bold
Body	17	Regular
Callout	16	Regular
Subhead	15	Regular
Footnote	13	Regular
Caption 1	12	Regular
Caption 2	11	Regular

Colors

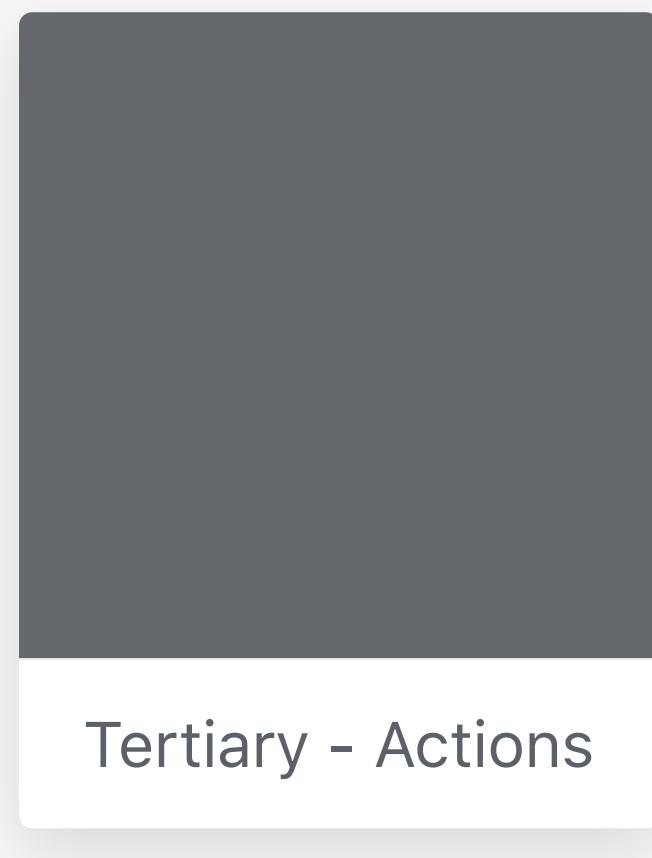
A medium fidelity is a change of focus - specifically interaction design. In order to consolidate all of the whites, greys, and blacks that we use, below is a palette of colors to be used along with their specific scenarios. This has been primarily adopted from Podcast.



