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BATCH	B
COURSE CODE	OECS5
EXPERIMENT NO.	8
NAME OF THE EXPERIMENT	AI powered climate change icons

Aim:

To design UI/UX logos/icons for AI powered climate change.

Icons:

An icon is a simple image that represents a real thing. For example, a shopping cart icon. Icons represent the exact thing they look like. Icons are not conceptual imagery, they are practical and useful. An Icon may refer to a pictorial symbol we use in a GUI (graphical user interface). We sometimes use icons in web documents to identify a program, device, folder, or file. For example, an icon may represent a modem, printer, or a drive. When we click on the icon, we activate it, i.e., either an operation starts, or a window opens.

Icon Best Practices for Usability:

- Don't reinvent the wheel. Familiar icons work best (e.g. home, close, print, play, search).
- Use icons to save space and improve recognition in toolbars, functions, and navigation.
- Icons should be fast to recognize. Use icons that people have seen and used before.
- Don't change file type icons for file downloads. For example, use a "W" in a blue box for Word.
- Icons should always communicate meaning. Don't overuse them or use them for decoration.
- Icons must visually describe the function and purpose. Make them simple, familiar and meaningful.
- Use the 5 second rule: If it takes more than 5 seconds to think of an icon, it will probably be ineffective.
- Always use labels for the icons.

Procedure:

1. Research about the problem statement i.e. weather icons
2. Open a new file and create a frame of icon size
3. Decide the color scheme and font for the design
4. Decide the number of icons to be designed
5. Design the different types of icons making them simple to understand.
6. Label the icons with appropriate names.
7. Make sure the icons convey the intended meaning.

Implementation:

1. Sunny Day

 Conveys to the user the sun will be out clearly.

2. Overcast

 The sky is completely filled with clouds with minimal sunlight.

3. Cloudy

 The sky is partially covered with clouds with the sun still remaining visible giving reasonable sunlight.

4. Heavy Showers

 Heavy rain is predicted.

5. Thunderstorm

 A storm with loud noises and flashes of light in the sky

6. Rain with Lightning

A rain-bearing cloud that also produces lightning.

7. Snowstorm

Heavy snowfall with high wind.

8. Snow

Light snowfall.

9. Cloudy Night

There are a lot of clouds in the sky.

10. Clear Night

No clouds in the night sky.

11. Light Rain at Night

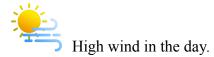Small amount of rain in the night.

12. Light Rain with Sun

Small amount of rain in the day.

13. Windy Night

High wind in the night sky.

14. Windy Day

High wind in the day.

15. Heavy Thunderstorm in Morning

Heavy rains in the morning accompanied by lightning.

16. Heavy Thunderstorm at Night

Heavy rains at night accompanied by lightning.

17. Rainbow

A rainbow can be seen after rain or dew.

Figma URL:
https://www.figma.com/file/eO4CjHeRm8TdqruCqlSbm8/Exp8---Weather-Icons?node-id=16%3A1606&t=1AUxC6sQ39TwRNmw-1

Observations:

While designing icons, we understood that the users must grasp the meaning of the icons very easily and identify them with minimal effort.

Conclusion:

We successfully designed a weather app icon pack to easily convey the forecasts to the users which then can understand easily.