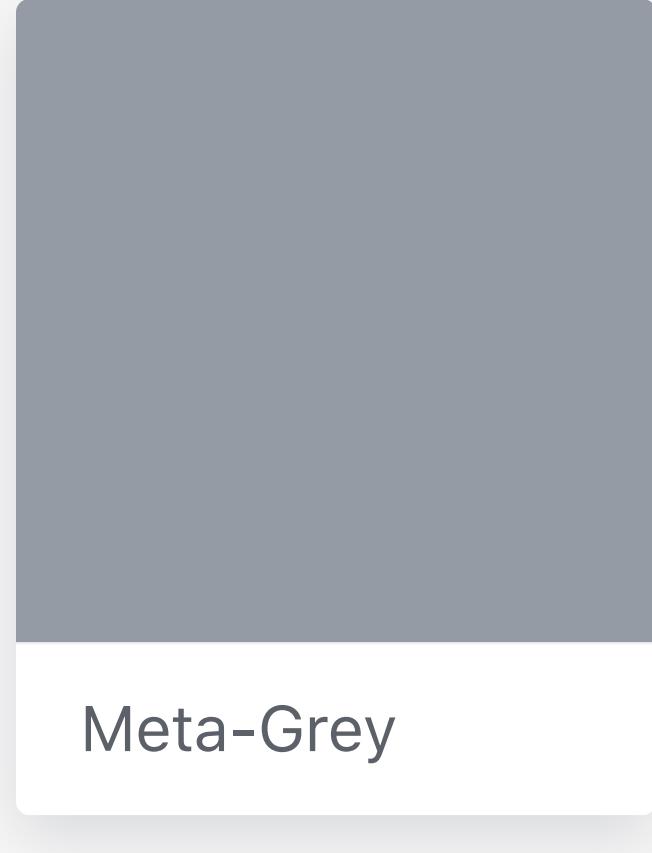
Primary



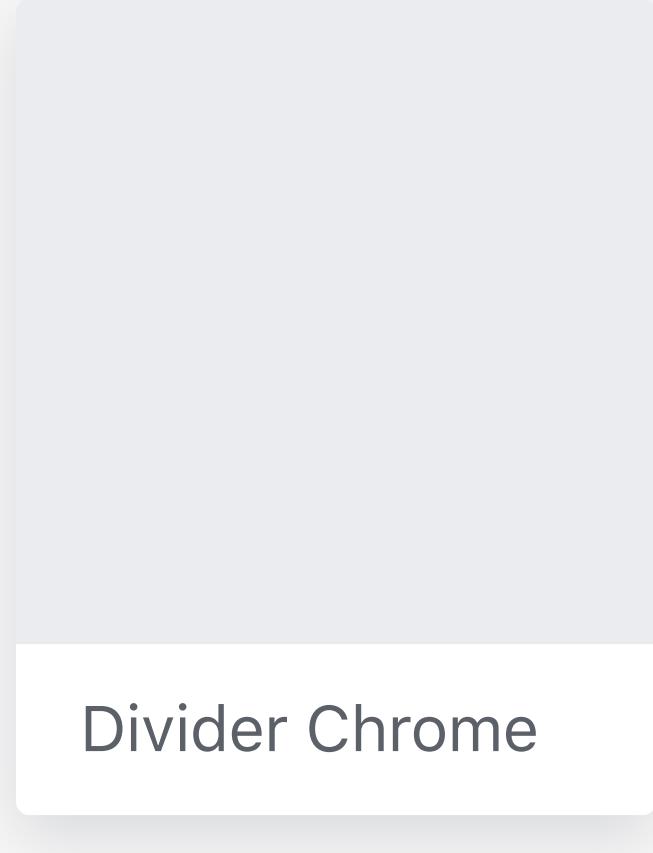
Secondary



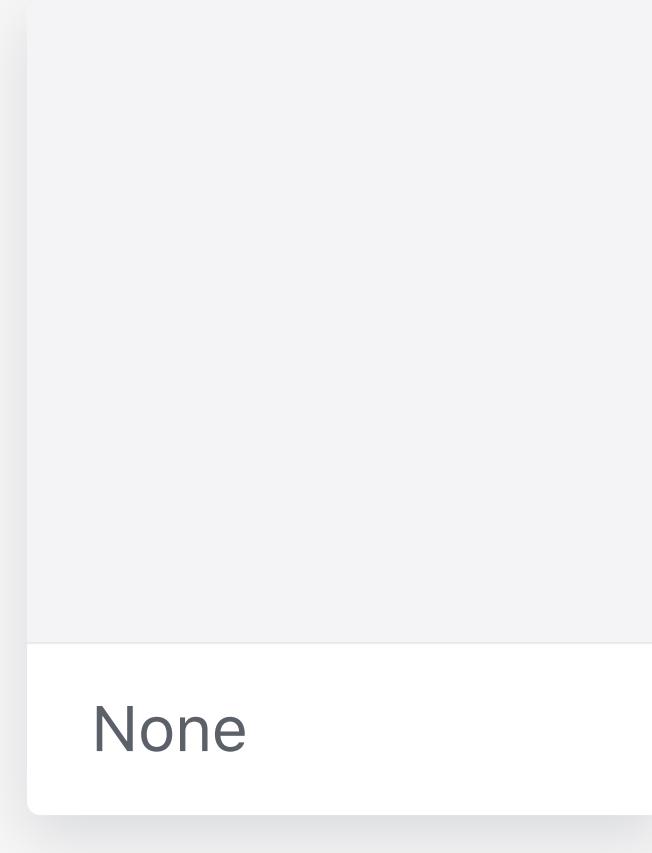
Tertiary - Actions



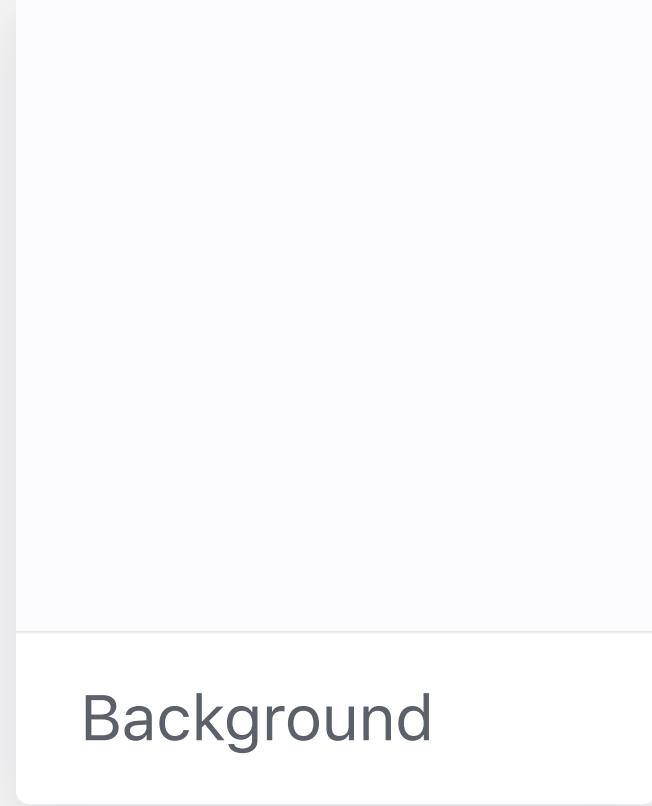
Meta-Grey



Divider Chrome



None



Background

Web Specific

This part of the tool will help guide the visual direction of web applications that AppDev creates, such as Polls. It is based on a 8 pt baseline grid with a similar spacing system defined in the spacing page

Setup

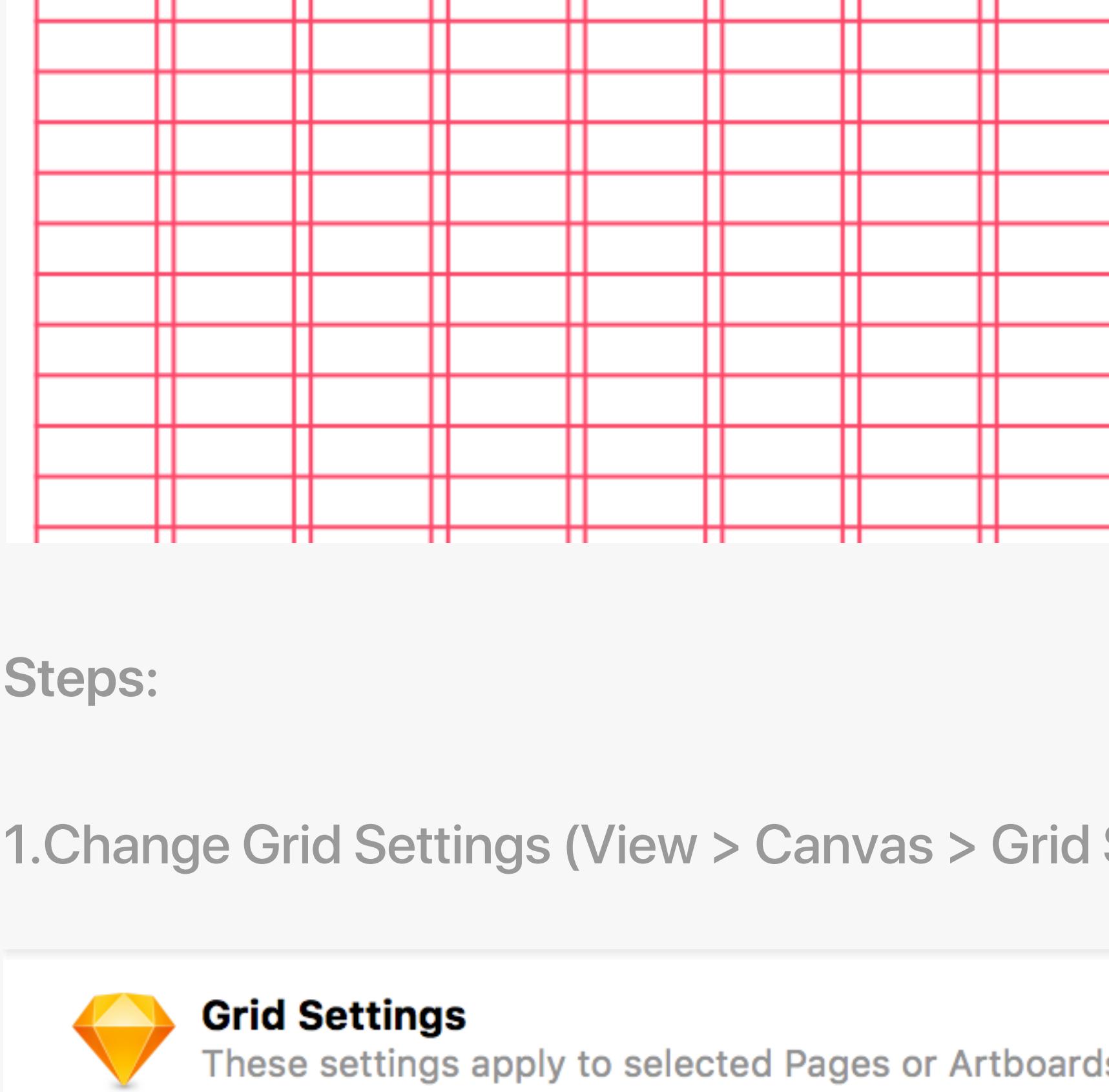
First, define a 8 points baseline grid in your Sketch App.

Note:

Show Grid Keyboard Shortcut: Control + G

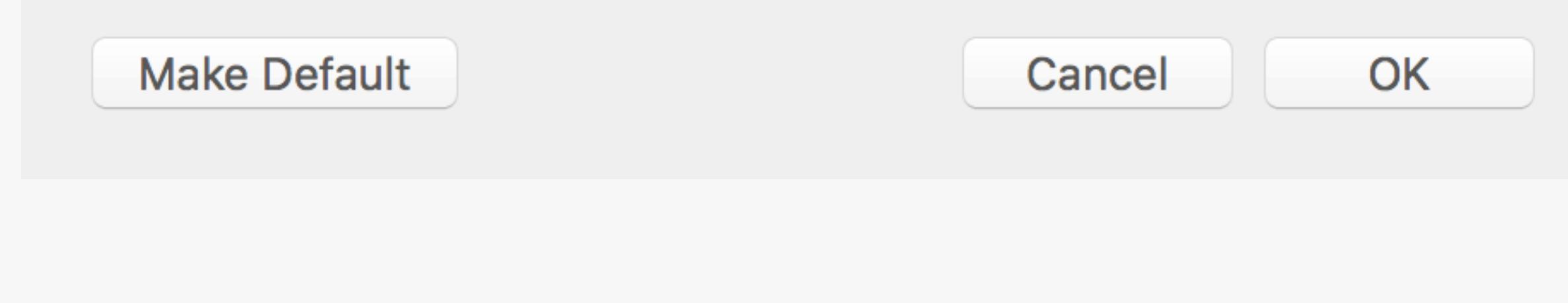
Show Layout Keyboard Shortcut: Control + L

Your layout should end up looking something like this:

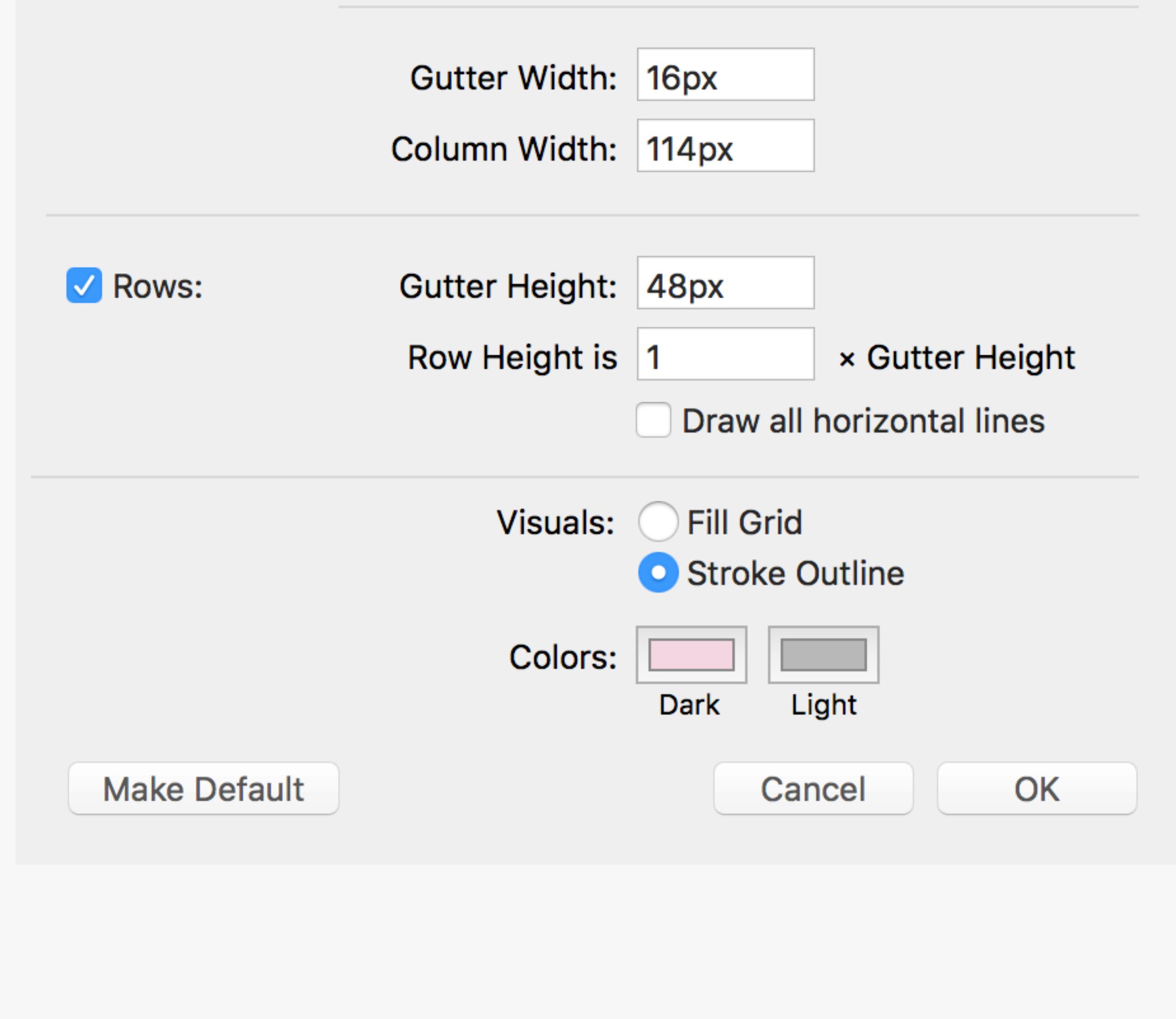


Steps:

1. Change Grid Settings (View > Canvas > Grid Settings)



2. Change Layout Settings (View > Canvas > Layout Settings)

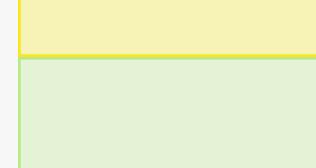


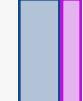
Guide

Below is a indicator guideline along with the spacing system.

 Fixed increments determine the widths of UI elements.
For web, we'll use 64 x 64.

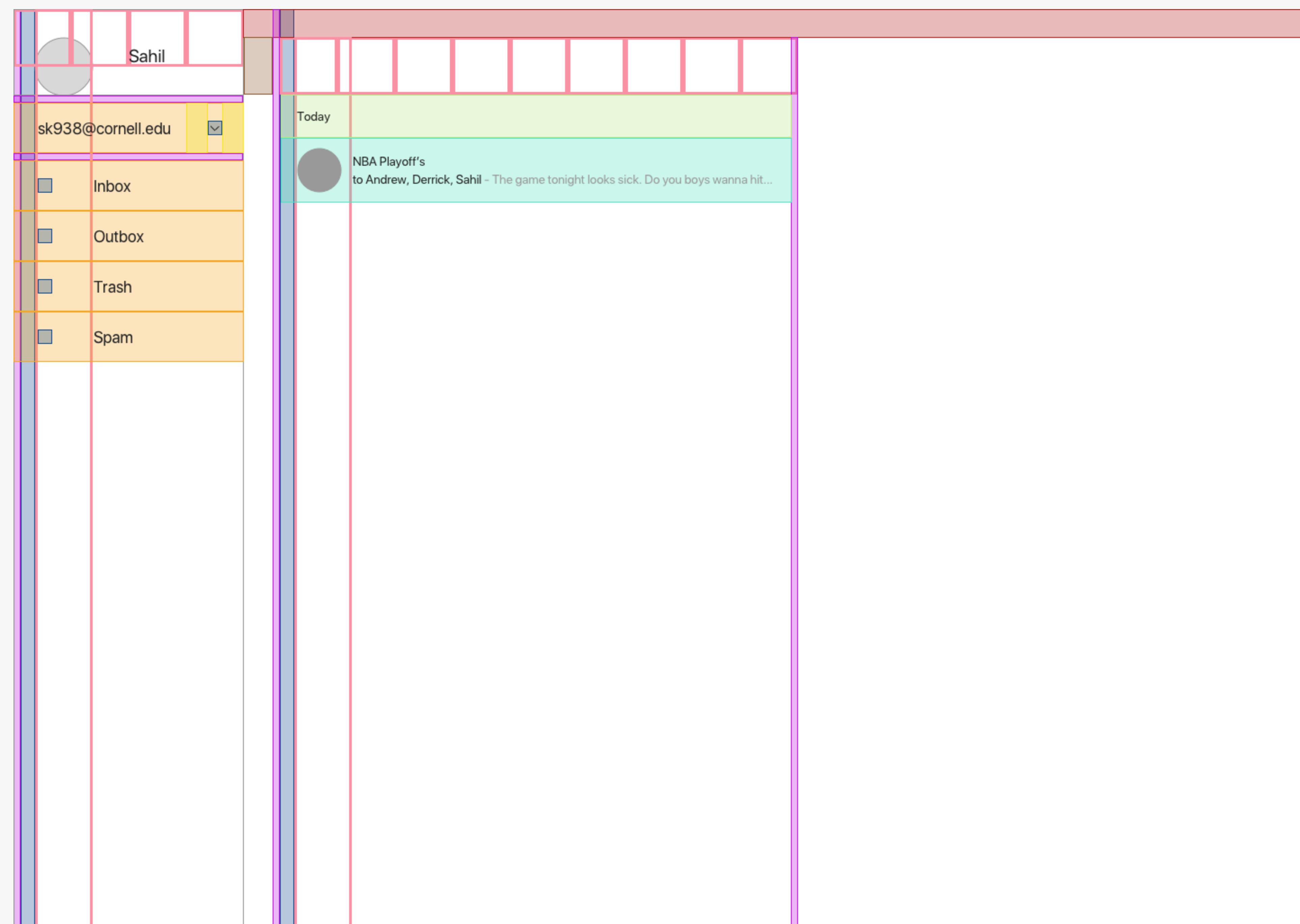
 ^{24 pt}
The vertical keylines determine the width and structure
of UI elements.

 Vertical sizing determines the height of the content
blocks.

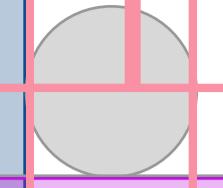
 Horizontal margins determine spacing.

Example

Below is an example of a an email application.



Sahil



sk938@cornell.edu

Today

NBA Playoff's

to Andrew, Derrick, Sahil - The game tonight looks sick. Do you boys wanna hit...

Inbox

Outbox

Trash

Spam

Mobile Specific

This part of the tool will help guide the visual direction of web applications that AppDev creates, such as Polls. It is based on a 8 pt baseline grid with a similar spacing system defined in the spacing page

Setup

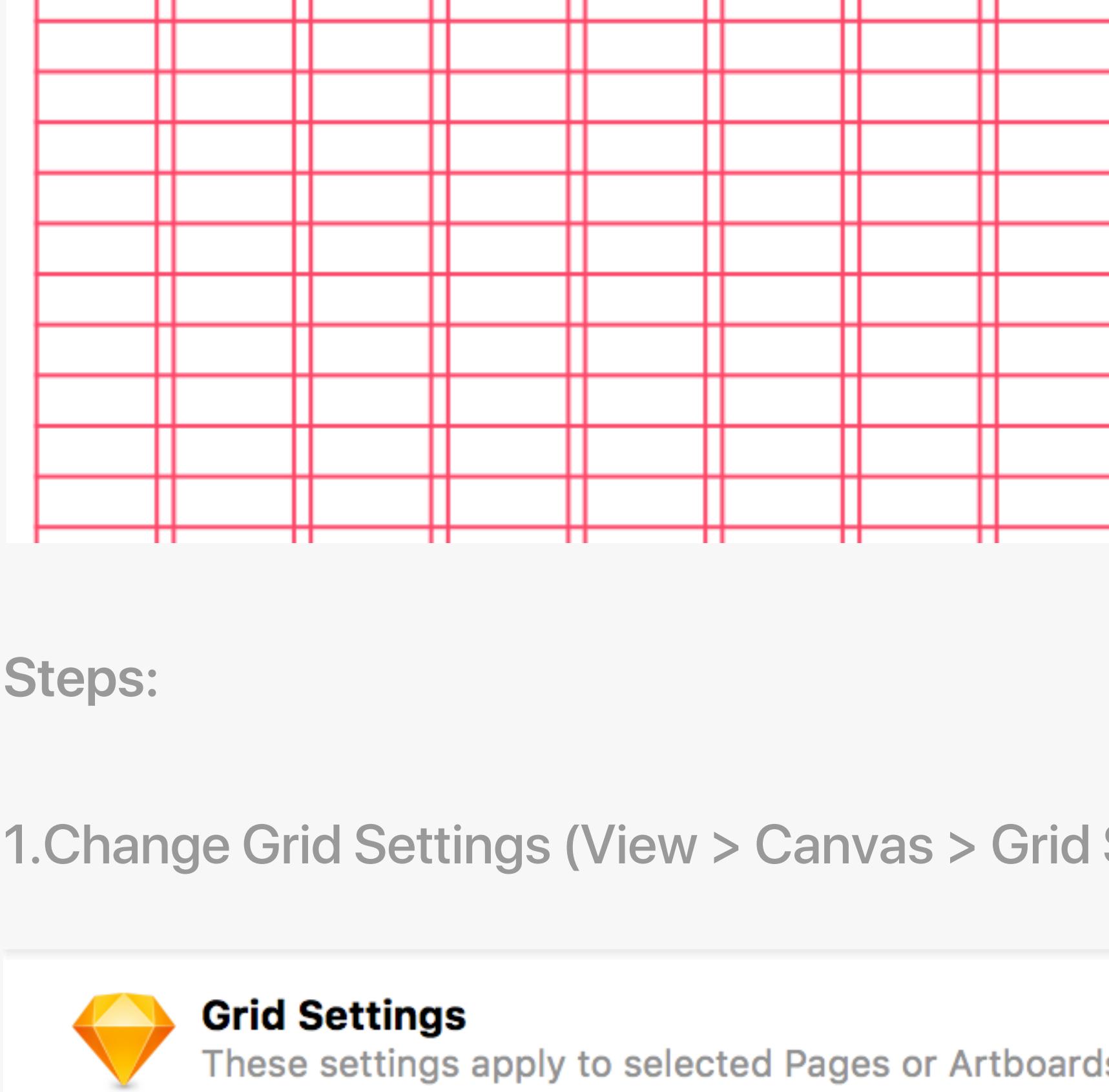
First, define a 8 points baseline grid in your Sketch App.

Note:

Show Grid Keyboard Shortcut: Control + G

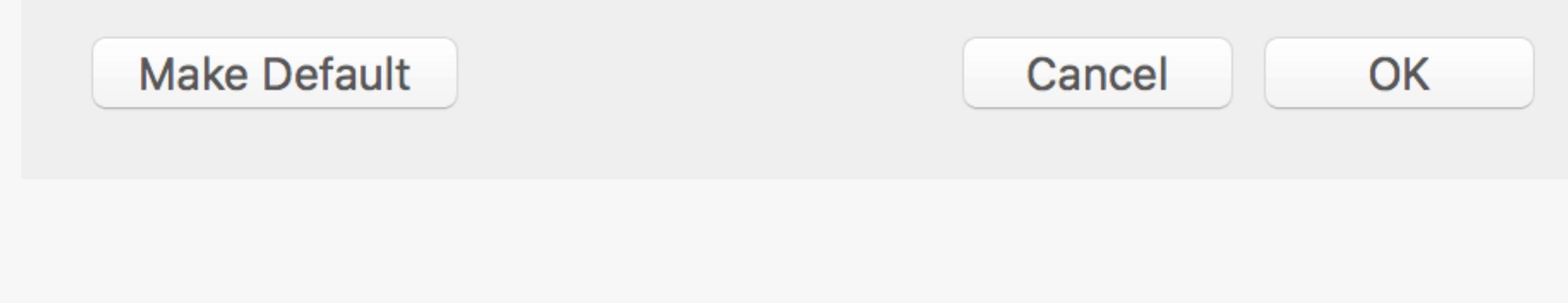
Show Layout Keyboard Shortcut: Control + L

Your layout should end up looking something like this:

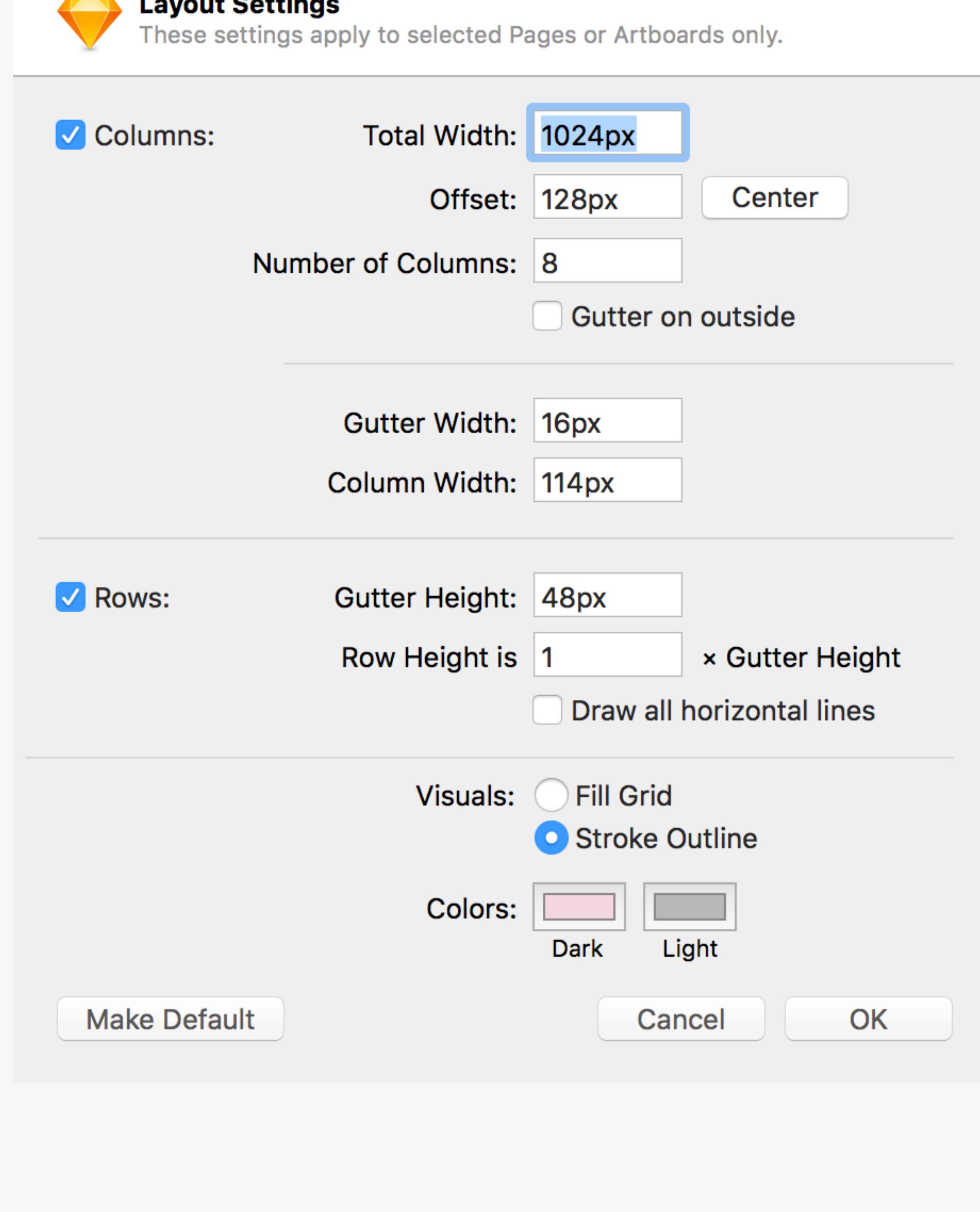


Steps:

1. Change Grid Settings (View > Canvas > Grid Settings)



2. Change Layout Settings (View > Canvas > Layout Settings)



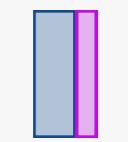
Guide

Below is a indicator guideline along with the spacing system.

 Fixed increments determine the widths of UI elements.
For web, we'll use 48 x 48.

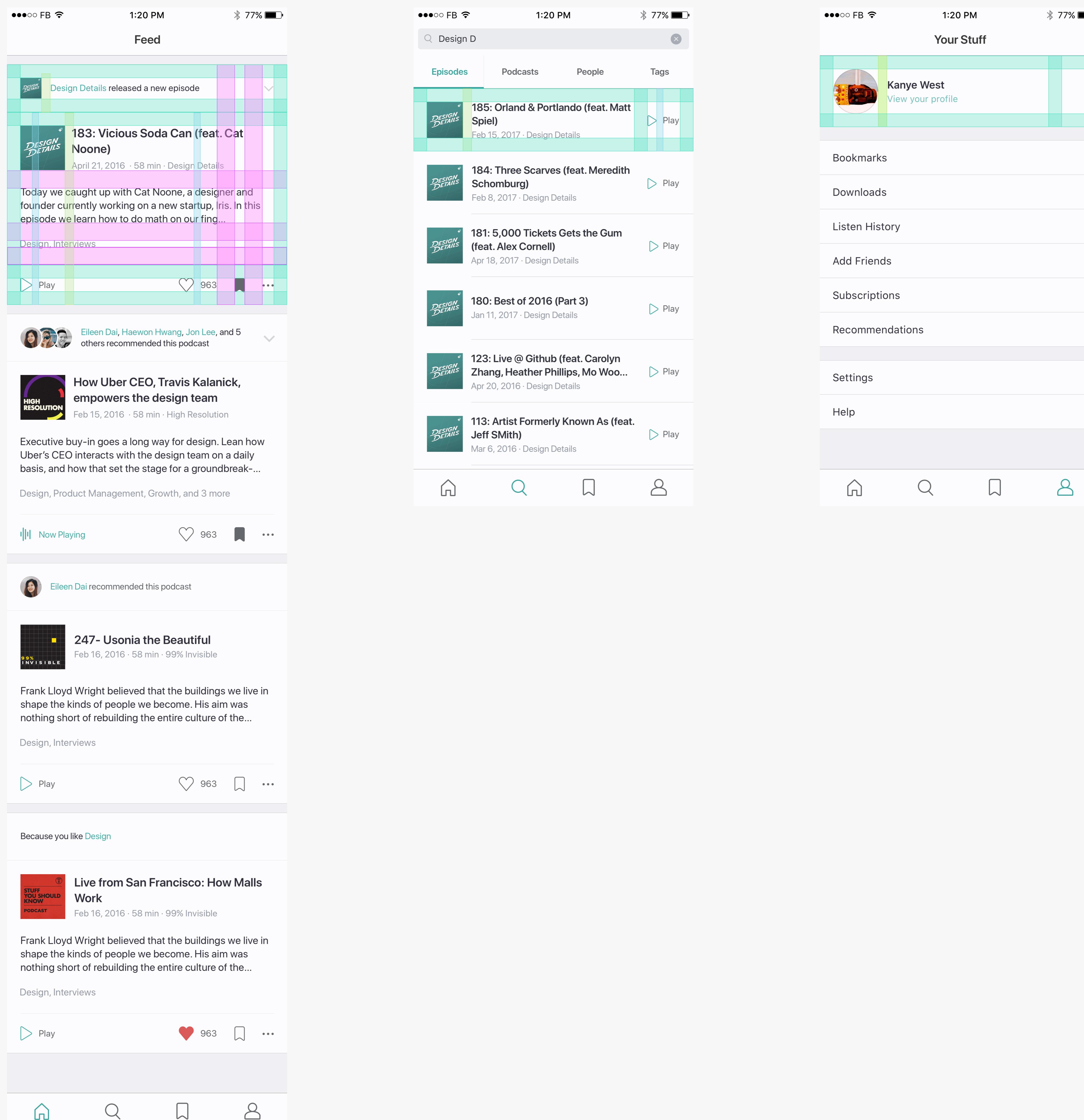
 24 pt
The vertical keylines determine the width and structure of UI elements.

 Vertical sizing determines the height of the content blocks.

 Horizontal margins determine spacing.

Examples

Below are examples of how the spacers are using throughout commonly found mobile screens.



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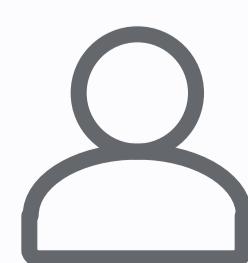
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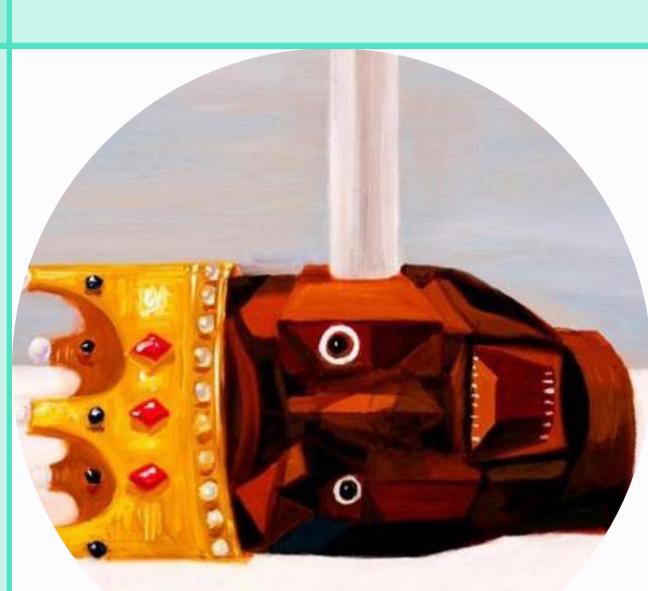
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